Bracket Maker for the iPad – HELP (for v14.1 and above)

Getting started…

Bracket Maker for the iPad is an easy to use program to create brackets for all kind of situations right here on your iPad. No internet connection is required and it doesn't require setting up an account anywhere. The program is simple to use it but it also has some advance features. This document was created to help you discover all of its features.

The first time you run the program, the screen will look like the following:
(NOTE: IOS 6 HAS A DIFFERENT LOOK AND GUI BUT MENUS SHOULD BE SIMILAR. SEE APPENDIX B)

The program starts you with a single elimination tournament format with a default set of 8 player names. This is so that you can immediately try the program. Touch the **Copy to Brackets** in the left window and the player data from the left will be copied over to the brackets window on the right. That's it. You are now ready to start this tournament. You just touch the winning players name to advance him to the next round. That is how easy it is to use the program.

Of course, you probably want to run a tournament with player names of your choice. That's easy to do. Just start a new tournament. On the right side, select from the action menu, **New Tournament**.

This will bring up a window that lets you enter a title for your new tournament and to select the type of tournament that you want to run. Your choices are:

1) Single Elimination Tournaments
2) Double Elimination Tournaments
3) Triple Elimination Tournaments
4) Consolation Tournaments
5) Compass Tournament
6) Round Robin
7) Round Robin with Pools

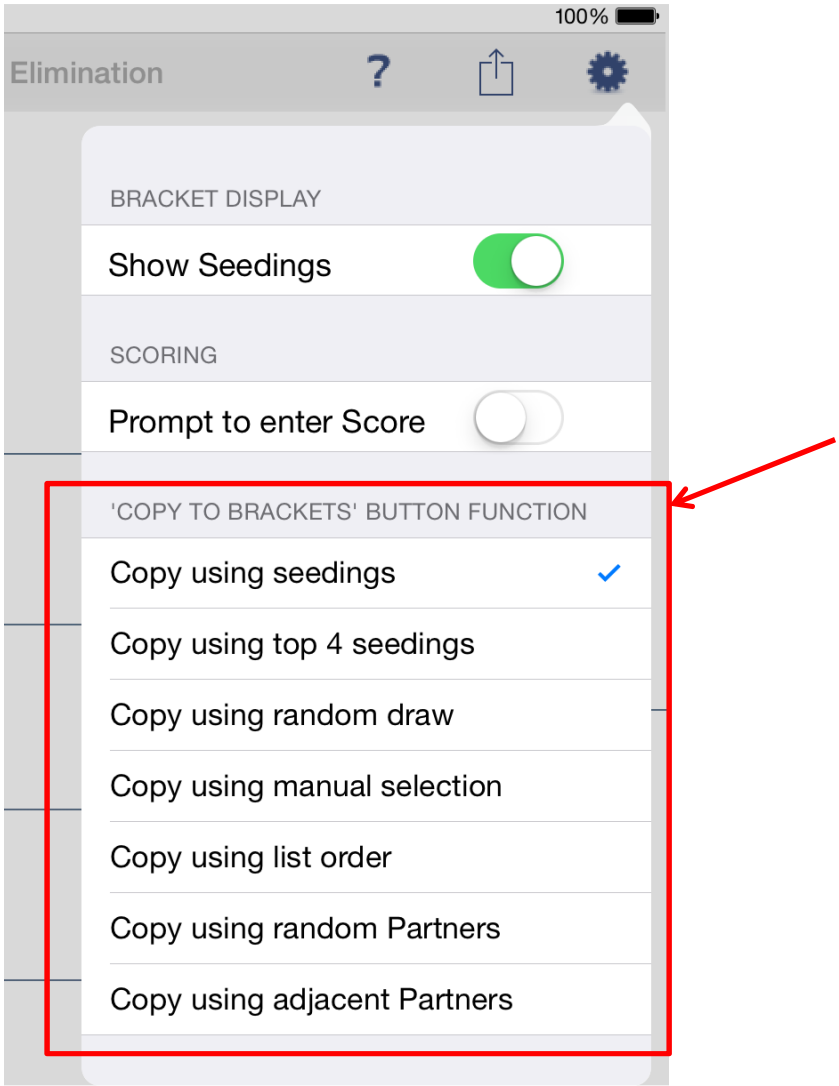
To learn about each tournament type, just search on the internet. There are many tutorials and information on how to run each type of tournament. The most popular format is single elimination. This is where the winner advances to play the winner of an adjacent match. The loser is out of the tournament. Winners continue playing until there is only one winner. To choose a tournament type, just use your finger to make your selection, enter a title and press Start when you are ready.

NOTE: Each type of tournament has a limit on the number of players that you can have participate. Here are the limits:

32 player limit for Single and Double elimination tournaments
16 player limit for Round Robin style
8 player limit for Consolation tournament, Compass Tournament and Triple Elimination tournaments. However, now you can select 16 teams for a Consolation tournament.

At this point, you need to start entering player names on the left side. Tap the box at the top and enter a name. Press **Return** to accept the player name. Keep entering names and pressing **Return** after each one. Dismiss the keyboard when you are done entering names. If you reached the player limit, the keyboard will disappear on its own and you will not be able to add more names.

Next, select the rules for the assignment of the player names. How do you want it? Do you want to have it copy using Seedings information where the top player (player #1) plays the lowest ranked player? Or do you want a random pairing of players? Or perhaps, you want to manual select who plays whom? You make this selection by going to the settings menu on the right.



You make your selection by touching one the choices at the bottom. The effect won't take place until you press the **Copy to Brackets** button on the left window.

