

Score User Guide

Contents

Contents.....	1
Introduction	2
Tournament Settings.....	3
Scoring.....	3
Tiebreakers.....	4
Other Functionality	5
Options.....	5
Team List	5
Generating Rounds	5
The Tabs	6
Outputs	6
NAF Upload	7
Failed Upload	7
The Output Files.....	8
Team Tournaments.....	10

Introduction

Score is the standard Blood Bowl tournament organisation software, written by Joris Dormans around 2005. This guide was written by Mike (sann0638) to be a step by step guide to running an individual tournament using it. More technical details can be found in the help file on thenaf.net. That link is also where the program is found.

Download the file from here: <https://www.thenaf.net/tournaments/running-a-tournament/score/>

It will be a Zip file, so right click and Unzip it, which will create a folder called Score. When you open it you will see something like this, and you want to click on the green icon, as shown in Figure 1.

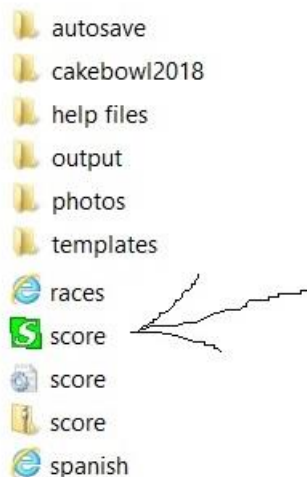


Figure 1 - Opening Score

Score uses Swiss tournament scoring, which means that after the first round the players with the highest scores play each other, moving down the table. This is the most common way of finding the winner of a tournament. The first round is usually done randomly.

When you open the program, you are given a blank Team List, as in Figure 2.

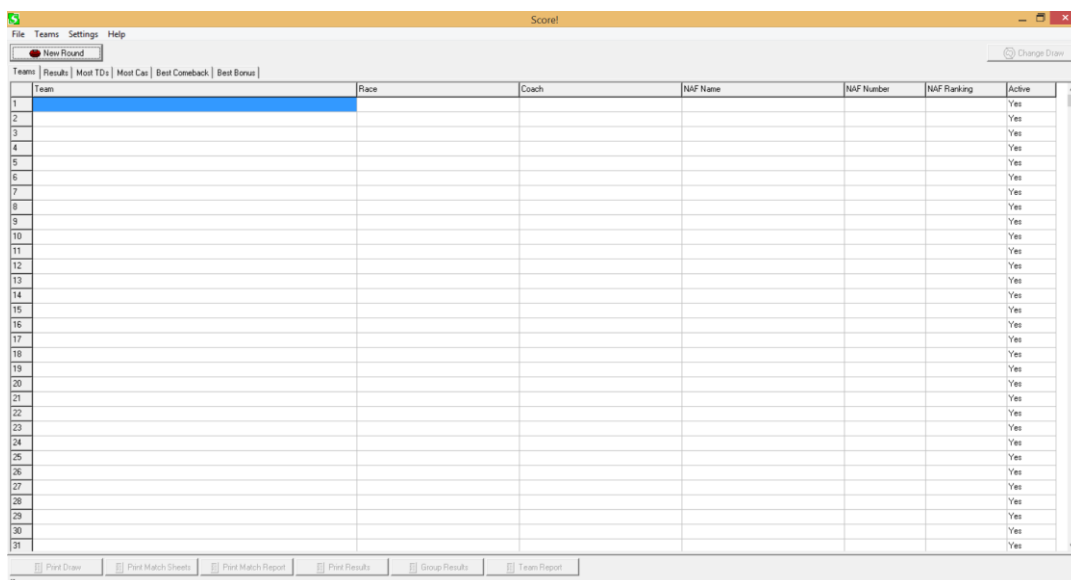


Figure 2 - the Team List

Start by saving your file using File...Save..., and save it wherever you like. This will create a bbd file, which is the file type for Score tournament files.

Tournament Settings

Go to Settings...Tournament Settings to set up your tournament, as shown in Figure 3.

