

MatchMan Users Manual

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Preliminary Version 0.7

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MatchMan is a Windows-based program for matching wrestlers according to their age, weight, and skill. Matching can be done either within or across multiple teams.

MatchMan begins with a splash screen, as illustrated in Figure 1, which disappears in a few seconds, or even quicker if the mouse cursor is clicked on it.

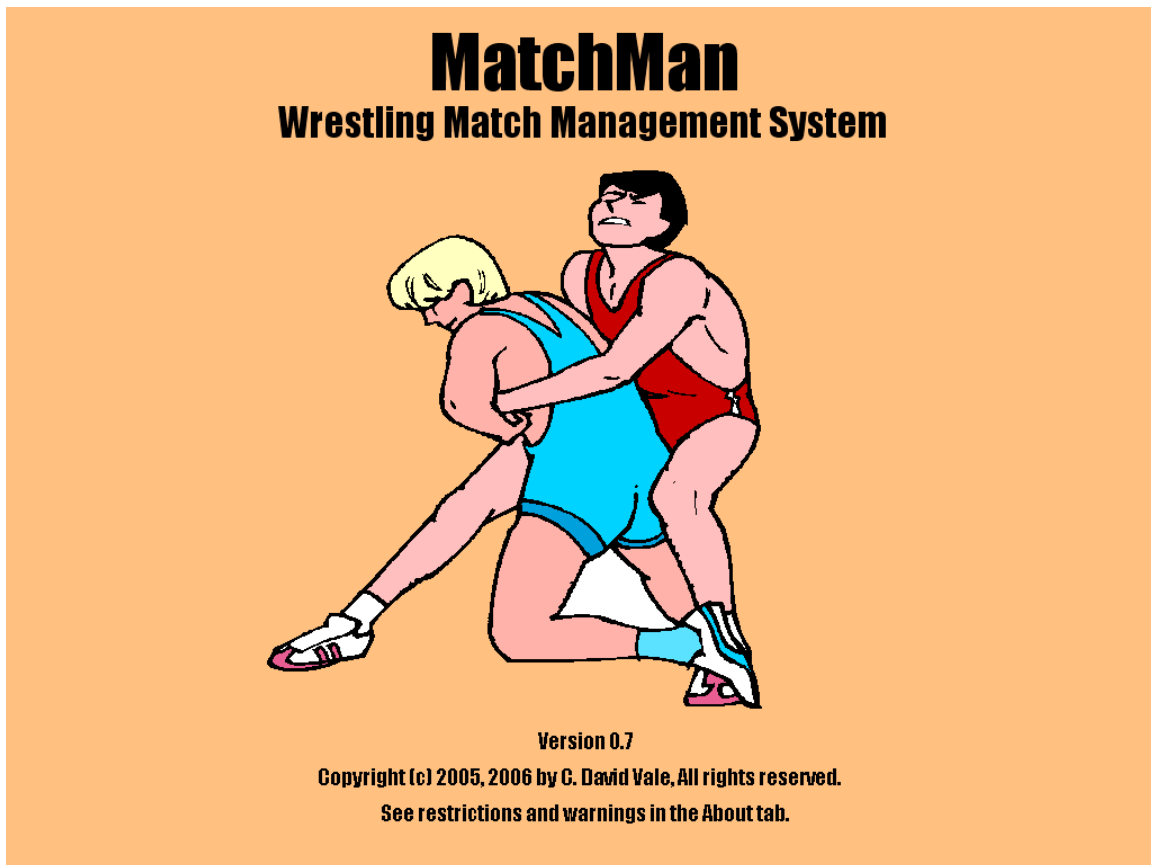


Figure 1. MatchMan Splash Screen

The first functional screen to appear is the Team screen shown in Figure 2. The Team screen reads information from the file *Teams.Csv* and is capable of editing that file. The teams in *Teams.Csv* appear in the Team screen at startup. A team can be copied to the Edit frame by clicking on its name. The team elements can be edited and replaced by clicking the **Replace** button in the Edit frame. **Clear** clears the edit frame, **Add** adds another team, and **Delete** deletes the selected team. Note that Delete does not delete the team roster file, but rather removes it from current use by MatchMan. The name of the file containing the team rosters is assumed to be the name in the Data File field with

“.Csv” appended. The abbreviation is used internally to keep team assignments separate, must be unique for each team, and should not be longer than five characters.