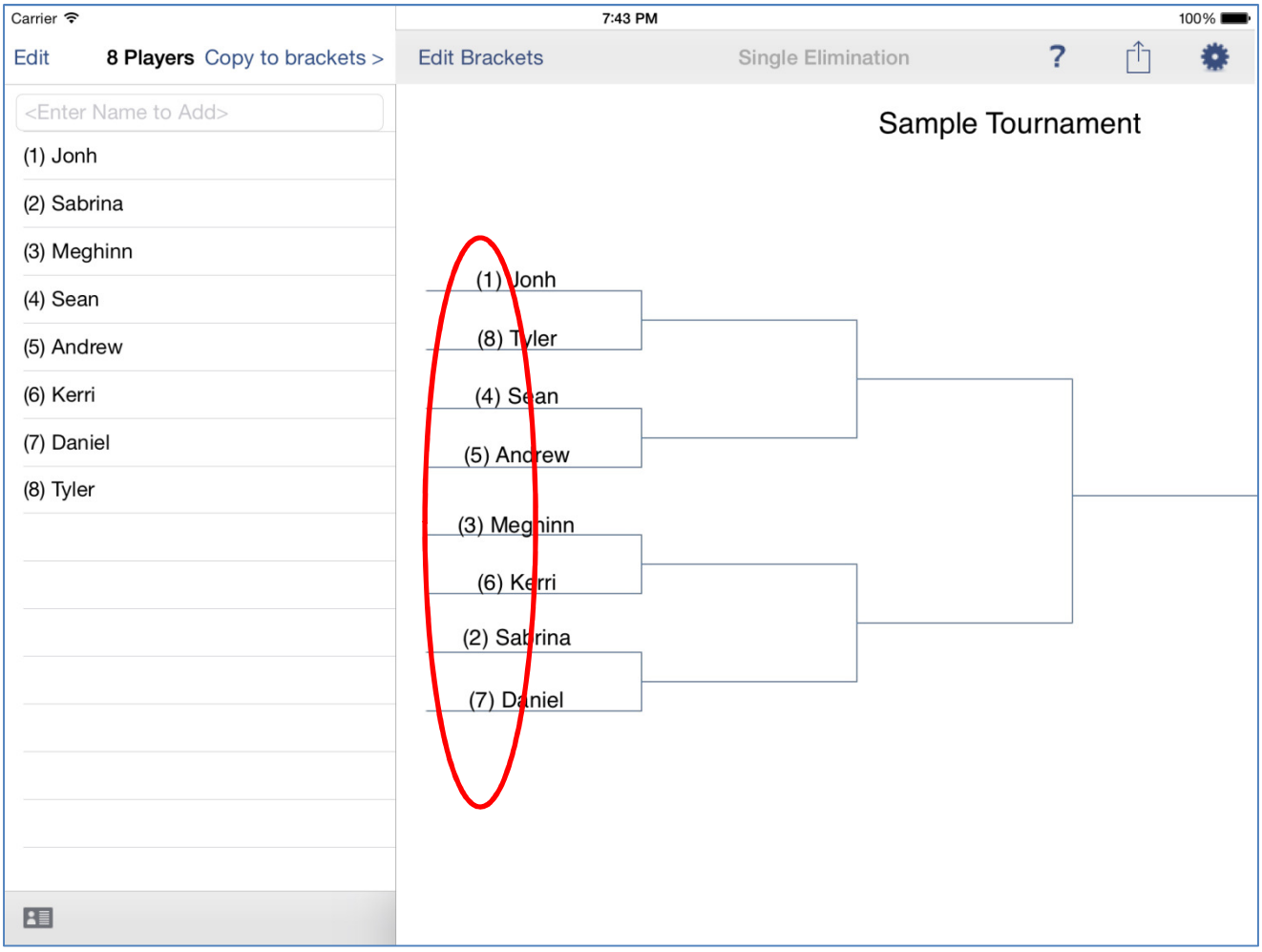
Round Robin – Copy as needed

NOTE: Round Robin tournament types are treated differently from the other types. The Copy function works only one way. In the round-robin schedule, each player plays every other player once. Therefore, the program will assign players in each round such that each player is uniquely matched. The field is rotated around until everyone has played each player once. If you want more matches, select PLAY MORE button when you get to the final round. Also, when you select Copy to Brackets, the program will ask you if you wish to reset win/loss records. For information on how to enable "Ties" see appendix of this document.

Here's how each selection works. Let's assume there are 8 players entered in the player list. If you select:

1) **Copy using seedings**

When you entered names, they were automatically assigned a position number in the list. This is their seeding number. The top player is seeded #1. If you use this copy method, the program will assign player #1 versus player #8, player #2 versus player #7, player #3 versus player #6, player #4 versus player #5.



2) **Copy using top 4 seedings**

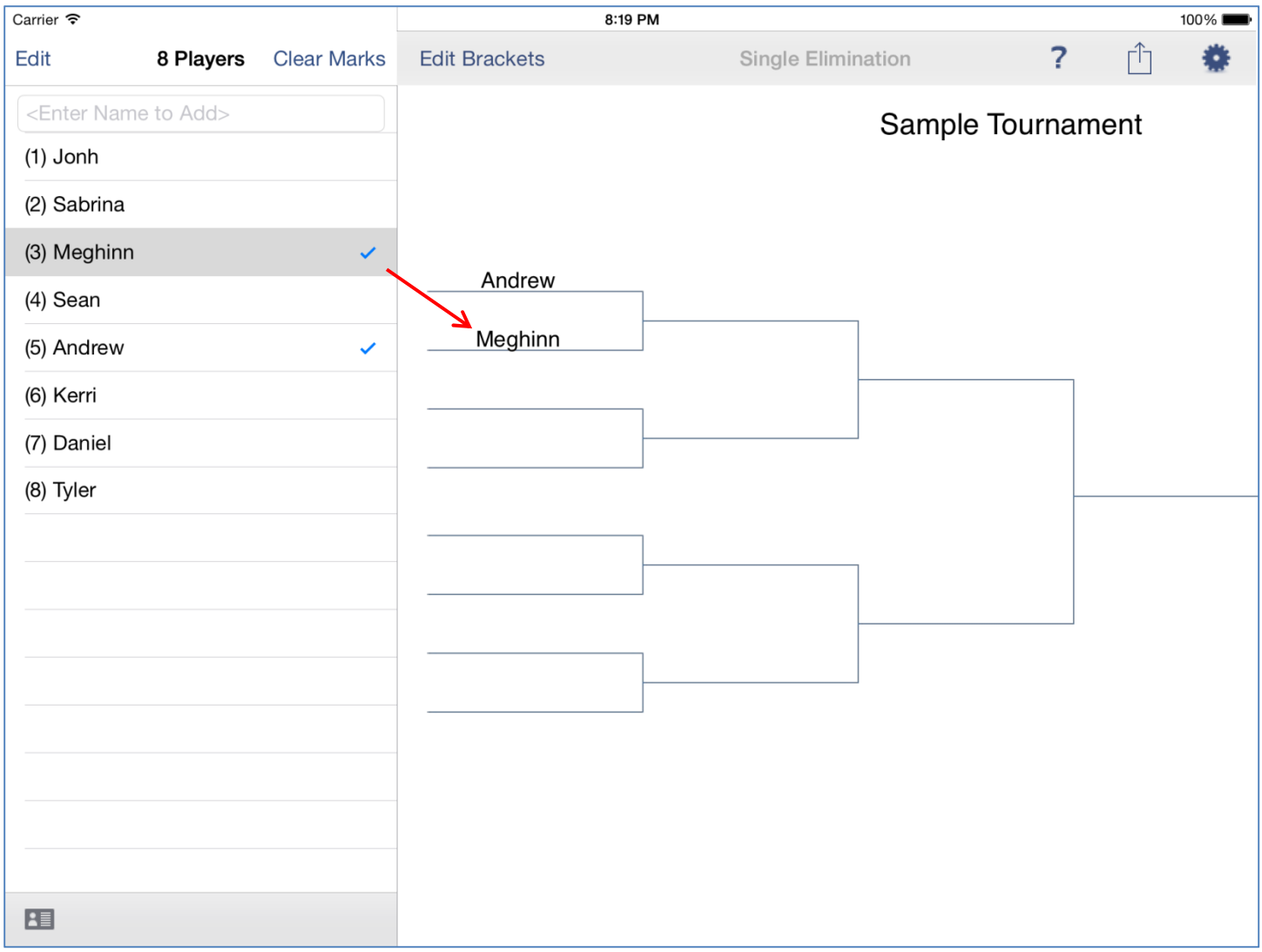
This will assign players like they do in many tennis tournaments. The top four players are placed at opposite branches such that if all four top seeds win, they would meet in the finals. So, Player #1, Player #2, Player #3, Player #4 are placed at the specified locations while everyone else is randomly assigned.

3) **Copy using random draw**

This will assign the players randomly across the brackets. If you don't like the initial random selection, you can touch Copy to Brackets again to select another random layout. The program will alert you with a warning that you will overwrite the current bracket layout. Just select "Go Ahead" to have a new random selection.

