Big Bracket Maker Help Document

Using Big Bracket Maker for the ipad is simple as 1-2-3.

1) Select a new tournament draw type.

2) Enter the names

3) Touch "Copy to Brackets" to place names on the brackets.

That's it! You are now ready to have competition! Touch a player name to advance the player when they win. Repeat until you have one winner.

Background:

There are two ways to place names on the brackets;

1) Using Random placement and

2) Using a Seeded placement.

The random placement selection makes the program select who goes where using a random algorithm. All players are treated equally. No rankings or special seedings are used to place the players. If there are an odd number of players, someone will randomly get a bye and play one less game than everyone else.

A seeded tournament is where the players are placed on the brackets based on their seeding or placement in the list. The name at the top of the player list is seeded #1, the second player in the list is seeded as #2, and so on. The last player in the list is the lowest seed. The seeding assignments are done so that the lowest seed plays the top seed. The second to lowest plays the second top seed and so on. For example, if there are 16 players, player #1 plays against player #16 and player #2 plays against player #15.

In both placements, players are advanced by touching their name. As each match is played, the loser is eliminated. The winner plays the winner of the adjacent bracket. The winner of the tournament is the last player to win.
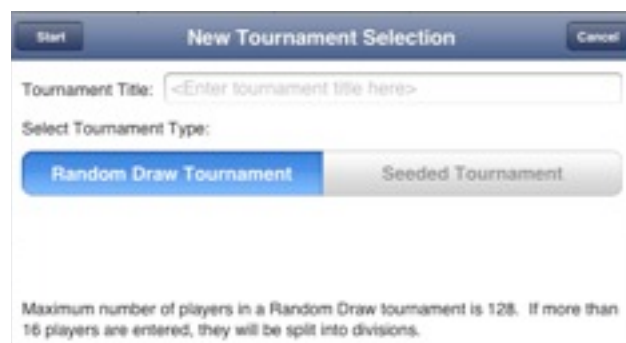
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Starting a new tournament:

To start a new tournament, touch the action menu on the top right of the screen and select New Tournament.

When you select a new tournament, you are asked to enter a title and to make your selection of the draw type. You can select Random Draw or Seeded Tournament. In both cases, it will be a single elimination tournament format with a maximum 128 players.

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After you enter the title and have made your selection. Touch **Start** button to start the tournament creation. With random draw tournaments, the program will let you enter up to 128 players without interruption. With seeded tournaments, you will be limited to entering up to 16 players per division. You can keep adding players by typing in the text field on the left.   Dismiss the keyboard when finished entering names.

Random Draw Tournaments

Random draw tournaments is where the players are randomly assign a position on the brackets. Depending on the number of players the assignments will as some players by get a bye and start at the second level.

The program will keep track of the number of players entered. The total number of players will be listed at the top of the table. When you have entered your 128th player, the program will automatically dismiss the keyboard as you will not be able to add any more players.

You can start a tournament with as little as 4 players. Just enter the names. The program will figure out the size of your bracket when you touch the **Copy to Brackets** button.   If there are more than 16 players entered, the program will split the list into two divisions when the brackets are made. The players will be evenly distributed. between the two divisions. If you enter more than 32 players, four divisions will be created. Again, the list will be evenly distributed. This

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technique allows for even distribution of players on the brackets.   It is far better grouping the brackets this way.

If more than 64 players are entered, the players will be split into 8 divisions.   Each division will be limited to a maximum of 16 players.   Here's an example of how the players are divided for the maximum number of players (128 players).

When the Copy to Brackets button is pressed, the entire player list will be randomly assigned to the brackets on the right. As stated previously, the program will split the players into divisions. If you don't like that draw, you can touch **Copy to Brackets** button again to re-apply the random draws. You can keep doing this until you are satisfied. Note that the program will warn you that you are about to overwrite or erase the previously created bracket. The copy action can take place at anytime. This means if that you want to restart a tournament, you can do so by selecting **Copy to Brackets**. However, the program will randomize the draw each time.