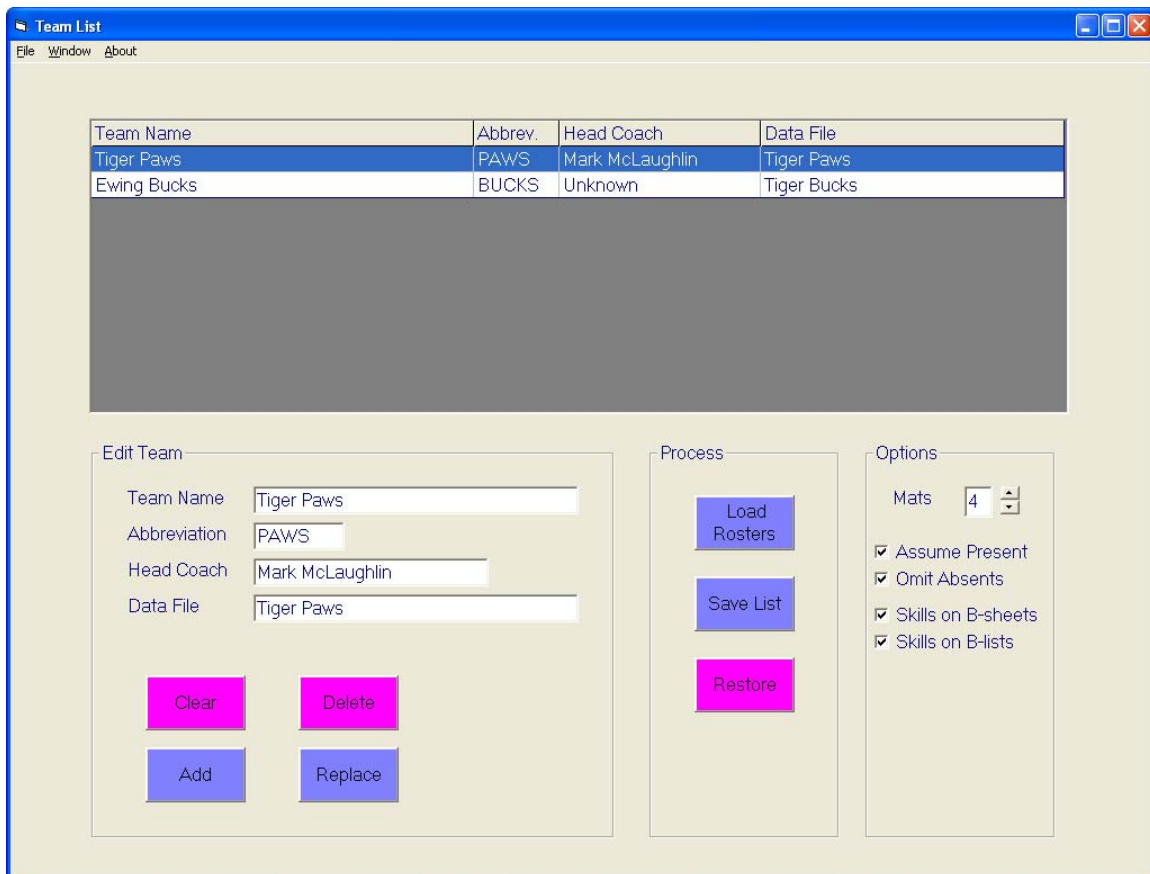


Figure 2. MatchMan Team Screen

Clicking **Load Rosters** in the Process frame causes MatchMan to read the files containing the rosters listed in the team list. **Save List** saves the current list of teams. It also saves the rosters, in their current order, by team. Thus, be aware that the roster files may be altered by sorting the main grid in the Roster screen (see below).

The information recorded in MatchMan during the course of a match is periodically saved to disk. In the event of a power failure or other system disruption, the match information can be recovered by clicking **Restore**.

The Options Frame sets several options that will be used throughout the progress of match management. The number of mats specifies how many mats will be used simultaneously. The maximum is four. This number is important later when MatchMan is asked to schedule the matches across mats. *Assume Present* causes all wrestlers to initially be marked present; unchecking this leaves the “Here” field in the roster blank. *Omit Absents* causes absent wrestlers to be omitted from rosters that are printed. *Skills on B-sheets* and *Skills on B-lists* determine whether skill levels are printed on bout sheets and bout lists, respectively. All settings in the Options Frame are saved from run to run.

Clicking the **Load Rosters** button causes the Roster screen to appear. The Roster screen is illustrated in Figure 3. Initially, this screen shows wrestlers grouped by team and in the order in which they were initially listed. The first six fields are populated when the rosters are read, including for each wrestler his or her name, age, weight, skill level, team, and composite ability (described below). The “Here” field is for taking attendance. All “Here” fields are set to “Yes” or blank initially, depending on the check box on the Team Screen. “Yes” indicates that the wrestler is in attendance and is prepared to wrestle. While this field may be changed for wrestlers who are absent by first clicking on the wrestler’s name to place the record in the Edit Wrestler frame and then editing that field, there is an easier way. When the box labeled “Dbl-Click Attendance” at the top of the screen is checked, a wrestler’s attendance status may be changed by double clicking on that line of the roster. After attendance is taken, the box should be unchecked to avoid changing a wrestler’s attendance status unintentionally.