4) **Copy using manual selection**

This will assign the players one by one as you select the player. When you hit **Copy to Brackets**, the program gets ready for your first selection. (it may say that you are about to overwrite your current bracket. That's okay). You touch a player's name and that player is placed in the first open spot. A check mark will be placed next to the name to indicate the player has been placed. You then touch the next player's name. That player is then placed in the next open spot and so on until all players are assigned. This figure shows the second player, Meghinn, is getting assigned to play Andrew.



5) **Copy using list order**

When you entered names, they were automatically assigned a position number in the list. You can edit the list and re-arrange the order at any time. Sometimes you just want create brackets to reflect the same order the list of names. The “copy using list order” option lets you do that. When you touch the Copy to Brackets button, the players will be copied exactly one by in the same order as the list.

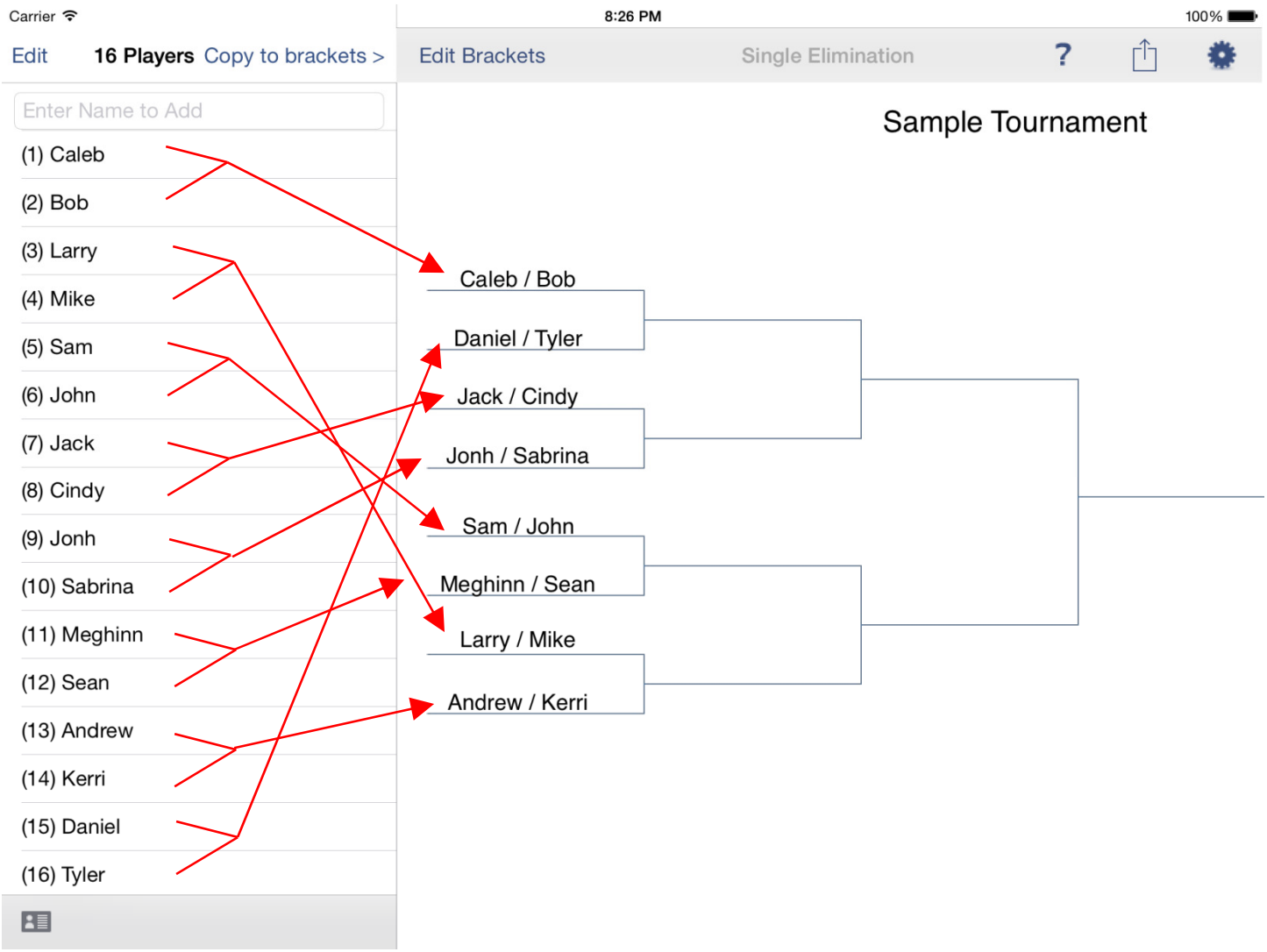
If the number of players is not a multiple of 8, the players will be assigned based on standard bracket assignments. The bracket order will still match the list order but some players will be advanced forward with a bye. See Appendix for bracket layouts.

6) **Copy using random Partners**

This selection is for Doubles tournament where you have two players playing together as a team. This is NOT to be confused with double elimination tournament. This selection will assign two random players to play together against another two random players.

7) **Copy using adjacent Partners**

This selection is also for a Doubles tournament except you select which players are together by placing the co-player names consecutively in the list. Player #1 is teamed up with player #2; player #3 is teamed up with player #4 and so on.

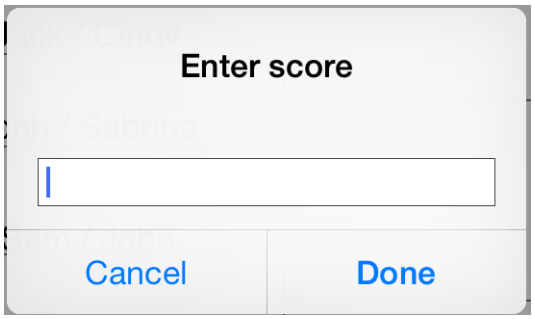


NOTE: Adjacent partners are placed by seeding when game matches are assigned. This makes players 1 and 2 to play against players 15 and 16. Players 3 and 4 will play players 13 and 14.

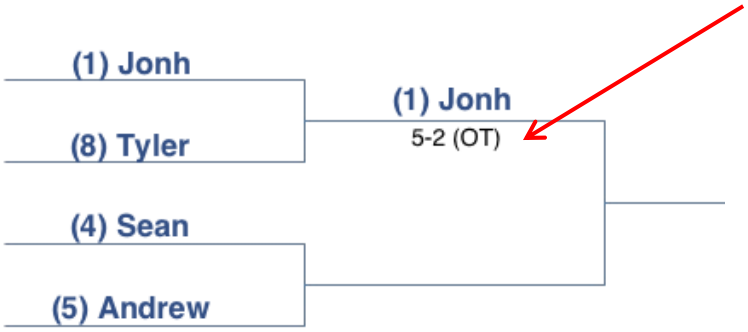
After you have made your selection in the setting menu using any of the methods described, you can make the assignments by touching the **Copy to Brackets** button. That's it. Now, start your tournament. Touch the player to advance to the next round until you have an overall winner.

Scoring

The **Bracket Maker for iPad** program supports entering scores for each of the matches. By default, the program will not prompt you to enter a score. You must enable it. You enable scoring by selecting it under the settings menu. Once enabled, a popup dialog box will ask you to enter the score after you touch a player.