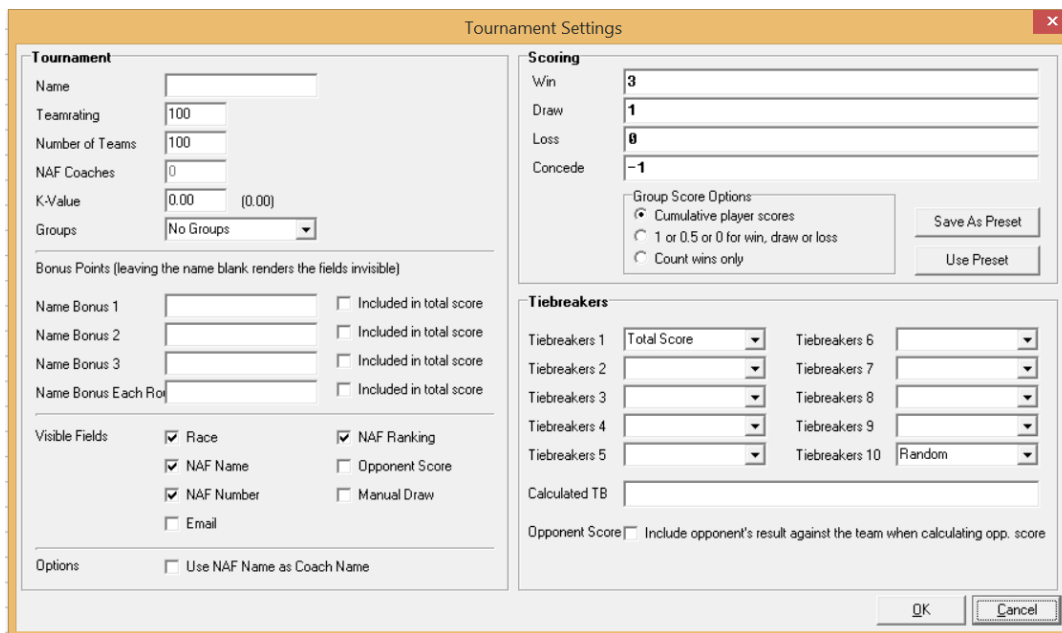


Figure 3 - the Setting screen

To go through the left side in turn:

- Name is the name of your tournament and will appear as the heading in any prints.
- Team Rating can be left at 100. It is only the difference between team ratings that matters for NAF rankings, and even if the teams do have different TVs it is best just to leave the number at 100.
- Number of Teams should be put as the maximum that you would realistically get.
- NAF coaches and K-value are not used.
- Groups is used if it is a team event – I will return to these later.
- The three Name Bonus fields can be given a name, and will appear as a field in the list of teams. These would be used for an overall tournament bonus, such as painting, or for more complicated scoring systems.
- The Name Bonus Each Round is more useful, as it gives an extra field for entering the results each round. This could be used for number of fouls, or crowd pushes, or players sent off, or anything you like.
- The Visible Fields show which fields are shown on the Team List. Most are self-explanatory. Opponent Score is a common tiebreaker, so it can be useful to show it on the Team List. Manual Draw is used if you want to choose the first round draw – you can put numbers in there for the order in which you want the teams to play. You can untick NAF ranking, as it is not needed.
- Use NAF name as Coach Name is a flag just to save time when entering data.

Scoring

Enter the scores for winning, drawing and losing in the win, draw and lose fields. This can be a simple number or it can be a formula. If you want to enter a formula you can use the codes in Table 1.

tf	Touchdowns for	cf	Casualties for
ta	Touchdowns against	ca	Casualties against
tn	Net touchdowns	cn	Net casualties
b	Bonus points in that match	ba	Bonus points against in that match

Table 1 – the variables that can be used in formulas

With a combination of normal mathematical symbols, max, min, and “is”, which gives a logical test, you should be able to design any scoring system you want (Table 2).