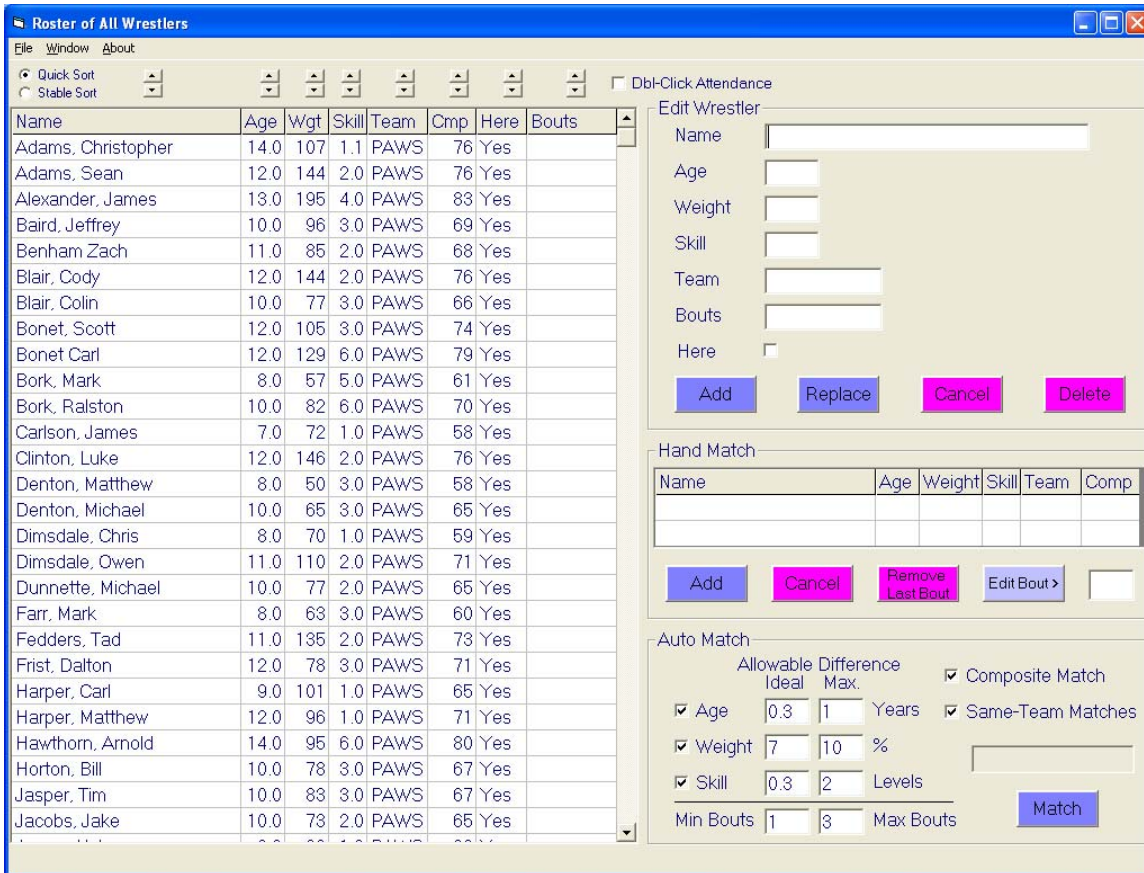


Figure 3. The MatchMan Roster Screen

The roster can be sorted on the basis of any column by clicking the up or down arrows above the column. Two types of sort are provided. The Quick sort is fast, but will generally alter the order of other columns with equal values in the key column. The Stable sort is slower, but wrestlers will retain their original order when the key column values are equal. The Stable sort is most useful when sorting on multiple rows (e.g.,

alphabetical by team). Sorting on the Bouts column (after matching) is an easy way to see all of the unmatched wrestlers. Select the type of sort by clicking the radio button.

The Edit Wrestler frame provides a tool for editing wrestler characteristics. Click on a wrestler to move the information to the Edit frame, as shown in Figure 4. Edit the elements and then click **Replace** to keep the modified results, or **Cancel** to ignore them. The **Add** button will add a new wrestler to the roster. The **Delete** button will remove the selected wrestler from the roster. You will receive a confirmation screen to finalize the deletion, but once confirmed there is no undo.