At this point, you can enter any kind of score you want in the text box, it could be 9-0, 35-10, forfeit, etc. Any string can be entered for the score. Whatever you enter will be displayed under the winner.



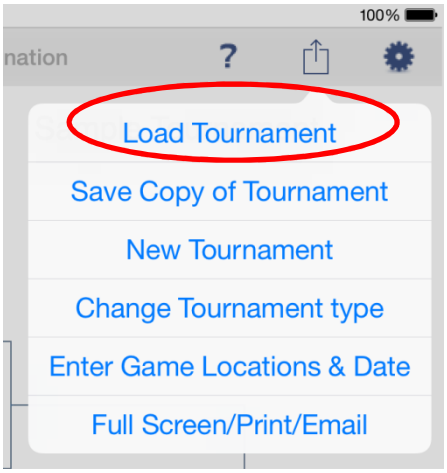
You can enter scores for every match if you like or for only select matches. The data will be saved with the tournament.

Changing your Tournament Type

Sometimes, you start a tournament by enter players but then realize that you really wanted a different kind of tournament. No problem. You can change the tournament type that you have selected and preserve the player list by selecting Change Tournament Type. This is different from New Tournament selection because unlike the New selection, it does not erase your player list. All other info will be erased such as winners, scores and any date/location information that was previously entered but you can preserve the player list. The program will warn you if the number of players is incompatible with the new tournament selection.

Saving a copy of your Tournament

The program **automatically** saves each tournament in the background as you use it. For example, when you start a new tournament, the old tournament is saved with the tournament title as the file name. Although this is automatic, you can, at any time, select to save a copy your tournament. This allows you create multiple versions of the same tournament if you want. This might be useful if you have the same players every week and want to save blank brackets before you start. You do this by selecting **Save Copy of Tournament** in the regular screen mode. The program will save a copy or a "snapshot" of the current tournament. Any changes you now make to the brackets from this point on will only be saved to the current tournament title and not to the copy.

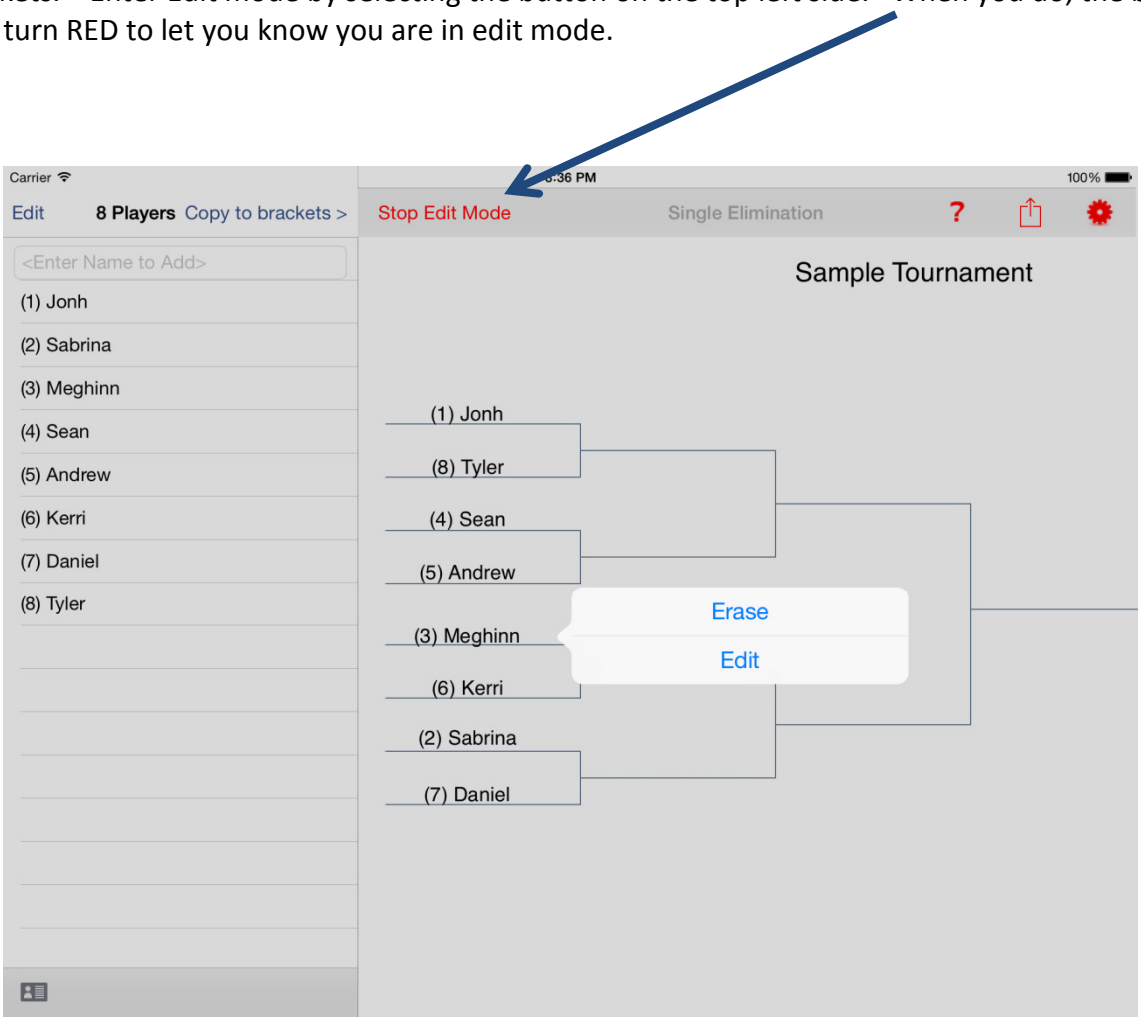


Loading a previously saved tournament

To re-load a previously created tournament, select **Load Tournament** option. By default, the tournament name will be the filename. This will present you with a list of previously saved files. The save date for each file will also be shown. Touch the name of the tournament you want to load. All data from the current screen will be overwritten with the data from the selected file.

EDIT mode (** Warning: using edit mode may create inconsistency **)

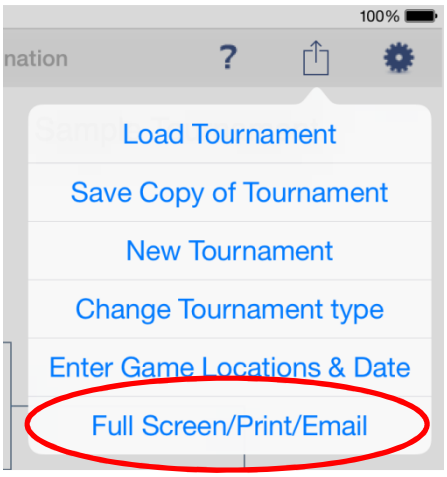
Sometimes after you have started a tournament, you find that you made a mistake with someone's name with a typo. For example, let's say you accidently mis-spelled the name of one of the players. You can fix this right on the brackets. Enter Edit mode by selecting the button on the top left side. When you do, the buttons on the bar will turn RED to let you know you are in edit mode.



