TourneyKeeper

V1.4

Contents

1 Document history

Version	Date	Comments
1.1	8 May 2014	New document, offline not yet documented
1.2	30 August 2014	Offline removed, options to switch players, clubs
1.3	8 October 2015	Major revision
1.4	20 February 2016	Minor fixes
1.5	8 October 2017	Updated on the app Settings are fixed
1.6	27 February 2018	Payment via Stripe

2 What is TourneyKeeper?

TourneyKeeper is several things:

- A tool for running tabletop tournaments
- A centralized database for players to view a history of their previous results
- Self-service for admins and players during a tournament
- Runs on any browser
- Offers an android app for scoring
- Supports:
    - Warhammer 40K
    - Warhammer fantasy
    - The 9th Age
    - Flames of War
    - X-Wing
    - Warmachine/Hordes

You can visit the website here: http://tourneykeeper.net

The app is downloadable from Google Play as usual:
https://play.google.com/store/apps/details?id=tourneykeeper.tourneykeeper&rdid=tourneykeeper.tourneykeeper

TourneyKeeper is designed as an online application, meaning that it communicates with a centralized server using the internet.

TourneyKeeper is free to use. See later in this document for how to create your own login.

3 Creating your username and password

Visit Tourneykeeper.net and click Login / Create user.

Fill out the fields on the right (mobile is optional) and click Register.
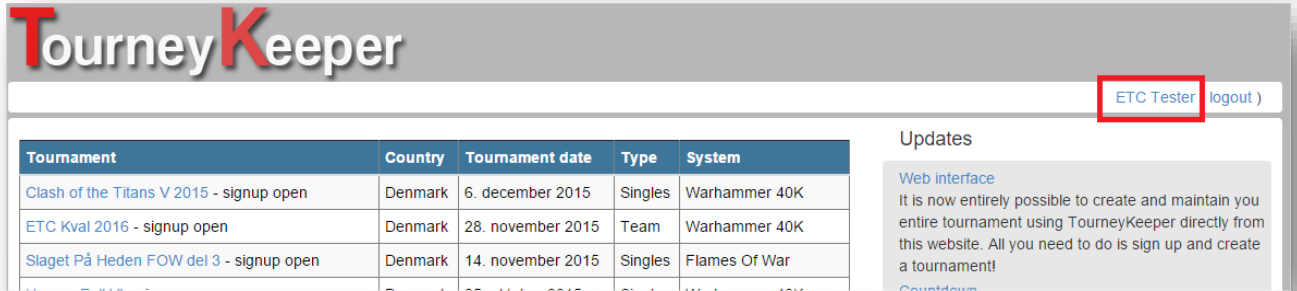
This login can be used to create your own tournaments as an organizer and it can be used to sign up for tournaments as a player.

4 Creating a tournament

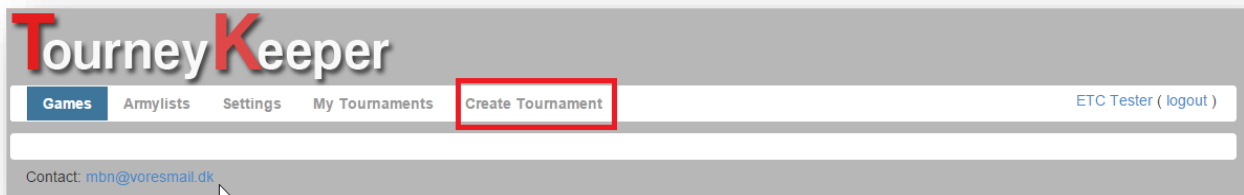When logged in you can then create your own tournament. First click on your name.

You can then see your personal area where you can create and edit your tournaments, set up your army lists and see your previous games. Click Create Tournament

Now you can enter data for the tournament you want to create.

Each field is explained in the following table.