Seeded Tournament

The other tournament type you can choose is a Seeded Tournament. Unlike the random tournament type, the player list order is important.   As you enter names, the players are assigned seed numbers. The first player you enter is the lowest seed and the last player you enter is the highest seed. So, for example, if you enter 16 players, the first player name you entered will eventually be assigned #16 seed.

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Because of this seeding arrangement can get difficult to manage when you exceed 16 players, the program automatically splits your field into divisions.   The divisions are limited to 16 players each to ensure the proper seeding. This allows you to hold a tournament like they do for college basketball tournaments. This is why you must specify the number of players before you start.

By selecting the size of the tournament at the start, the program can properly setup the number of divisions needed to host your entire field.

The players will be split into divisions based on the number of players entered. For 4 to 16 players, only one division will be used. If 17 to 32 players is selected, two divisions will be used. If 33 to 64 players is selected, four divisions will be created. If 65 to 128 players is selected, eight divisions will be created. This way, each division can have its own seeding with a maximum of 16 players each.   Again, this allows for setting up a tournament field just like they do for the end of the season college basketball tournament.

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Load and Saving Player list

Because it can be time consuming to enter player names, the program gives you several options. Of course, you can manually enter the names one by one at the text box at the top of the player list.

You can save a player list by selecting the picture icon at the bottom of the player list. It will present you with options. The list of files can be edited to delete unwanted player list.
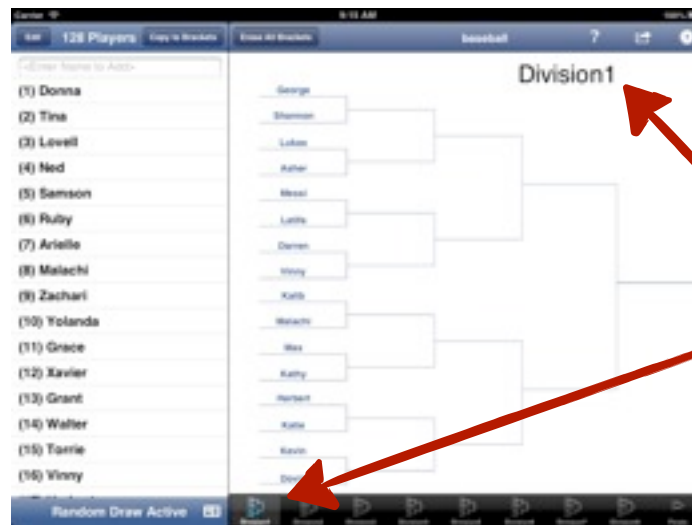
Note that the player list can be saved for later. This allows you to re-use the list for another tournament.

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Divisions

As stated previously, players will be split into divisions and with no more than 16 players per division. The name of each division is automatically assigned division1, division2, division3, etc. However, you can change the name of a division by tapping on the title field located on the top right of each division. When you press Done, the name will change in the title and the tab mark. This same division name will be used for full screen mode.

By splitting the player list into divisions, it allows you manipulate players in one division without affecting the other divisions. For example, let's say you have a total 36 players. If some one new needs to be added to your player list, you can just add the name to one division and select Copy to Brackets. This will update the selected division without affecting the other divisions.   In fact, any changes you make (such as re-ordering the seeding) will not affect the rest of the tournament.

The use of divisions allows you to host large tournaments and have seedings that are relevant to the players. For example, in each division you might have players may be from the same school, class or region.

Finally, at the bottom of the player list, the program will list the total number of players entered in the tournament. The number of players in each division is listed at the top.

