Preliminary remark about the FMJD Swiss system

The user of this draughts Arbiter software is expected to be familiar with the rules for the FMJD Swiss system as described in the FMJD Annex 5. This Annex may be found on the FMJD website fmjd.org, choose "official info" and then "annexes" or use the direct link https://fmjd.org/?p=annex

Part A starting the use of the program

1. How do you get a licence and download and install the program:

    a. Get a licence

    Click on the Draughts Arbiter logo on the FMJD main page. You will see a question if you are a new user or an existing user. If you are a new user you can choose new user if you want to register and get your personal free licence code but you can also choose existing user to just download the software to work in demo mode.
     If you are a registered user and want to update your software you can download the newest version which will work with your existing license code.

    Fill in the data to register
    Click on register
    Then a message is sent to FMJD and a new screen is shown for downloading the program. FMJD will check your data and send a licence code by e-mail. Keep this licence code for future use to install an updated version of the program.

    b. Download the software

    -   Click on download
    -   A zip folder draughtsarbiterpro 4.52-installer (or any newer version if a newer version is created) is downloaded to the computer with one file in it, the installation file Draughts arbiterPro-installer.msi
    -   Unzip the folder with any unzipping software and an installation file is created.
    -   Run the msi file and follow the download steps
        It will install the program by default in a folder like
        program files (x86)\eBOARDS\DraughtsArbiterPro

    c. Installing a new version of the software

    Regularly an improved version of Draughts Arbiter will be published. To install this new version, just follow the steps to install the original version. You do not have to uninstall the previous version. You may check the version you are using at the bottom line of every view in draughts Arbiter and compare it to the new version number mentioned on the FMJD draughts arbiter webpage.

When you are going to use this new version you get a message that the program runs in demo mode and you have to activate the program using the activation key received with the original license.

2. do you need any additional software on your computer ? no

3. Is a licence valid for more than one computer (desk PC/laptop….) yes

4. On which systems does the program run ? Windows 7,8,10. The program needs 4 GB RAM.

5. Is there any kind of documentation about the program ? this manual and other documents about entering games in Draughts arbiter, 64 tournaments, integration with lidraughts; see the FMJD website at the link https://www.fmjd.org/forms/da/ .

6. Is there help information in the program ? No, not yet.

Part B working with the licence code / activation key

1. Start the program: it will give a message that it is working in demo mode.
2. Click on help and then activation
3. Input the user name and activation key received from FMJD and you will see the message "activation successful"

Part C Some general remarks about using Draughts Arbiter Pro

1. Using menu option or clicking on icons

   many options in the program may be selected in two different ways, by clicking on a menu option, followed by a choice in the pull down menu, or directly by clicking on an icon. Just take some time to check the icons to see for which options there are icons in Draughts Arbiter Pro.

2. Flexibility in main menu of a tournament

   When the main tournament information is on the screen you can choose the menu option "view" and then choose "view settings" to be able to define a lot of options what should be seen on the main screen of the tournament, including extra HTML/text elements, tournament banner (Your logo) or a menu with external links

3. Layout and colours on Draughts Arbiter Pro pages

   You can change the general style of the pages by choosing the menu option "view" and then "View themes". You can change the colours of all items on a page, headers, detail info etc.

4. Printing and copying documents from Draughts Arbiter Pro

To be able to print pages from Draughts Arbiter Pro, like the pairing, classification, cross table etc. it is necessary that print setup is run one time in which the printer you want to print on is selected.
Use menu option "file" and then choose "print setup".
You may also select (part of) a page in Draughts Arbiter and copy/paste it into a text document, for instance if you want to print or save the results of a round, followed by the classification followed by the pairing in one document.

5. Versions of Swiss system

It is possible to choose a large variety of tie break options and pairing options in a manual Swiss system. But it is also possible to choose as tournament setting one of the standard FMJD Swiss systems like

- FMJD standard Swiss (mandatory for world cup events) with Solkoff truncated and solkoff plus
- FMJD on solkoff
- FMJD on rating
- Manual

If You choose one of the standard FMJD systems, there is nothing more to do in the set up process ! Just enter the players and make a paring. Any manual change in Tie Break options will change Your tournament into "Swiss-manual".

Sometimes for specific reasons the main referee decides to make some pairing(s) manually. Draughts Arbiter Pro will mark each pairing made manually with a "*" and a remark on the pairing page "manual pairing by referee". So there is no possibility for "quiet/hidden changes" by the referee.

