

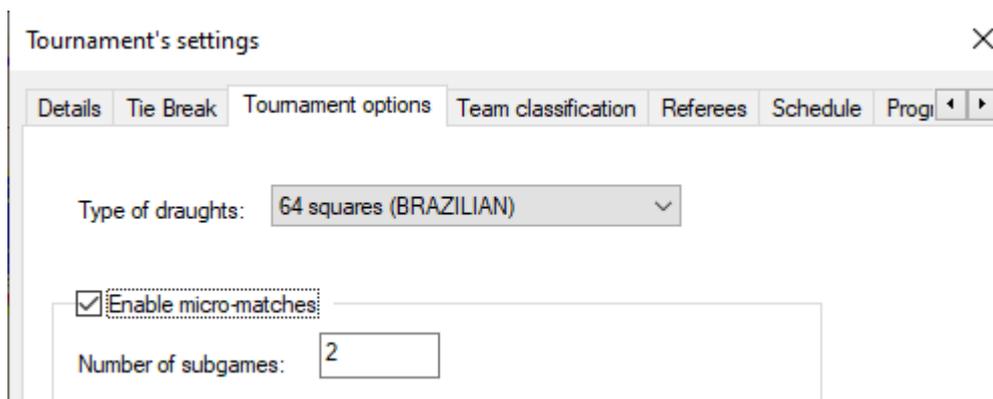
Version 5.43 (September 30th 2020)

Changes 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)

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

Get IDs from FMJD server

Set Draw for All Draw for Each Draw for ODD Draw for Even

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:

Pairing - round {p}

Column settings (add / remove column):

Header	Size		Info
<input checked="" type="checkbox"/> Black	variable	Left	Last name and first n
<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!):

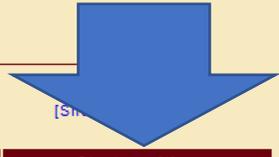
Test Jacek

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 [Show]

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



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 ×

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

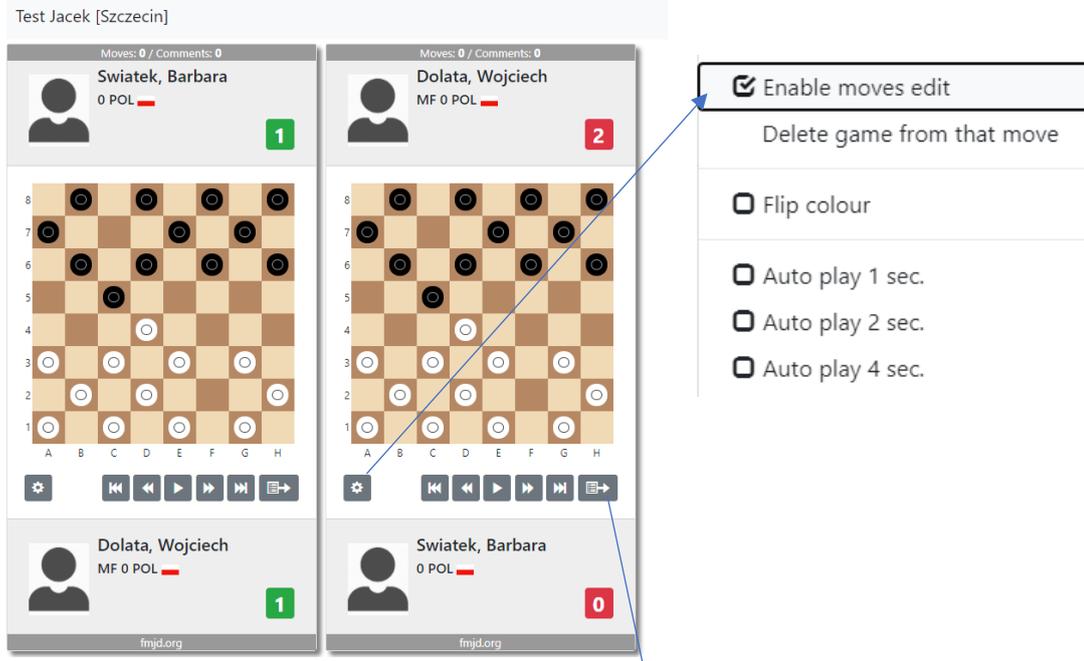
S.No.	White	Result	Black
1	Dolata, Wojciech	1 : 1	5 Swiatek, Barbara
2	Dolata, Wojciech	2 : 0	5 Swiatek, Barbara

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

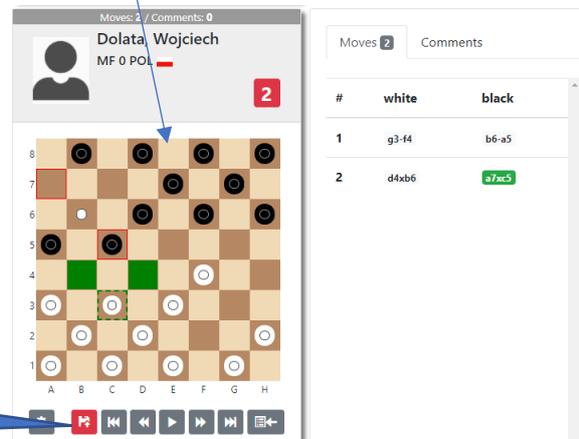
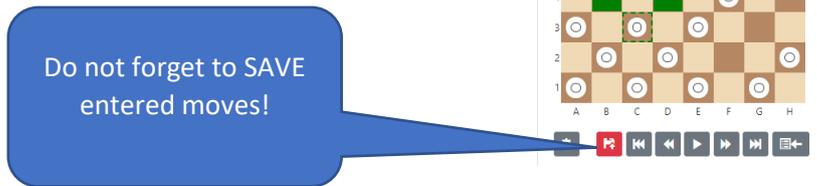
Buttons: "ZXC" = (2-0, =, 0-2)

