

## **MGA GoTD**

MGA GoTD is a free open source program for running small to medium sized [Go](#) tournaments (16-80 players). It handles registration, pairing, and reporting results. GoTD has a simple easy to use interface. It runs on Windows, Linux, and Mac. Currently used by the [Massachusetts Go Association](#).

## **Starting GoTD**

GoTD can be started in two ways. You can start the program with the following command line:

```
java -jar td_1.1.X.jar
```

You can also run this program using Java WebStart by following the link from this URL:

<http://mgatdirector.sourceforge.net>

## ***Command Line Arguments***

In addition to the standard mode there are several command line arguments.

-? or -help	Shows the command line options for the program
-t	Loads a set of test data. This can be useful for getting to know the program and for demonstration purposes.
-nolate	This option prevents you from adding players once the tournament has already started.
-komi	Specifies the komi for even games. This is value specified for the AGA tournament output. Valid values are positive whole numbers. The default value is 7.
-rounds	Specifies the number of rounds the tournament will have. The default is four.

## **Creating A New Tournament**

When the software is first started the tournament will be empty. The first step is to add new players.

### ***Adding A New Player***

A new player can be added by selecting Player > Net Player from the main menu or by pressing Ctrl+N. A new player will start out blank. New players must have a name and rank before the tournament can be started. The AGA number is optional. Players without an AGA number will be assigned a temporary number. Players will be automatically assigned a player number once the

tournament is started.

Unless you have specified the nolate flag you can add new players after the tournament has begun. Simply add a new player using the standard method. Players added after the tournament has started will be automatically set to pass the rounds before the current round.

## **Ranks**

Ranks are given in positive or negative numbers with the positive numbers signifying a dan ranking and the negative numbers signifying a kyu ranking. A rank of 4 indicates four dan and a rank of -4 indicates four kyu. A ranking value of zero is not valid.

## ***Deleting A Player***

To delete an existing player select that player in the list and select Player > Delete Player... from the main menu. You can also press Ctrl+D. You will be prompted for confirmation before the player is deleted.

## ***Starting the Tournament***

Once the players have been added you can press the Start Tournament button to pair the first round of players and start the tournament. You must have at least 16 players to start the tournament.

When the tournament is started each player will be assigned a number based on their ranking. Players will then be ordered by player number. Players without AGA numbers will be assigned a temporary rank. Once each player has been given an AGA number and the list of players has been properly ordered the players will be paired and that pairing will be shown in a dialog.

## ***Setting Players to Pass a Round***

If there is an odd number of players in the tournament you must choose one player to pass during each round. If you do not choose one then the software will choose one randomly. You can also select the player to pass a round by selecting the paired area for that player. There will then be a combo box where you can select a player to pass. You can select a player to pass in any unpaired round. This feature is useful for players choosing to leave early.

## ***Changing the Number of Rounds***

You can change the number of rounds for the tournament before the tournament starts. Select File > Change number of rounds... and specify the number of rounds you want for the tournament.

# **Loading and Saving**

## ***Saving a Tournament***

You should save your tournaments often. Tournaments are saved using the standard AGA tournament reporting format. To save a tournament select File > Save from the main menu or press Ctrl+S. When saving the tournament for the first time you will be prompted for the name of the tournament and the name of the tournament director. Once you have saved the tournament you can save further changes by selecting the same option.

If you want to save a second copy of the tournament data you can use the save as option. This will create a second copy of the data without changing the existing copy.

## ***Loading an Existing Tournament***

Previously saved tournaments can be loaded again to check results or continue the tournament. To load a previously save tournament select File > Load... from the main menu or press Ctrl+O. This will pop up a dialog prompting you to select the tournament file.

## ***Continuing the Tournament***

Once the tournament has started you can use the TD program to record the results of the tournament.

## ***Setting a Winner***

Once a round has been paired you can select any name in the round. When you do this you will be able to select if the person they played won or lost. Once selected winners will be highlight in yellow and losers highlighted in gray. Since each game is played by two players selecting one as the winner will automatically mark the other as the loser.

If the game was an even game you will be prompted to specify which player held the white stones.

## ***Starting the Next Round***

Once all of the results for the round have been entered you can begin the next round. You should make sure that all the results are correct since you can not change them after the next round has begun. You should also save the tournament results before beginning the next round. If you find a mistake you can load the previously saved tournament.

To begin the next round press the Next Round button. This will pair the players for the next round and

then show the pairings dialog.

When the penultimate round has begun the Next Round button will change to read Finish Tournament.

### ***Showing the Current Pairings***

After a specific round has been paired you can always see the pairing list again by pressing the Show Current Pairings button.

### ***Creating Bands***

If your tournament is large you may wish to set an upper and lower band. This will allow you to see separate rankings for each band to award a separate set of prizes. You can select Player > Set Band from the main menu. This option will show the select band dialog to allow you to set the division between upper and lower bands.

### ***Showing Rankings and Determining the Winner***

At any point you can show the current rankings for the tournament. They can be useful, but they aren't really meaningful until the tournament has been completed. Once the tournament is finished you can press the Show Current Ranks to see the winners for the tournament.

### ***Seeing The Full Tournament Ranks***

It can be useful in some situations to see the full rankings for everyone in the tournament. This will show you how everyone did. These results can be long so they will be copied to the clipboard. You can then paste them into any editor you like. You can copy these rankings by selecting Player > Copy Full Current Ranks... from the main menu.