

Tournament Setup in Conqueror X

Tournament Setup

1. Go to the tournament module. Front Desk→Tournaments.
2. Select the “Tournaments” button.
3. Click “New” and enter the name and title of the event.
4. Set the tournament start date on the same screen.
5. Add any description or notes that apply on the same screen.
6. Set the tournament lane options by selecting the “options” button on the same screen.
7. Tournament lineage is rung in from this screen as well.

Tournament Button – Event Tab

1. Choose the event from the blue bar if there is more than one event.
2. Make sure date and time are correct.
3. Set max number of subs if necessary.
4. Select handicap method if required. When setting a variable, the base and average must match.
5. When finished click the red “X” in the upper right corner to close the module.

Divisions Button -Division Styles (If necessary)

1. Click on the “Divisions” button to access divisions menu.
2. Click “New” in division styles.
3. Name the division style (example: Tournament Divisions).
4. Highlight and click “OK.”
5. Click “New” on the division styles screen, name the divisions, assign hdcp and base, etc. for each division.
6. Assign the division styles: exit out of the styles screen, go to the tournaments button, and in the tournament tab, click the division style bar and assign the division styles.
7. When finished click the red “X” in the upper right corner to close the module.

Squads Button – Global Tab

1. From the tournament main menu click on the “squads” button to enter the squads menu.
2. In the global tab, set the lane range (make sure to account for extra lanes if necessary).
3. Set the teams per lane.
4. Set the total number of games bowled.
5. If the tournament will incorporate movement, divide the total number of games by movements, and code as such. For example, singles and doubles usually require six games, so the correct setting would 3 games x 2 series.
6. Make sure dates and times match.

Squads Button – Movement Tab

1. In the bottom left corner of this tab, select your movements. Note: Conqueror X treats movements by default by the lane. If the tournament moves by pairs, select 2. Also check swap every series.
2. Click “Save.”
3. When finished click the red “X” in the upper right corner to close the module.

Teams and Players Button

1. From the tournaments menu click on the “Teams & Players” button.
2. Click the blue plus sign on the bottom left and enter each player. This can be done manually or through the FBT search feature if the players are already in the database.
3. Once the players have been entered, click the blue plus sign on the middle right side of the screen, name the team, and leave the players at zero.
4. Once the teams are entered, assign the players to the appropriate teams by using the green arrow. Repeat until all the teams have the right players.
5. When finished click the red “X” in the upper right corner to close the module.

Squads Button – Teams and Players Tab

1. From the tournaments menu go back to the squads menu by clicking on the “Squads” button.
2. Click sign in from the players list you have created and check in each team. After the teams have been checked in, go back to the movement tab.

Squads Button – Movement Tab

1. From the movement tab, move the teams on the left to the lane assignments on the right by using the green assign arrow. The random assign button can be used to randomly assign teams.
2. Hit “Save” when finished.

Squads Button – Point Assignment

1. If the tournament assigns victory and draw points, this information is entered in the point assignment tab.

Game Manager Button (Optional)

1. Games for players can be manually entered here if necessary. Click “New” and enter the information as required. A scoring grid will populate to enter the score frame by frame.

Tournament All Lanes Screen

1. From the tournament menu click on the “Tournament Lanes” button.
2. Send the tournament squad to the lanes by clicking “Send Practice” and selecting the appropriate tournament.
3. Make sure the Lane Options practice parameters are correct.
4. To start practice, click “Pinspotter On”, select the lanes, and click “Ok.”
5. When practice is over, the bowlers can start scoring by hitting the appropriate button on the bowler terminal.

When the squad is complete – Standings Button

1. In the standings page, set the criteria to the tournament’s requirements, preview, and print.