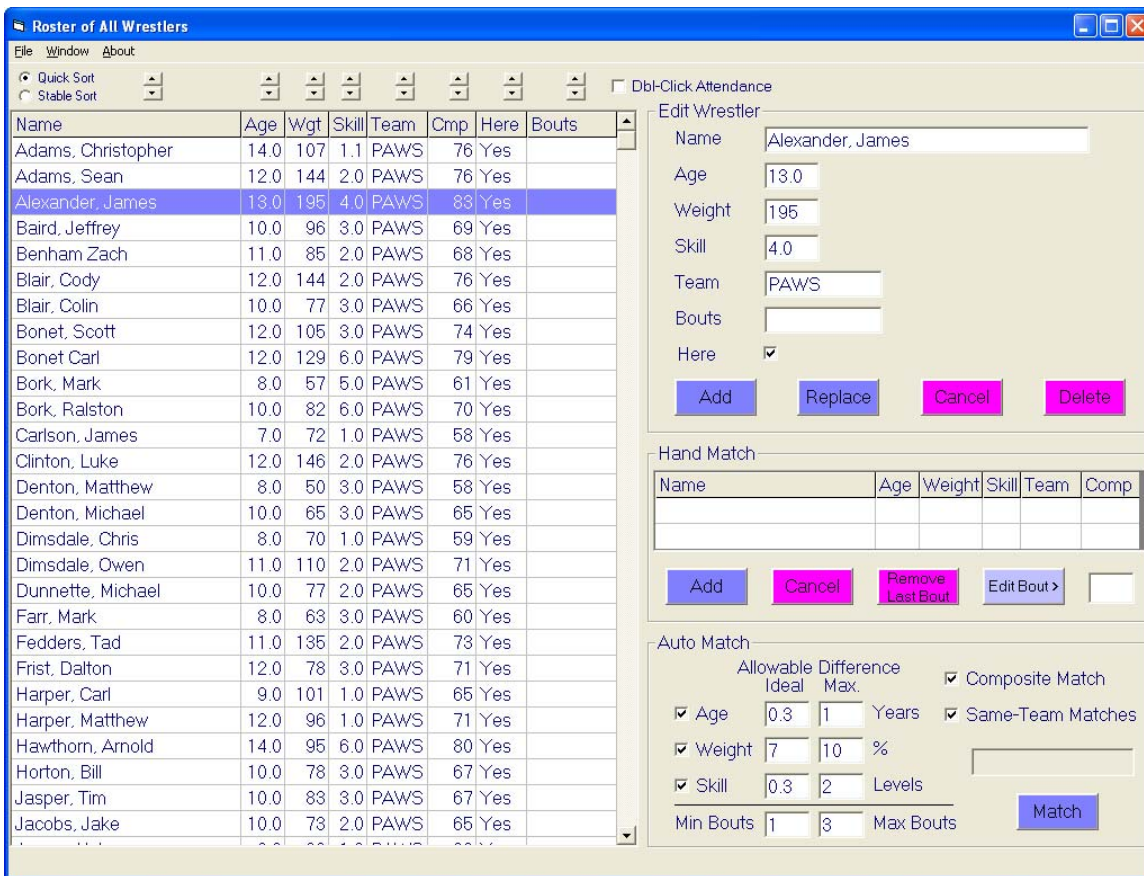


Figure 4. The Edit Wrestler frame

Hand matching is accomplished by clicking first on a wrestler in the main grid (which shows that wrestler in the Edit frame) and then clicking on a row in the “Hand Match” grid. When two wrestlers have been placed in the Hand Match grid, the bout can be added by clicking the **Add** button.

A tentative hand match can be cancelled by clicking the **Cancel** button. Once a bout has been added, it can be removed if it is the last bout added by clicking the **Remove Last Bout** button. Removal is limited to the last bout because to do otherwise would result in a potentially confusing renumbering of bouts.

While only the last bout can be removed, any bout can be edited. Enter the bout number in the box beside the **Edit Bout** button and then click the button. The button will turn green and its label will change to “Replace.” You may change wrestlers in the Hand Match frame as with hand matching. Clicking on the green **Replace** button will replace that bout, and the button will revert to its original color and label. Note that clicking the **Cancel** button will clear the frame and revert the **Replace** button.

