

# **Flames Of War Tournaments**

**Tournaments are a great way for gamers to get together and share their hobby. Not only do gamers get to try their generalship against a wide range of other gamers, they also get to admire well-presented armies, swap ideas, and generally have fun.**

One of the fun aspects of miniature gaming is pitting yourself against the best generals and seeing how well you can do. To keep things fun for all of the participants and emphasise all aspects of the hobby equally, we have found the following format to be helpful. You may find it useful as a template for running your own tournament.

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## **Tournament Structure**

A tournament normally has five games over two days, but longer or shorter tournaments are possible. Gamers play three 1500 to 1750 point games on the first day, but only two games on the second to allow gamers to travel home that evening. Keeping the games to 1500 or 1750 points means that they will usually be completed in one to two hours, making three games possible each day. Allow two and a half hours for each game (as some games will always go on longer) with a quarter to half-hour break between for the players to rest and refresh themselves.

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## **Organising Your Tournament**

The *Flames Of War* Tournament program is the easiest way of running your tournament. It handles everything from registration to prize giving and prints out all of the forms and reports you will need. The program can be downloaded for free from the *Flames Of War* website [www.FlamesOfWar.com](http://www.FlamesOfWar.com).

Once everyone is registered, the Tournament program works out the draw. Players are allocated opponents based on their score so far in the tournament (or their initial seed ratings) using the Swiss Chess method. In this the highest scoring player plays the second highest scoring player, the third highest scoring player plays the fourth highest scoring player and so forth. If the players have already played each other, they move on down the list until they find somebody that they haven't played yet instead.

The program also attempts to match Axis players against Allied players while avoiding players from the same club being paired up if possible. The program also allocates tables so that players do not play on the same table twice. In general the better players will be on the lower number tables (unless they have already played on them).

As each round's results come in, the Tournament program generates the next draw.

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## **Mission Selection**

It is much easier to organise your tournament if all the players play the same mission each round. Although playing a different mission each round makes the tournament interesting, it makes your administration much harder. You might even want to arrange the missions so that they make a narrative campaign for the players. Perhaps an Encounter battle leads to one side falling back and defending with No Retreat orders before making a Fighting Withdrawal, etc.

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## **Byes**

If your tournament has an odd number of players, the program will give one player a bye each round. A player will only get one bye in a tournament. Generally the bye will be given to a low-ranking player rather than one who is doing well in the tournament.

As the player taking the bye misses out on a game, they get the maximum of six Victory Points for the game. This ensures that they are not penalised in the overall rankings and rewards their generosity in stepping down for a round.

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## **Before The Tournament**

It is impossible to overemphasise the need to tell everyone about your tournament. Promote, promote, promote! A poorly-planned tournament with lots of players will usually muddle through, but a well-planned tournament without players is a total disaster.

Be sure to tell the players when the tournament is, where it will be held, when each round begins, and when the games will finish each day.

When soliciting entries for the tournament, remember to tell players to send their force background with their force composition.

And once again, don't forget the most important ingredient in organising a tournament, telling everyone it's on!

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## **During The Tournament**

The organisers need to appoint an umpire for the tournament. The umpire has several roles.

They are there to help players having difficulty with the rules and answer questions that arise. Generally it is better to give a ruling quickly and allow the game to continue, rather than holding the game up to work out the right answer. You can always discuss it again after the tournament.

They keep track of the time and remind players when the round is about to finish—and ensure that they finish on time. This is very important as it inconveniences everyone if they have to wait for one or two games that are running over time to finish before the next round can begin.

They help keep the peace by requesting players that are causing problems to behave themselves. If a player does not respond to requests to correct the problem, the umpire should award them penalties and reduce their final score. More serious or offensive behaviour should attract higher penalties or if necessary, eviction from the tournament to ensure that other players can enjoy their games in peace.

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## **Dress Parade**

Your tournament should include a Dress Parade where each player places their army on display and every player walks around and chooses the best historical army in their opinion. In the morning of the second day, before the first game is a good time for this. In one-day tournaments, just after lunch works well too.

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## **Scoring**

A well-balanced tournament scoring system encourages gamers to have fun and explore all aspects of the hobby, from gaming and painting to a little historical research. A gamer's score is based on three factors:

- |                    |            |
|--------------------|------------|
| 1. Generalship     | 60 percent |
| 2. Historical Army | 20 percent |
| 3. Sporting Play   | 20 percent |
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## **Player Voting**

Rather than rely entirely on the umpire to score players, the Tournament system allows players to pick their choice of the best historical army and the most sporting player as well.

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## **Historical Army Vote**

Each player votes for the best army during the Dress Parade. The program prints name tags for armies and voting forms for each player for this.

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## **Most Sporting Player Vote**

At the end of the tournament each player gets the opportunity to vote for the most sporting player that they faced in the tournament. The program prints a form for each player listing the opponents they played and can vote for.

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## **Generalship (60 Percent)**

The biggest single block of points is allocated for the player's generalship, their performance as a tabletop general. Each game has seven Victory Points allocated between the players, with the winner scoring a maximum of six and the loser a minimum of 1 point.

The Tournament software gives the organiser three choices as to how these scores are used to determine the Generalship scores:

- Victory Points
- Victory Points + Wins
- Wins

The first option adds the player's Victory Points together to give the player's overall generalship score. Ties are broken in favour of the player with the most wins.

The second option adds the player's Victory Points and the number of games that they have won together to give the player's overall generalship score.

The last option counts the number of games that the player has won to give the player's overall generalship score. Ties are broken in favour of the player with the most Victory Points.

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## **Killing Rommel**

Some special circumstances (such as getting *Generalfeldmarschall Rommel* killed) allow players to get a score of zero or seven Victory Points. The system allows you to enter these extreme results when necessary.

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## **Draws in Fair Fight Missions**

In some missions like Free-for-all and Encounter it is possible for neither side to win the game before the time limit for the game expires.

In these cases use the Fair Fight rules on page 198 of the rulebook to resolve the outcome. In essence this means that both sides calculate their Victory Points as if the

other player had won the game—both sides lose! Both players will end up with between one Victory Point (failed to destroy any enemy platoons) and three Victory Points (destroyed two or more enemy platoons).

As you can see, it is better to go down fighting and take some enemy with you, even if you lose in doing so, than sitting back and doing nothing (which will only get you one Victory Point).

Other missions cannot have a drawn result. If the attacker does not achieve their victory conditions, then the defender wins.

## Sporting Play (20 Percent)

Perhaps the most important part of the scoring is the sporting play section. Giving points for good behaviour discourages the win-at-all-costs approach and helps make sure that everyone has a pleasant time. There's no point in winning on the battlefield if you lose the tournament by being unpleasant to your opponents.

A gamer is scored by the people they play against in two ways.

- |                          |            |
|--------------------------|------------|
| a) Round-by-round Scores | 14 percent |
| b) Player Votes          | 6 percent  |

### a) Round-by-round Scores (14 Percent)

The first part of this is the points awarded by every player to their opponent after each game. The players can award their opponent 1, 4, or 5 points depending on the degree of sporting play they displayed.

The system uses 1, 4 and 5 as the sporting play ratings because most players are good sports. By allowing a choice between 4 or 5 points for a sporting player, you allow their opponent to rate them as good or excellent. The rating of 1 is only for really unsporting players.

**Umpires should check all ratings of 1 assigned by players to make sure that they are genuine cases of unsporting play, and not deliberate attempts by an unsporting opponent to sabotage the player.**

### b) Player Votes (6 Percent)

At the end of the tournament, every player votes for the opponent they played against that was the most sporting and most enjoyable to play with. The number of votes are then totalled and points allocated based on the number of votes each player received, with the player with the most votes getting 100% of the possible score in this category.

## Historical Army (20 Percent)

A gamer is scored by both the umpire and the other players for the historical and modelling quality of their force.

a) Force List	5 percent
b) Presentation	5 percent
c) Painting	5 percent
d) Player Votes	5 percent

### a) Force List (5 Percent)

A player can earn five points when submitting their force list before the tournament:

- Name
- On Time
- Formation Identified
- Battle Identified
- Platoons Identified

#### Name

A player gets this point if their force list has the player's name on it. It's amazing how many players omit this essential piece of information!

#### On Time

A player gets this point if they submitted a legal force list on time. This makes the organiser's job so much easier.

#### Formation and Battle Identified

A player gets these two points by identifying division, brigade, or other formation it represents and the battle that it fought at. This does not need to be detailed. Simply stating that this force is from the 3<sup>rd</sup> Armoured Division during Operation Cobra in July 1944 is enough to get these two points.

#### Platoons Identified

A player gets this point as a bonus if they provide more detail about the identity of their force, for example by identifying the company that they are fielding and the source of the supporting platoons, e.g. the Tank Company is George Company, 32<sup>nd</sup> Armoured Regiment, and the Armored Rifle Platoon is 1<sup>st</sup> Platoon, Charlie Company, 36<sup>th</sup> Armored Infantry Battalion, etc.

### b) Presentation (5 Percent)

A player can earn five points in the Dress Parade as follows:

- Uniformly Painted
- Strong Visual Theme
- Markings on Vehicles
- Platoon Commanders Identifiable
- Background

### **Uniformly Painted**

A player gets this point for having their force painted in a uniform style to a uniform standard. It doesn't matter whether they are works of art or simply workman-like. What is important is that they look like they belong together.

### **Strong Visual Theme**

A player gets this point for going a step further with their force and giving them a strong visual theme. This could be something as simple as having them all camouflaged and based in the same style and all bearing the same style of markings. On the other hand, talented players could go to town on this.

### **Markings on Vehicles**

A player gets this point if all of their vehicles bear appropriate markings. This is about attractively presented models, not rivet-counting. It doesn't matter if the markings are not perfectly historical, as long as they are generally appropriate.

### **Platoon Commanders Identifiable**

A player gets this point if all of their platoon command teams are identifiable. This will not generally be a problem for infantry and gun platoons. Tank and transport platoons should have the platoon commander's vehicle readily identifiable either through markings or through the way they are modelled (e.g. having different commanders for instance). Don't forget that weapons and supporting platoons like anti-aircraft tanks and self-propelled guns need identifiable commanders too!

### **Background**

A player gets this bonus point for having an interesting historical background for their force. This allows other players to appreciate the historical role of the force.

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### **c) Painting Quality (5 Percent)**

A well-painted army is much more enjoyable to field and to face than undercoated or unpainted figures. This item scores the general standard of painting of the individual teams making up the force and the overall effect of the army together.

During the Dress Parade the umpire will score each force from 1 to 5 based on the standard and uniformity of painting and modelling displayed.

- 1 - Unpainted army.
- 2 - Poorly painted or just undercoated.
- 3 - Good basic painting, faces, hands, boots and guns!
- 4 - Well-painted force with added details, accurate colours and scenic basing!
- 5 - Every model is a masterpiece.

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### **d) Player Votes (5 Percent)**

In addition to the umpire's assessment, players will score points from the votes of other players during the Dress Parade.

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## **Awards**

The Tournament system awards a First, Second and Third place overall, and an award for each section: Best Historical Army, Best General, and Most Sporting Player.

For smaller tournaments, you can have it award just a First Place and the three awards for Best Historical Army, Best General, and Most Sporting Player.

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## **Sponsorship**

It is a good idea to approach your local Flames Of War game store and ask them to sponsor prizes for some of the awards. The number and value of the prizes should be proportional to the attendance. A large tournament may offer a prize for each award, while a smaller one may perhaps have a first and second place only.

Invite your sponsor to set up a stall at the tournament, so that players can adjust their armies (or even start another!) after their victories and defeats. Even the best planned army needs a few tweaks to make it stronger after a hard fought tournament, and your players will appreciate the chance to get that vital new platoon.

# **Flames Of War Tournament System**

**The *Flames Of War* Tournament program helps you manage and run every step of your tournament from registration to the prizegiving. The following guide will help you use this system for your tournament.**

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## **Security Warning**

MS Access will always issue a security warning when you open this program. This is because it cannot tell the difference between safe and malicious code. As a result it warns you if a database has any code in it at all.

Since this program cannot operate without code, you will always get this warning.

Click Open to open the program anyway.

**The Security Warning does not mean that the program has a virus, simply that it has code. Unless your system has a virus that infected the Tournament program *after* you downloaded it from the Battlefront site, it is safe to run.**

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## **System Requirements**

The *Flames Of War* Tournament program requires a PC running Windows XP, Windows VP, Windows 2000 or later with an attached printer to operate correctly.

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## **Installation**

Download the Tournament.zip file from the *Flames Of War* website [www.FlamesOfWar.com](http://www.FlamesOfWar.com).

Open the file with Explorer and run the Setup program. This will install the Tournament program and the MS Access Runtime software required to run it. A shortcut to the program will appear on your desktop and in your Programs list.

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## **Main Menu**

The main menu displays when the program starts up. It has seven options:

- Setup
- Players
- Games
- Voting
- Results
- Error Log
- Exit

The menu options are displayed in the order in which you will need them.

- Start by using Setup to set the parameters for your tournament.
  - Use the Players section to enter details about players and manage the registration process.
  - The Games section creates draws allocating games and opponents to players and recording their scores.
  - Use the Voting section to print player voting forms for best historical army and most sporting player and record their votes.
  - Finally, the Results section prints the results of the tournament.
  - The Exit option closes and saves your work.
  - The Error Log lists details of any bugs that may occur so that you can report them back to Battlefront to be fixed.
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## **Setup**

The first step in running your tournament is to set up the parameters for it.

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### **Tournament Title**

Enter the title of your tournament here. This will appear on the top of all printed forms and reports.

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### **Number of Rounds**

Enter the number of rounds in your tournament here. You can change this at any time, although once the last round has begun, you obviously cannot reduce the number of rounds below the number you have already entered results for.

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### **Number of Tables**

Enter the number of tables available for players to game on here. The minimum number of tables is half the number of players. However, adding one or two extra tables makes it much easier for the program to allocate players to tables in big tournaments with many rounds.

**We recommend that you have at least one more table than the minimum.**

You can change the number of tables at any time, although you cannot reduce the number below the highest table number that has been used so far.

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## Time Limit for Games

Enter the length of each round here. This is used when calculating the start and end times of each round on for the printed draw.

The format must be: hh:mm, so 9 O'clock is 09:00.

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## Scoring Breakdown

This section allows you to change the weighting between different elements of the hobby for your tournament.

### We do not recommend changing these values.

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## Generalship Scoring

There are three options for calculating a player's Generalship score:

- Victory Points
- Victory Points + Wins
- Wins

The first option adds the player's Victory Points together to give the player's overall generalship score. Ties are broken in favour of the player with the most wins.

The second option adds the player's Victory Points and the number of games that they have won together to give the player's overall generalship score.

The last option counts the number of games that the player has won to give the player's overall generalship score. Ties are broken in favour of the player with the most Victory Points.

The default choice is Victory Points.

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## Sporting Play Breakdown

This section allows you to change the balance of scoring for the Sporting Play section between round-by-round scoring and votes.

### We do not recommend changing these values.

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## Historical Army Breakdown

This section allows you to change the balance of scoring for the Historical Army section between force list, presentation, painting and votes.

### We do not recommend changing these values.

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## Draw Match-ups Ranking

The basic draw is a Swiss Chess system that matches the most successful players against other successful players, while ensuring that they do not play people that they have already played.

There are two options for determining a player's ranking:

- Wins then Victory Points
- Victory Points then Wins

The first option matches players against other players with the same number of wins, using their Victory Points totals to find opponents within the group.

The second option matches players against other players with the same number of Victory Points, using the number of wins to find opponents within the group.

The default option is Wins then Victory Points.

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## Award Prizes For

There are two options for for the number of prizes awarded:

- Top Three Places
- First Place Only

The first option awards six prizes, the top three places overall and one each for Generalship, Historical Army, and Sporting Play.

The second option awards four prizes, the first place overall and one each for Generalship, Historical Army, and Sporting Play.

The default option is Top Three Places.

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## Print Preview

Tick this option to preview reports and forms before printing. If this option is not selected, they will print without previewing.

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## Show Sporting Scores

Tick this option to show sporting scores when printing the player scores reports. If this option is not selected, these reports will only show the Victory Points earned.

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## Clear Old Data

Clicking this button clears all of the tournament specific data and restores the default setup values. This will delete all players, games, draws, scores, votes and results, but leave clubs, nationalities, and forces for the next tournament. You will be warned before deleting.

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## **Clubs**

You can enter, update, or delete the names of clubs that your players belong to here. You can also enter them on the fly when entering players.

Clubs are important in the draw allocation to minimise the number of times that players end up playing members of their own club. It is after all very irritating to travel half the country only to end up playing the same person you play every Thursday night!

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## **Forces**

You can enter, update, or delete forces from the list that players may field here. You can also enter forces on the fly when entering players.

Forces are important in the draw allocation process to minimise the number of times that Allied players fight Allied players and Axis players fight Axis players. If possible the program will match Allied players against Axis players.

Forces are also useful to help players identify other players and their forces when reading the results and when voting. Rather than having to remember Albert Zigmeyer, it is usually easier to remember the New Zealand Rifle Company I fought in round two.

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## **Nationalities**

You can enter, update, or delete nationalities from the list here. You can also enter nationalities on the fly when entering forces. Nationalities are used to identify which side a force is on.

The draw attempts to match players from different sides where it has a choice between two equally good well-matched opponents.

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## **Players**

Once the parameters are set, use the Players form to enter the players as they register.

The main part of the form is a list of players and the forces they are fielding sorted by their first names. This is useful with dozens of strangers in a tournament as most people only remember first names, if anything.

The first column of the list displays a tick if the player is marked as being ‘here’. This is a quick way of identifying who has actually turned up at the start of the tournament. Players who are not marked as here are not allocated games.

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## **Add**

This button opens the Player Details form allowing you to add players to the tournament.

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## **Edit**

This button opens the Player Details form showing the selected player to allow you to edit a players details. Double-clicking the player does the same thing.

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## **Delete**

This button deletes the selected player. You will be warned before deleting the player.

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## **Here/Not Here**

This button toggles the here/not here state of the player. Click the button to indicate that the player has arrived at the venue. Click it again to return them to ‘not here’ if you make a mistake.

This is important for managing arrivals on the day of the tournament. If you record who has arrived, you can see how many still have yet to arrive as the start time nears. Anyone who is not marked as here will not be included in the draws and will not be allocated games.

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## **Left/Not Left**

If a player leaves the tournament after it begins, use the Left button to indicate this. Once a player has left, they will no longer be allocated games.

This button toggles the left/not left state of the player. Click the button to indicate that the player has left. Click it again to return them to ‘not left’ if you made a mistake or they return again.

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## **Scores**

This button opens the Player Details form with the Scores information visible for the selected player. Use this to enter a player’s votes for their favourite historical army and best sporting player, and your scores for their background and painting. You can also enter umpire penalties against a player here.

You can also enter player’s scores using the Voting button on the main menu.

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## **Print**

The print button allows you to print a report of all players who have entered and their current status. This includes their address, telephone number and e-mail, and such useful information as whether or not they have paid their entry fee, have provided a force background, have legitimate force, and have arrived at the venue.

This report is useful for managing pre-tournament registrations.

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## **Player Details**

This form displays the details of a specific player including their name, contact details (address, telephone number and e-mail), and the force they are fielding.

The form also maintains information on the state of their entry: whether they have paid, whether their force is legal in *Flames Of War*, whether they have arrived, and whether they have left again.

You can enter or check scoring information about the player (background, painting, historical army vote, and most sporting player vote) from this form as well, although the Voting section is generally a better place to enter these scores.

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### **OK**

The OK button closes the form and saves any changes.

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### **Add**

The Add button saves the data for this player and opens a blank form to add another player.

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### **More/Less**

The More button shows additional scoring information for this player. The additional entries are the person the player voted for as having the best historical army and the person they voted as the most sporting player, plus the umpires ratings of their background and painting.

There is also a place here for umpire penalties to be entered. The umpire penalty is the percentage amount to be subtracted from the player's final score when awarding prizes and ranking players.

The Less button hides the additional scoring information again after it is displayed.

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### **Cancel**

The Cancel button closes the Player Details form without saving the changes that have been made.

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## **Games**

The Games option brings up a list of rounds and the status of each round. A round of games has several stages. The form shows the next round as the current round until you finalise the draw showing who will play who for that round.

At this point you should print out the draw and announce it to the players. Enter the results from the draw as you receive them. Once all results are entered, the round will show that the scores are entered and the next round will show as the current round.

Once a round has had any scores entered, the draw cannot be changed (since the games have already begun). You can go back and change the scores for games in previous rounds if necessary.

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### **Draw**

This button displays for the current round and opens the Draw form to allow you to calculate the current draw.

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### **Scores**

This button displays for finalised or completed rounds and opens the Scores form to allow you to enter or edit the scores for the selected round.

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### **Close**

This button closes the games form.

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### **Draw**

The Draw form matches players to opponents and allocates them tables for the current round. Each player will appear twice on the form—once under their own name and once as the opponent of another player.

The Set column indicates whether or not the match up between the player and their opponent has been manually set by the umpire or not.

The Score column indicates whether or not the score for this game has been entered. Note, once scores are entered for a round, the draw cannot be recalculated.

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### **Opponent**

The Opponent button allows you to force a player to play a specific opponent. This can be useful for 'grudge matches' in the first round of a tournament when friends ask to face off against each other, and to manage things like players arriving late.

Once a match up is forced, the draw calculation program ignores these players in allocating the draw.

You can remove the match up by clicking the Opponent button again and selecting <Allow computer to choose> as the opponent.

### Calculate

The Calculate button allocates opponents and tables to players. The program uses the Swiss Chess system to make these assignments.

In this the highest scoring player plays the second highest scoring player, the third highest scoring player plays the fourth highest scoring player and so forth. If the players have already played each other, they move on down the list until they find somebody that they haven't played yet instead.

The program also attempts to match Axis players against Allied players while avoiding players from the same club being paired up if possible. The program also allocates tables so that players do not play on the same table twice. In general the better players will be on the lower number tables (unless they have already played on them).

### Finalise/Revise

Once the round has been calculated, you must click the Finalise button to lock the draw once you are satisfied with it.

### Print

The Print button gives you two options, to print the draw and to print the result slips.

The Draw report lists players and their opponents sorted by table. Read out this report to notify players of the draw and pin a copy to the notice board so that players who missed hearing their name can check it.

It can be useful to pin up a copy of the Draw report as soon as it is available to allow players to check it ahead of time and avoid a last minute rush.

Print the Result Slips at the same time you print the draw report. Place the slips on the tables before the round begins. This allows players to check that they have the right table when preparing to play.

Players then use these slips to return the results for their game once they have finished playing. Each slip is used to mark the Victory Points and the sporting play ratings awarded to one player.

### Close

This button closes the form and saves your results.

## Scores

The Scores form allows you to enter the scores for games after the round has been played. The form shows the two players on each table and has spaces for their Victory Points and sporting play ratings.

The form recognises that the players' scores add up to seven for all games except Fair Fight missions where it is possible for both players to lose. As a result, the program enters the score of the second player for you. You can change this score if you need to, but mostly you will not need to.

If you have completed a round and a player notices that their score has been incorrectly entered, you can go back to the old round in the Games menu and go to its Scores form to correct the value. This will not change any draws that have already been finalised, but will correct any future draws.

### Revise Draw

The Revise Draw button allows you to unlock the draw and revise the assignment of which player plays which player if you need to. Generally, the only time you should ever need to do this is if you discover an error in the scores entered for the previous round before the current round has begun. Do not attempt to revise the draw once the current round has begun, as you would then have to halt every game and move players to different tables to match the new draw,

You cannot revise the draw once scores have been entered as presumably players have begun playing their games by this time. However, you can delete all entered scores and restart the whole round if you have had a major disaster.

### Print Draw

Prints the same Draw report as the Print button on the Draw form. The Draw report lists players and their opponents sorted by table.

### Print Results Slips

Prints the same result slips as the Print button on the Draw form. Players then use this form to return the results for their game once they have finished playing.

### Print Scores By Player

The Scores by Player report lists each player's scores for the current round and their total scores so far. Print this out after all scores have been entered for the round and pin it on your notice board.

This will allow players to check that the scores have been entered properly and see how they are going overall (not to mention seeing who is in the lead at the moment!).

These total scores are presented as a simple sum of the Victory Points or sporting play ratings that they have been given, without any scaling or other manipulation. They are not a percentage score or their final score, just the raw total.

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### **Print Sorted Scores**

The Sorted Scores report is the same report sorted from the highest Generalship score to the lowest.

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#### **Close**

This button closes the form and saves your results.

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### **Voting**

The Voting menu allows you to manage the parts of the tournament that are not directly related to individual games: umpire scoring, player voting for best historical army, and player voting for most sporting player.

The menu has three reports, Print Army Slips, Print Army Judging, and Print Sporting Slips, and a form for entering the results of all of the voting.

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### **Print Army Slips**

This report prints the slips for the Dress Parade normally held at the beginning of the last day of the tournament or just after lunch in a one-day tournament.

In the Dress Parade every player displays their army so that everyone has time to walk around and appreciate them. While doing so, the players also vote for the best presented force.

The report prints both a name tag for the player's force and a voting slip for the player to choose their favourite printed together. These need to be separated before giving to the player.

- The name tag placed with their force allows other players to know who to vote for.
- The voting form allows the player to return their vote.

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### **Print Army Judging**

This report is for the umpire's use. It lists the players and has a simple tick box system for the umpire to mark the basic scores for each army.

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### **Print Painting Judging**

This report is for the umpire's use. It lists the players and has a simple circle-the-number system for the umpire to score them on their army's appearance and painting.

Some umpires prefer to walk around during the games and score players them. Others prefer to do their scoring during the Dress Parade.

If a separate painting award is being made, the person judging this can mark all of the armies while selecting their pick for the best painted army.

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### **Print Sporting Slips**

This report prints the slips used by players to vote for the most sporting player that they played in the tournament.

The report has a slip for each player listing all of the players they have played so that they can select their most sporting opponent.

Since the list of players that they played cannot be complete until after the last round has been drawn, do not print this report until the final games are under way.

Distribute the slips to the players during the round and have them return them with the slip with their round scoring slip.

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### **Enter Slips**

This form allows you to enter the results returned on all of the voting slips. It lists the players by name and has spaces for their background score and army score from the umpire, and the players that they voted as having the best army and the most sporting play.

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#### **Close**

This button closes the form.

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## **Results**

The Results button allows you to print the tournament results or export them.

The Results report lists players in order of their overall scores and indicated who should be awarded which prizes.

Players are only eligible for one prize. Once they have been awarded a prize, they are removed from consideration for the remaining awards.

When you export the report you will be asked which format to export to and where to place the file. You can export to MS Excel to analyse the results or to HMTL for web publication. RTF is the best format to export to MS Word.

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## **Close**

This button closes the form.

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## **Error Log**

The Error Log lists all of the program errors that have occurred. If you have a persistent problem with the program, print a copy of the Error Log report and send it to Battlefront Miniatures Ltd, Simu Building, 1 Market Place, The Viaduct, Auckland, New Zealand along with a description of the problem and your e-mail and telephone contact details. This will help us solve the problem for future releases.

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## **Exit**

The Exit option closes the program after saving all of your work.