Part C basics of starting a tournament

1. How to open/start a new tournament; what tournament data is necessary to include ?
   - Click on the menu option "file" and the "new" (or directly using the 'new' icon) and then choose (normally) tournament for players (the other option is tournament for teams)
   - Click on tournament and then settings and enter the necessary data in "details":
     o Tournament name
     o Starting and ending date
     o Place and organizer
     o Number of rounds
     o Referee name
     o Referee e-mail address
     o Rate of play, choose from the list
     o Classification: classic, rapid or blitz
     o Type of tournament, choose from the list with several kinds of Swiss systems and round robin

- Check the tie break options the program has already proposed
- See if it is necessary to input tournament options like 100/64, women's tournament, special case with qualifying best players for final
- Enter schedule data
- Input program settings (when necessary) like backup data and editing of players names Backup to an external drive is advised in case there are problems with the computer and when you want to continue using the program on another computer.

2. How to download the players file from the FMJD website and where/in which folder to put this file.
   - Choose the menu option " internet" and click on Download FMJD rating list (or use the icon download FMJD rating list). It will by default download the most recent rating list but you may choose another, earlier, rating list if that is necessary for some reason. You do not have to select a folder where to put the rating list but the rating list will be automatically downloaded in the correct folder for use by Draughts Arbiter Pro
   - It is advisable to download the list before starting with any new tournament because the players data at the FMJD website are regularly updated, even during one rating period, with corrections of name and other players data. You may only download this ratingfile after you have opened a new or existing draughts arbiter file.

3. How to define the tournament system, round robin, Swiss on rating or Solkoff, standard FMJD systems.
   - To be defined in tournament settings details
   - It is possible to select a standard FMJD system or to select all settings by hand.
     When a standard FMJD system is used it is not necessary to define the details like pairing order, classification order; these are all automatically set to the standard FMJD settings.

4. How to enter the players using the FMJD file
   Use the menu option" tournament" and then choose "input players" or directly use the icon 'input players'.
   Take care that the mark is set for the option "rating list".
   - Start typing in the name field (or in the find field below)
   - A choice of names from the rating list will be presented
   - Select the player from this list
   - Click on "from list" to add the player to the tournament
   - Click on new to input the next player
   - Click on OK when all players are entered

   You may restart this option "input players" to enter new players or to remove players already entered. You may browse through the list of players with the buttons >> and << and +10 and -10

5.   How to enter players unknown to FMJD

Just enter the players data when entering a new player. You should enter as much data as possible, especially name (format last name, first name), federation, sex, birth date. If known, a national rating in the field local ranking.

6.   Assigning players start numbers.
After inputting the players the players have to receive start numbers. These may be assigned in order of rating, in random order, alphabetically, etc.
Use the menu option "tournament" and use the option "sort criteria". Choose an order or leave it as suggested and click on OK and you will see the order numbers for the players.
When the tournament is played using a standard FMJD system the sorting order should remain as suggested in this sort criteria screen.
After adding new players this process should be repeated.
The order of players on start numbers plays a role in the pairing process: when all pairing data is equal for players they are ordered on their start number. Especially in the first rounds of the tournament this plays a role.

7.   Review, verification and correction of players

With this option in the tournament menu you may change the players data. This is especially useful for entering birth dates not yet known to FMJD or giving players in a round robin tournament their players number after the drawing of lots. To change an item in this players overview you have to double click on the item.

8.   How to introduce a dummy player (bye) when there is an odd number of players

In other Swiss system software a fictitious "dummy" player is added if there is an odd number of players. With the Draughts Arbiter Software it is not necessary to make any special action. The program recognizes that there is an odd number of players and the lowest player in the classification gets a bye (in the first round this is the player with the highest starting number). It also automatically follows the FMJD regulations for the pairing of round2 where the player who got the bye in round 1 is paired in round 2 as if he still had 0 points.

9.   How to save the tournament data to be used during the tournament
There are two options, automatically and by hand:
-    In the tournament settings option "program settings" there is an option "set auto save of tournament data after each round"
-    In the menu option "file" there is a save option and a "save as" option to save the tournament data under another name. This save as option may be practical for testing purposes or for playing another tournament with the same players' names or for saving the tournament settings to be used for another group of players.

10. How to work with views to define what will be shown in a Draughts Arbiter Pro screen

In every report presented by Draughts Arbiter Pro it is possible to define which data has to be presented. When a report (pairing report, classification, cross table … etc.) is on the screen it is possible to define which fields / columns should be present by selecting the menu option "view" and then the choice "view settings" and then selecting which data should be present on this screen.

11. How to define sub classifications, e.g. groups on rating, groups on age

To be able to see a sub-classification select the icon "filtered results" and select "add new". Here you may define sub-classifications on age, on rating, on sex or on title.

