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# Match and Mat Assignments

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*Assigning Match and Mat Numbers on the STRONGVON Administration Software*

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## 1 Overview

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The full version of the STRONGVON Administration Software (TSW) provides you with the tools to assign mat and match numbers on all your matches. Assigning match and mat numbers to the matches of your tournament will improve the efficiency of processing divisions in your tournament. A match that has a both match number and a mat number assigned is easy to identify within the entire tournament, and the sequence in which the match number resides on a mat indicates the order in which it will be run among other matches on the mat. Having an ordered set of matches makes it easy for competitors and administrators to keep track of which match is run next.

The benefits for match and match number assignments on the STRONGVON system are as follows:

- **Unique match number per mat or for entire tournament:** You can configure the match numbering scheme to be give out unique numbers relative to each mat, or unique throughout the entire tournament.
- **Segment matches of a mat into groups:** Matches on a specific mat can be organized into groups so that you can prioritize the match numbering sequence among different sets of brackets. This helps you keep in line with a schedule for competitors.
- **Align final matches towards the end:** The match numbering sequence can be applied to a group of division where each round of all divisions within that group are run together so that the final matches of each division are aligned at the end. The first rounds of the larger divisions are run before the first rounds of the smaller divisions.
- **Match balancing tool:** The setup window for configuring the match and mat numbering assignments gives you a real time, comprehensive view of the number of matches in each division, each group and each mat. This allows you to intelligently distribute the brackets among the mats to maintain a balance of matches per mat.
- **Export list first match and mat number assignments for each competitor:** You can create a list of competitors that include the first match and mat assignments.
- **Publish match and mat number assignments to online and printed brackets:** Mat and Match numbers are displayed for each match when publishing the brackets online or to printed format.
- **Generate report of how many matches in each division and each category:** After generating the match and mat numbers, the software automatically displays the num-

ber of matches per division and per category to help you with creating schedule for competitors.

- **Generate a list of all matches in the tournament:** After generating the match and mat numbers, the software automatically generates a list of all the matches in the entire tournament, including the mat number, match number, competitor names, group name, and division. When all winners are selected, this report can be regenerated to produce a list of all matches and the results of each match.
- **Display match and mat of current match on Match Scoreboard:** When used with the TSW Network Brackets option, the match and mat assignments of a match is displayed on the match scoreboard that can be projected to an external monitor. This display directly on the match scoreboard provides the referee, competitors, and audience with knowledge of which match is currently being run on a specific mat.

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## 2 Match Numbering Schemes

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There are 4 match numbering schemes available on the STRONGVON system. Each scheme determines the uniqueness of the match number and the sequence order of each match. You must select one of these four schemes at the start of the match assignment process. Without selection of a match numbering scheme, the software will be unable to determine the order of which the match numbers are assigned.

### 2.1 Unique all mats, finals aligned

The “Unique all mats, finals aligned” scheme does two things:

- **Unique all mats:** Match numbers are unique throughout the entire tournament. Thus no two match numbers are the same, regardless of the mat assignment. For example, Mat 1 would have match numbers 1 through 100, while Mat 2 would have match numbers 101 through 189, and Mat 3 would have match numbers 190 to 280.
- **Finals aligned:** The sequence of the Match numbers within a mat group is generated based on bracket size in an attempt to put the assign together the match numbers the final matches of all brackets within a mat group. This means that the largest brackets would have their round 1 matches assigned match number first, and then the second largest brackets would have their round 1 matches assigned match numbers next, and then the smallest brackets would have their round 1 matches assigned match numbers last.

### 2.2 Unique all mats, by bracket

The “Unique all mats, by bracket” scheme does two things:

- **Unique all mats:** Match numbers are throughout the entire tournament. Thus no two match numbers are the same, regardless of the mat assignment. For example, Mat 1 would have match numbers 1 through 100, while Mat 2 would have match numbers 101 through 189, and Mat 3 would have match numbers 190 to 280.

- **By bracket:** The sequence of the match numbers are assigned to all matches within a bracket before any other bracket is assigned match numbers. The priority of brackets for match number assignment is configurable.

### 2.3 Unique per mat, finals aligned

The “Unique all mats, finals aligned” scheme does two things:

- **Unique per mats:** Match numbers are unique only within a mat. Thus no two match numbers on a mat, but match numbers can be repeated on another mat. For example, Mat 1 would have match numbers 1 through 100, while Mat 2 can have match numbers 1 through 105, and Mat 3 can have match numbers 1 through 98.
- **Finals aligned:** The sequence of the Match numbers within a mat group is generated based on bracket size in an attempt to put the assign together the match numbers the final matches of all brackets within a mat group. This means that the largest brackets would have their round 1 matches assigned match number first, and then the second largest brackets would have their round 1 matches assigned match numbers next, and then the smallest brackets would have their round 1 matches assigned match numbers last.