Description of points for a win	Code
9, plus a bonus for each TD or Casualty to a maximum of 3 for each	$9 + \min(3, tf) + \min(3, cf)$
10, TD and Cas bonus of up to 2 each, for a total maximum of 3	$10 + \min(3, \min(2, tf) + \min(2, cf))$
8, with 3 bonus points for winning by 2 clear TDs	$8 + \text{is}(tn > 1) * 3$

Table 2

I will cover Group scoring later.

Tiebreakers

Tiebreakers decide the ranking of the teams. Tiebreaker 1 should always be Total Score, and Tiebreaker 10 should always be Random. You then have a number of options for deciding the ranking of the teams. Opponent Score is the way of implementing “Strength of Schedule”, which means that you are placed higher if you have played against teams that finished high in the table.

Calculated TB is not usually necessary.

Other Functionality

Once you have the Tournament Settings sorted, you're mostly done!

Options

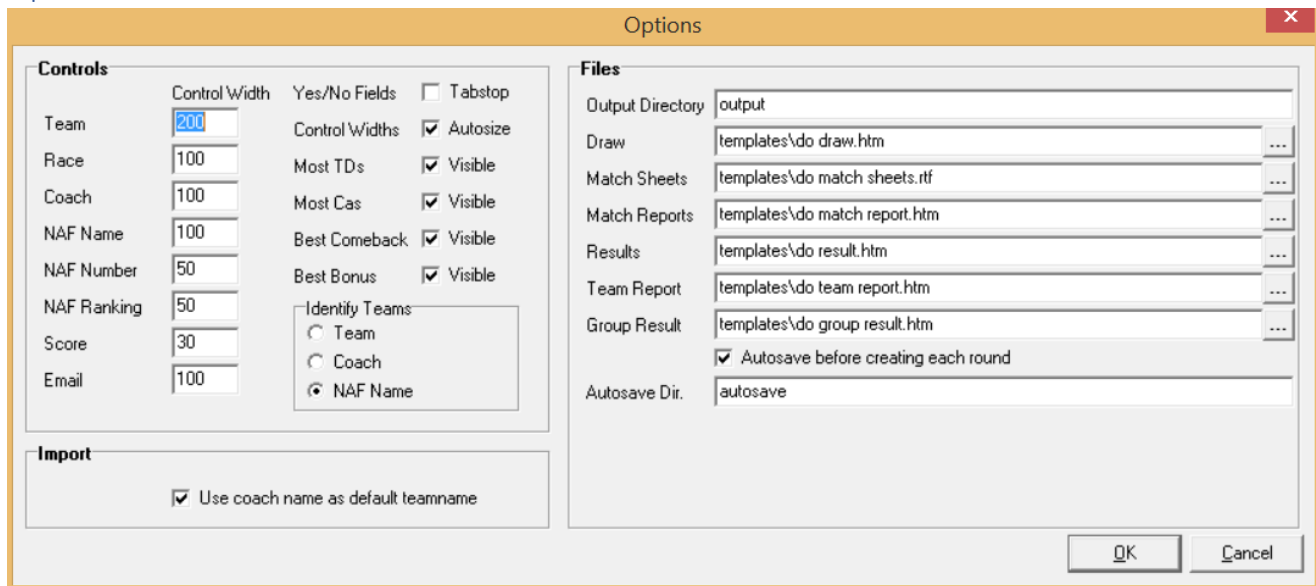


Figure 4 - the Options screen

The only choice you need to make here is the Identify Teams tick box. This decides what shows on the individual round draws – do you want to show team names, coach names or NAF names.

Team List

On the team list, enter the details for the teams taking part in the tournament. Races can be chosen from the following list, and will autocomplete if you type the first few letters then press down.

Amazon; Bretonnian; Chaos; Chaos Dwarf; Chaos Pact; Dark Elf; Dwarf; Goblin; Halfling; High Elf; Human; Khemri; Khorne; Lizardman; Necromantic Undead; Norse; Nurgle Rotters; Ogre; Orc; Pro Elf; Slann; Skaven; Undead; Underworld; Vampire; Wood Elf

For any blank rows, change the Active flag to No. After you have done this, you are ready to generate Round One!