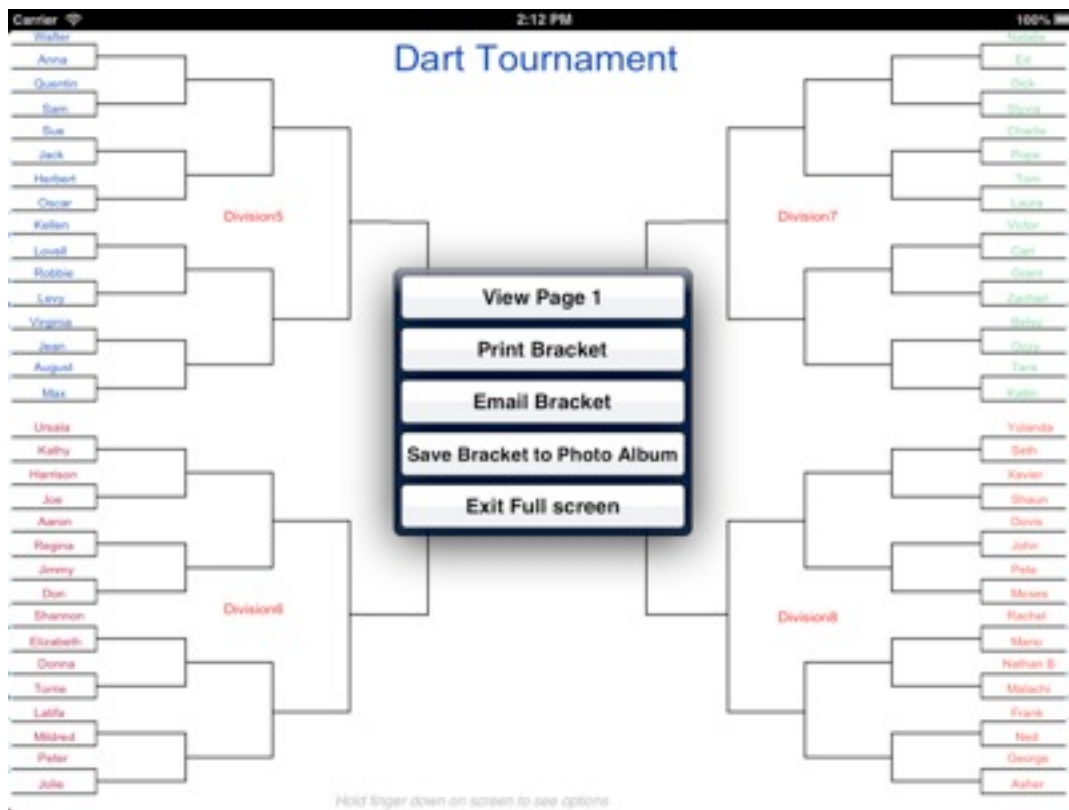# Big Bracket Maker Help Document

Full Screen mode

After you have started your tournament, you can select to view the entire bracket on one screen. This is full screen mode. For large tournaments, the brackets will be shown in two pages. Full screen is a great way to see all your participants.

The different colors represent the different divisions. Note that the label of each division is what you typed for each division.

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There are some advance options that you can select when in Full Screen mode. To see your options, just hold your finger on the screen for a longer than 2 seconds and a menu will pop up.

From here, you can print the brackets (one page at a time). If you have Airprint enabled or working, the bracket will be sent to the Airprint dialog when you select this option.

You can select to email the bracket (again one page at a time). The snapshot picture of the screen will be sent as an attachment to an email message. The email client will be called.

You can save a copy of the brackets as an image or photo to your album. If you select this for the first time, you will be asked to allow access to your photo album. This is a one time question. The program only saves photos and does not access or read any data from your photo album.

Finally, you can exit full screen.

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Saving Tournaments

The program automatically saves the tournament periodically as you use it. The filename will be the title of the tournament that you chose at the beginning. If you would to save a copy of the tournament under a different name, use the Save Copy of Tournament option from the action menu. This will save a copy of the existing tournament with the specified name. Any changes you make to the tournament after this selection will NOT be saved to this new name instead it will continue to be saved under the existing title.