### 2.4 Unique per mat, by bracket

The “Unique per mat, by bracket” scheme does two things:

- **Unique per mat:** Match numbers are throughout the entire tournament. Thus no two match numbers are the same, regardless of the mat assignment. For example, Mat 1 would have match numbers 1 through 100, while Mat 2 would have match numbers 101 through 189, and Mat 3 would have match numbers 190 to 280.
- **By bracket:** The sequence of the match numbers are assigned to all matches within a bracket before any other bracket is assigned match numbers. The priority of brackets for match number assignment is configurable.

### 2.5 Selecting Match Numbering Scheme

Selection of the match numbering scheme should not be done until you have set your initial draws and are ready to assign mat numbers and match numbers to all matches in your tournament. To select the match numbering Scheme:

1. Click on “Reload Line-up” button.
2. Select “Generate” when prompted by the Confirmation window shown in Figure 2.
3. Select the desired match numbering scheme when prompted as shown in Figure 3.

After selecting the Match Numbering Scheme, you will be required to complete the assignment of divisions to mat numbers. If you cancel out of this task, no match numbers will be assigned, and you will be required to select the Match Numbering Scheme again next time you click on the “Reload Line-up” button. Read Section 5 for step-by-step instructions on creating the match list.

### **3 Preparing Brackets for Assignment**

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The software will allow you to generate the lineup of matches (list with match and mat number assignment for each match) at any time. However, it's highly recommended that you start this process only after the following has been done in sequence:

- 1. Registration has closed.** All expected registrations should be in the database already. New registrations that come in after the match lineup has been made will require special attention so it's wise to minimize such cases.
- 2. All competitors have been moved to the most appropriate division.** Merge divisions as required. Competitors by themselves in a division should be moved into another division so that the competitor can be placed in a match. The software does not automatically move competitors into other divisions, so you must decide the criteria for moving competitors and manually move them in the software.
- 3. All bracket types have been set.** You must ensure that all divisions have been configured as appropriately as single elimination, double elimination, round robin, or best-of-3. You should go through each bracket and ensure that it is set appropriately for the number of competitors in the division. For example, if your policy is to run a best-of-3 matches for a division with only 2 competitors, then you must go to each division with only 2 competitors and set the "Best of 3" bracket type.
- 4. The initial draws are set.** You should ensure all match ups in the initial round of all brackets are acceptable. The software can automatically load the initial draw of a bracket with the "Reload Bracket" button. However, if you have inside knowledge of specific competitors, and know better how to match up competitors within a bracket, then you can override the software's initial draw and move the competitors around within the bracket. Changing any part of the initial draw can be managed from the software, but it will cause confusion for the competitors as well as your staff if you've already published the brackets. It is highly recommended that you have the initial draws set, and minimize any changes to the initial draw.

### **4 Understanding Roles of Mats and Groups**

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#### **4.1 Facts about Mats and Groups**

It's important to understand the concept of assigning brackets to groups and mats on the STRONGVON system. Here are the facts about mats and groups:

- A **mat** contain one or more groups.
- A **group** contains one or more brackets.
- A **bracket** must be assigned to one and only one **group**. A bracket cannot be assigned directly to a mat because it must be assigned to a group.
- A **group** must be assigned to one and only one **mat**. The group name must be unique throughout the tournament. Brackets within a group cannot be divided across multiple mats.

- The match numbering priority scheme (as described in Section 2) is applied to the brackets of the same group. Brackets within another groups are not considered in the match numbering scheme of a group.
- The order in which match numbers are assigned among groups of a mat are by alphanumeric order of the group names within a mat.
- The order in which match numbers are assigned within a group depends on its order within the global priority list, which is accessed after the assignment of groups and mats window.

Figure 1 shows the relationship between brackets, groups, and mats.

FIGURE 1.

Understanding Groups and Mats



## 4.2 Where to Assign Brackets to Groups and Groups to Mats

Assignment of brackets to groups and groups to mats is done on the “Assign Mats and Groups” window (shown in Figure 4), which is only accessible after you click on the “Reload Lineup” button. Please read Section 3 before using the “Reload Lineup” button. You must ensure you are ready to start the task of generating match numbers before you think about assignment brackets to groups and groups to mats. When you are ready to start the assignment, follow instructions in Section 5.

## 5 Step-By-Step Instructions for Assigning Groups, Mats, and Match Numbers

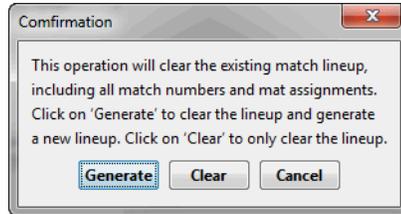
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To create Mat and Match number assignments, do the following:

1. Set all bracket types and initial draws on your tournament. You can use the “Reinitialize All Registrant” button to have the software automatically load people into their division, and then subsequently move competitors around as required.<sup>1</sup>
2. After loading setting the initial draws, click on “Reload Lineup” Button. This displays the confirmation window shown in Figure 2.

FIGURE 2.

