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)

![Internet window](image)

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

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

![Image of draughts arbiter settings]

- Default name can be changed
- To see newly added column(s) – always use this button.

6. Presentation of teams score at the paring view
   System shows match points:

   ![Image of draughts arbiter paring]

   - Default name can be changed
   - To see newly added column(s) – always use this button.
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.

2. Players NICK can be added to players data

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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”

![View settings]

4. View setting at paring screen has column “lidraughts.org”.

<table>
<thead>
<tr>
<th>Board</th>
<th>S.No.</th>
<th>White</th>
<th>Nick</th>
<th>Result</th>
<th>S.No.</th>
<th>Black</th>
<th>Nick</th>
<th>lidraughts.org</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>8</td>
<td>Surkov, Aleksandr</td>
<td>Kirguda</td>
<td>1 : 1</td>
<td>2</td>
<td>Shaus, Jakov</td>
<td>treer2</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>5</td>
<td>Van Der Stap, Peter</td>
<td>Patsboem</td>
<td>: 1</td>
<td>13</td>
<td>Kostionow, Iwan</td>
<td>ksusaK</td>
<td>live</td>
</tr>
<tr>
<td>3</td>
<td>6</td>
<td>Gurkov, Evgeni</td>
<td>Getmos</td>
<td>1 : 1</td>
<td>13</td>
<td>Slapinski, Andrzej</td>
<td>konisko</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>7</td>
<td>Levin, Jakov</td>
<td>Jakovleva</td>
<td>: 3</td>
<td>11</td>
<td>Varushyla, Vitali</td>
<td>vitalavvs</td>
<td>live</td>
</tr>
</tbody>
</table>

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 forgot 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. „lrating“ 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**
   ![Image of Tournament settings]

   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 bag 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.
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:

Set up of the tournament was:
Looking at that easy to understand why Dutch team is 1st:

<table>
<thead>
<tr>
<th>S.No.</th>
<th>Team</th>
<th>No. of players</th>
<th>Sum</th>
<th>Place</th>
<th>Title</th>
<th>Name</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Netherlands</td>
<td>4</td>
<td>15</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>GMI</td>
<td>Groenendijk, Jan</td>
<td>17</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>MI</td>
<td>Slump, Jitse</td>
<td>15</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>GMI</td>
<td>Eliskin, Alexander</td>
<td>15</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>GMI</td>
<td>Van IJzendoorn, Martijn</td>
<td>14</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Russia</td>
<td>5</td>
<td>15.00</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>GMI</td>
<td>Shaibakov, Ainur</td>
<td>16</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>GMI</td>
<td>Amrillaev, Murodullo</td>
<td>16</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>GMI</td>
<td>Georgiev, Alexander</td>
<td>15</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>GMI</td>
<td>Getmanski, Alexander</td>
<td>14</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>GMI</td>
<td>Chizhov, Alexey</td>
<td>14</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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
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 pairing will be done):
Options

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

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:

Who is playing for the team?

This is new feature of the player:
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.”
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):

3. Import from other files – schedule also imported