Generating Rounds

Click the New Round button. Done! You will get a round that looks something like Figure 5. This picture has the Touchdowns and Casualties filled in for each round.

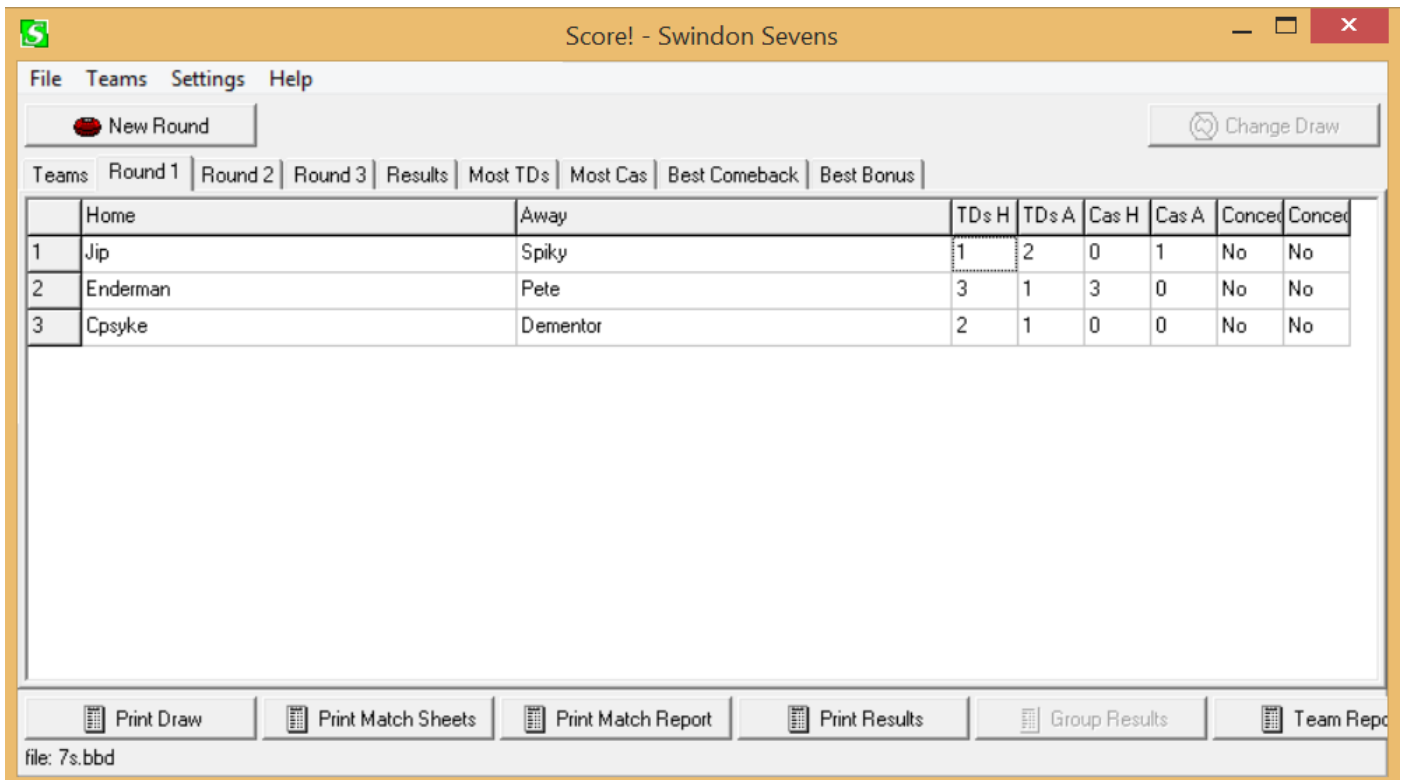


Figure 5 – entering the results of a round

The Tabs

Results, Most TDs, Most Cas, Best Comeback and Best Bonus all do what they say and are all calculated as soon as you enter results on each round; you don't have to press anything to generate them.