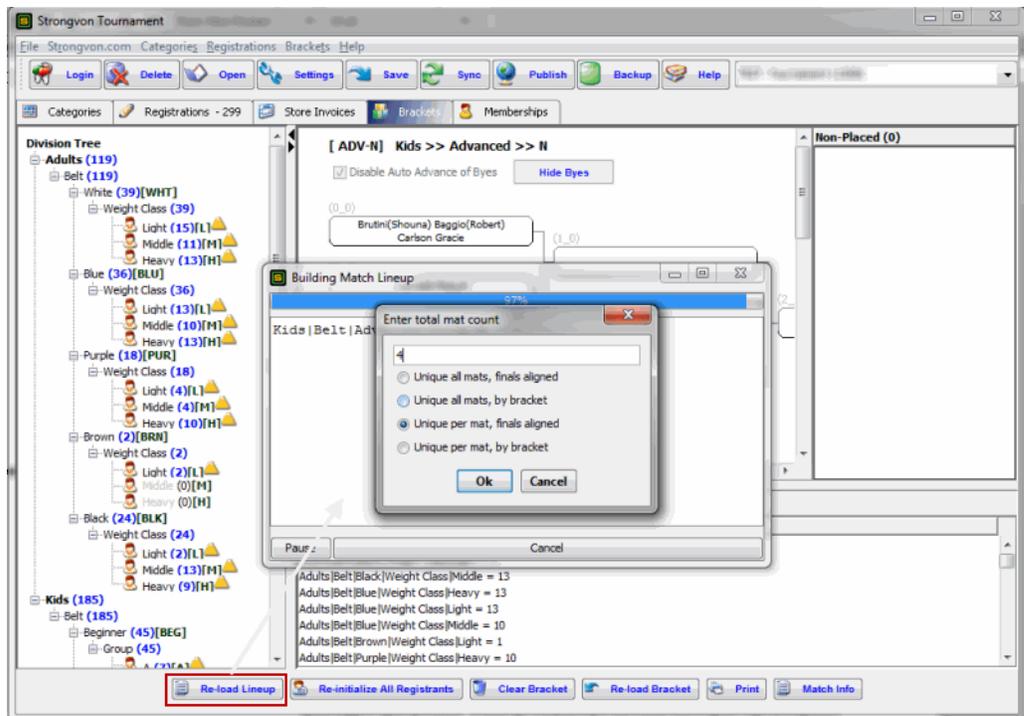
Initiate Line Up Tool



3. Click "Generate" to begin the process for generating the match list. The process will automatically clear the existing match list if it already exists.<sup>2</sup>
4. When prompted, enter the number of mats you will run in your tournament, and select the match numbering scheme (read Section 2 on details of each scheme) as shown in Figure 3.

FIGURE 3.

Specifying Number of Mats and Match Numbering Scheme



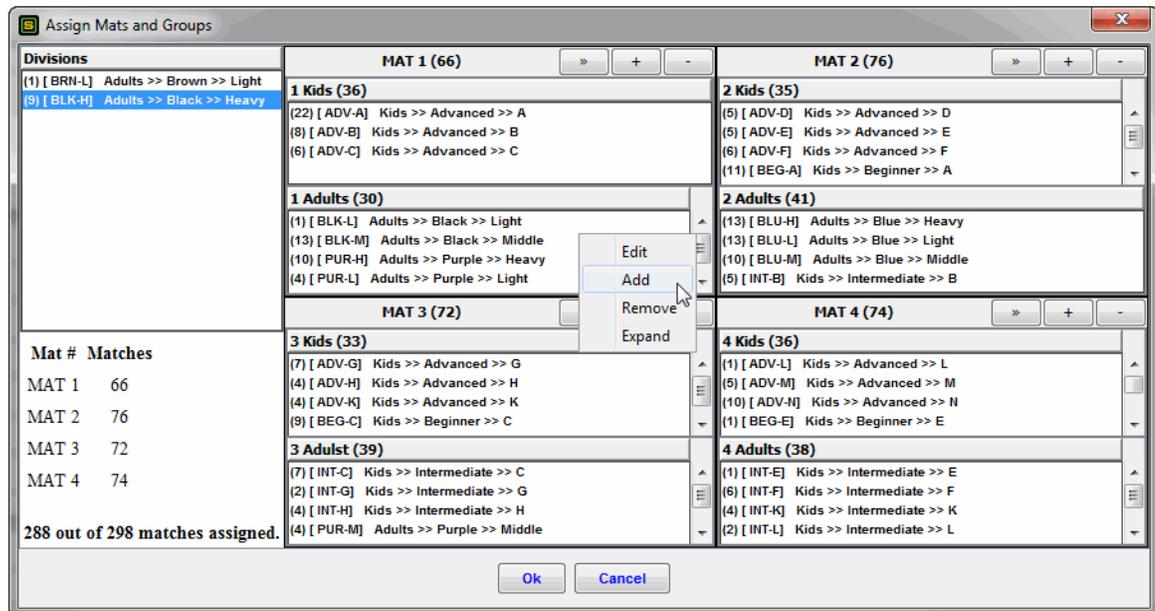
1. When you click on the "Reinitialize All Registrants" button, you will first be warned that all existing match ups will be cleared. If you accept the warning, then you will be asked if you want to reload all brackets after the initial draws have been cleared. Click Yes to automatically reload all brackets if you wish to continue with the task of Mat and Match Assignment.
2. Use the button "Clear" if you wish to only clear the existing match list and not produce another match list.