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:



Just make a moves:



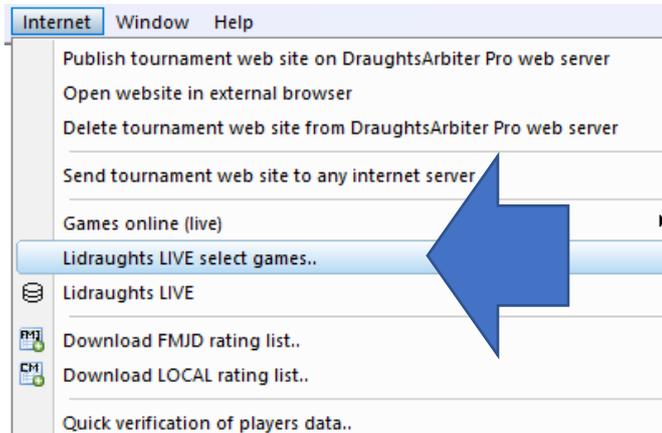
Note!

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

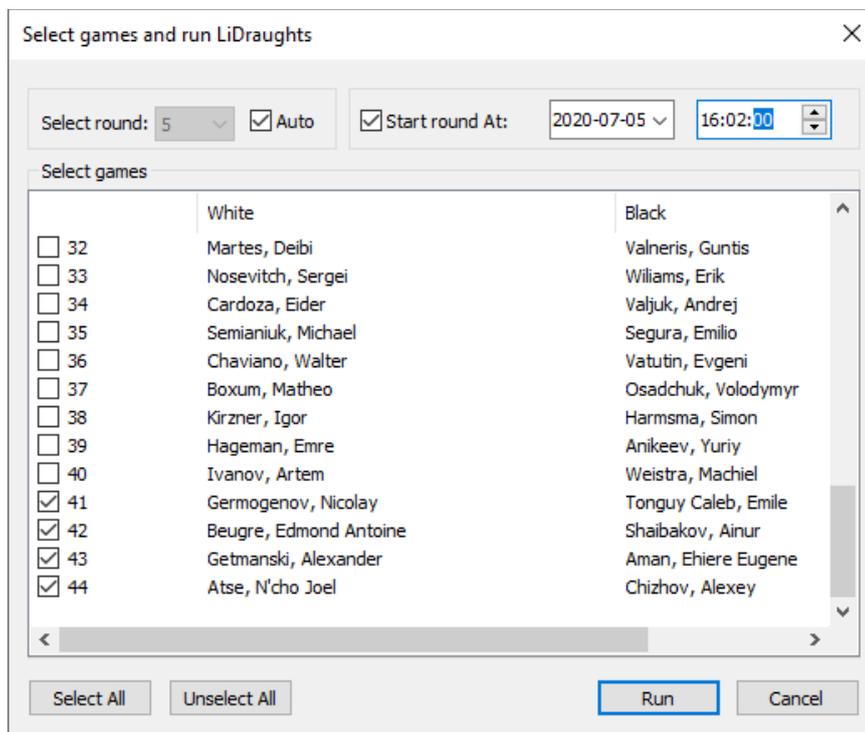
Version 5.42 (July 5th 2020)

News connected with lidraughts

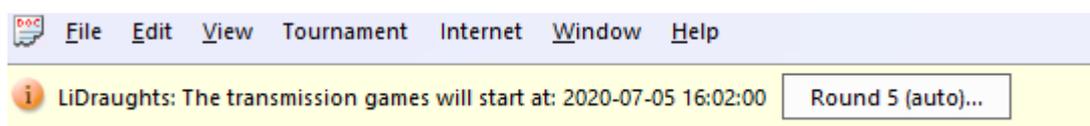
1. Programmable connection with lidraughts



If you can't be at the computer when the round starts, If games are played at different times, this is for You. We can choose games and/or time to start connection.



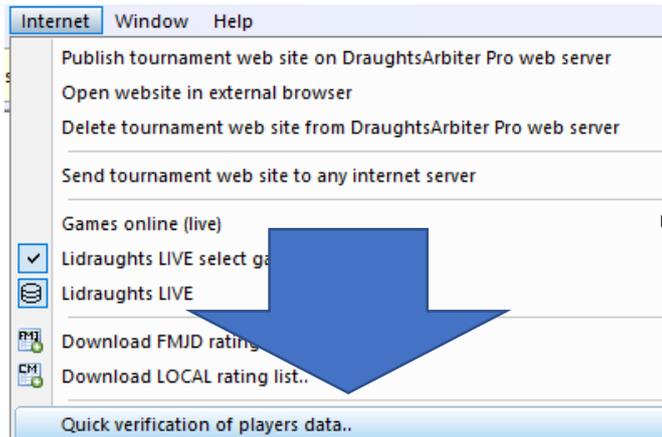
After pushing button "RUN" we will see info at the top of our screen.



Why this is so important? DrA just looking for current or last played game. If we start all games including this which will be played later – we can get scores of the games played by this opponents not for our tournament.

Team version

1. Possibility to update players date with the newest rating list (similar to individual version)



2. New sort criteria for team tournaments:
 - a. Team Full Truncated Solkoff
 - b. Team Short Truncated Solkoff

This is the sum of score with the team multiply by its match points in the tournament. For the "Short" the lowers value is not counted.