Field	Usage
Game system	Possible options: • Warhammer 40K • Warhammer Fantasy • Flames of War • Warmachine / Hordes
Tournament type	Possible options: • Singles • Team
Tournament name	Name of the tournament, name must be unique
Tournament start	Start date of the tournament
Tournament end	End date of the tournament

Enforce payment	If enabled, a new section containing the next fields regarding payment will be visible. If enabled, players will be required to pay before they sign in to a tournament. See section 6.
Price per player	Required if Enforce payment is selected.
Price per non-player	Optional, price for non-players, such as coaches.
Currency	Required if Enforce payment is selected. Please contact TourneyKeeper if you would like a different currency to be available.
Team size (Team only)	Number of players for each team, only used for team tournaments

Team scoring (Team only)	Possible options:
	• Battle points (default)
	  Straight up scoring using battle points
	• Max 100
	  Battle points capped at 60 minimum and 100 maximum each game
	• Max 75
	  Battle points capped at 25 minimum and 75 maximum each game
	• ETC 40K 2014
	  Scoring as ETC 40K 2012 and forward
	• Battlefront scoring
	• ETC 40K 53 cutoff
	  Scoring as ETC 40K, but you win the match when at 53 points instead of 86 points.
	Only used for team tournaments

Random pairings (Team only)	All players are paired randomly when the teams are paired, players can be swapped around like usual

Singles scoring (Singles only)	Possible options:
	• Standard (default)
	  Battle points (and soft scores if used) are used for pairing and deciding who wins
	• ITC
	  Wins, draws, losses and secondarily battle points are used for pairing and deciding who wins. Soft scores are not added to the total score. It also opens up for exporting the results – see section 8.4.

Players Default Active (Singles only)	This is the default value players will be assigned when signing up for a tournament. **This is important as only active players will be used for pairing.** You can use this as a check for players showing up and you can use it for signaling that players have dropped out and will not be used for further pairings.
Country	The country where the tournament is played
Maximum number of players	Maximum players allowed. Any player trying to sign up after the maximum number of players has signed up will not be allowed to sign up.
Total points in a game	When players enter scores the sum must be equal to the number entered here. 0/blank disables the option.

Required to report	Possible options:
	• Player in tournament (default)
	  A player must be signed up for the tournament to report a score
	• Player in game
	  A player must be a player in the game to report a score

Use seed	Seeding will be used, lowest score is highest seed. Only for singles tournaments.
Use secondary points	Can be used to track secondary points from games, used for e.g. small points in Flames of War or victory points for Warhammer 40K
Allow players to report results	If selected, then players will be able to self-register for the latest round for the tournament.
Show soft scores	Must be selected for soft scores to be shown and added to a player's total. Used to keep the excitement alive until after an award ceremony.
Open for online sign up	If selected, then players will be able to self-register for the tournament.
Online sign up start	Online sign up will only be possible after the selected time has been passed, a timer will be shown until the time has passed.
When lists are visible	Lists will only be visible after this date
Update info	Open a window where you can enter: • Missions • Timetable • Army selection rules
Active	If unselected, the tournament is not shown on the website.

5 Editing a tournament

You can edit a tournament by visiting your personal area and clicking on the tournament you want to edit under My Tournaments.

All fields are then available for edit.

TourneyKeeper ETC 40K 2017

Game system:	Warhammer 40K ▼
Tournament type:	Team ▼
Tournament name:	ETC 40K 2017
Active:	☑
Tournament start:	04-08-2017
Tournament end:	06-08-2017
Team size:	8
Team scoring:	ETC 40K 2014 ▼
Random pairings:	☐
Country:	Spain ▼
Maximum number of players:	
Table number start:	
Table number end:	
Total points in a game:	0
Required to report:	Player in tournament ▼
Use seed:	☐
Use secondary points:	☐
Allow players to report results:	☑
Show soft scores:	☑
Open for online signup:	☐
Online signup start:	DD-MM-YYYY
When lists are visible:	DD-MM-YYYY - leave blank for tournament start	00:00

Time table:

Missions:

Army selection:

[Update Tournament]

6 Payment

TourneyKeeper provides the option for organizers to receive payment from their players on signup via Stripe. Stripe is one of the largest payment gateways in the world and the prices seem fair. The prices vary on where in the world you are accepting payment and which type of card the customer is using, see an example of Danish prices below. Please contact TourneyKeeper or Stripe directly if want to know which fee will apply to you. TourneyKeeper charges 0,5% as a fee to cover costs.