- You will be prompted by the “Assign Mat and Groups” window, which is where you move create groups on mats and where you put brackets into groups.<sup>3</sup> This window opens up small, so you will need to adjust the size by clicking and dragging the edges of this window to be able to view all the mats.<sup>4</sup>

The first task on this window is to create at least one group for each mat. On each Mat, click on the “+” button that appears at the top right of the rectangle that represents the mat. This creates a group for that mat. In Figure 4 Mat 1 has a group called 1 Kids, and a group called 1 Adults. Mat numbering schemes are applied to each group, separately and in alphanumeric order, within a mat. So if you have a group called “1 Kids” and another called “1 Adults”, the match numbering scheme will start with group “1 Adults” first because it alphanumerically comes before “1 Kids”. If you need to rename the group, right mouse click somewhere within the group’s rectangle, and select “Edit” from the popup menu.

If you have many groups on a mat that obstructs the view of the divisions within the mat, you can expand the view of a mat by clicking on the “>>>” button to the left of the “+” button at the top right corner of the mat. When done viewing the expansion of a mat, click on the “<<<” button to collapse the expanded view of the mat.<sup>5</sup>

FIGURE 4. Distribute Matches Onto Groups and Mats



- Please read Section 4 to understand the roles of mats and groups.
- This window will remain on top until you are done assignment matches to the mats. You will need to complete this task before moving on to Windows applications, as you will be unable to switch tasks to applications that appear underneath the STRONGVON administration software while this window is open.
- Do not click “OK” button when you only want to collapse the expanded view. The “OK” button at the bottom of the window finishes the match numbering assignment.

6. After creating at least one group for each mat, insert brackets into each group. For each group, highlight the names of the brackets from the left list of groups, right mouse click onto the white square area of the destination group, and select “Add” from the popup menu. This moves the selected brackets from the left side list into the group.<sup>6</sup> If you need to remove a bracket from a group, select the group from within the group, right mouse click, and select “Remove” from the popup list. You can order the list on the left side by left clicking at the top of the list, which can help you assign brackets to groups.
7. Adjust mat assignments to each group as required. As you insert divisions into the groups, you can see the running tally of match counts for that group and mat increase. These running tallies allow you to evenly balance the number of matches assigned to each mat.
8. When you are done assigning all the divisions into all the mats, click Ok.
9. You will be prompted to adjust the priority of divisions within a group. This priority determines the order in which division within a group gets assigned match numbers. Use the default order if you are unsure. The default order is the order in which the divisions appear in the Division Tree on the left side of the “Brackets” tab. If you need to adjust that order for match numbering assignment, then select the division and click on the Move Up or Move down buttons.
10. After determining the priority of divisions, the software will now go through and generate the match list. When done, the software will display the match list below the Current Bracket view, and all matches will have a mat and match number assigned in the Current Bracket view.

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## 6 Where Mat, and Match Numbers will appear

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### 6.1 On Match List

After generating the assignment of Group, Mat, and Match numbers as directed in Section 5, the resulting match list appears in the “Match Lineup” area of Brackets tab (below the Current Bracket). The list will contain every single match in your tournament, which each listing displaying:

- **Mat number.** You can change this value within the list clicking on the cell, but it’s highly recommended that you do not touch this assignment on the list to avoid affecting the list’s integrity.
- **Match number.** You can change this value within the list on the cell, but it’s highly recommended that you do not touch this assignment on the list to avoid affecting the list’s integrity.
- **Type of Bracket** (single elimination, double elimination, etc). You cannot change this value. It was determined by the type of bracket that was set before you generated the match numbers.

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6. In Windows, to select multiple brackets at one time, hold down the Ctrl key while clicking on each desired bracket.

- **Division.** You cannot change this value within the list. It was determined by the configuration of the Category.
- **Both Competitors Names and Teams.** You cannot change this value from within the list. It was determined by the initial draw set for the bracket before you generated the match numbers. The names will automatically update if you swapped out competitors from this match with competitors from another match. However, if you change the spelling of a competitor's name, the spelling change will not appear on the match list unless you clear the competitor from his bracket node, and then re-insert him into the same node.
- **Group name.** You cannot change this value from within this list. It was determined when you created the group on the "Assign Mats and Groups" window (shown in Figure 4).
- **Match Type.** This indicates if a match is a quarter final, semi final, final, third place match, round robin match, or best of 3 match.
- **Priority value.** This indicates the order in which the matches will be run. Use this value only if you want to run a higher numbered match before a lower numbered match. This value is a unique value throughout the tournament, and is only used if you are using the "TSW Network Brackets" option. Otherwise you can ignore this value. Default value is the order of the match number assignment within the tournament. You can change this value within the list by clicking on the cell.
- **Match Winner.** The winner selected for this match appears in this column. You cannot change this value from within this list. You must change the winner either from the TSW Current Bracket view, the Brackets network client, the Match Scoreboard client