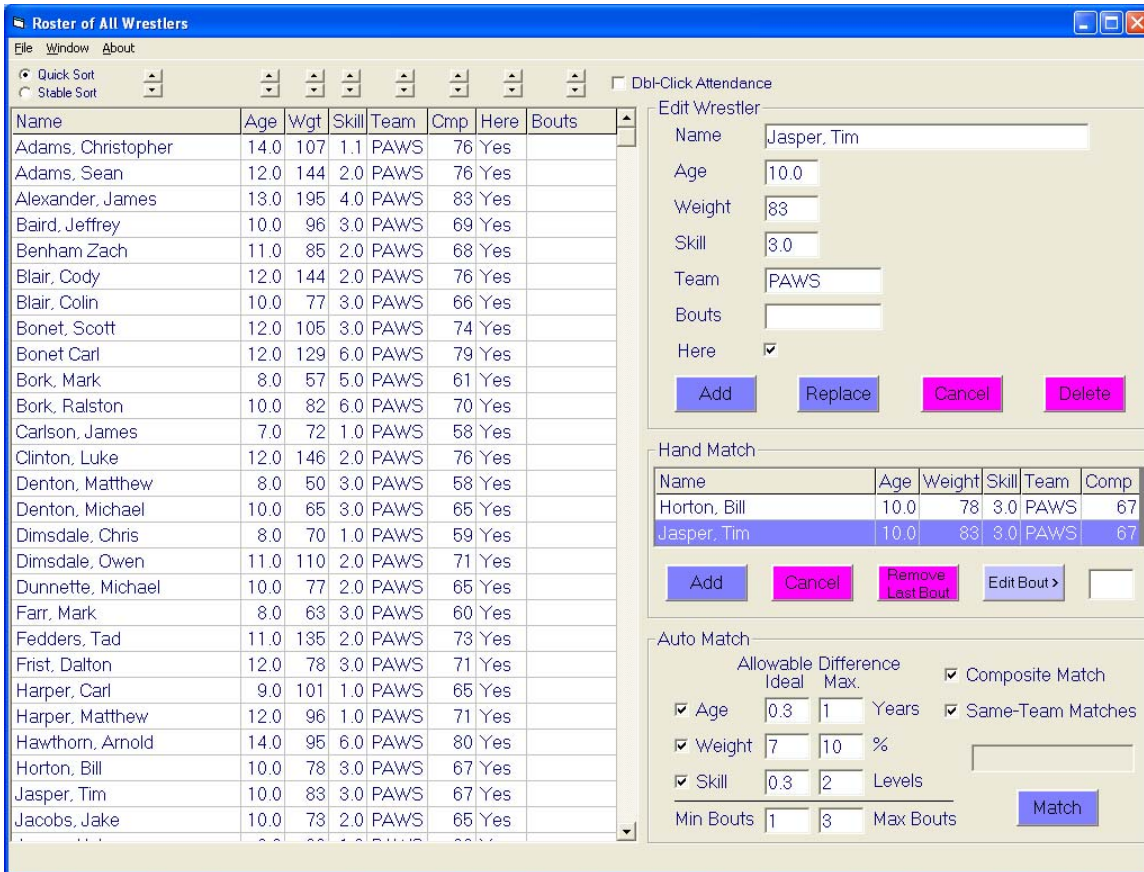


Figure 5. The Hand Match Frame

However, the easiest way to match wrestlers is with the Auto Match feature. This feature considers all wrestlers in the roster and matches them on the basis of age, weight, and skill. It makes multiple passes, first attempting to match all wrestlers within the range of the Ideal Allowable Differences. If some wrestlers are unmatched after the first pass, it relaxes its limits to the Maximum Allowable Differences and tries again, retaining the matches it obtained in the first pass. Finally, if there are unmatched wrestlers after the first two passes, it considers composite ability (which is a combination of age, weight, and skill, thus allowing compensation) and also allows same-team or intramural matches. If the latter two checkboxes are unchecked, the third pass is not performed. The bouts resulting from matching (either automatic or manual) appear in the Bouts column, as shown in Figure 6. All Auto-match settings are saved from run to run. Note that a minimum and maximum number of bouts can be set. MatchMan will endeavor to find everyone a minimum number of bouts and will not schedule anyone for more than the

maximum number of bouts. Note also that decimal ages and skill levels are allowed in the data file. If decimal values are used, the ideal allowable differences should be larger than zero to allow matching on the first pass, which only considers “ideal” matches.

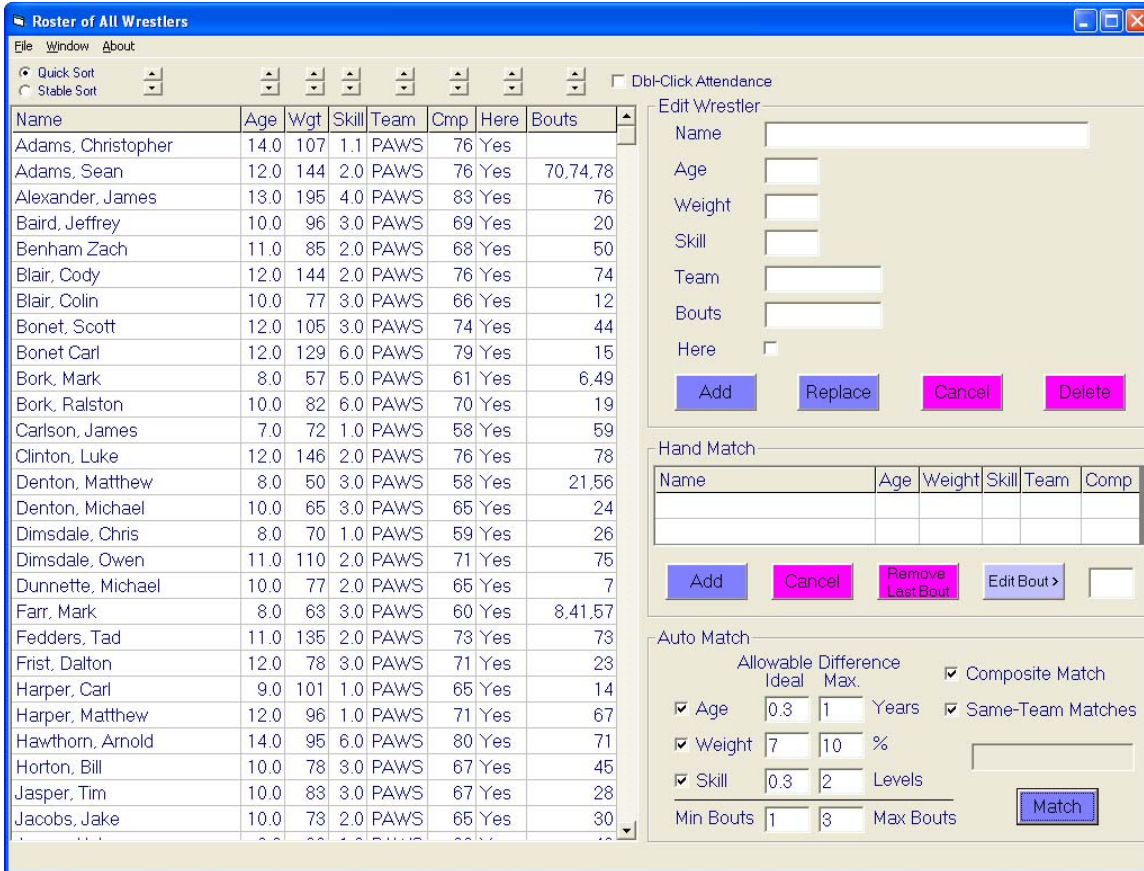


Figure 6. The Result of Auto Matching

The wrestlers are shown paired on the Bout screen, which can be accessed through the Window menu (or Ctrl-B). The Bout screen, illustrated in Figure 7, shows the essential information of the two wrestlers in each bout, one bout to a row. Clicking the **Schedule** button assigns the bouts to mats. Assignment is accomplished by rotating through the bout list. Alternatively, clicking Schedule by Weight assigns light wrestlers to Mat 1 and progressively heavier wrestlers to the successive mats. The Mat Screen is illustrated in Figure 8.