Outputs

Print Draw and Print Results are the most useful buttons – both will generate an htm web page file that will open in your default browser. These can then be printed or displayed depending on how you are running the tournament. Print Match Sheets is useful if you have a printer at the tournament, as it minimises the chance of data entry mistakes.

THIS IS ALL YOU NEED TO KNOW TO RUN A TOURNAMENT USING SCORE, BUT THERE IS LOTS MORE YOU CAN DO!

NAF Upload

Make sure the Score! file has accurate NAF names and numbers. When your event is complete, save the file. Click on File...Create NAF Upload File. The programme will ask for the start times of each round – these just need to be in chronological order.

It will then open a file save dialog box, call the file whatever you want. Go to the NAF site and click to your tourney and click Report Results (bottom of Figure 6).

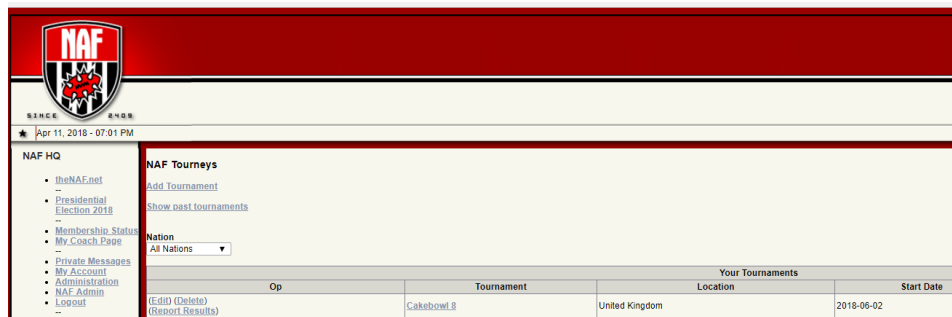


Figure 6 - Report Results

Near the bottom is a section called Submit Data as XML. Click Choose File, select the file you saved previously. Click Upload Tournament Results. If it works correctly it will give you a list of the coaches who played in the tournament, and then the list of all the games. It will also give you the option to add extra matches manually, but you should not have to do this. Finally check the results are correct and click the Finalise button.

There is then a refresh button to update the rankings that your local NAF rep needs to press, before the results will take effect on the rankings. The Tournament Organiser doesn't do this part.

Failed Upload

If the upload fails, it may give you a reason, such as NAF numbers and names not matching, so make those corrections and try uploading again. If you are told that it is not valid xml, then that's trickier. Check that there are no spaces around your NAF numbers to start with. Otherwise, you can load the xml file into a text editor (notepad) and the save it with "save as" and change the coding to UTF-8 and the upload it to the NAF site. Do not use ANSI, ASCII or Unicode.

The Output Files

You can control how your output files look – most commonly the Results file. To do this find where you saved the Score file and unzipped it, you should see the folders in Figure 7.

Name	Date modified	Type
output	10/04/2018 19:58	File folder
autosave	08/04/2018 21:57	File folder
templates	20/01/2018 15:57	File folder
tournaments	24/06/2017 18:29	File folder

Figure 7 – the folders in the Score directory

You want the templates folder, which opened looks like Figure 8, though possibly without the folders at the top.

Name	Date modified	Type	Size
Draw Options	18/01/2018 07:43	File folder	
Group Result Options	20/01/2018 15:58	File folder	
Match Report Options	24/06/2017 13:00	File folder	
Match Sheet Options	24/06/2017 13:01	File folder	
Report Options	18/06/2017 19:10	File folder	
Result Options	19/02/2018 23:02	File folder	
do draw	18/01/2018 07:50	Chrome HTML Do...	1 KB
do group result	22/01/2018 20:34	Chrome HTML Do...	1 KB
do match report	24/06/2017 13:05	Chrome HTML Do...	1 KB
do match sheets	18/06/2017 20:59	Rich Text Document	9 KB
do result	02/05/2017 21:53	Chrome HTML Do...	2 KB
do team report	25/04/2017 21:57	Chrome HTML Do...	3 KB
do	18/06/2017 17:30	CSS File	1 KB
trophy_bb1	25/04/2017 21:57	GIF image	2 KB

Figure 8 – the output templates

In that folder, “do result” is the file that you may want to adjust, as it controls how the standings are shown after each round.