You have two options for extracting the match list from TSW:

1. **Copy All:** This option copies the entire list into clipboard and you can then paste directly into a spreadsheet program. To do this, right mouse click somewhere on the match list and select "Copy All" from the popup menu. Then open the spreadsheet program (like Excel) and paste the content of the clipboard into the first cell of the spreadsheet (Ctrl-V on Windows).
2. **Export:** This option saves the list as a tab-delimited text file, which can later be imported into a spreadsheet program. To do this, right mouse click somewhere on the match list and select "Export" from the popup menu. Then specify the file name. The file extension ".txt" will automatically be appended to the filename.

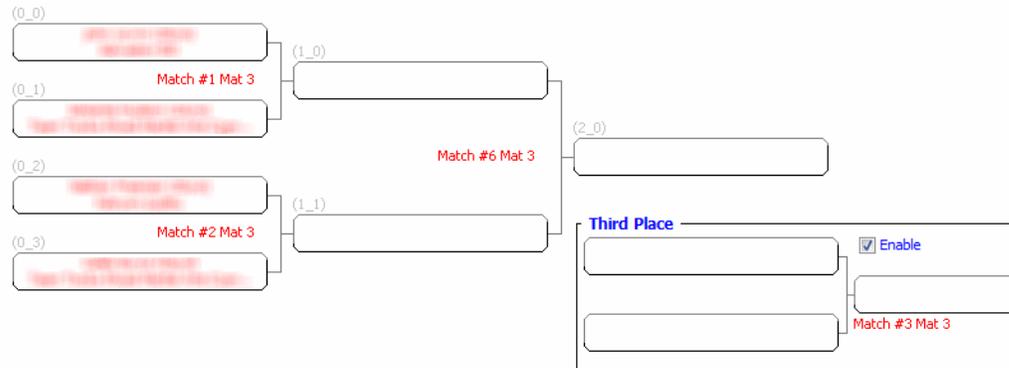
You can sort the match list by a specific column by clicking on the column header. For example you can sort the list by priority if you click on the header cell of the "Priority" column.

## 6.2 On Current Bracket

The mat and match numbers for each match also appear on the Current Bracket view. Figure 5 shows an example of how the mat and match numbers appear on the Current Bracket view.

FIGURE 5.

Mat and Match Numbers on Current Bracket View



### 6.3 On Printed Bracket

The mat and match numbers for each match also appear on the Word-formatted bracket files that are generated when you print brackets. STRONGVON provides a free set of template for displaying the mat and match numbers. Read Section 8 on how to configure the correct default set of templates before you begin printing brackets. You can modify the template as required before generating the export bracket file.<sup>7</sup> Figure 6 shows an example of how a bracket would print using a free bracket template.

### 6.4 On Printed ID Card

The mat and match numbers of a competitor's first match also appears on the printed ID card. Figure 7 shows a sample ID card that is printed for a competitor after a match list is created.

To print the ID cards for a selection of competitors:

1. View the registrations list on the "Registrations" tab of TSW.
2. Then use the mouse to select a group of competitors.<sup>8</sup> The order in which the ID cards print is the order in which it appears in the "Registrations" tab.
3. After selecting a group of competitors, click on "Print ID" button from the bottom, or right mouse click in the list and select "Print ID" from the popup menu.
4. Select the layout option for printing ID cards. The options available are "4 per page", "2 per page", or "1 per page". After selecting the layout, the software will rasterize all ID cards. When all ID cards are rasterized, you will be printed to select the printer.

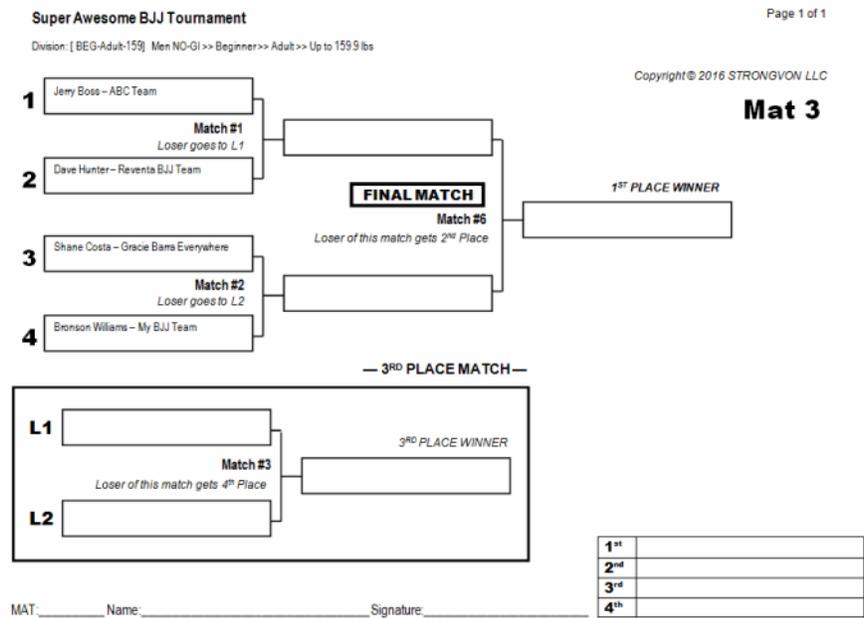
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7. Read the technical guide called "Managing Brackets" for understanding how to use Word templates for printing brackets.