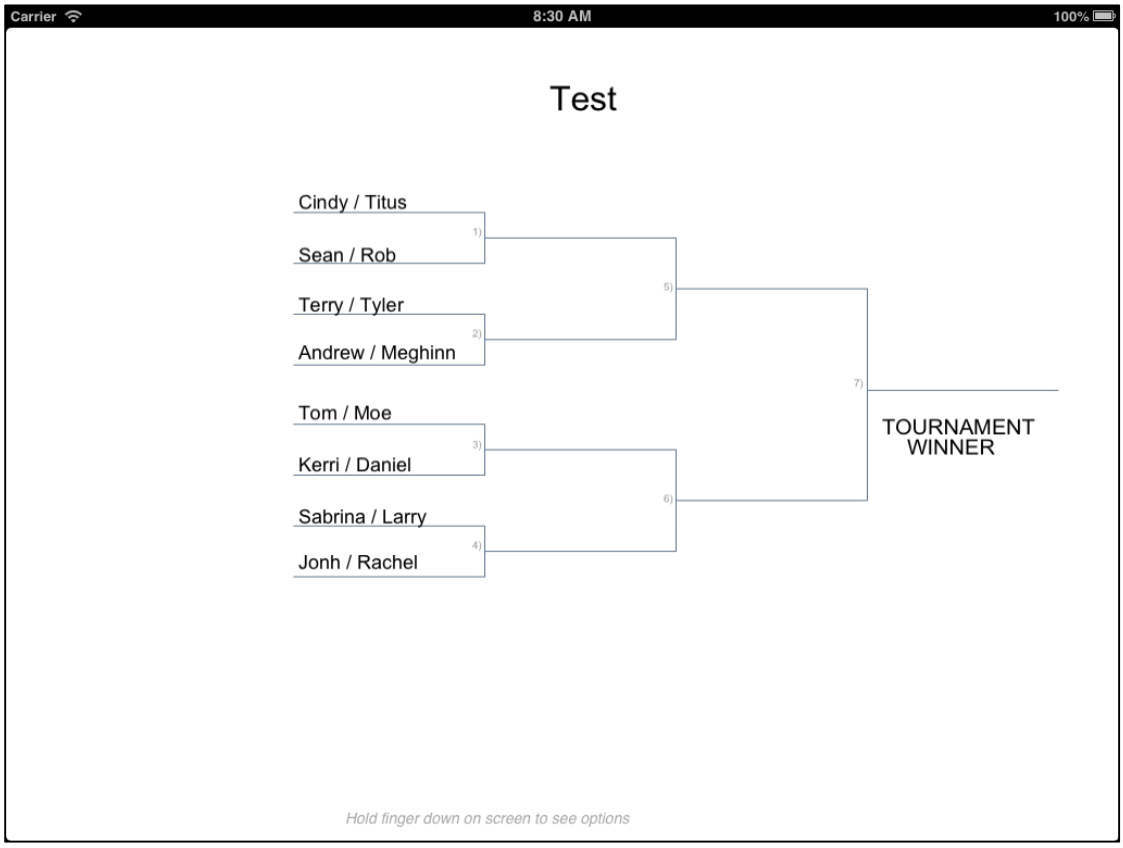
Select Edit and it will present you with a dialog to fix the entry on this bracket. For player names, you will only have the option to correct the spelling. For scores, you can change the score or erase complete. When you are done, press the **Stop Edit mode** button to end the edit mode.

Full Screen Mode:

To access advance options like entering date/time/location data, printing, emailing, or saving a screenshot, you must enter Full Screen mode. Full screen mode enables you to see the entire tournament on one screen. You can zoom in and manipulate the full tournament. To enter Full Screen mode, select it in the action menu.



When you enter full screen mode, the entire tournament bracket is shown to you. The entire tournament is shown in one full screen. You can zoom in, pan and study the layout. You can get reach some advanced features in this mode by holding your finger down anywhere on the screen for a few seconds. When you hold your finder down, a menu will show-up.



Full Screen mode

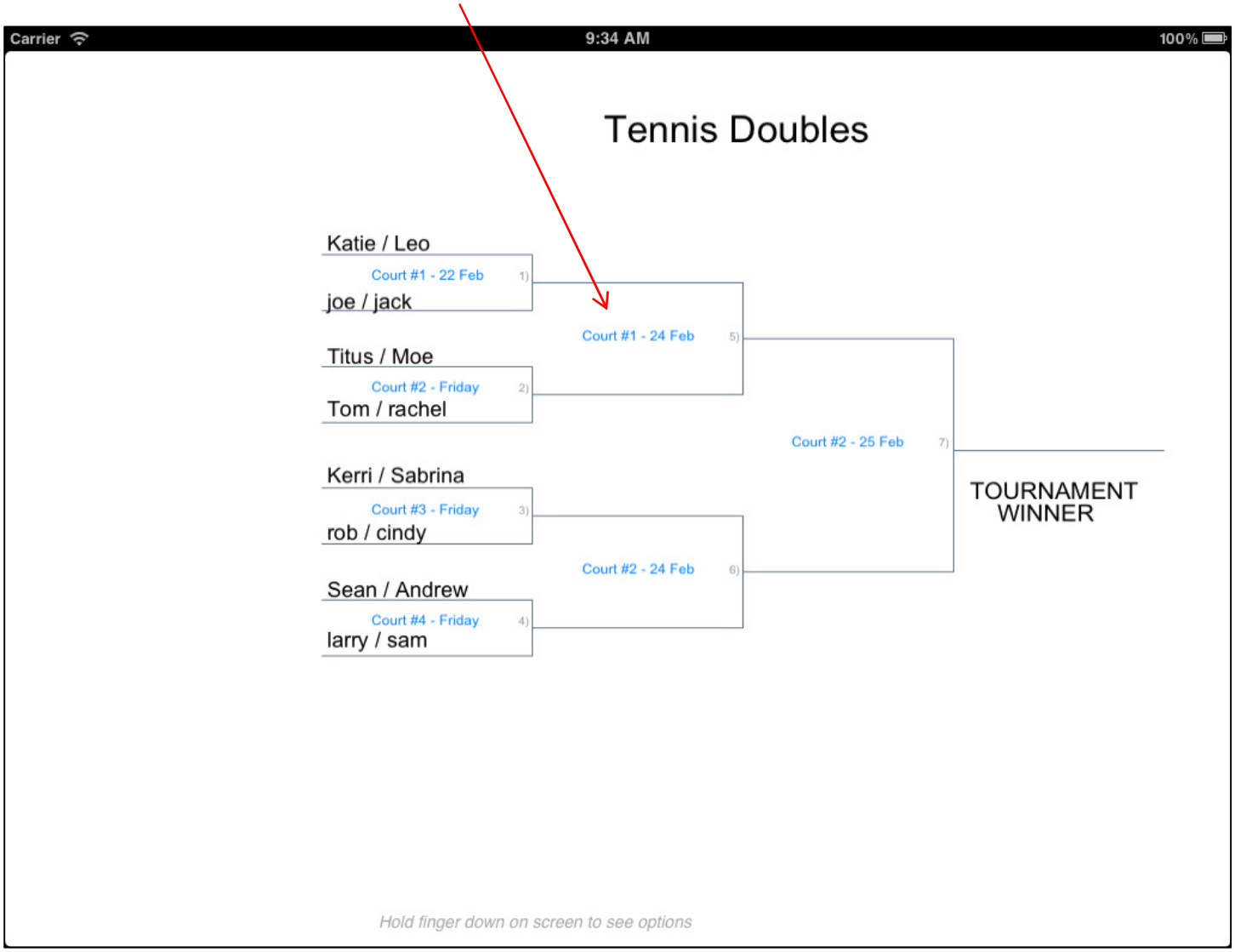
Date, Time and Location:

You can also enter the date/time and location for each match for SINGLE and DOUBLE elimination tournaments only. To do this, you select **Enter Game Locations & Date** while in full screen mode (with v14.0 and above, you can select **Enter Game Locations & Date** from the main window as well. From this menu, among many things, you can select to enter date and location information:

After you select, **Enter Game Locations & Date**, you will be presented with a window to enter information for each match:

You can enter anything in the two fields. It can be field names, court names, buildings, numbers, dates, time, or any alphanumeric string. The program will put these values in the Location – Date/Time location for the

match and it will preserve whatever information you entered. If you select SAVE & NEXT, it will automatically advance to the next match until you reach the end. When complete, you press DONE. For double elimination tournaments, you have the option to switch to the loser's bracket. The top left corner button will allow you to switch to the loser's bracket for double elimination tournaments.
The location, date and time information will be shown in blue in each bracket match.



