

How to Run “Luck of Draw” – Instructions for MANAGERS

You have created an event – the sign-up sheets have been sent out and filled in and it is the day of the event. You’re the Manager – what do you do?

Den has several events – our focus in on two of them – Shootouts & Luck of Draw

Each are similar but different.

Shootout (Ladders) - Players Enter Scores

Luck of Draw (Round-Robins) - No Scores Entered

In Luck of Draw you can adjust things after every game.

In Shootouts you adjust things before you start the matches.

The overriding goal should always be for people to have fun - you are there to help that happen.

Tip: *Try to start all events ON TIME – otherwise on-time people stand around (not fun).*

Late starts tend to cause more players to show up late – something we don’t want.

When to Create the Event First, become familiar with the form you will be filling out.

Then wait until you're close to the actual start time before you create it.

Why Wait?

- it’s best to have all the people signed up when the event is created
- players can check-in with the standard code as soon as it’s created
- weather changes etc. may create a need to cancel

About 30 to 45 minutes before the event should be fine.

To Create the Event – Click on PLAY

Remember: There is the main club and the sub-groups. Be sure you are clicking PLAY in the same Club or Sub-Club/Group where you created the sign-up sheets.



You will be giving options
Pick the Event you want to create

That will give you additional options
For this example, I clicked
Create Luck of Draw

PLAY Options

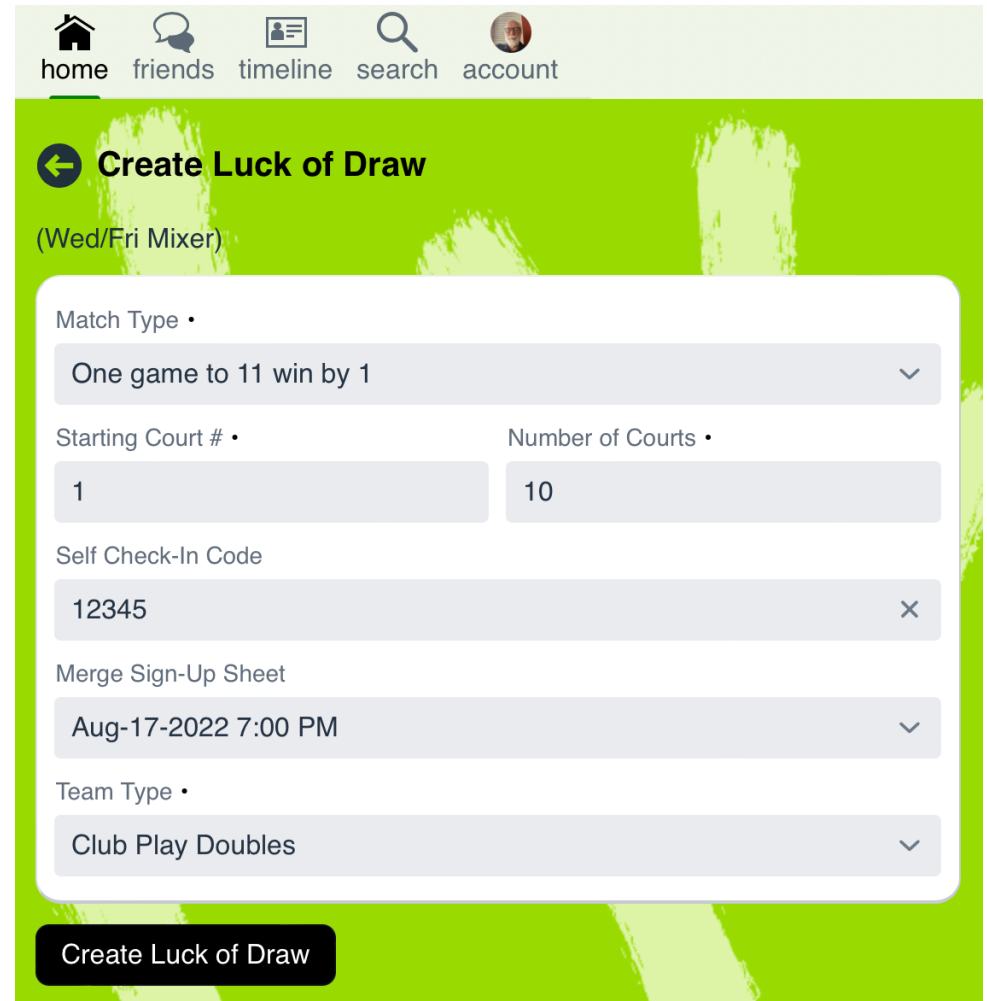
Shootout	>	
By The Ratings	>	Create Luck Of Draw
Luck Of Draw	>	Join Active Luck Of Draw
Mix-It-Up	>	List Luck Of Draws
ABCD	>	Help
Club Scores		

Each event has different “forms” to fill out to create the event.

Create - Luck of Draw (Round-Robin – No Score)

A simple form – that can be filled out quickly.

Tip: If it's a weekly group, you might decide to mix it up once and a while. Example: Play games to 9 win by 1 – more games more variety.



The screenshot shows a mobile app interface for creating a 'Luck of Draw' event. At the top is a navigation bar with icons and labels for 'home', 'friends', 'timeline', 'search', and 'account'. Below this is a green header with a back arrow and the title 'Create Luck of Draw', followed by the subtitle '(Wed/Fri Mixer)'. The main form area is white and contains several fields: 'Match Type' with a dropdown menu showing 'One game to 11 win by 1'; 'Starting Court #' with a text input showing '1'; 'Number of Courts' with a text input showing '10'; 'Self Check-In Code' with a text input showing '12345'; 'Merge Sign-Up Sheet' with a dropdown menu showing 'Aug-17-2022 7:00 PM'; and 'Team Type' with a dropdown menu showing 'Club Play Doubles'. At the bottom of the form is a black button labeled 'Create Luck of Draw'.

Hit [Create Luck of Draw] when done.

Check-In - Luck of Draw (Round-Robin)

As players enter check-in codes, you will see the boxes fill with checkmarks.

Players showing up that didn't sign-up can be added at this time.

(Click Add Player)

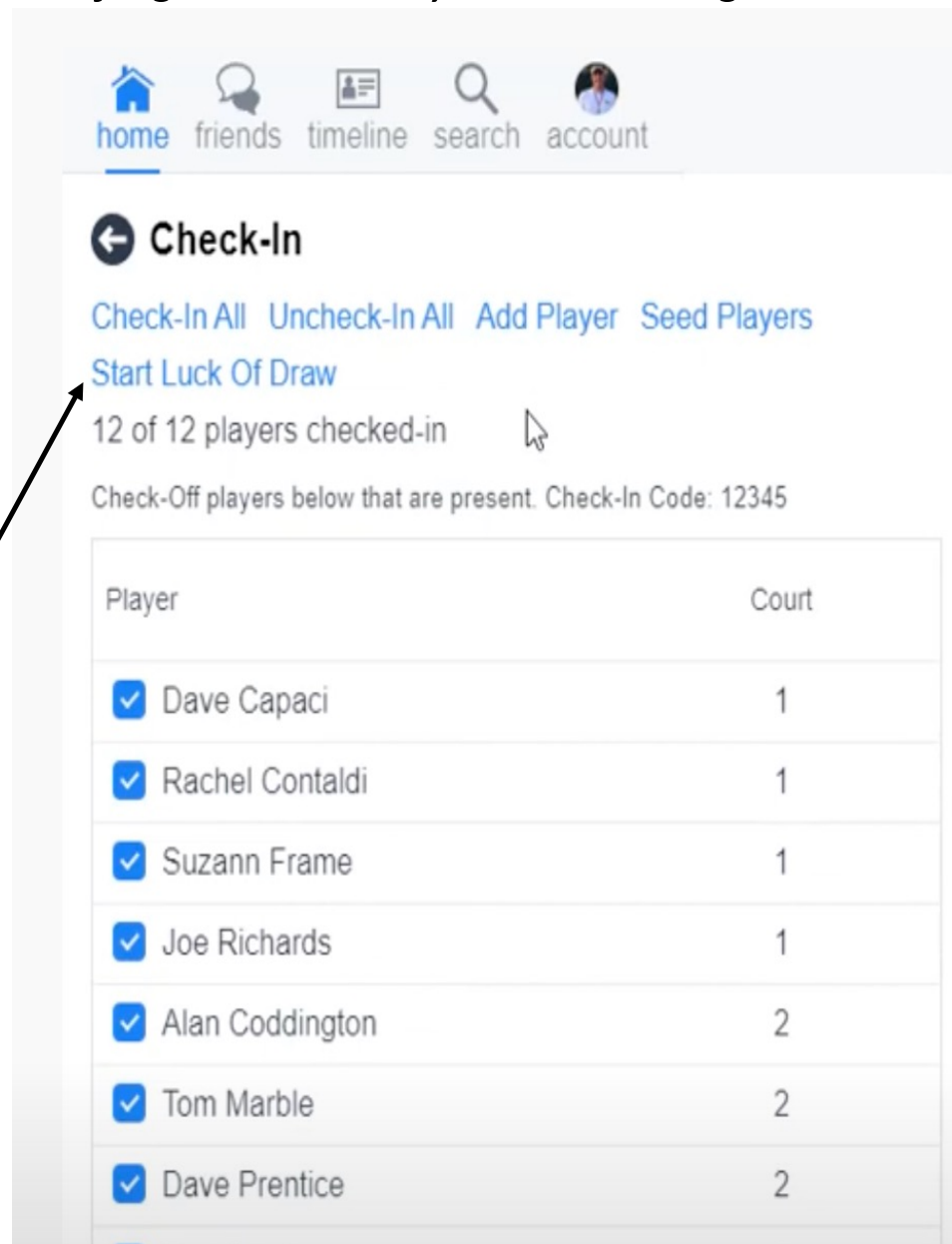
CAUTION: Be careful with **Check-in All** and **Uncheck-In All** – it can't be undone and can result in you not knowing who is present.

Note: If you add or delete players, – you will need to click on "Seed Players" prior to starting the Event.

The final link on the top of the page is Start Luck of Draw – that is what you will click when the time is right.

Tip: If the link is close to others, you can turn your phone landscape to make it easier to click.

Tip: It may help to use a touch screen device – fingers can easily hit the wrong link.



Start It - Luck of Draw (Round-Robin)

A few minutes **before** it's time to start, Click
"Start Luck of Draw."
(It takes a few moments for the players phones to get their court/partner notification.)

You see the Round and Byes at the top and all the parings for this round below.

This lets you help players without phones.



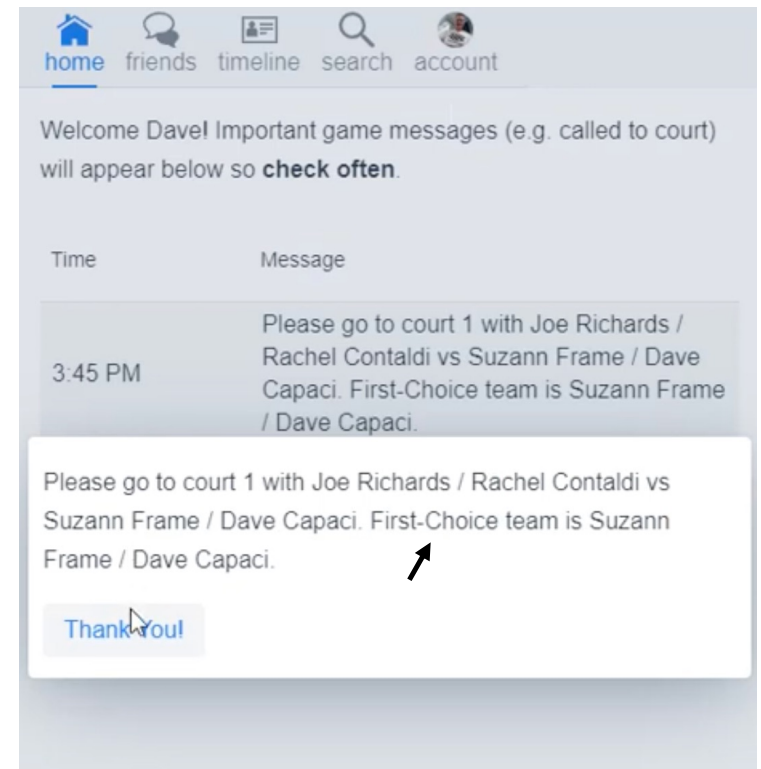
The screenshot shows a web interface for a tournament. At the top, there's a navigation bar with icons for home, friends, timeline, search, and account. Below this, a green header reads "Luck of Draw". Underneath, it says "Round 1" with links for "Start Next Round" and "End Event". The main content is a table of pairings for Round 1.

Team 1	Team 2	Crt
Betty Ruege / Jo Katsuki	George Adams / Teresa Casstevens	1
Will Casstevens / Dean Blank	Al Zimdars / Deborah Williams	2
Randy Musil / Lori Blank	Erin Adams / Gary Ruege	3
Leanne Zigner / Shelly Zimdars	Kevin Williams / Kevin Katsuki	4

What the Manager Sees

Players get a notice of which court to go to – who they are playing with and against – and who has “First Choice.”

First Choice is the team the serves first



The screenshot shows a mobile app interface. At the top, there's a navigation bar with icons for home, friends, timeline, search, and account. Below this, a message says "Welcome Dave! Important game messages (e.g. called to court) will appear below so **check often**." Below the message, there's a table with two columns: "Time" and "Message". The first row shows a message at 3:45 PM: "Please go to court 1 with Joe Richards / Rachel Contaldi vs Suzann Frame / Dave Capaci. First-Choice team is Suzann Frame / Dave Capaci." Below the message, there's a "Thank You" button. An arrow points to the "Thank You" button.

Time	Message
3:45 PM	Please go to court 1 with Joe Richards / Rachel Contaldi vs Suzann Frame / Dave Capaci. First-Choice team is Suzann Frame / Dave Capaci.

Notification the Player Gets

Adjust It - Luck of Draw (Round-Robin)

After the players have found their way to the right court and everyone is into their game.
(Maybe 5 min. into the round), you can click

Start Next Round.

The Check in Screen will reappear.

Consider the Following:

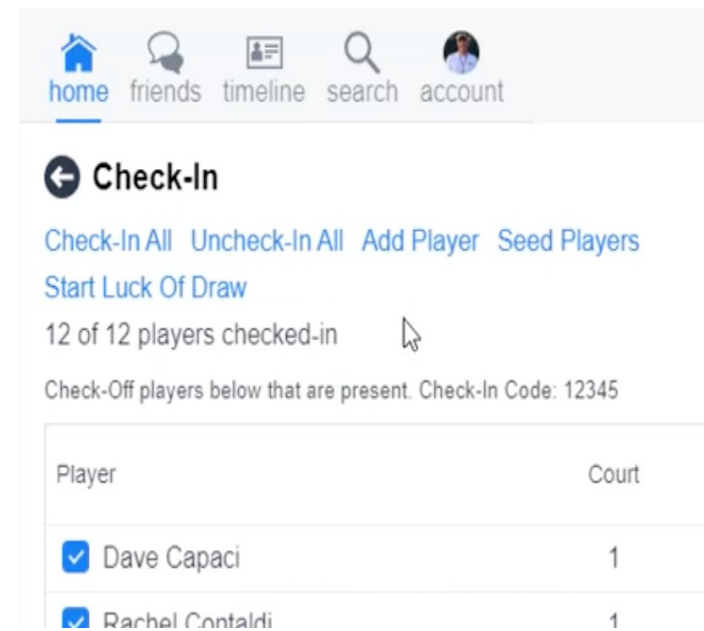
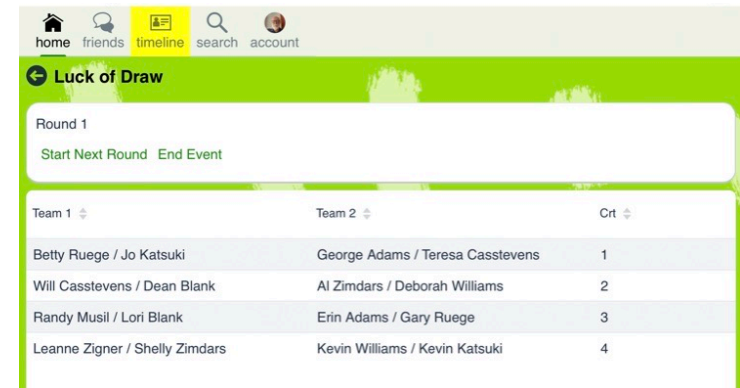
- *Do you want to add or drop players between rounds*
- *How many consecutive rounds do you want to go before you give them a break*

If you want to adjust things, you can do that now – while everyone is playing.

(If you make changes you need to click Seed Players)

If you don't make changes, you can click

Start Luck of Draw again and the next round will be sent to players phones.

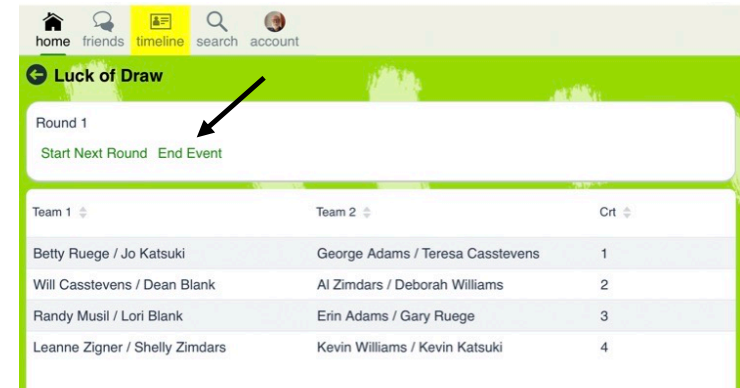


Tip: Click just before the time for that round expires if you want constant play – wait to click if you want to give players a rest. (I recommend a break after 3 games.)

Remember that 15 sec delay before they get the notice.

End It - Luck of Draw (Round-Robin)

When the last round you intend to play has been started and players are out on the courts and into the game, you can click the **End Event** link.



If there are people with Byes for that last game, they are free to leave.

Players will be able to access a complete list of all who they played with and against a few minutes after you end the event.

You will find that, as you get used to all this, it is a very easy to do.