8. In Windows, multiple selection is done when you hold down the Ctrl key while left mouse clicking on the desired items. Use Ctrl-a if you wish to select all registrations at once.

FIGURE 6.

Mat and Match Numbers on Printed Bracket



### 6.5 On Competitors List

You can generate a competitors list that shows the competitor’s first match assignment for each division. This list would be helpful to competitors in finding out their the mat and match numbers of their first match.

To extract the competitors list with first match assignment:

1. View the registrations list on the “Registrations” tab of TSW.
2. Then use the mouse to select a group of competitors.<sup>9</sup> The order in which the ID cards print is the order in which it appears in the “Registrations” tab.
3. After selecting a group of competitors, click on “Print ID” button from the bottom, or right mouse click in the list and select “Print ID” from the popup menu.
4. Select “Export to tab-delimited TXT file” from the “Select Layout Option” window, as shown in Figure 8.
5. Enter the filename of the destination file. You can later import this file into a spreadsheet program such as Excel.

When you open the resulting file, you will see a line for each match the competitor, including Bye matches. The lines having Bye matches will not have any mat and match

9. In Windows, multiple selection is done when you hold down the Ctrl key while left mouse clicking on the desired items. Use Ctrl-a if you wish to select all registrations at once.

FIGURE 7.

Mat and Match Numbers on Printed ID Card

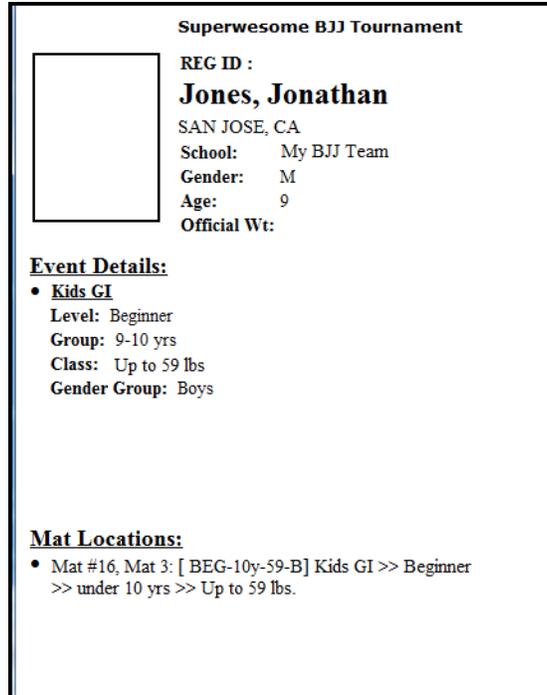
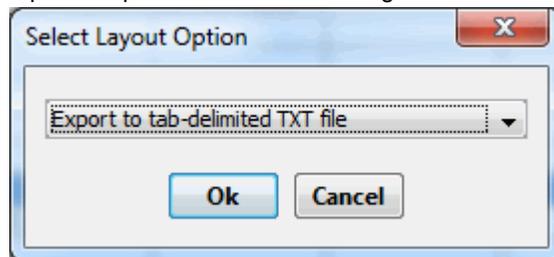


FIGURE 8.

Export competitors list with mat assignment



assignments, so those columns will be empty. You can delete the lines representing the Bye matches.

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## 7 Division Counts

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### 7.1 Location

After generating the match list, a tally of matches is summarized in the area above the match list. The tallies are divided into tabs that group together the counts of the divisions of a category. The first tab is called "All Matches" and shows the count of matches

each division and a total count of all matches in the tournament. Each subsequent tab displays the tally of matches for a category and the count of matches for each division in that category. You can copy the content of this area into clipboard and paste it into another program for better analysis of the division counts, which in turn may help you generate a schedule for the divisions.

## 7.2 Usage for Generating Tournament Schedule

The division counts are critical for determining the tournament schedule. Although the logic used to generate a tournament schedule varies for every organizer, there are similarities among the different methods. Thus a general algorithm for determining the schedule for a group of divisions (white belts, blue belts, masters, etc.) is as follows.

