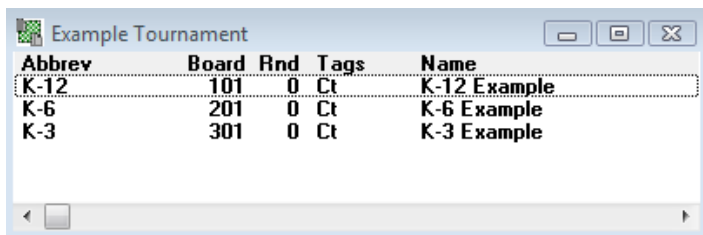




It is often best to set the board numbers in WinTD just before pairing round one. This **TD Quick Tip** explains how to do this quickly and accurately.

The tournament is made up of “sections” of players. The example tournament below has K-3, K-6, and K-12 sections. Most likely, the oldest and strongest players will play in the K-12 section. The K-3 section will have the youngest players, with many beginners.

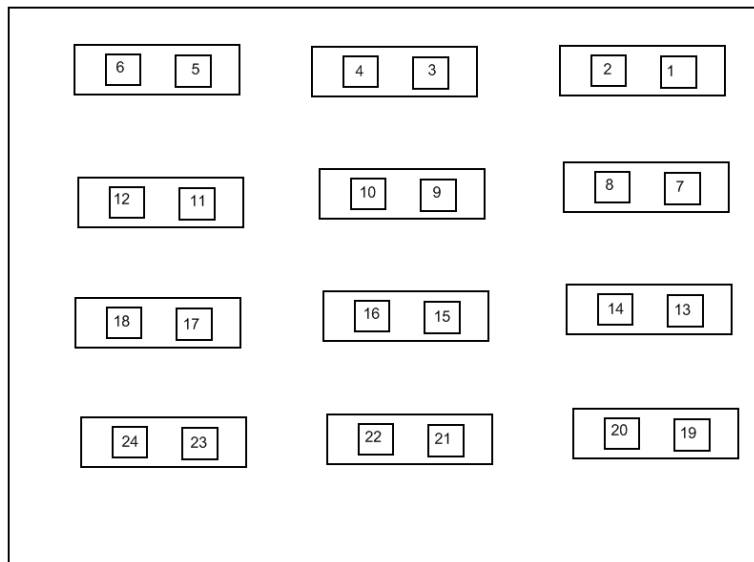
You may enter the sections in WinTD in any order. The entry order is the **display order** in the WinTD “Sections” window. It makes sense to enter the K-12 section first, then K-6, and K-3 last. The “Sections” window will look like the example below.



Notice the default Board numbers assigned by WinTD. The first section entered (K-12) starts with board 101. WinTD starts the second section (K-6) with 201, and the third section with 301.

At the tournament site you will set up the boards on tables in the tournament room. When you number the boards, it is best to start with the lowest number on the board farthest from the door. You will end with the highest board number closer to the entry door.

Arrange the room this way so that the strongest players on the low number boards will be farthest from the noisy exit. The youngest and usually weakest players will be closer to the exit. See the example floor plan below.



You may leave the default board numbers in WinTD until you are ready to pair the first round.



Just before pairing Round one set the starting board number for the K-12 section to board #1 and then pair that section in WinTD. The "Games" window will look something like the example below.

Rd	Bd	White	Black
01	1.	xxx ACOSTA, CHRISTIAN (0.0)	xxx ALTMAN, ERIC (0.0)
01	2.	xxx ACOSTA, GIOBANY (0.0)	xxx ABINGER, REED (0.0)
01	3.	xxx ALTMAN, RACHEL (0.0)	xxx AMEZQUITA, ALEJANDRO (0.0)
01	4.	xxx ABEL, LUTHER (0.0)	xxx ABDULLAHI, RIDWAN (0.0)
01	5.	xxx ABUHAJIR, ADAM (0.0)	xxx AMBORD, WILL (0.0)
01	6.	xxx ABDUL-WAHID, ZAAKIR (0.0)	xxx ALLEN, TIANA (0.0)
01	1.0	ALVEREZ, BRIAN (0.0)	BYE

Notice the odd player bye. It is possible that one or more players arrived late and did not get paired in round one. When the paired players take their seats, there could be an opponent available for Alvarez (the bye). If that happens, they would play on board 7. If there happens to be 2 more un-paired K-12 players, they would be manually paired on board 8.

Before pairing the K-6 section, set the starting board number to # 9 as shown in the example. This allows room for the un-paired players described above.

Add/Edit A Section

Title: K-6 Example

Short Title: K-6

Board Number: 9

Board Spacing: 1

The K-6 Games window will look like the example below.

Rd	Bd	White	Black
01	9.	xxx BERNADEN, ZACHARY (0.0)	xxx BERNARD, DYLAN (0.0)
01	10.	xxx BRANDS, RILEY D (0.0)	xxx BERNADEN, JACOB (0.0)
01	11.	xxx BRAME, HUNTER (0.0)	xxx BEPAR, NAISHA (0.0)
01	12.	xxx BRAMBILLA, JEYNSON (0.0)	xxx BRAME, MAKALYA (0.0)
01	13.	xxx BERQUIST, BEN (0.0)	xxx BERNSTEIN, ALEXANDER (0.0)
01	14.	xxx BERNHAGEN, EVAN (0.0)	xxx BRANNON, BRIANA (0.0)
01	1.0	BRADFORD, MIKE (0.0)	BYE

Using the same logic as above, set the K-3 starting board number to # 17 before pairing that section.

For most tournaments, this method is the quickest and most accurate way to set the board numbers in WinTD.