Example:

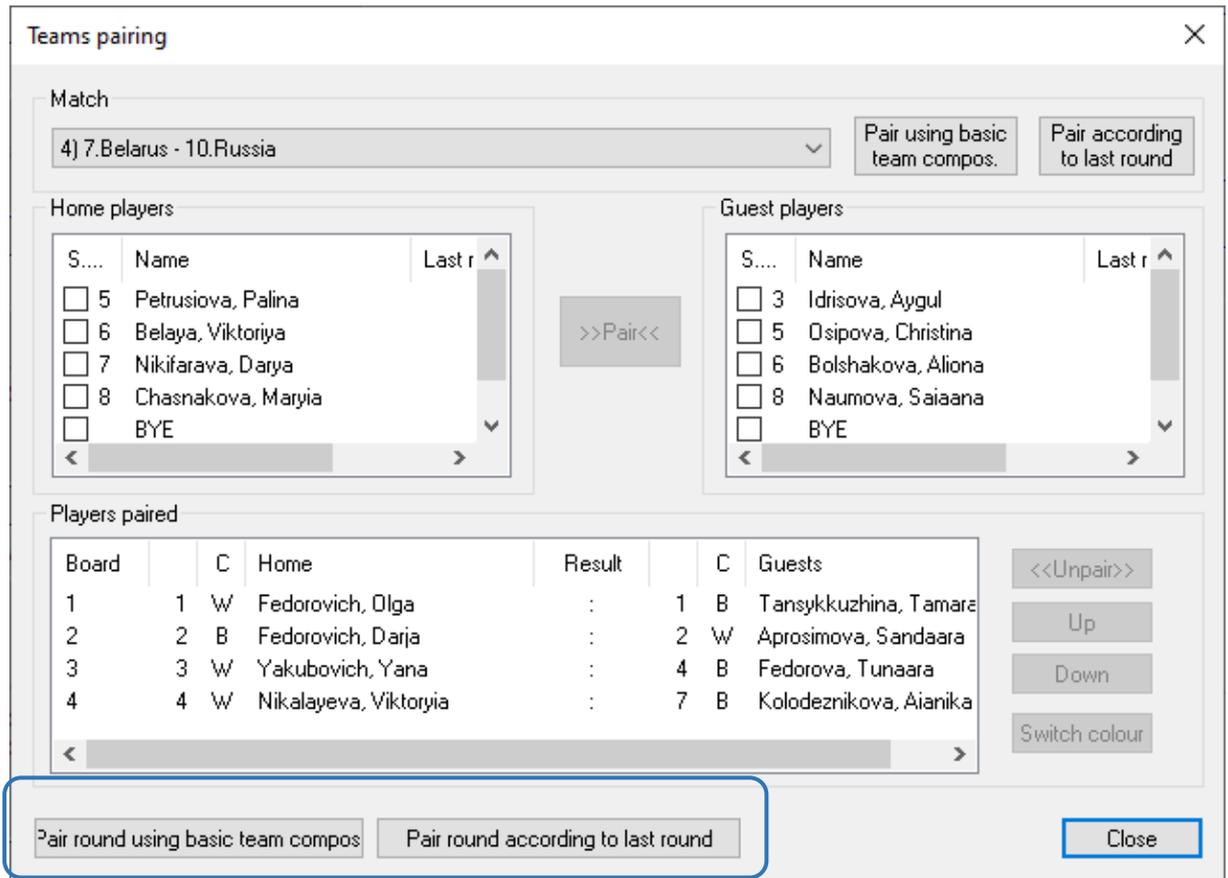
Italy in Cup of Nations on line:

1. Round 1 3:5 against Russia (8 match points) = 3 x 8 = 24
2. Round 2 4:4 against Mongolia (3 match points) = 4 x 3 = 12
3. Round 3 5:3 against Belgium (3 match points) = 5 x 3 = 15
4. Round 4 1:7 against USA (4 match points) = 1 x 4 = 4

Team Full Truncated Solkoff = 55

Team Short Truncated Solkoff = 51

3. Support during the process of creation of the matches:



This 2 new buttons allows to make paring on the boards for all matches on one click.

4. Cross table according to places.

This table was added also to the left column menu.

Cross table - round 4

S.No.	Team		1	2	3	4	5	6	7	8	9	10	11	Points	boards
1	Russia		X							8	8	8	7	8	31
2	Latvia			X				2		5	5		7	6	19
3	Mongolia				X		4			8		8		5	20
4	Ukraine					X		4			6		8	5	18
5	China				4		X		7			7		5	18
6	Belarus			6		4		X			6			5	16
7	Israel						1		X	1		7	8	4	17
8	Estonia		0	3	0				7	X				2	10
9	Netherlands		0	3		2		2			X			0	7
10	Suriname		0		0		1		1			X		0	2
11	Brazil		1	1		0			0				X	0	2

- New column with number of games (matches) played. Cross table according to places.

View settings

Current view main settings Additional settings

Main title:
Final standings - round %i

Column settings (add / remove column):

Header	Size	Info
<input checked="" type="checkbox"/> Team	variable	Left
<input type="checkbox"/> Fed.	variable	center
<input type="checkbox"/> Local	variable	right
<input type="checkbox"/> Club	variable	Left
<input type="checkbox"/> N	variable	Left
<input checked="" type="checkbox"/> Match Points	variable	right

Automatically adjust the width of columns

Column header: Match

Width (px): 0 Align: Left

Font: Font size: 11 Printing: Print view in colour

Restore default settings

Default name can be changed

To see newly added column(s) – always use this button.