Printing your Tournament Bracket

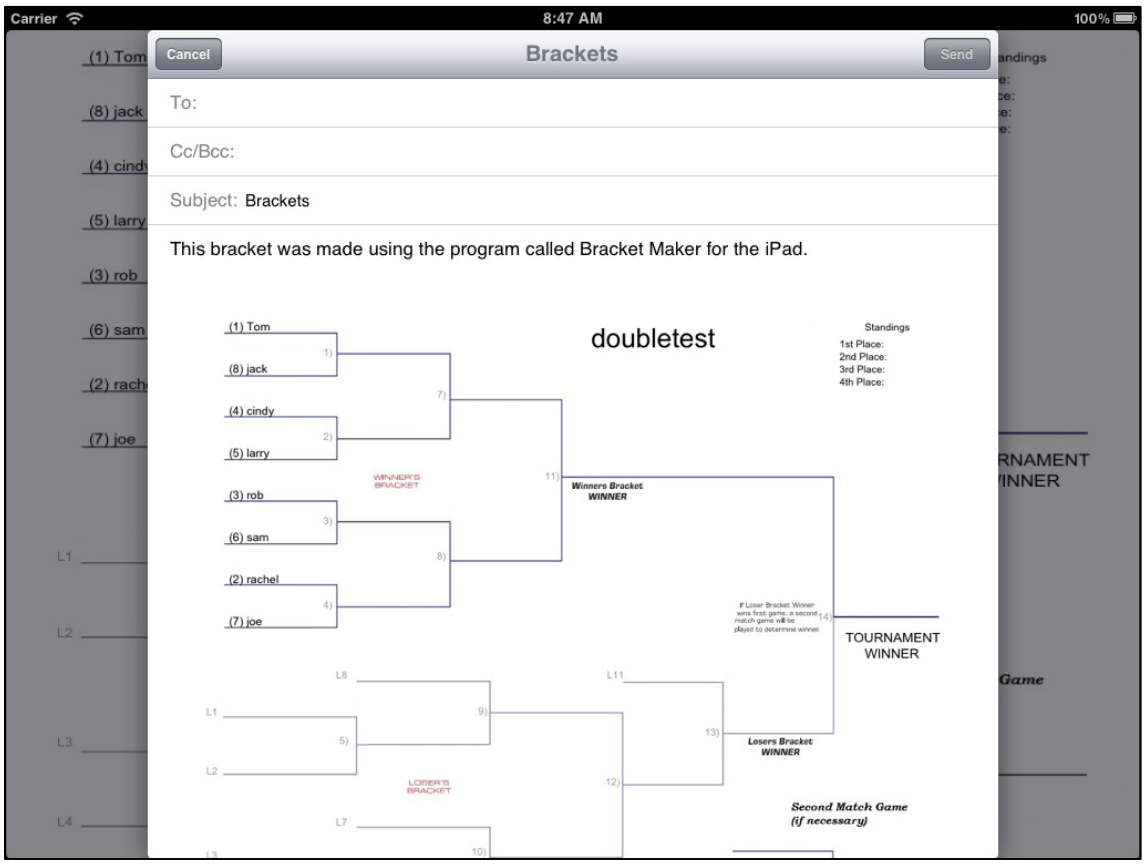
You can print the tournament bracket to any IOS compatible printer while in Full Screen mode. Hold your finger down on the screen while you are in full screen mode and select **Print Bracket**. A menu will pop up and you can print the full screen.

Saving a Copy of your Tournament Bracket as a photo

You can save an image of the tournament bracket to your photo album. This way you edit the image with other programs and add additional text or manipulate the image, post it on online or whatever. You get to this selection just like other menu selections. You hold your finger down on the screen and select **Save image to Photo Album**. Note that you must give the program permission in order to access your photo album. This program does NOT upload any data to the internet. In fact, it does not use any internet access at all.

Emailing your Bracket

Sometimes you may want to share the results of a tournament with the participants. You can easily do this by emailing a snapshot of the full screen bracket. To email your bracket, select **Email Bracket** from the full screen mode.



From this screen, you can enter email addresses and email this to anyone. You can type in the body of the email and put text to describe the status.

Interact with Bracket

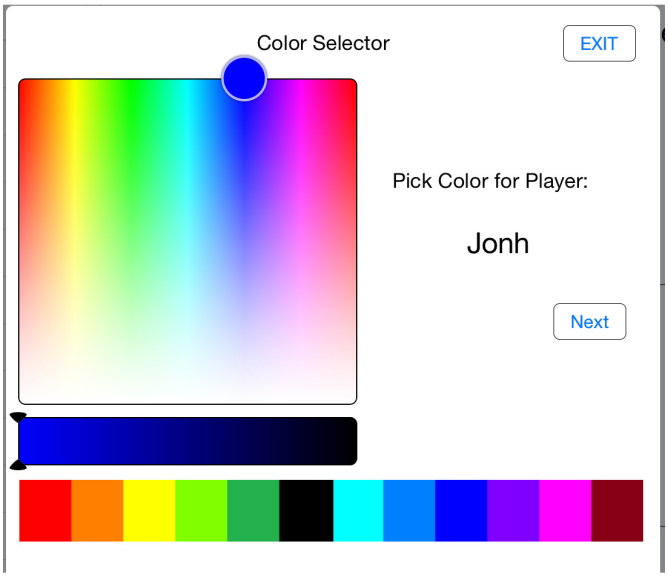
If you like full screen mode and want to advance players while in full screen mode, you can do that! Just select **Interact with Bracket** from the full screen menu. Once you select that, any player that you touch will automatically advance to the next round. If you turned on scoring, you will be prompted to enter a score. While you can conduct the entire tournament from this mode, it can be difficult to touch a name as the print can be small in the large tournaments. Just like regular mode, if you touch the wrong name, you can correct this by just touching the other player's name.

Selecting Color for your Players

If you like assign colors to players, you can do that! It's easy. After entering names for players, you select the ID card icon at the bottom of the player list as shown below:

Touch here to show menu

Select Pick Colors for players and you will see the following dialog:



Just touch a color from the color bar or drag you finger in the color selector gradient box. The player name will change to match the selected color. When done, just press next and do the same for the next player. When finished assigning colors, just select the exit button. Note that you do not have to choose color for every player. If you want to skip a player, just press the next button without choosing a color. Here is what a completed bracket with color looks like:

NOTE that the colored names won't automatically transfer to the brackets. You must select **Copy to brackets** for the changes to take into effect. Be careful, this will erase any winners that you may have already advanced.