- MATCHES = number of matches for the group (reported by software)
- MATS = number of mats
- BREAK = minutes between each round
- DUR = duration of match
- START = Start time of group
- TOTAL = Total time to process group (calculated)
- END = End time of group (calculated)

**TOTAL** = (DUR+BREAK) x MATCHES ÷ MATS

**END** = START + TOTAL

After calculating the end time of the first group, you can use that end time as the start time of the next group.

For example, consider a tournament with 100 matches in the white belt division. If there are 10 mats, the white belt match duration is 5 minutes, the time between matches will be 1 minute, and the start time for the group is 8:00 am. Then the division will be done by 9:00 am according to this calculation:

**TOTAL** = (5 min+1 min) x 100 matches ÷ 10 = 60 min

**END** = 8:00 am + 60 min = 9:00 am

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## 8 Configuring Word Templates for Brackets

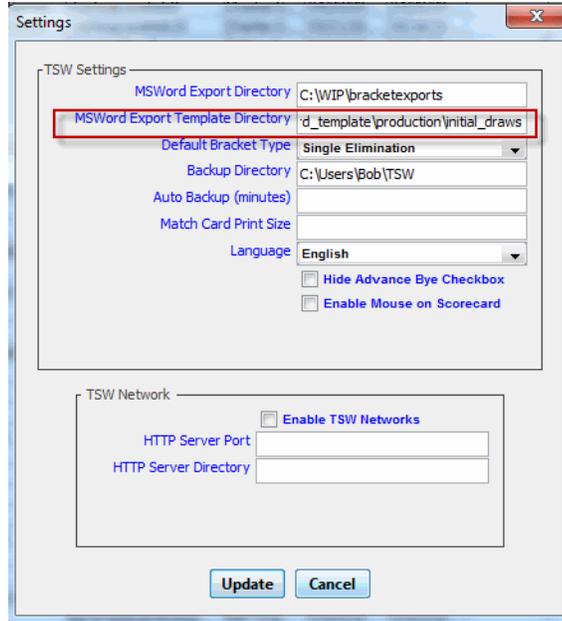
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If you plan to print the mat and match number assignments onto the Word Export, you will need to configure the appropriate default templates from the Settings window. Do the following to reconfigure the default templates to accommodate Mat and Match numbers:

1. Click on the “Settings” button at the top of the administration software. This opens the Settings window shown in Figure 9.

FIGURE 9.

Configuring Default Templates for Bracket Exports



2. Click on the “MSWord Export Template Directory” field and browse for the template folder called “mat\_match\_display”. The path of the directory should look something like this:

C:\Program Files (x86)\STRONGVON\STRONGVON Tournament Management System\word\_template\alternatives\mat\_match\_display

3. Click on Update to save the changes. When you print a bracket to the default template, it will now display the assigned mat and match numbers for each match.

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## 9 Adding Matches after Generating Match List

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### 9.1 Reasons

You can add matches and assign mat and match numbers, even after generating the match list.<sup>10</sup>This would be the case in the following situations:

- You add a person last minute to an existing bracket.
- You add people to a different bracket (such as Absolutes) during the tournament.
- You want to create exhibition matches.
- You want to create a new bracket within the existing categories.

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10. It is not required to assign mat and match numbers to matches added after generating the match list. You can create new matches for print the bracket without having mat and match numbers.

After assigning mat and match numbers to newly created matches, you will want to reprint brackets, or republish online brackets. If you are using the TSW Network Brackets option, you can also load the new match into the match scoreboard client.

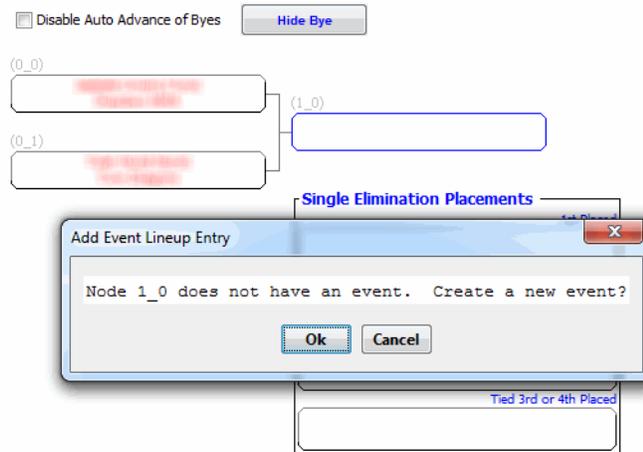
## 9.2 Step-By-Step Instructions

To add a match to an existing match list:

1. Put competitors into brackets that will generate a new match that does not have a mat and match number assigned. For example, if you add a person to an existing 5 man single elimination bracket, you would be adding an initial match in round 1 with the 6th person. Remember you must clear all advanced competitors of a bye match before you can put a competitors in place of the bye.
2. Load the bracket into the Current View area.
3. Click on the node that represents the winner of the new match to select it.
4. Right mouse click selected winner's node. This opens the "Add Event Lineup Entry" window that prompts you to insert a line in the existing match list (shown in Figure 10).

FIGURE 10.

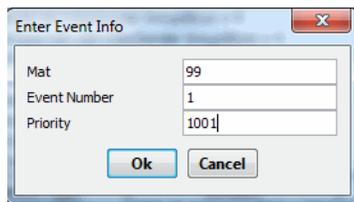
Adding a new Event in the Existing Match List



5. Click Ok. This opens the "Enter Event Info" window, as shown in Figure 11.

FIGURE 11.

Enter Event Info



6. Enter the Mat number, Event Number (Match #), and Priority. You can select an existing mat number, but to avoid assigning conflicting mat and match number combinations, it's best to assign a mat number that doesn't already exist.
7. Click OK, you will see the new match entered at the bottom of the match list. To see the new match assignment values on the Current Bracket view, click off the bracket and back on, to refresh the view.

### 9.3 Caution

Use extreme caution when adding a match to an existing match list. Here are the risks:

- **Removes display of match numbers on current bracket:** Removing a person from an existing bracket may decrease the size of the bracket in half. For example, if you move a competitors from a 5 person bracket, the size of the bracket changes from 8 initial nodes to 4 initial nodes. The nodes on the bottom half of the original bracket size would no longer exist, so the competitors who occupied nodes on the bottom half will be removed from their nodes, and all winners nodes from matches on the bottom half will also be removed. Because match numbers are directly tied to the winner's node, if the winner's node is removed then the match assignment no longer exists.
- **Duplicate mat and match assignment:** The software provides no validation of match numbers, so it is possible to add a match and assign it duplicate match number for an existing match. Duplicating match numbers on a mat will cause problems in loading the match into the network clients, and it will cause confusion among the staff and competitors.
- **Disrupts flow of normal match sequence:** You may inadvertently create matches and assign match numbers that disrupt the flow of running matches in sequence. For example, if you add a new match to an existing bracket where all the matches previously had match numbers assigned, the new match number is likely to be out of sequence from the normal flow of running matches. The operator of the match timer client must make a practical decisions on when to run the new match.
- **Cause confusion among competitors:** When adding a new match, it's likely you will be giving a first round match to a competitor who previously had a bye in the first round. If you had already published the match list, these competitors might not realize they were suddenly given a first round.

## 10 Publishing Match List To Web Page

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You can publish the entire match list onto a web page. The resulting web page displays the mat number, match number, division, and competitors. When you are logged into the server, the web page is published to your tournament registration site. When you are offline, the web page is published to a local directory, which you can later upload to your registration site.

### 10.1 Step-By-Step Instructions

To publish the match list to a web page:

1. Generate and finalize the match list on TSW. This means you need to set the brackets, assign mat and match numbers, add any last minute matches, and modify the priority values as required.
2. Sort the match list as desired. The order in which the match list is displayed on TSW is the same order in which the match list is displayed on the published web page. Click on the column header of the column by which you want to sort. For example, click on the Match # column header if you want to sort the list by Match #. Click on the column header again if you wish to toggle between ascending and descending order.
3. Click on the “Publish” button at the top area of the TSW. This opens the “Publish Options” window.
4. Select “Match Lineup” radio button.
5. Click on the “Publish” button. TSW will take about a minute to publish the match list, depending on the number of matches in your tournament.

### 10.2 Location of Web Page

When the process is complete, your computer’s default browser application will open a new browser window at the location of the published page. If you are logged into the STRONGVON server, the location of the published page will be within your tournament website directory. For example, if your tournament URL is:

```
http://strongvon.com/mytour/
```

then the location of the match list will be:

```
http://server.strongvon.com/mytour/m_tournament_main.jsp?page=EventLineup.html
```

If you are not logged into the server, the location of the resulting browser page will look something like this:

```
file:///C:/Users/Bob/TSW/EventLineup.html
```

### 10.3 Re Publishing Match List

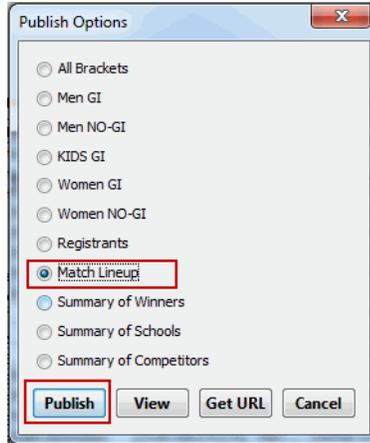
When you go through the publishing process again, the web page will be overwritten with the latest match list. If you are logged into the server, the most recent match list published on the tournament registration web site will be overwritten. If you are not logged into the server, the most recent match list published on your local computer will be overwritten with the latest match list.

### 10.4 Retrieving URL of Published Match List

Once you have generated the match list on a web page, you can retrieve the URL without generating a new list if you click on the “View” or “Get URL” buttons on the “Publish Options” window shown in Figure 12. The “View” button will open a browser

FIGURE 12.

Publishing Match List



instance and load the published match list. The “Get URL” button will appear only if you are logged into the server and will open a small window displaying the online URL.