In the zipped version on thenaf.net, you have the folders at the top. Each of those folders contains multiple versions of the “do draw”, “do group result” etc files.

For example, in Result Options, you have options similar to Figure 9. Each folder simply contains a “do result” file. To change what happens when you click “Print Results” within Score, copy and paste the file from the subfolder into the main “templates” folder.

Name	Date modified	Type	Size
foul bonus, no team name	19/02/2018 23:02	File folder	
No team name	19/02/2018 23:03	File folder	
Original, but no paint score	19/02/2018 23:03	File folder	
overall bonus	19/02/2018 23:02	File folder	
Save these as do result in the parent folder	02/05/2017 21:45	TXT File	0 KB

Figure 9 - Do Result options

You can do the same with “do draw”. “Do match sheets” can be adjusted in Word, though I have had more success in OpenOffice, for some reason.

Team Tournaments

Score has in build functionality for Team Tournaments, which is called Groups in Score. This is usually where you form a Team of e.g. 4 players, who play 4 games against opponents from another team. The Eurobowl and the World Cup are the biggest examples, though there are many other Team Tournaments. To do this, in Tournament Settings, change Groups to Group, Group Draw (see Figure 10). This means that one team will play another, and within the team the best players will play each other (known as Swiss-Swiss, as it's Swiss within Swiss). The list of Groups will appear, and you should enter the names of all the Groups you are using (countries, cakes, regions, whatever). In the Team List you will now have an extra column (Group) for assigning players to Groups.

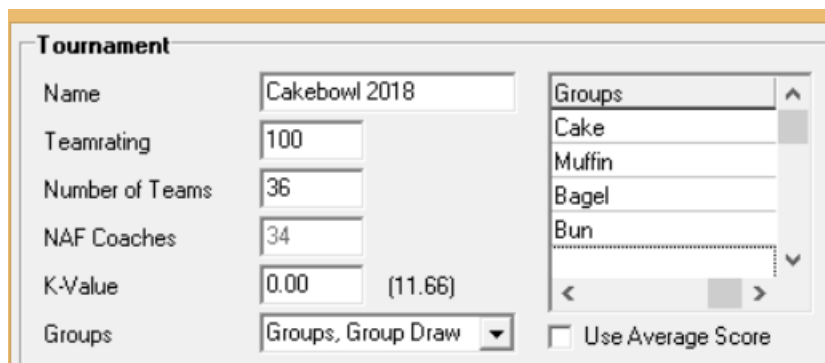


Figure 10 - Setting up Groups

Scoring is often done using Cumulative Score, which means that the scores of each player are added together to give the team score. If you want to do this, then life is easy.

Sometimes however, you will want to reward a “team win”, so in teams of 4 if you win 3 games and lose 1, you have won the “fixture”. In Score this needs to be done manually, using Bonus points. As in Figure 11, for “Name Bonus each round”, call it “Team Points”. When you are entering the scores for the round (and it is sensible to enter all the scores for a fixture at the same time), simply award bonus points based on whether the team has won, and make sure these are in the 1000s, as opposed to individual scores which should be single or double digits.

For example, say that you awarded 1 point for each win in the fixture, and 0.5 points for each draw, and then a bonus point if the team wins the fixture, and 0.5 points for a drawn fixture. For a 3-1 win, the winning team would get 4 points, and the losing team 1. In Score, enter these as 4000 and 1000 in the Team Points column on each player when entering the result of the game. This will then ensure that the Swiss system works correctly.



Figure 11 - Score for Team Points