For example, let's say you have list of players entered and you started the tournament by selecting the copy button. Your tournament title is "baseball". You might have the following:

The "baseball" tournament will be saved automatically as you start advancing players and interacting with the brackets. If you now select **Save Copy of Tournament**, a snapshot of this bracket layout will be saved with a new filename of your choosing.
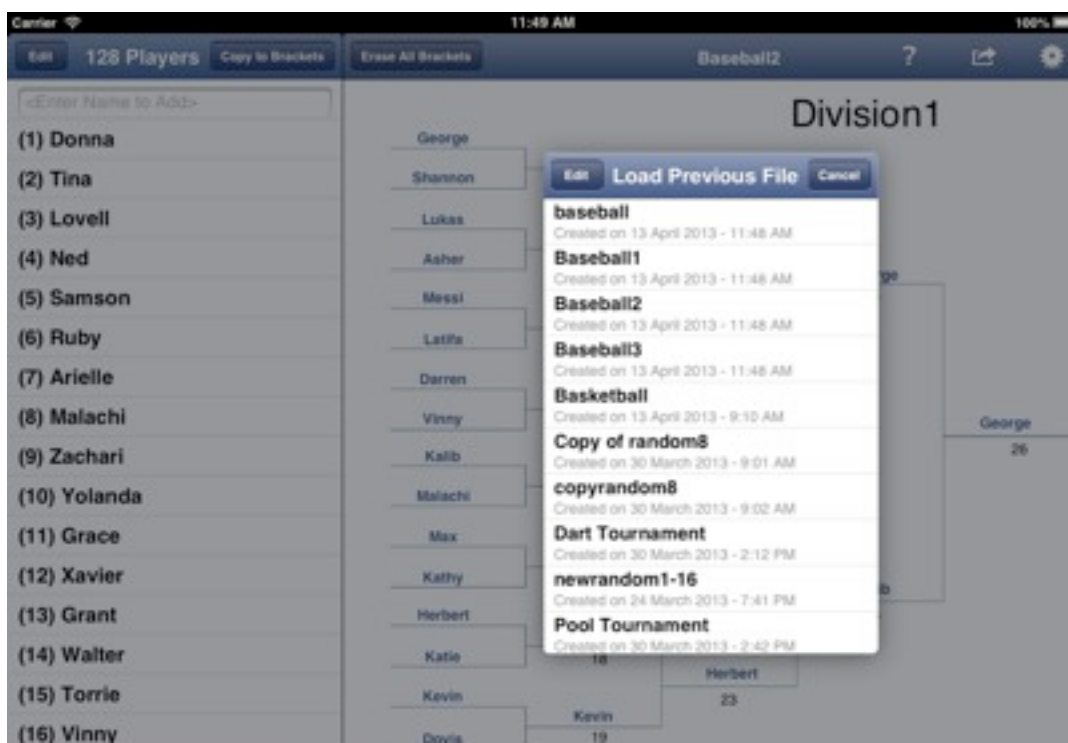
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Any changes that you make after this point will be still saved to "baseball". You could then later load the "baseball copy" to go back to the snapshot you took. This allows you to do what if scenarios.
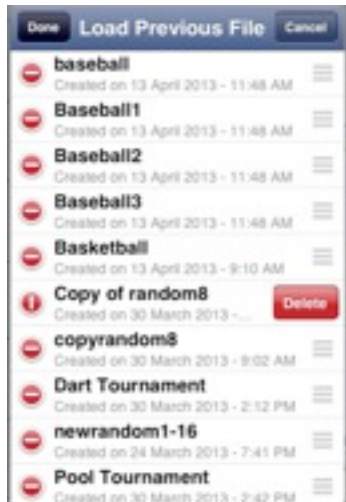

Loading a previously saved tournament

You can load previously saved tournaments by selecting **Load Tournament** from the action drop down menu.   A list of all previously saved files will be shown.

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This list can be edited so that you can delete files that you no longer want. Just touch the Edit button and you will be presented with the standard delete symbols. Touch the red symbol and press delete.

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Additional Help

More help is available by visiting the Facebook page or writing an email to support at jack.romano.jr@gmail.com.