Please note that any refunds are only available through the Organizer, not TourneyKeeper. TourneyKeeper does not take responsibility for reimbursing players and non-players in any way, shape or form.
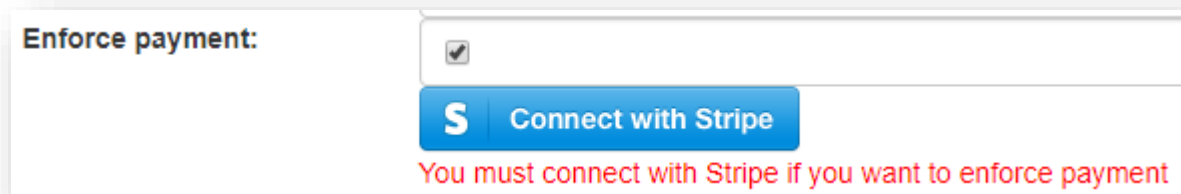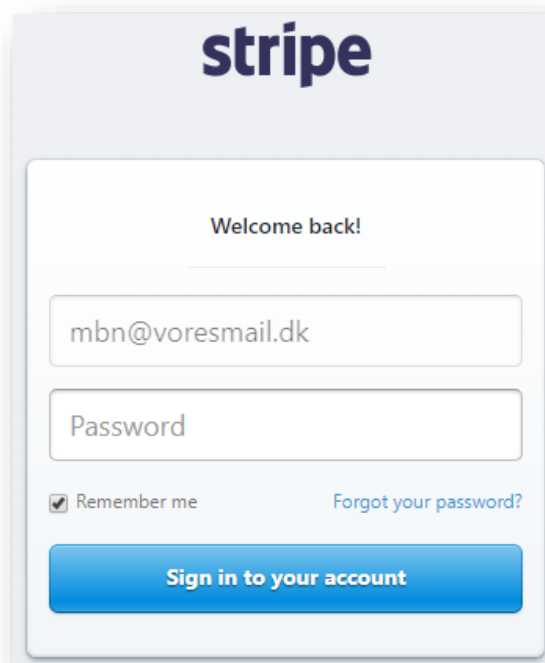
6.1 Setting up payment

You create a tournament as usual and select the option of Enforce payment as shown.
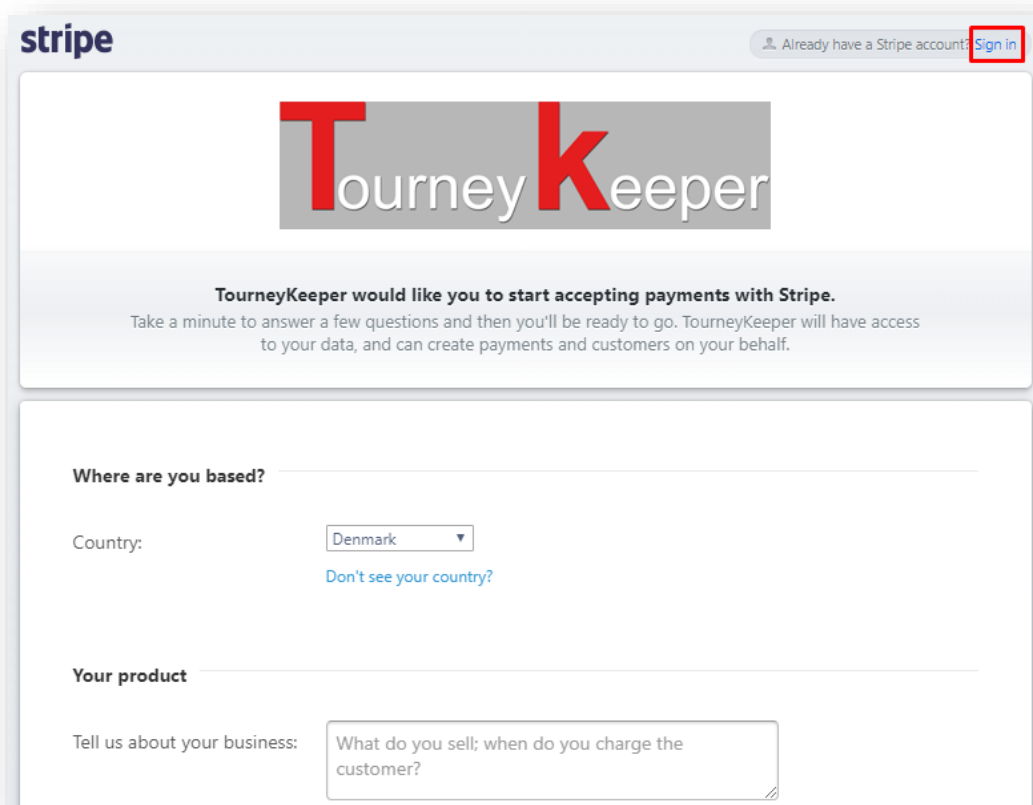
Then click the button to connect to Stripe. A number of different scenarios might play out now, the first is that Stripe recognized that you have an account and just need to sign in.
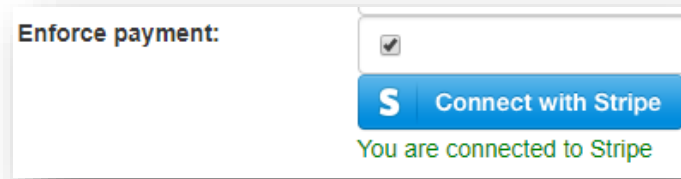
The next scenario is that you do not have an account, then you can create it directly in this flow or sign in to an existing account.

