64 tournaments and Draughts Arbiter

(Options from version 5.43)

Options for draughts 64

1. Connection with official opening tables (only for 64b and 64r for that moment)
2. Possibility to draw position by DrA
3. Micro matches
4. Possibility to enter moves at web from position drawn for the games.

Step by step.

1. Create new tournament and go to menu tournament → settings

   ![Tournament settings screenshot]

   Choose type of draughts and mark “enable micro-matches”, enter number of subgames (games in micro match, usually 2)

2. Continue as usually until the pairings are ready. Time to use new options:

   ![Pairing options screenshot]

   Our software is connected with official “start position” approved by FMJD section 64 Russian and FMJD section 64 Brazilian. This tables are possible to follow at our tournament web:

We can choose start position using few methods:
- manually game by game (enter position ID),
- draw for all (same position at each board)
- draw for each (each board gets own position)
- draw for odd/even (useful option for mass youth events)

3. Make start position visible
   Go to paring of the round and choose from the menu View → view settings
After that, we can see position chosen for the game (also at internet!):

Position at the column is shown as an active link, means that by clicking we can see diagram.

4. Enter results of the games:
5. Enter games for the public at the internet

Go to your tournament and click on the link with games. We will see games of micro matches with starting position:

![Game board with moves]

Just make a moves:

Do not forget to SAVE entered moves!

Note!

Entering moves is possible only after log-in at the main page of our tournament server (results.fmjd.org).