Selecting Players from contact list

Players can be selected from your contact list using the same menu found under the ID card at the bottom of the player list. You must allow permission for the program to view your address book. Remember, the program does not connect to the internet or use the names for anything other than giving you choice to use the name for the tournament.

NEED MORE HELP?

Visit the support website at

http://bracketmakerfortheipad.yolasite.com

You can also find Youtube videos with tutorials and demonstrations of some of these features. Just search on Bracket Maker for the iPad on Youtube. Or contact this author. Visit the support page on iTunes.

Examples of bracket layouts can be found in the appendix of this document.

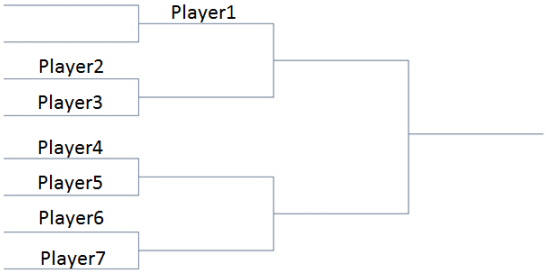
APPENDIX

Bracket Placements

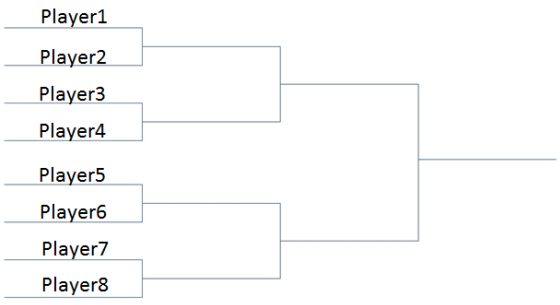
4 Players Placement

5 Players Placement

6 Players Placement



7 Players Placement



8 Player Placement

9 Player Placement

10 Player Placement

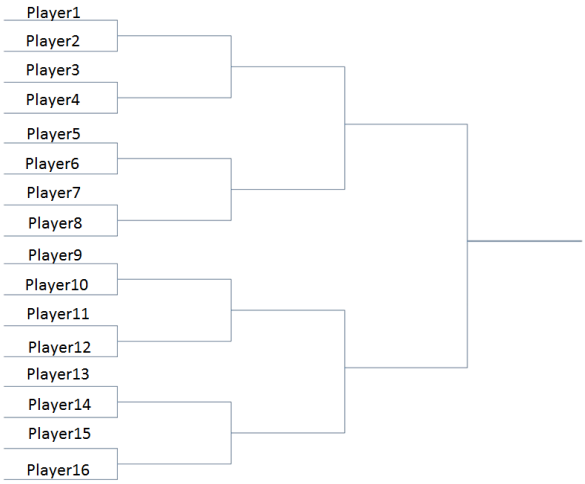
11 Player Placement

12 Player Placement

13 Player Placement

Player 14 Placement

Player 15 Placement



Player 16 Placement

For players greater than 16, the brackets are split into two divisions (groups). If the number of players is odd number, the first group will have one more player than the second group. For example, for 17 players, the layout will be:

Group 1 – 9 Players

Group 2 - 8 Players

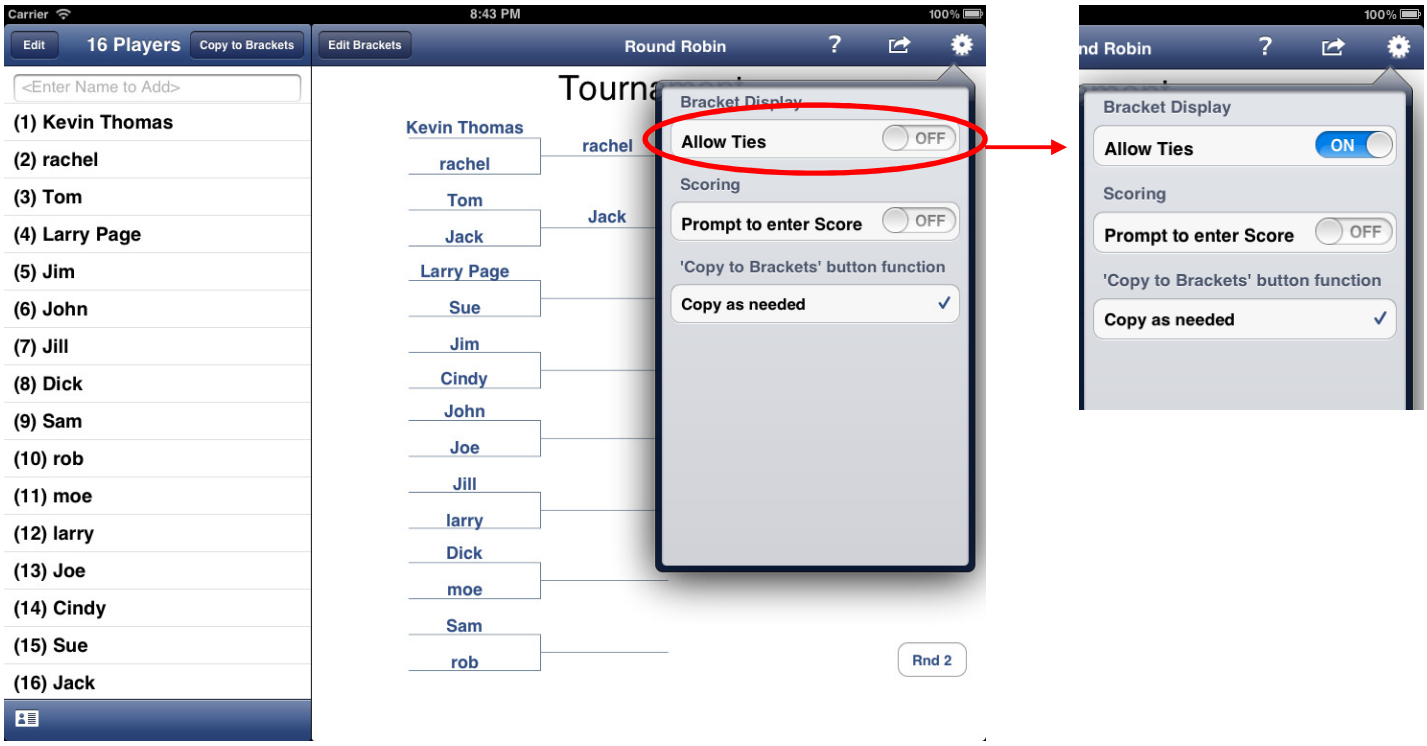
Similar breakout is performed as you increase the number of players up to the maximum of 32 players. With 32 players, 16 players are in each group.