When you have signed in to an account, then you should see that you are connected like below.

6.2 Payment as a player

When a player goes to sign up and payment is required, he's confronted with this on the usual signup as below.

For singles you will only see the option of Player. Non-players are only available in team tournaments. Clicking the Pay with Card pops up a small window where you can enter your card details.

You will be shown a message saying that payment has been accepted and then you can proceed to sign in as usual.

7 Adding players to a tournament

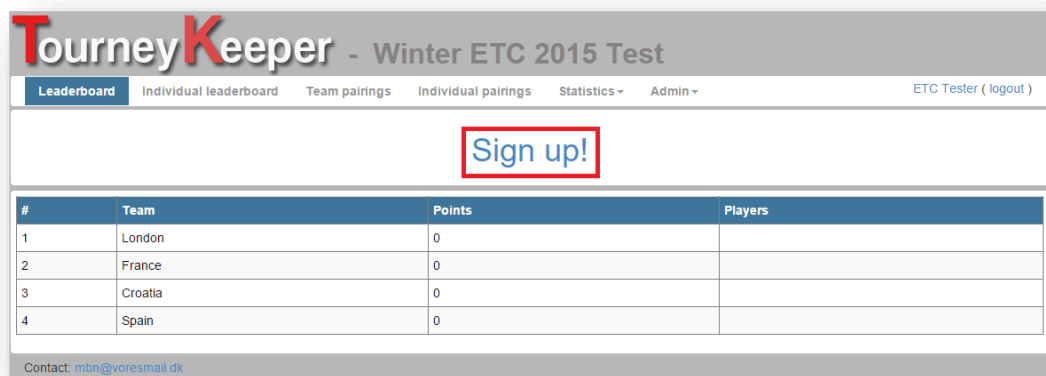There are two ways a player can join a tournament:

1. Self-registration
2. Signed in by an organizer

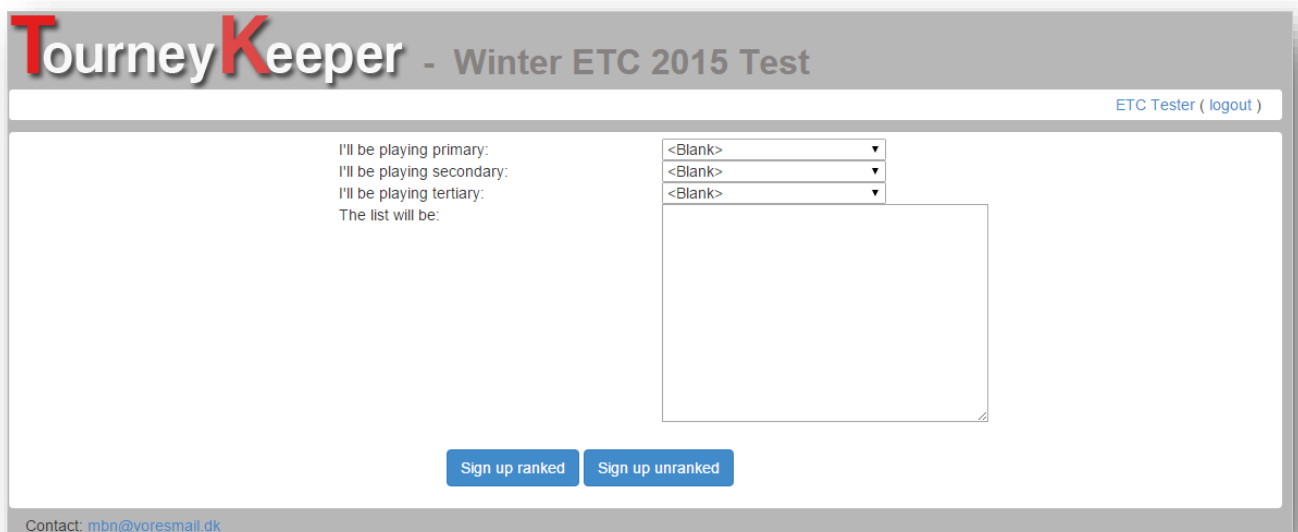Each of these are described in the following sections.