- Presentation of teams score at the pairing view

System shows match points:

Pairing - round 6

Games completed 5 / remaining 15 [Show all games]

Match	C	Home	Nick	Result	C	Guests	Nick	l1draughts.org
[2]		Estonia		:	[5]	China		
[2]	(W)	Kuusik, Karmen	KarmenK	:	[3]	(B) Zhang, You	hmq	live
[2]	(B)	Jalg, Merilli	merilli	:	[5]	(W) Zhao, Hanqing	enwoo	live
[3]	(W)	Jalg, Triinu	triinuj	:	[4]	(B) Sai, Ya	sonya21	live
[2]	(B)	Nano, Nona	nonaest	:	[2]	(W) Ala, Tenghua	dra	live
2	[0]	Brazil		1	[5]	Mongolia		
[0]	(W)	Azevedo Baptista, Evelyn	evelyn-br	0 : 2	[4]	(B) Bayar, Misheel	draughtsellas	

Version 5.40 (May 17th 2020)

Draughts Arbiter connected with lidraughts.org

How to keep more control on on-line tournaments?

The idea of cooperation with lidraughts.org (**LiD**) is very easy:

- We create a tournament in DrA as usually
- At the scheduled moment the players go to LiD to play their games
- DrA automatically records games and results from LiD
- We making paring for next round and publish it
- And so on to the end of our tournament

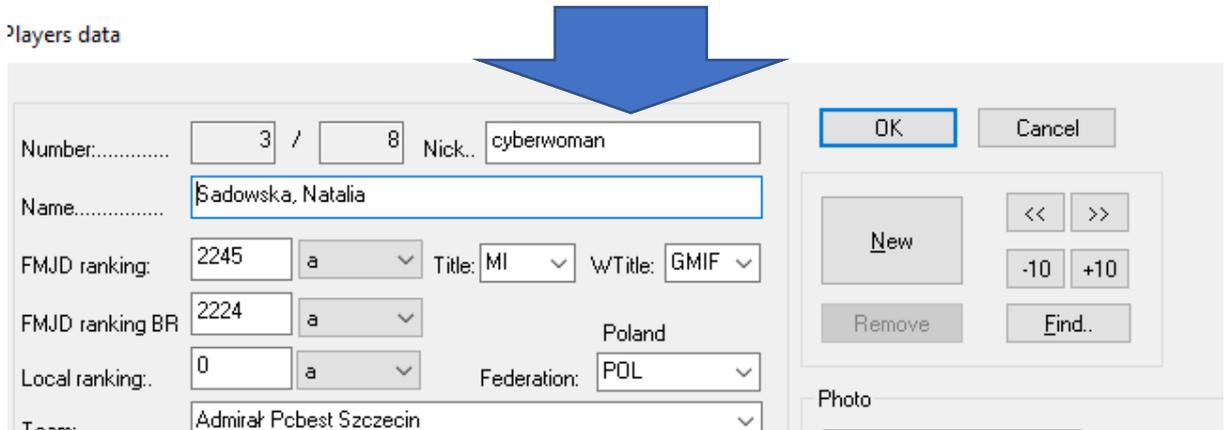
Related new features in DrA:

1. For tournaments to be connected with LiD – mark it at the *Tournament's setting*.



Enable games
 Online tournament (lidraughts.org)

2. Players NICK can be added to players data¹



Players data

Number:..... 3 / 8 Nick.. cyberwoman

Name..... Sadowska, Natalia

FMJD ranking: 2245 a Title: MI WTitle: GMIF

FMJD ranking BR 2224 a

Local ranking: 0 a Federation: Poland POL

Team: Admiral Pcbest Szczecin

OK Cancel

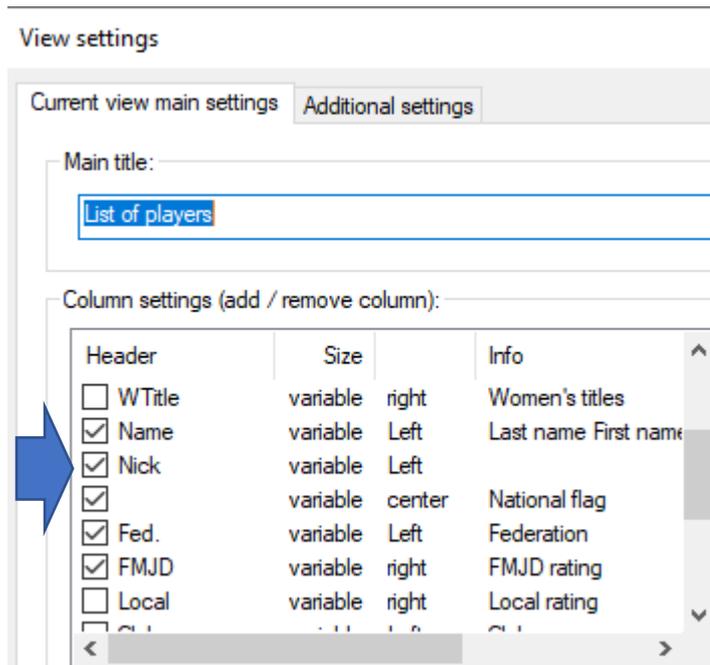
New << >> -10 +10

Remove Find..

Photo

¹ Nicks collected during testing (club online event and 55+) are available at fmjd database for DrA.

3. In many places in view setting we have new columns available like "Nick"

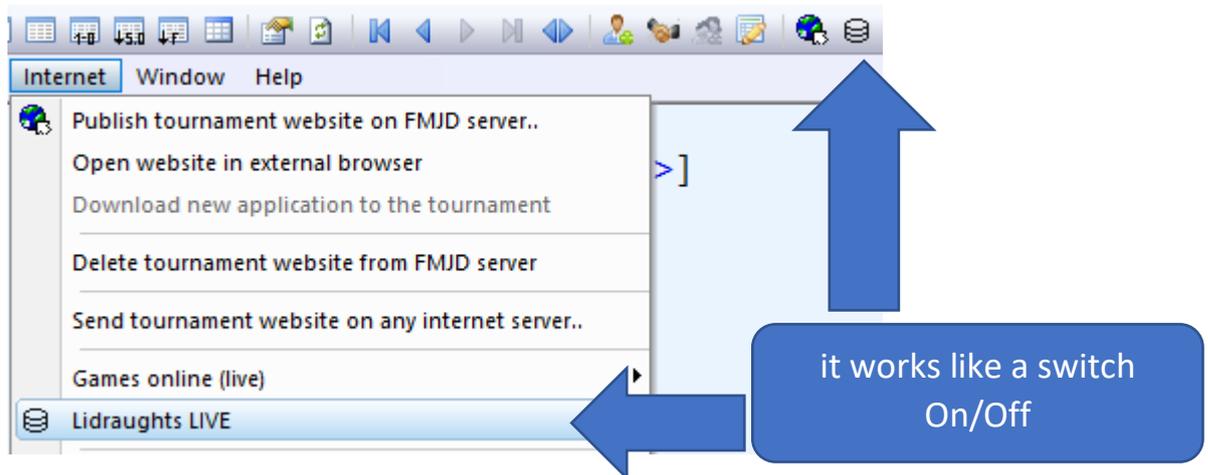


4. View setting at pairing screen has column "lidraughts.org".

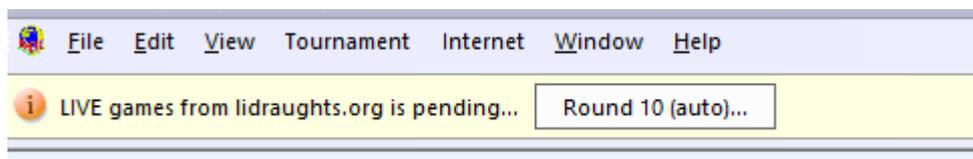
Board	S.No.		White	Nick	Result	S.No.		Black	Nick	lidraughts.org
1	8 [15]		Surkov, Aleksandr	Kirgudu	1 : 1	2 [12]		Shaus, Jakov	trener2	
2	5 [14]		Van Der Stap, Peter	Patsboem	:	1 [13]		Kostionow, Iwan	ksusaK	live
3	6 [13]		Gurkov, Evgeni	Geimos	1 : 1	13 [11]		Slapinski, Andrzej	konisko	
4	7 [13]		Levin, Jakov	jakovlevin	:	3 [11]		Varushyla, Vitali	vitalavvs	live

This column contains link to the "white" player at LiD with idea to find and follow live his game easily. As we see at the screen above, link is gone at the games already finished.

5. Be lazy and do not enter results manually! At the time of round just switch on special button with LiD logo or just the same from the menu:



6. DrA is cooperating with LiD WITHOUT you!



After starting Lidraughts live we can see line as above. If necessary, we can change the number of the round that is being tracked.

At the moment just open window with results of tracked round and ... wait for the results of the game.

Do not forget to switch on this option at **the right time**. Just like during a real tournament, the referee does not turn on the clocks before the round.

DrA working very easy – just looking for the last game between this 2 nick. If you switch on this button too early, it is possible that game between this 2 players played a day or month before will be found! Do not panic! Just clean up result between this two players, then program will start to look again.

Version 5.39 (January 14th 2020)

7. Swiss system. We have new default systems according decisions of last FMJD GA. See also separate document (just updated)
8. Team version - results on boards. By default, the program showed results of 6 boards. Since now program shows boards accordingly to the tournament (when 2 boards then 2 but not 6)
9. When filling out the form for sending the tournament to the server, the type of tournament (blitz) is already pre-filled
10. The program will not allow you to start pairings without assigning start numbers
11. On the main page, previous text "Current round" has been replaced with more exact "completed rounds"
12. Bugs fixed:
 - a. Blitz tournament switched as "Women only tournament" using classing rating as default instead of blitz rating
 - b. Import:
 - i. „Irating" not imported,
 - ii. Local ID wrongly imported as FMJD-ID,
 - iii. Blitz/rapid tournaments updated with rating instead of brating
 - c. Team version. Program gives in round robin tournament by default (4 players in team) for bye 1 point and 6 points for team - must be 0 (zero) in both cases.
 - d. Team classification based on places (problem occurred during EC blitz)

Version 5.37.1 (25th of November 2019)

1. Entering games for your tournament by default.

Tournament's settings

Details Tie Break Tournament options Team classification Re

Tournament name:
My event

Date from: 2019-11-25 to: 2019-11-25

Place/organizer: Szczecin no. of round: 9

Arbiter: Jacek Pawlicki e-mail:

Rate of play: 1h 20' + 1' move

Classification of tournament rate of play: Classic

FMJD type of tournament: FMJD on Truncated Solkoff

Enable games

It is marked by default.

NOTHING MORE TO BE DONE! Everyone can record games at the internet web (see separate brief manual about it).

Of course, options at menu "Games online (live)" are still valid. But now it is important **ONLY** if You are using electronic boards.

2. Default view settings for "Tournament table according to places" contains "TSolk" or "MSolk". Of course everything can be changed manually ("view settings").
3. Not necessary lines at the top and bottom of DrA documents has been removed. Pay attention, that you can change a lot about it. Just choose print preview and go to print setup:



4. New code for Ivory Coast. It is **CIV** now not CIB like before.
5. BUGS fixed:
 - a. different results in team results at local computer and web (in some specific situations)
 - b. reedition of games at internet (sometimes program informed us that it is impossible)

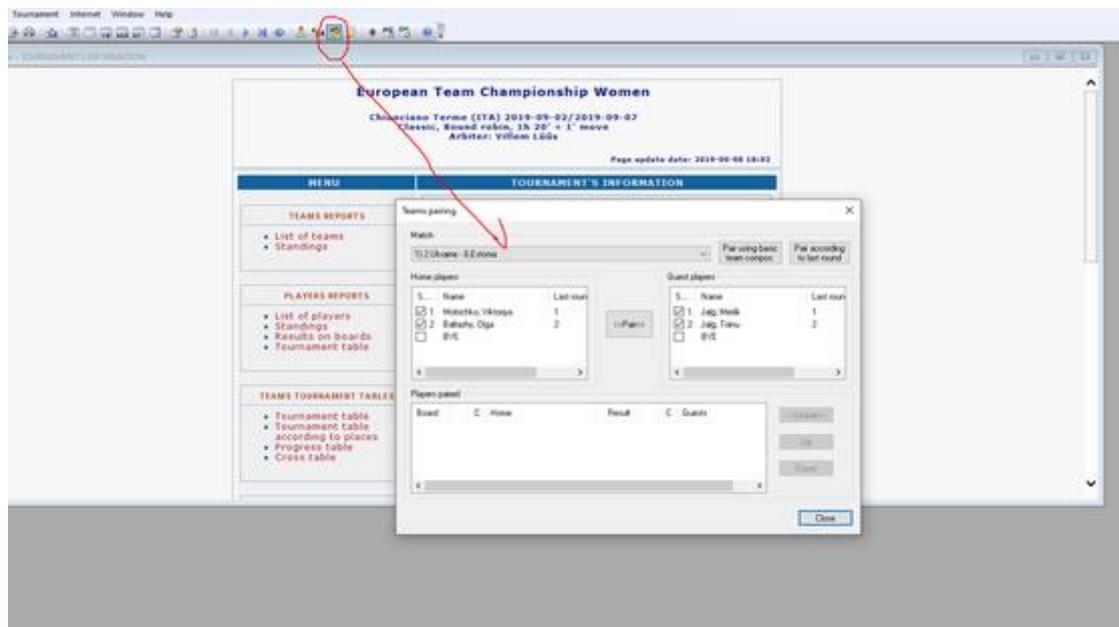
Version 5.32 (20th of September 2019)

Security issue in live game solution has been solved.

Version 5.31 (9th of September 2019)

The bug with games in team version has been solved. It was possible to enter games only for one match.

If problem occurs in your tournament, please open again window with paring (see screen below).



Then system will generate missed games.

Version 5.30 (24th of August 2019)

No news for users. Only changes connected with new server for FMJD tournaments/games .

Version 5.26 (30 of July 2019)

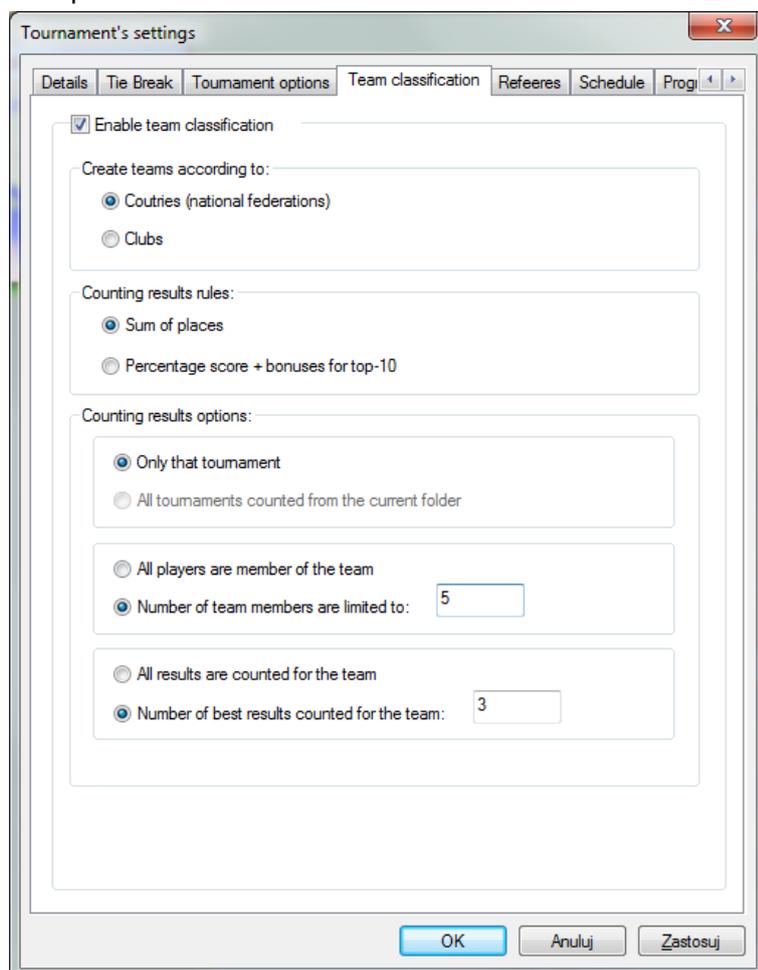
1. Team classifications in individual tournaments.

Correction in team classification based on sum of places. Only members of the team are counted.

See WC blitz for the example:

http://fmjd.org/results/tournaments/2019/f_1792/team_results_players&11.html

Set up of the tournament was:



Looking at that easy to understand why Dutch team is 1st :

S.No.	Team	No. of players	Sum	Place	Title	Name	Total
1 Netherlands							
		4	15.00				
				2	GMI	Groenendijk, Jan	17
				6	MI	Slump, Jitse	15
				7	GMI	Baliakin, Alexander	15
				14	GMI	Van Ijzendoorn, Martijn	14
2 Russia							
		5	15.00				
				3	GMI	Shaibakov, Ainur	16
				4	GMI	Amrillaev, Murodullo	16
				8	GMI	Georgiev, Alexander	15
				10	GMI	Getmanski, Alexander	14
				11	GMI	Chizhov, Alexey	14

Best 3 (places)

Netherlands $2 + 6 + 7 = 15$

Russia $3 + 4 + 8 = 15$

Sum of points (only best 3!!!)

Netherlands $17 + 15 + 15 = 47$

Russia $16 + 16 + 15 = 47$

Best place:

Groenendijk 2nd

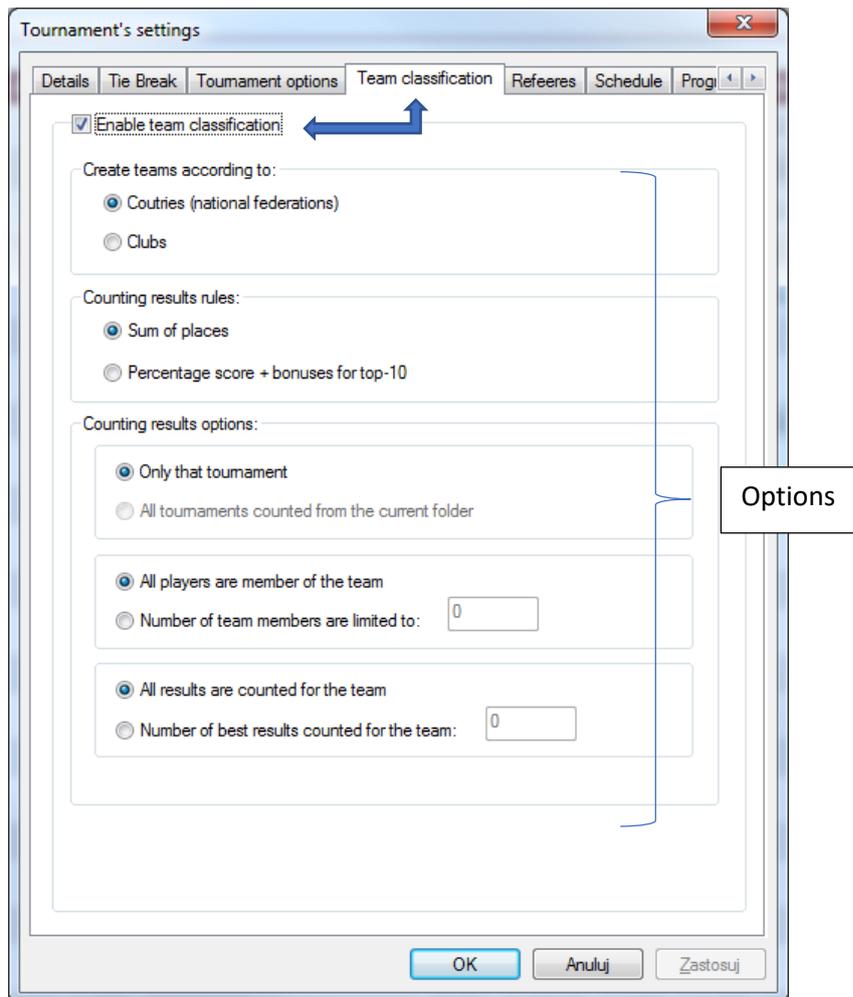
Shaibakov 3rd

Version 5.25 (26 of July 2019)

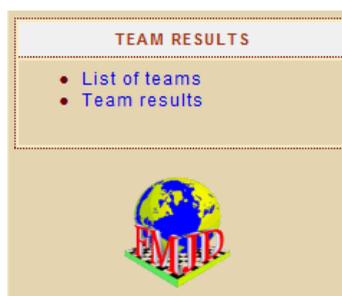
1. Team classifications in individual tournaments.

How to start?

Just go to menu **Tournament** → **Settings** :



Since that moment program will start to calculate team classification and a new link you will see automatically at the menu (since first paring will be done):



Options

1. Create teams according to Countries / clubs. Depending on your choice on of the following information will be considered:

The screenshot shows a form for creating a player profile. The fields are as follows:

- Name: Georgiev, Alexander
- FMJD ranking: 2418
- FMJD ranking BR: 2436
- Local ranking: 0
- Club: Bashneft Ufa
- Birthdate: 17/07/1975
- Sex: M
- k fact: 15
- FMJD ID: 10122
- Federation: RUS
- Title: GMI

Buttons include 'New', 'Remove', 'Find..', and navigation arrows. A photo of a man is visible on the right side of the form.

2. Counting results rules

Dr. Arbiter can calculate score for the team using one of two methods:

- a. **Sum of places**

1st place – 1 point, 2nd place – 2 points, etc Lower sum decides. For not completed team (for example teams with 3 persons but one team has only 2 players) – missing players gets N+1, where N=number of participants.

- b. **Percentage score + bonuses for top-10**

bonuses for top ten places are: 100, 70, 50, 40, 35, 30, 26, 24, 20 (like in World Cup)

Example: Mr. X was 10th with score 11 points out of 9 rounds (61,11%) , Mr. Y was 11th with the same score. Theirs score for the teams:

Mr. X $61,11 + 20 = 81,11$, Mr. Y $61,11$

3. Calculating results options

- a. Only that tournament

Just this tournament will be calculated

- b. All tournaments from the current folder

This is prepared specially for WCYouth but can be used in other tournaments. All tournaments from current folder at your computer will be calculated! First each tournament separately, then final classification will be calculated as a sum of team results in each tournament at your folder. *(This option is not ready yet)*

c. Number of players

We can decide how many players can play from the team and how many results are counted for the final score.

Example – World Championship blitz, usually we have team classification. Each federation should nominate up to 5 players but score of best 3 are considered. Then we can simply enter following value:

Counting results options:

Only that tournament

All tournaments counted from the current folder

All players are member of the team

Number of team members are limited to:

All results are counted for the team

Number of best results counted for the team:

Who is playing for the team?

This is new feature of the player:

Players data

Number: 7 / 55

Name: Georgiev, Alexander

FMJD ranking: 2418 Title: GMI WTitle:

FMJD ranking BR: 2436 Federation: Russia RUS

Local ranking: 0 Club: Russia

Birthdate: 17 07 1975 Sex: M

k fact: 15 Licence:

FMJD ID: 10122 Local Code:

Remarks (f): 0 Group:

Remarks: Playing for the team

Team member: Sum of team members: 5 (max: 5)

Rating lists

Find: FMJD rating list 0

List	Id	Name	Title10	WTitle	List	RetInd	List W	Rating W	Fed.	Birthday	BLRa	List BLR	Club

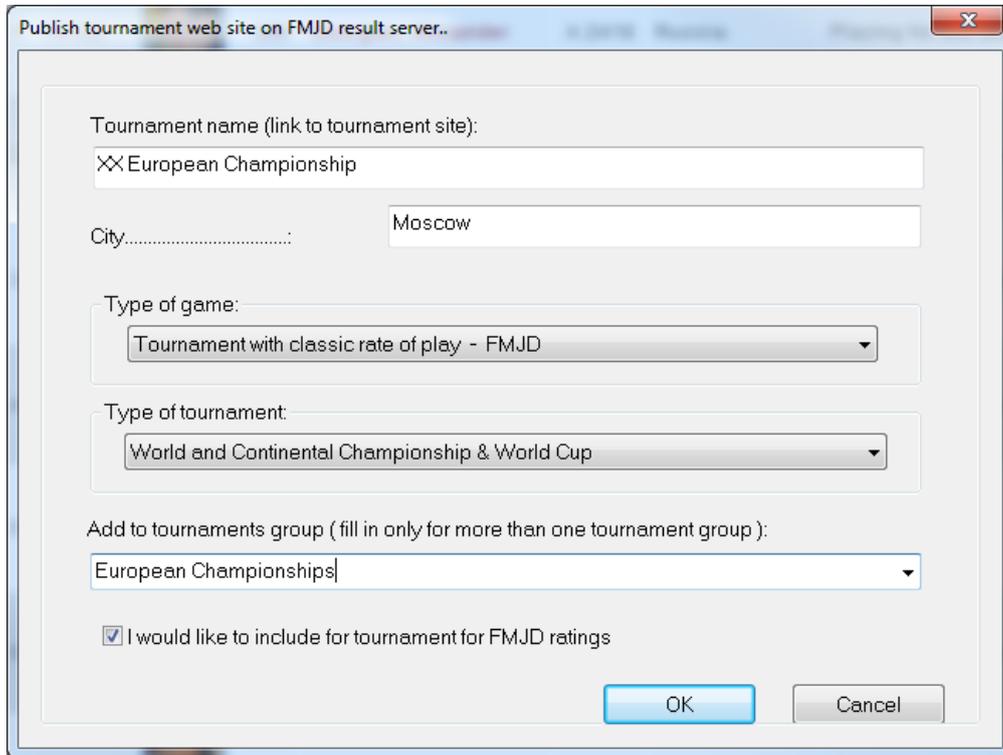
Find: No. of records: 0

Version 5.24 (20th of April 2019)

1. Importing local rating – also club is imported (details in separate document “Local rating import manual”).
2. Entering games possible also for the team tournaments.
3. Implementing the rule from Annex V p.4.1 *“To avoid a bad pairing in the second round the player who has a bye in the first round is paired in the second round as if he had zero points.”*

Version 5.23 (3rd of March 2019)

1. Possibility to use starting position for 64 Russian/Brazilian/Italian
2. Making groups of the tournaments at the tournament web (by admin but also while sending tournaments):



The screenshot shows a dialog box titled "Publish tournament web site on FMJD result server..". It contains the following fields and options:

- Tournament name (link to tournament site):
- City.....:
- Type of game:
- Type of tournament:
- Add to tournaments group (fill in only for more than one tournament group):
- I would like to include for tournament for FMJD ratings

Buttons: OK, Cancel

3. Import from other files – schedule also imported