To have a sub classification of women, just click on "only women"

To have a sub classification on age (like juniors / cadets, etc.) fill in the players minimum and maximum age. These age categories work with the standard FMJD age categories and select players on basis of their age at 31 December of the year when the tournament is started.

To have a sub classification on rating fill in rating from and rating to. Remind that 0 as minimum is not a valid value here, something has to be entered.

When these sub classifications are defined you can show the sub classification result in the tournament by selecting again "filtered results" and then select a group, and then select "show". But a more easy way is to present the sub classification group also on the main page of the tournament. This may be done when defining the filter by clicking on "add filtered results to main site" and give the name of the group as you want to see it on the main page. On the main page you will then see a section "other results" where the sub classification is mentioned. Clicking in this section will immediately show the result of this group in the final standings format.

12. How to define teams of clubs or federations to be able to show team results

To be able to show team results, like total results of the players per federation, like it is used in the youth tournaments for the European and World Championships, choose "enable team classification" in the team classification option in the tournament settings and fill in the details as you like it.
It is possible to present the total result of the best 3 (example) players from a federation, where the federation may have as much players as they like, or the best 3 players from 5 players (example) to be announced by the federation before the tournament starts.
Players by default are members of a team. If there are more players from the same team / federation (like the example of the best 3 from 5 players where a federation may have much more than 5 players), the federation has to define before the start of the tournament which players count for the team/federation result. Then for the other players of the federation the team member indication in the players card has to be put off. For teams/federations with 5 or less players nothing special has to be done.

D. Basics of running a tournament

1. How to open/start a saved tournament with the tournament data

    Open the tournament by using the open icon, by clicking in the list of recently used tournaments, or by using the menu option "file" and choose the option open

2. Pairing for the first round

    Use the menu option "tournament" and choose "pairing", or directly via the icon 'pairing'

    In the first round: Select the colour for player number 1, usually white and click OK, also click OK on the question to save changes to the tournament.

    In further rounds it may be necessary to set "additional pairing options"

3. How to pair a dummy player

    The system will pair a dummy player according to the regulations of FMJD.

4. Pairing for next rounds

    The same as for pairing in the first round.

5. Referee pairing info:

    Draughts Arbiter gives the referee extra information to be able to check the pairing: see menu "view", select : "pairing" and open "pairing referee info". You will get information about the pairing order like the full Solkoff and SB for FMJD Swiss on Solkoff and the own rating for FMJD Swiss on Rating.
    Also a list of opponents in the previous rounds is presented and an indication if the players have had an up float or down float in the previous two rounds.
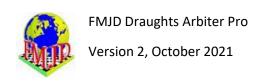
6. Pairing by hand for special cases

    If for some reason the main referee judges it necessary to do some pairing by hand the players concerned should be left out of the pairing process. There games may be added by choosing "tournament", "pairing", "manual pairing" , "modification of existing pairing". In this option you may choose to let the unpaired players be paired automatically, especially easy when two players are left out of the pairing, or to select player by player and then click on 'pair'.
    The program will automatically add a remark to the pairing list that the game is paired by hand.

7. How to enter the results

    Select the menu option "tournament" and choose "updating results after the round" or directly click on the icon 'update results'. This may be done during the round for all games already finished and repeated later on when more games are finished.

8. Producing the classification after a round (classification and order for pairing !)

    In the tournaments main screen there are several options to produce a classification:
    -   Final standing produces the classification in the order of the final standing
    -   Cross table produces a cross table in the order of players number
    -   Cross table according to places produces a table in the order of the classification
    -   Progress table gives a table in which the added results per round are shown

9. Introducing a dummy player during the tournament when a player stops with the tournament

    The player who leaves the tournament has to be deleted from the pairing process. The program automatically introduces a dummy player and chooses a player who gets a bye.
    If the player only is absent for one round he may be deleted from the pairing process by adding his name in the pairing process in the list of "players withdrawn from pairing". If the player leaves the tournament it is possible to withdraw him from the pairing in each round, but easier to withdraw him from the tournament. See the menu option "tournament" and the choice "players withdrawal from tournament"
    If the number of players now becomes odd the program automatically selects a player to get a bye. If the tournament had an odd number of players, nothing special is necessary as now all players will be paired again by the program in the pairing for the next rounds.