7.1 Self-registration

In order for a player to self-register he has to:

1. Login on the website
2. Open the tournament he wants to join
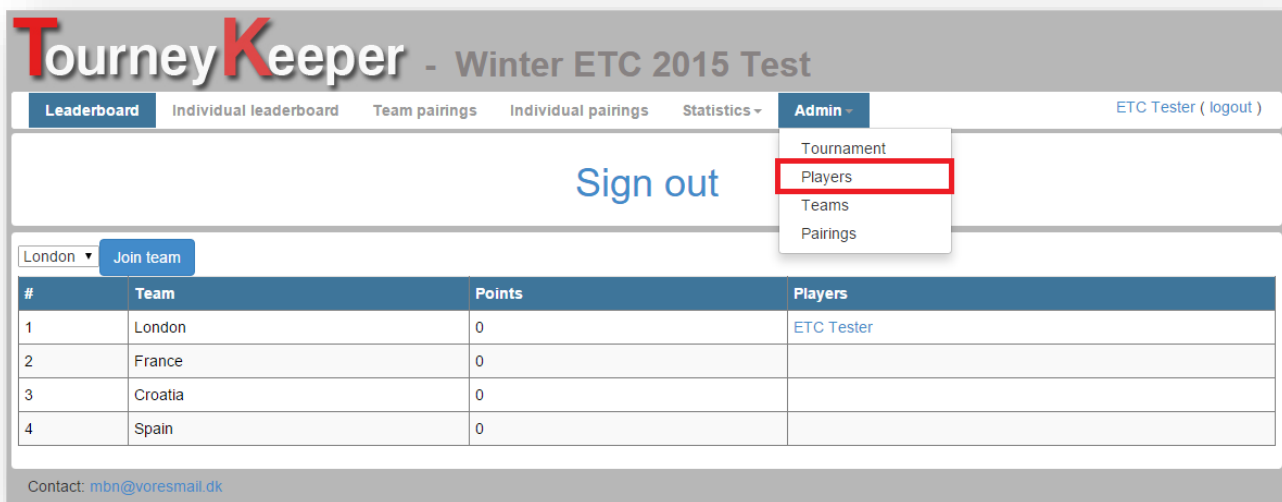3. Click Sign up! As shown below

The player will be presented with the option of selecting the codices he will play, this can also be filled out later.

7.2 Signed in by an organizer

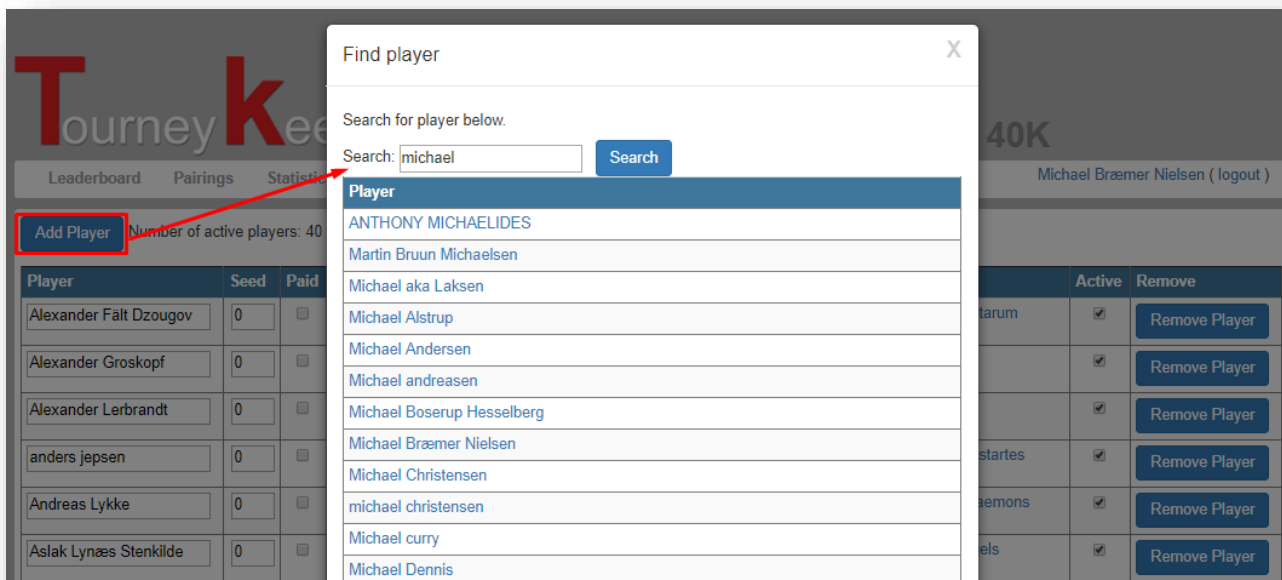For the organizer to register a player to a tournament, he has to:

1. Login on the website
2. Open the tournament he wants to add players to
3. Click Admin->Players

Click Add player and find the player you want to add to the tournament. Note that the player has to have been created prior to this.

8 Singles tournament

At this point you should have all players signed in for the tournament.

8.1 Create pairings

An organizer can create pairings by visiting Admin->Pairings:
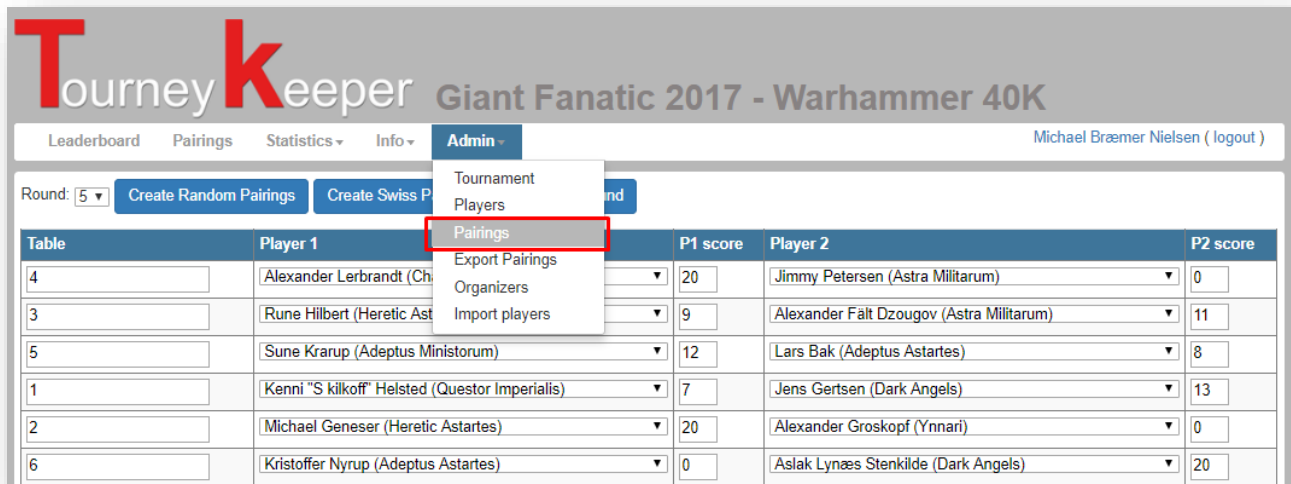
You have 2 options for creating pairings:

- Random pairings
  Players are randomly paired
- Swiss pairings
  Player are paired using the swiss draw system.

Pairings can be changed in two ways, either swapping players or editing games. I recommend swapping players. You swap players by selecting the players to be swapped in the drop down and click Swap players as shown.

Edit	Hans Erik Sørensen	19	Erik Valeur	1
Edit	Stefan Hald Lyngholm	20	Andreas Lykke	0
Edit	Lauge Perto	16	anders jepsen	4
Edit	Jonas Uri	0	Karsten Henriksen	20
		11	Nikolaj Ambjørn	9
		7	Morten "Waaargh" Brandt Jensen	13
		18	Rasmus Dalsgaard-Nørregaard	2
		17	Rune Mortensen	3
		0	Alex Ottas	20
		4	Niels Frederiksen	16
		2	Sune Krarup	18
		20	Peter Holm	0
		16	André Filthuth	4
		0	Standin	0
		0	Rasmus Kirsted	0

Alex Ottas
Alexander Christensen
Alexander Fält Dzougov
Alexander Lerbrandt
anders jepsen
André Filthuth
Andreas Bering Bøgh
Andreas Drachmann
Andreas Lykke
Andy Horvath
Aslak Lynæs Stenkilde
Christian Møgelberg Clausen
Christian Wedeby
Dorner
Emil Andreassen
Erik Valeur
Eskil Welan
Frederik Gad
Hans Erik Sørensen
Henrik Falkenberg

Alex Ottas ▼   Alex Ottas ▼   [Swap players]

Contact: mbn@voresmail.dk

8.2 Enter results

Results are then entered by visiting Pairings, finding your game and clicking Results, here you can enter the results of the game. This can be done by players if Allow players to enter results is selected and by organizers.

TourneyKeeper - Giant Fanatic 17 - 40K

Leaderboard | **Pairings** | Statistics ▾ | Info ▾ | Admin ▾   Michael Bræmer Nielsen (logout)

Round: 5 ▼

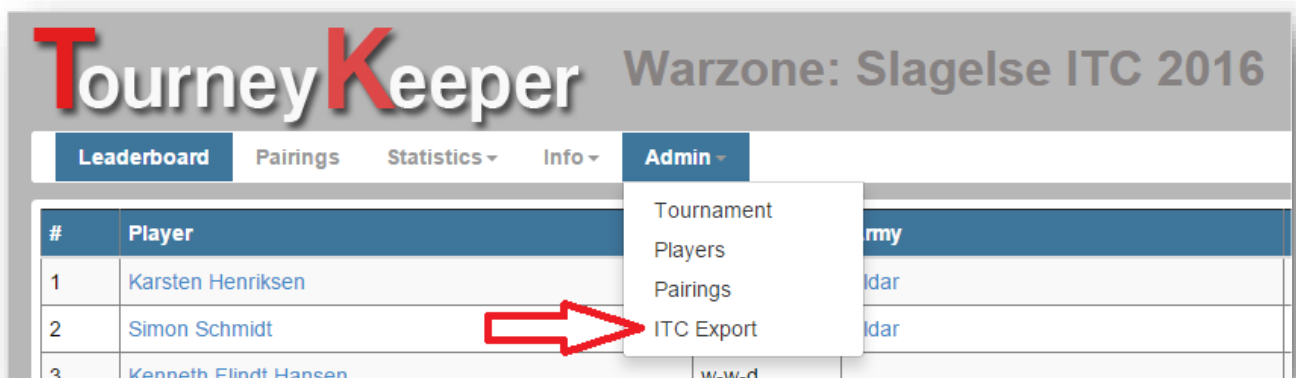| Table	Player1		Player2		
1	jens stricker-nielsen	0 - 20	**Dorner**	Results	Game
2	Klaus Hansen	4 - 16	**Andy Horvath**	Results	Game
3	Niels Dyrholm Jensen	0 - 20	**Martin Bræmer Nielsen**	Results	Game
4	**Emil Andreassen**	20 - 0	Alexander Fält Dzougov	Results	Game
5	**Rune Hilbert**	12 - 8	Andreas Bering Bøgh	Results	Game
6	**Jens Gertsen**	17 - 3	Martin Collin Aabo Jepsen	Results	Game
7	Kristoffer Nyrup	5 - 15	**Morten Kirsted**	Results	Game

8.3 Ranking

After finishing the tournament, you can contact me and I will perform ranking for the tournament. If your country doesn't have a ranking, I will create one for you. All results will be added to an international ranking.

Only singles tournaments are ranked.

8.4 ITC Export

When finished playing an ITC tournament, you can easily export the results to the ITC TO Scoring Template (https://drive.google.com/file/d/0ByVzaY23LOX-S0JWZGF4c2xHbGM/view), just follow the guide below.

Open the export function.

Mark all text in the window as shown and copy to clipboard.

Open the ITC TO Scoring Template and set the cursor as shown.

Paste the contents from your clipboard and the sheet will fill out with correct data.