Note that the four main screens can be accessed through the Windows menu at the top of the screen or with control characters (Ctrl-T for the Team screen, Ctrl-R for the Roster screen, Ctrl-B for the Bout screen, and Ctrl-M for the Mat screen).

The **Write Files** button writes a set of text (.Txt) files to the working directory that are most easily manipulated and printed using Microsoft Word. *Roster.Txt* lists all the present wrestlers along with their assigned bouts. *BoutList.Txt* lists all of the bouts, in bout order, including age, weight, and skill level. *BoutSheets.Txt* contains the bout

sheets, one per page, used for scoring the bouts. Note that *BoutSheets.Txt* should be printed in landscape mode. *ScoreList.Txt* contains the final scored results of the match, by bout, and should also be printed in landscape mode. *ScoreTally.Txt* contains counts, by team, of the eight possible bout dispositions. Note that you will most often write the files several times: Once after initial matches to negotiate possible additional matches, once when all wrestlers have been matched, and once when the scores have been entered. Each time, all of the files are rewritten, updating them with the current information. The files cannot be written if you have them open in Word or another editor. If this happens, you will receive a warning. Close the file in your editor and click **Write Files** again.

Bouts can be removed from the end of the bout list by clicking the **Remove Last** button. This has the same effect as the **Remove Last Bout** button on the Roster screen.

Scoring is done through the Bout screen, as illustrated in Figure 9. Clicking on a bout brings it up in the Results frame. The scores, the winner, and the justification are entered. Clicking **Accept** places the results in the main grid. When the match is complete, clicking the **Write Files** button writes the score files to disk.



Figure 7. The Bout Screen

You may end the program through the File tab in the menu or by clicking the X in the upper right corner of the window. You should do this only when the match is complete

and you have written the files for the final time. For information about the program and rights, limitations, and restriction in its use, click the About tab in the menu. See Figure 10 for a display of the Version 0.5 About screen.

The screenshot shows a window titled "Mat Schedule" with a menu bar (File, Window, About) and four data tables labeled "Mat 1", "Mat 2", "Mat 3", and "Mat 4". Each table has columns for "Bout", "Red", "Green", and "PAWS".

Mat 1				Mat 2			
Bout	Red	Green	PAWS	Bout	Red	Green	PAWS
1	Mathew Arbuckle	BUCKS McLuan, Alan	PAWS	2	Corey Washington	BUCKS McLaughlin, Tom	PAWS
5	Matt O'Malley	BUCKS McManus, William	PAWS	6	Brendan Jacobs	BUCKS Bork, Mark	PAWS
9	Brian Williams	BUCKS Page, Bill	PAWS	10	Rod Parsons	BUCKS Silvers, Carl	PAWS
13	Jon Delton	BUCKS Parker, Thomas	PAWS	14	Ben Marley	BUCKS Harper, Carl	PAWS
17	Connor Smythe	BUCKS Wolfson, Arnie	PAWS	18	Sam Streich	BUCKS Penrose, Alex	PAWS
21	Gary Terk	BUCKS Denton, Matthew	PAWS	22	Nolan Tutweiler	BUCKS Page, Carl	PAWS
25	Ray Andronos	BUCKS Parker, David	PAWS	26	Hunter Thissen	BUCKS Dimsdale, Chris	PAWS
29	Wes Benham	BUCKS McManus, William	PAWS	30	Dominic Tucker	BUCKS Jacobs, Jake	PAWS
33	Brett Adamson	BUCKS McLaughlin, Tom	PAWS	34	Timothy Able	BUCKS McLuen, Pat	PAWS
37	Mike Smith	BUCKS Santiam, Mark	PAWS	38	Jacob Donaldson	BUCKS Wolfson, Arnie	PAWS
41	Jason Dohm	BUCKS Farr, Mark	PAWS	42	Ben Marley	BUCKS Sontag, Ernest	PAWS
45	Gregory Ableson	BUCKS Horton, Bill	PAWS	46	Brian Williams	BUCKS Roker, Joe	PAWS
49	Max Smart	BUCKS Bork, Mark	PAWS	50	Mike Jones	BUCKS Benham Zach	PAWS
53	Frank Andrews	BUCKS Wolfson, Jay	PAWS	54	Mark Dunnette	BUCKS McManus, William	PAWS
57	Francis Filmore	BUCKS Farr, Mark	PAWS	58	Mike Smith	BUCKS Vimmer, Brian	PAWS
61	Chris Arnold	BUCKS Miner, Allen	PAWS	62	Jon Delton	BUCKS Kowatch, Jerry	PAWS

Mat 3				Mat 4			
Bout	Red	Green	PAWS	Bout	Red	Green	PAWS
3	Tyler Brooks	BUCKS McLuan, Pat	PAWS	4	Chris Arnold	BUCKS Klingbeil, Donald	PAWS
7	Dominic Tucker	BUCKS Dunnette, Michael	PAWS	8	Joe Dunnette	BUCKS Farr, Mark	PAWS
11	Frank Andrews	BUCKS Urban, Ken	PAWS	12	Gregory Ableson	BUCKS Blair, Colin	PAWS
15	Mike Smith	BUCKS Bonet Carl	PAWS	16	Ray Beltramis	BUCKS Oakley, Harcourt	PAWS
19	Jack Otis	BUCKS Bork, Ralston	PAWS	20	Steve Thomson	BUCKS Baird, Jeffrey	PAWS
23	Mike Jones	BUCKS Frist, Dalton	PAWS	24	Mathew Arbuckle	BUCKS Denton, Michael	PAWS
27	Billy Madsen	BUCKS Merchand, Lester	PAWS	28	Gregory Ableson	BUCKS Jasper, Tim	PAWS
31	Brian Williams	BUCKS Vimmer, Marcus	PAWS	32	Frank Andrews	BUCKS Smith, Harold	PAWS
35	Lew Broadnik	BUCKS Morgan, John	PAWS	36	Mike Jones	BUCKS Silvers, Ernie	PAWS
39	Jon Delton	BUCKS Rice, Martin	PAWS	40	Sam Streich	BUCKS Jones, Alston	PAWS
43	George Sylmore	BUCKS Penn, Tom	PAWS	44	Joey Benham	BUCKS Bonet, Scott	PAWS
47	Mathew Arbuckle	BUCKS Oliver, Mark	PAWS	48	Jack Otis	BUCKS Yeager, William	PAWS
51	Dalton Novick	BUCKS Wolfson, Arnie	PAWS	52	Dominic Tucker	BUCKS Morton, Jasper	PAWS
55	Connor Smythe	BUCKS Silvers, William	PAWS	56	Daniel Lord	BUCKS Denton, Matthew	PAWS
59	Ray Beltramis	BUCKS Carlson, James	PAWS	60	Lester Terk	BUCKS Silvers, Carl	PAWS
63	Sam Streich	BUCKS Oerow, Adam	PAWS	64	Kenny Garrison	BUCKS Vimmer, Marcus	PAWS

Figure 8. The Mat Screen

The screenshot shows a software window titled "Bout List" with a menu bar (File, Window, About) and a table of wrestling bouts. The table has columns for Bout, Mat, Name, Age, Weight, Skill, Team, Pts, Winner, Name, Age, Weight, Skill, Team, Pts, and Winner. Below the table is a "Results" form with fields for "Wrestler" (Bout, Name), "Team", "Points", and "Winner". There are radio buttons for "By" (Fall, Technical Fall, Superior Decision, Majority Decision, Decision, Draw, Forfeit, Scratch) and buttons for "Accept" and "Clear". On the right side of the window, there are buttons for "Schedule", "Schedule by Weight", "Write Files", and "Remove Last".

Bout	Mat	Name	Age	Weight	Skill	Team	Pts	Winner	Name	Age	Weight	Skill	Team	Pts	Winner
1	1	Mathew Arbuckle	9.0	67	4.0	BUCK	11		McLuan, Alan	10.0	69	4.0	PAWS	12	Decisic
2	2	Corey Washington	7.0	40	2.0	BUCK			McLaughlin, Tom	6.0	43	1.0	PAWS		
3	3	Tyler Brooks	7.0	57	4.0	BUCK			McLuan, Pat	8.0	53	4.0	PAWS		
4	4	Chris Arnold	9.0	72	2.0	BUCK			Klingbeil, Donald	9.0	77	2.0	PAWS		
5	1	Matt O'Malley	7.0	60	3.0	BUCK			McManus, William	7.0	60	2.0	PAWS		
6	2	Brendan Jacobs	8.0	56	4.0	BUCK			Bork, Mark	8.0	57	5.0	PAWS		
7	3	Dominic Tucker	9.0	76	3.0	BUCK			Dunnette, Michael	10.0	77	2.0	PAWS		
8	4	Joe Dunnette	7.0	65	3.0	BUCK			Farr, Mark	8.0	63	3.0	PAWS		
9	1	Brian Williams	9.0	85	3.0	BUCK			Page, Bill	9.0	88	1.0	PAWS		
10	2	Rod Parsons	6.0	50	4.0	BUCK			Silvers, Carl	7.0	51	2.0	PAWS		
11	3	Frank Andrews	12.0	108	5.0	BUCK			Urban, Ken	12.0	116	4.0	PAWS		
12	4	Gregory Ableson	10.0	79	3.0	BUCK			Blair, Colin	10.0	77	3.0	PAWS		
13	1	Jon Delton	14.0	118	5.0	BUCK			Parker, Thomas	13.0	124	5.0	PAWS		
14	2	Ben Marley	10.0	92	2.0	BUCK			Harper, Carl	9.0	101	1.0	PAWS		
15	3	Mike Smith	13.0	120	4.0	BUCK			Bonet Carl	12.0	129	6.0	PAWS		
16	4	Ray Beltramis	7.0	73	3.0	BUCK			Oakley, Harcourt	8.0	76	1.0	PAWS		
17	1	Connor Smythe	9.0	58	3.0	BUCK			Wolfson, Arnie	9.0	59	3.0	PAWS		
18	2	Sam Streich	9.0	75	2.0	BUCK			Penrose, Alex	9.0	79	2.0	PAWS		
19	3	Jack Otis	10.0	76	4.0	BUCK			Bork, Ralston	10.0	82	6.0	PAWS		
20	4	Steve Thomson	11.0	100	3.0	BUCK			Baird, Jeffrey	10.0	96	3.0	PAWS		
21	1	Gary Terk	8.0	51	5.0	BUCK			Denton, Matthew	8.0	50	3.0	PAWS		
22	2	Nolan Tutweiler	12.0	76	1.0	BUCK			Page, Carl	11.0	76	1.0	PAWS		
23	3	Mike Jones	11.0	81	3.0	BUCK			Frist, Dalton	12.0	78	3.0	PAWS		