APPENDIX A

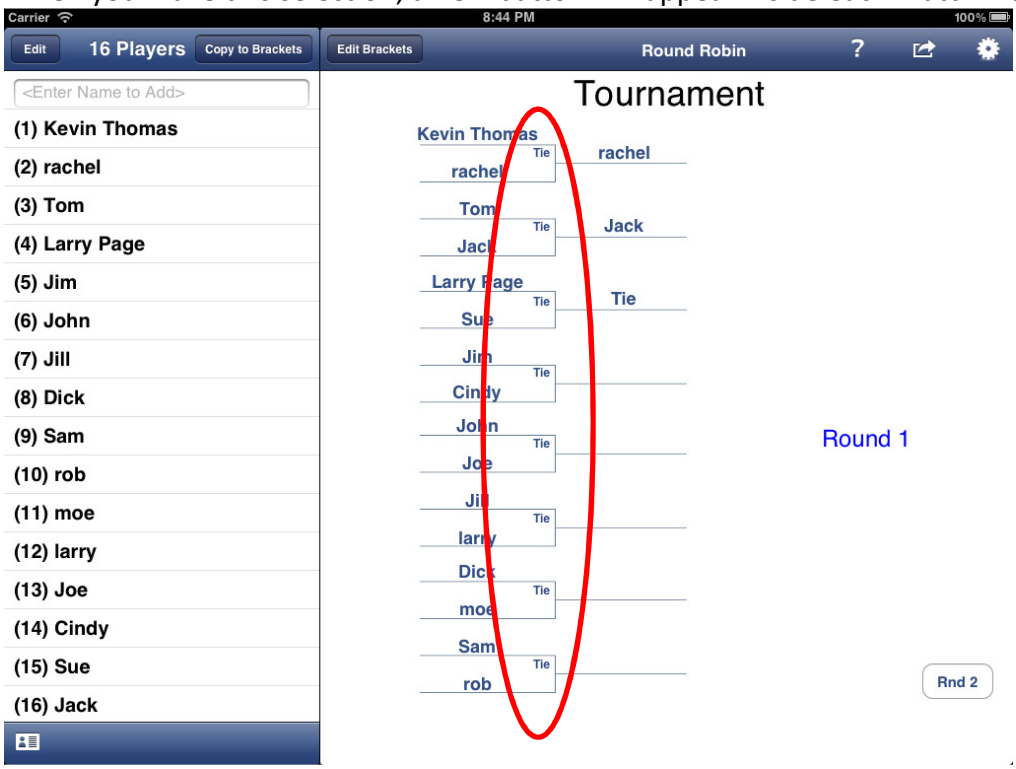
Round Robin

You can select to have matches end in a Tie. This could be if you have a game where there is no winner (such as in Hockey) after regular period of play.

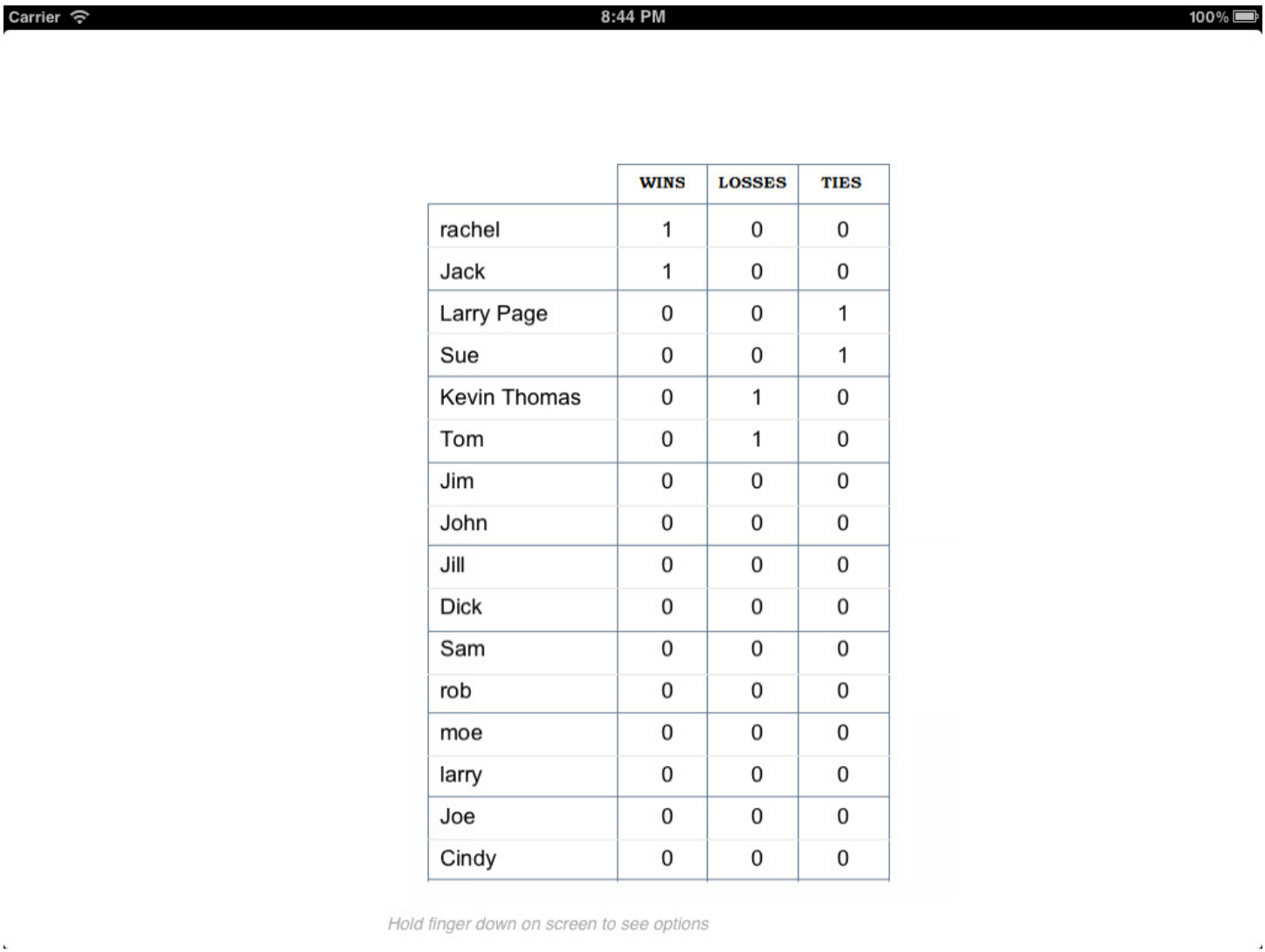
To enable Ties, select **Allow Ties** from the settings menu: (shown with the ios 6 color scheme)



When you make this selection, a new button will appear inside each match. It will be labeled “Tie”.



If a match ends in a tie, you just press the “Tie” button in the appropriate match bracket. This will advance the Tie and will assign a Tie point to each player. If the **Prompt for Score** was set, you will be prompted to enter the tie score. Once this selection is made, the Results table will now show Win, Loss and Tie records. It will order the players based on 3 points for a Win, 1 point for a Tie and 0 points for a Loss.



	WINS	LOSSES	TIES
rachel	1	0	0
Jack	1	0	0
Larry Page	0	0	1
Sue	0	0	1
Kevin Thomas	0	1	0
Tom	0	1	0
Jim	0	0	0
John	0	0	0
Jill	0	0	0
Dick	0	0	0
Sam	0	0	0
rob	0	0	0
moe	0	0	0
larry	0	0	0
Joe	0	0	0
Cindy	0	0	0

BE CAREFUL TO NOT TURN OFF THIS SETTING ONCE A TOURNAMENT HAS BEGUN. The Tie records are only hidden if you change this setting in the middle of running a tournament. It would affect the listing of the win/loss records.

APPENDIX B

IOS 6 look for bracket maker for the ipad: