

DUALS Checklist and Best Practices for Trackwrestling

Things to review before the tournament

- Determine number of teams to determine bracket types (see packet 10.1.2.3)
- Set up prelim pools and champion color pools based on the number of teams.
- Correct bracket types
- Set period times on the Rounds Page of each pool you just created
- Verify that the Flow Map into the color pools is correct based on the number of teams you have especially if you have changed bracket types.
- How to Edit Flow Map in a Dual Tournament
 1. Click **Bracketing > Bracket Types**.
 2. Select the chart to edit.
 3. Click **Edit Flow Map**.
 4. Click **Add Entry**.
 5. Select a place that the entry will map from. (ex. Chart 1 team who won first will move to Gold pool)
 6. Select a chart and enter a seed that the entry will map to. (Chart 1 the top seed)
 7. Click **Add**. **You would do this for all pools.**
- Add the pool name and mat # on the bracket
 - Here is a Youtube video that shows you how to add an HTML. You will need to find the vertical and horizontal percentages so they look right on the bracket.

<https://www.youtube.com/watch?v=jjwsGBBgozQ>

SET UP

- Confirming rosters – Make sure that the time frame of having teams check their line ups is well before the time for weigh ins so you have time to review and verify information for each wrestler seed points. If a team has not entered information for each wrestler as requested, have them fix it if possible so the data is on each roster when printed.

- o Ranking criteria in packet (make sure it is listed per individual within TW)
 - o Total team ranking can be listed at the bottom under Team details.
 - o Review and verify each athlete's point value of top 16 teams or any team within a couple of points of the 16th team (look under TW profiles, USAW membership or Flo Tournaments)
- Print weigh-in sheets for weigh-ins
 - o Don't forget draw numbers at weigh-ins or at registration (registration would probably be a better time since not all coaches are in the weigh in area during weigh ins and then the pairers don't have to wait until weight sheets come back to start building)
- When weigh-in sheets come in confirm everyone made weight
 - o Change weights if they were registered at a different weight class, moving athletes to a lower weight only during the first weigh in. Obviously, those wrestlers who are overweight on the second day would need to be moved up to the correct weight class.
- SEEDING AND SEPARATING
 - o Go off of the steps in the packet
 - If possible, top 16 teams will be seeded
 - o There will be 4 pools to start competition A,B,C and D
 - o Then teams will be filtered into round robin colored pools (see packet 10.3 Competition Format)
- Starting weight on the Rounds Page – random draw

THROUGHOUT COMPETITION

- Print brackets – assign mats
- Print a full set of completed weigh-in sheets for each coach as well as a copy to put at each matside table
- Matside packets
 - o 2 Team Duals scoring sheets (one for chair, one for judge)
- Watch dash board to determine finished duals
 - o If a team can be determined before the completion of the dual, you can select a winner by opening the bout and using the dropdown at the top to select the winner
 - o Then you will be able to print out team line ups for the next round

- As duals complete the next bout can be assigned to the mat that had just completed competition (if you have the correct number of mats, each pool should be designated to a group of mats since you will always be waiting for a team within that area to finish in order to start the subsequent dual, it is easy to always keep one team at a certain mat and only have one team needing to move)
- Team point deductions can be made at mat side during the dual by using the team point adjustment button at the bottom of the bout sheet. If a coach is given a yellow or red card, make sure to go into the Team page and add that information so it shows up at matside in subsequent duals.
- Record within TW on wrestler page under Skin Check any Medical Cards (ie. Yellow Medical Card – Needs Green Card to continue)
- Exhibition matches can be wrestled on a designated mat (organized by coaches)

Tips

- During seeding and separating, it makes it easiest if you have a sticky note for each pool so you can place the seeded teams into the correct pools without getting confused. Also, having a list of teams that are duplicated is useful so you can handle the issue of team separation during the process of putting seeded teams into pools. Keep in mind that in the case of two teams from the same state that are both seeded and aren't separated correctly based on their spot in seeding, the state leader needs to be contacted and given the choice of withdrawing the lower seeded teams seed for the purpose of separation.
- Chart page is useful to find anything per Pool
 - Brackets
 - Flow map
 - Bracket type page
 - Rounds (to set starting weight for each round and set period lengths). It is vital to set starting weight within the program because some teams have byes or only wrestle on the front side of the bracket and will be confused about the start weight of each dual.
- With two pairers working together you can keep the mats full with hardly any time between matches if you keep an eye on the dashboard to see

when duals are close to finishing and choosing a winner when able to do so in order get your matside packet ready to announce and send out right when the dual you are waiting on finishes.

- Having a specified medical liaison would be very useful at duals because of the multitude of injuries that seem to come up during duals and it's hard to keep up with documentation while keeping mats full and wrestling as quickly as possible.
- Having either the winning team or losing team remain at the same mat cuts down on the time it takes to get the next dual started because only one team has to move and is usually nearby because their dual has already finished. Keep in mind that there are times that it makes sense to move both teams if there has been a very controversial match with drama.
- Keeping an entire pool on select mats also cuts down on time between matches because teams don't have to move very far between duals. For example, we had 27 teams in four 8-team pools (8,7,6,6). So we needed to start on 4 mats for pool A, 3 mats for pool B and 2 mats for pools C and D. By keeping pool A on mats 1-4 and having the winner remain at their mat worked really well. Obviously, there was always a team with a bye in pools C and D so by having the winning team stay on their mat, the team that was waiting to wrestle the winner was usually watching that mat and ready to go when the dual was finished.
- Ensure that a bracket is never "rebuilt" after any matches in that bracket have started wrestling. Doing so erases all of the match data that has been completed and will interfere with the ability to access the archived video content for those matches.

Awards

- Will be presented upon completion at mat side

Last edited on 10/06/2021