Ranking*	Player Email	First Name	Last Name	Club	Primary Detachment**	Secondary Detachment	Placing Points***	Bonus Points****	Total Points	IT
1		Karsten Henriksen			Eldar	Eldar	100	6	106	
2	simonezen@gmail.com	Simon Schmidt			Eldar	<Blank>	90	6	96	
3	Dflame22@live.dk	Kenneth Flindt Hansen					85	5	90	
4	vermi20@gmail.com	Rasmus Fossing			Eldar	Dark Eldar	80	2	82	
5	efan86@icloud.com	Emil Andreassen			Necrons	<Blank>	75	4	79	
6	hikgafel@gmail.com	Jesper Arnfeldt Bang			Space Marines	Space Marines	70	2	72	
7	gertsen@tekstur.dk	Jens Gertsen			Space Marines	<Blank>	65	4	69	
8	Stefab@europe.com	Stefan Svensson			Skitarii	Adeptus mechanicus	60	2	62	
9	a@yourstruly.dk	A. Sander Magnussen			Tau	<Blank>	55	0	55	
11	hansen81@hotmail.co	Peter Hansen			Tau	<Blank>	40	0	40	
10	lexbware@hotmail.cor	Alexander Fält Dzougov			Astra Militarum	Inquisition	40	2	42	
14	pisani_mic@me.com	Michael Pisani			Dark Angels	Space Wolves	30	0	30	
14	nwarhammer2@gmail.	Kevin Svendsen			Dark Angels	Blood Angels	30	0	30	
12	Kroldrup@hotmail.com	Jens Krøldrup			Space Marines	Space Marines	30	2	32	
12	sarkrim@gmail.com	Christian Brandt			Eldar	<Blank>	30	2	32	
16	andy.lykke@gmail.com	Andreas Lykke			Chaos Daemons	Chaos Space Marines	20	0	20	
16	ad.czaban@gmail.com	Adrian Czaban			Grey Knights	Imperial Knights	20	0	20	
16	nderlerbrandt@hotmai	Alexander Lerbrandt			Chaos Space Marines	Khorne Daemonkin	20	0	20	
16	adedrengen@gmail.cor	Thomas Gade			Tyranids	Tyranids	20	0	20	
16	valby50@stofanet.dk	Jens Nielsen			Orks	Orks	20	0	20	
16	stianclausen91@gmail.	Christian Møgelberg Clausen			Astra Militarum	Officio Assassinorum	20	0	20	
16	deansworld@ofir.dk	Dean			Tyranids	<Blank>	20	0	20	
23							0	0	0	
23							0	0	0	

9 Team tournament

You can add teams and players independently of each other, I suggest only adding players to teams when the number of players and teams are final.

9.1 Managing teams

An organizer can manage teams by visiting Admin->Teams:

Here the organizer can create, edit and delete teams. The organizer can also get a quick overview of which teams are complete and which are not. The Players column will be green if all players on the team are checked in and red otherwise.

Tourney Keeper ETC 40K 2017

Team name: [_____] Add Team

Team	Players	Non-players	BattlePoint Penalty	MatchPoint Penalty	Remove
Austria	8	1	-10	0	Remove Team
Belgium	8	1	-10	0	Remove Team
Canada	8	1	-10	0	Remove Team
Chichken Stealers	8	1	-10	0	Remove Team
Czech Republic	8	0	-20	0	Remove Team

9.2 Joining a team

There are two ways of joining a team:

1. Self-join
2. Joined by an organizer

The player has to be logged in to self-join a team.

When registered to a team tournament, the player can select a team to play for as shown below.

The organizer can join a player to a team by visiting Admin->Players under the tournament. Simply changed the required info, such as selecting a team from the drop down.

9.3 Create pairings

An organizer can create pairings by visiting Admin->Pairings:

You have 2 options for creating pairings:

- Random pairings
  Teams are randomly paired
- Swiss pairings
  Teams are paired using the swiss draw system.

You can change pairings by editing the individual matches and selecting which team should play against which team or swap them using the drop downs at the bottom. Swapping is recommended.

The individual games can then be setup by either the organizer or the players themselves. Visit Team Pairings and then setup the match wanted.

Clicking setup allows you to setup each game.

9.4 Enter results

It is required that pairings are setup prior to entering results, as shown in section 9.3. Results are entered as described in section 8.2.

10   Scoring app

The app for scoring is available free from Google Play:

https://play.google.com/store/apps/details?id=tourneykeeper.tourneykeeper&rdid=tourneykeeper.tourneykeeper

The app is solely for scoring, but will notify the player when he has a new game, who his opponent is and which table he is playing on via standard notification.