10. Uploading the tournament to a website during (or even before !!) the tournament
    You may upload the tournament on any moment, for instance after entering the players' names, after pairing a round, after filling in the results (or part of the results)
    -   Upload the tournament to an own website
        Select the menu option "internet" and then choose "send tournament website on any internet server". Ask your webmaster what should be entered in the field host, login, password and folder.
    -   FMJD / Draughts Arbiter Pro website
        Select the menu option "internet" and then choose "publish tournament on FMJD result website server". All fields are already filled. Just only check if the field saying that the tournament should count for FMJD rating is filled in correctly.
        On any moment during the tournament or even before the tournament you may upload the tournament to the FMJD server to inform the players about the tournament and about the players list.
        When you have uploaded your tournament to the FMJD server you can also search the tournament on the FMJD web and add the link (URL) to You own web independently or as a so called "iframe"

11. Organizing tournaments in groups under one heading in the FMJD tournament server

    When you have a tournament consisting of several groups, like semi-final groups or age groups you can combine the tournaments under one heading in the tournament server by

filling in the group name using the option "add to tournaments group" when publishing the tournament on the FMJD tournament server.

E. End of the tournament

1. Producing / printing the final result tables

   See part C Some general remarks about using Draughts Arbiter Pro, point 4 Printing and copying documents from Draughts Arbiter Pro

2. Reporting the tournament to FMJD

   Everything what has to be done is just clicking on the icon with the FMJD logo (or choose menu "Internet" and then "Publish tournament web site on FMJD server"). If it is a local tournament, try to enter tournament name in English. Do not forget to mark "I would like to include tournament for FMJD ratings"
   After reporting FMJD will automatically include the tournament into the rating and title system and the tournament can be seen on the FMJD server (click on the icon "Tournaments" at the FMJD website).
   Some typical mistakes:
   - players without FMJD ID'S (this is the reason why it is important to work with FMJD rating list downloaded)
   - not entered game rate (tournaments -> settings -> details) then it is not possible for FMJD to decide for which rating the tournament should be counted (classical, 50%, rapid/blitz)

F. Publishing games at the FMJD tournament server

Games may be entered in the FMJD tournament server. To be able to do this you have to request for a special account from FMJD. The games may be shown and commented via the FMJD tournament server. Also some explanation is given how to connect Draughts arbiter to e-boards.

All details may be found in the separate document "Publishing of the games" at the Draughts Arbiter page of the FMJD website.

G. Integration between Draughts Arbiter and the online draughts server lidraughts.org

There are several options for integration of Draughts arbiter with lidraughts. Results of games in lidraughts may be automatically entered into the Draughts Arbiter file of a tournament. Also the notation of the games may be automatically loaded into Draughts Arbiter games at the FMJD tournament website. Also games may be automatically started in lidraughts when starting time and players nicknames are defined in Draughts Arbiter.

All details about this integration may be found in the separate document "Integration DrA with Lidraughts" at the Draughts Arbiter page of the FMJD website.

H. Special options in Draughts Arbiter for 64.

Draughts arbiter has a lot of special options for support of tournaments in 64:

- Connection with official opening tables
- Possibility to draw starting positions by Draughts Arbiter
- Micro matches
- Possibility to enter moves at web from position drawn for the games

All details may be found in the separate document "64 tournaments and Draughts Arbiter" at the Draughts Arbiter page of the FMJD website.

I. Using Draughts Arbiter with FMJD file from other software

Draughts Arbiter Pro can be used to convert the FMJD report from other software very easily into the Draughts Arbiter Pro format, necessary for the FMJD rating system:

1. Export FMJD file from other software
2. Import the file in Draughts Arbiter Pro: first start a new file with the file menu and option new file and then again choose the menu option "file" and choose "import" and choose "FMJD report" and select the file where the FMJD report is put by the other software.
3. Reporting the tournament to FMJD (same as above)

In the FMJD file only the players FMJD-id is given, not his rating or titles, plus the results. When imported into Draughts Arbiter you do not see all information about a player like rating, title etc. But it is enough to report the tournament to FMJD by the Draughts Arbiter report option. If you want to see all players details in Draughts Arbiter you can use the menu option "quick verification of players data" , in the menu option internet, which will read all players data from the FMJD rating list. To be able to do this you first have to download the FMJD rating file, see part C basics of starting a tournament, article 2 of this manual.

J. Using the import option to copy data from another draughts arbiter file

The import option is also useful if you have a second tournament with (almost) the same players. Then you use the import option with a "tournament file" to copy the players list from one draughts arbiter file to a new one. Just open a new draughts arbiter file and do the import and you have all names in a new draughts arbiter file. You may use this when you have a tournament and also want to play a rapid or blitz event with many of the same players.

by Frank Teer, Heesch, October 2021