Results

Wrestler: Bout Name
 Team: Points:
 Winner: By Decision Draw Forfeit Scratch

Wrestler: Bout Name
 Team: Points:
 Winner: By Decision Draw Forfeit Scratch

Buttons: Accept, Clear

Right Panel Buttons: Schedule, Schedule by Weight, Write Files, Remove Last

Figure 9. Entering Scores on the Bout Screen

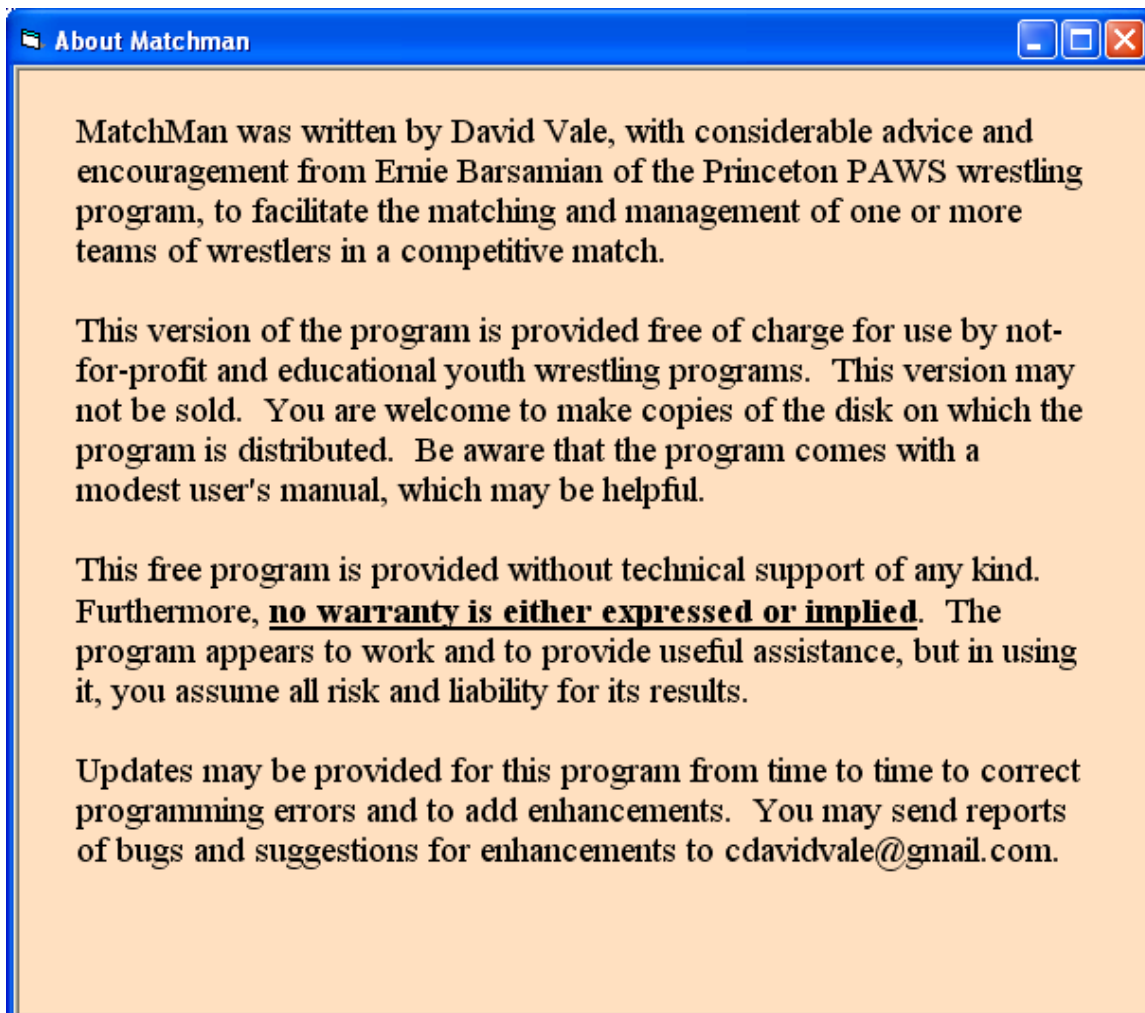


Figure 10. The About Screen