

## 64 tournaments and Draughts Arbiter

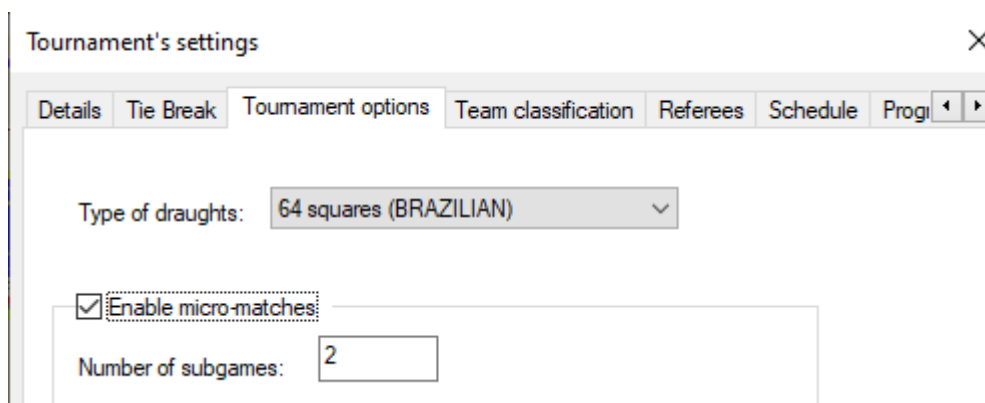
(options from version 5.43)

### 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.

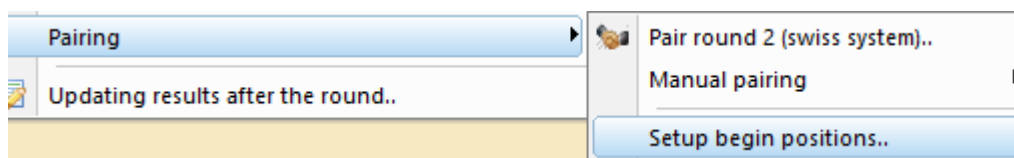
### Step by step.

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



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:



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:

[https://results.fmjd.org/viewpage.php?page\\_id=2](https://results.fmjd.org/viewpage.php?page_id=2)

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)

Updating results after the round: 1

Previous round    Next round

T.Nr	White	Black	
1	1 Dolata, Wojciech	5 Swiatek, Barbara	43×ll ed4 dc5 fe3 cd6
2	6 Sadowski, Jacek	2 Pawlicki, Jacek	5× cd4 fg5 dc3 ef6 ed2 bc5
3	3 Teer, Frank	7 Chmiel, Piotr	18×ll c3-d4 e7-e5
4	8 Sawczyk, Ryszard	4 Bollebakker, Ton	25×l f2-f4 d6-e5

Position ID:  Set Draw for All Draw for Each Draw for ODD Draw for Even

Get IDs from FMJD server OK Cancel Apply

### 3. Make start position visible

Go to pairing of the round and choose from the menu *View* → *view settings*

#### View settings

Current view main settings    Additional settings

Main title:

Column settings (add / remove column):

Header	Size		Info
<input checked="" type="checkbox"/> Black	variable	Left	Last name and first r
<input type="checkbox"/> Nick	variable	Left	
<input type="checkbox"/> Black	variable	Left	Last name First name
<input type="checkbox"/> Club	variable	Left	Club of black
<input checked="" type="checkbox"/> Start position	variable	Left	
<input type="checkbox"/> Subgames	variable	right	
<input type="checkbox"/> lidraughts.org	variable	center	

Up Down

After that, we can see position chosen for the game (also at internet!):

**Test Jacek**

Szczecin 2010-09-27/2010-09-27  
Classic, 64-brazilian, Standard FMJD Swiss, 1h 20' + 1' move  
Arbiter: Jacek Pawlicki

**Pairing - round 1**

Games completed 0 / remaining 4

Board	S.No.	White	Result	S.No.	Black	Start position
1	1 [0]	Dolata, Wojciech	:	5 [0]	Swiatek, Barbara	<a href="#">43-XII ed4 dc5 fe3 cd6</a>
2	6 [0]	Sadowski, Jacek	:	2 [0]	Pawlicki, Jacek	<a href="#">5-X cd4 fg5 dc3 ef6 ed2 bc5</a>
3	3 [0]	Teer, Frank	:	7 [0]	Chmiel, Piotr	<a href="#">18-XII c3-d4 e7-e5</a>
4	8 [0]	Sawczyk, Ryszard	:	4 [0]	Bollebakker, Ton	<a href="#">25-XI f2-f4 d6-e5</a>

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

#### 4. Enter results of the games:

Updating results after the round: 1

Previous round    Next round    Static

S.No.	White	Result	Black
1	Dolata, Wojciech	2 : 0	5 Swiatek, Barbara
2	Sadowski, Jacek	:	2 Pawlicki, Jacek
3	Teer, Frank	:	7 Chmiel, Piotr
4	Sawczyk, Ryszard	:	4 Bollebakker, Ton

Final results will be shown automatically

S.No.	White	Result	Black
1	Dolata, Wojciech	1 : 1	5 Swiatek, Barbara
2	Dolata, Wojciech	2 : 0	5 Swiatek, Barbara

This is area to enter result of each micro match game.

2 : 0   1+ : 1-   1 : 1   1- : 1+   0 : 2   - / -   +   -   Other

Buttons: "ZXC" = (2-0, =, 0-2)

OK    Cancel    Apply

## 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:

Test Jacek [Szczecin]

Moves: 0 / Comments: 0

Swiatek, Barbara  
0 POL

Moves: 0 / Comments: 0

Dolata, Wojciech  
MF 0 POL

Moves: 2 / Comments: 0

Dolata, Wojciech  
MF 0 POL

Swiatek, Barbara  
0 POL

Enable moves edit

Delete game from that move

Flip colour

Auto play 1 sec.

Auto play 2 sec.

Auto play 4 sec.

Just make a moves:

Do not forget to SAVE entered moves!

#	white	black
1	g3-f4	b6-a5
2	d4xb6	a7xc5

### Note!

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