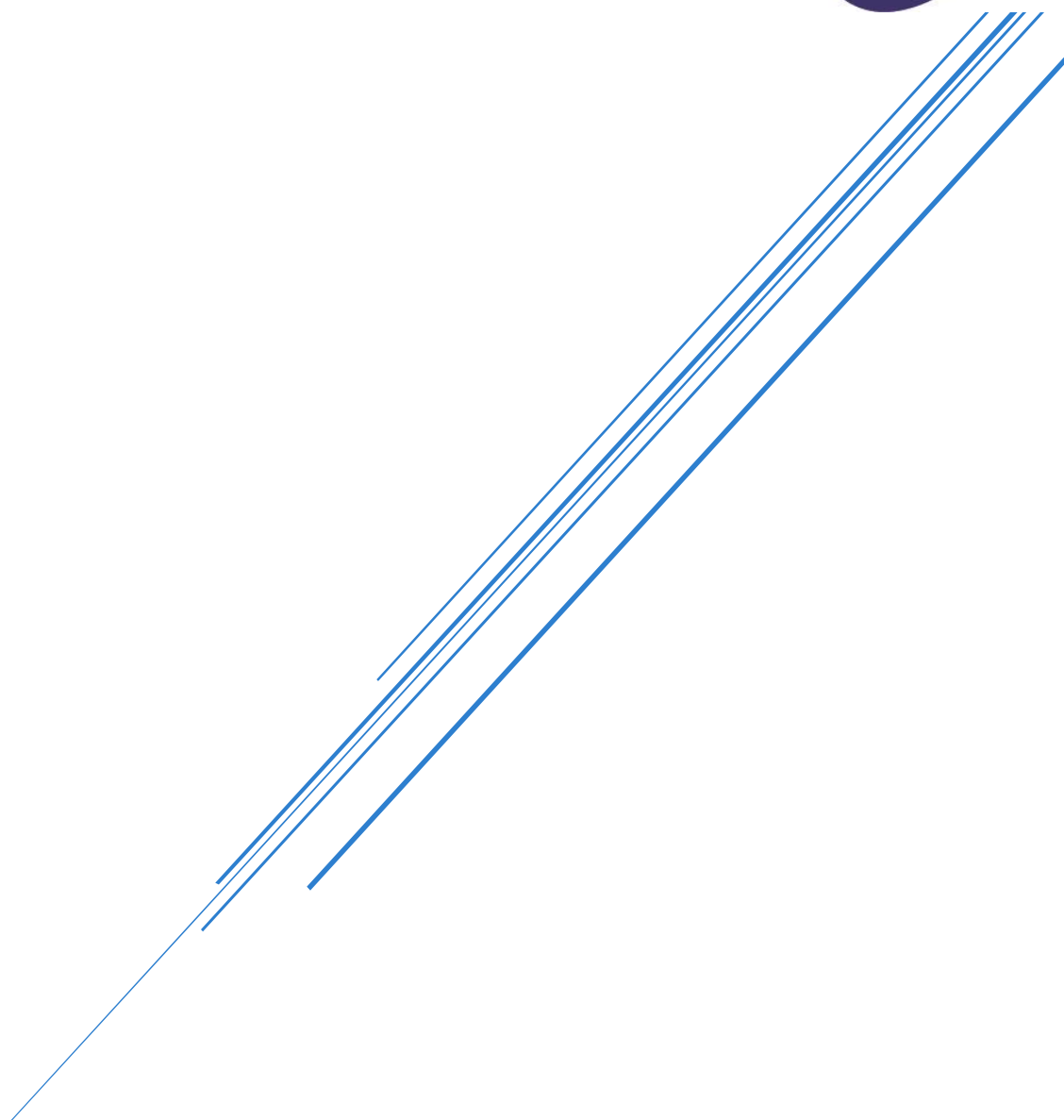


# HANDLEIDING 2K TABLET TOERNOOI

Dartvereniging Urk De Rake Gooier



1-9-2024  
Versie 2.0

Vooraf, op de tablets: zorg dat alle tablets aangemeld zijn (onderste knop menu). Indien daar uitgelogd? Klik dan rechtsboven het poppetje en meld opnieuw aan.

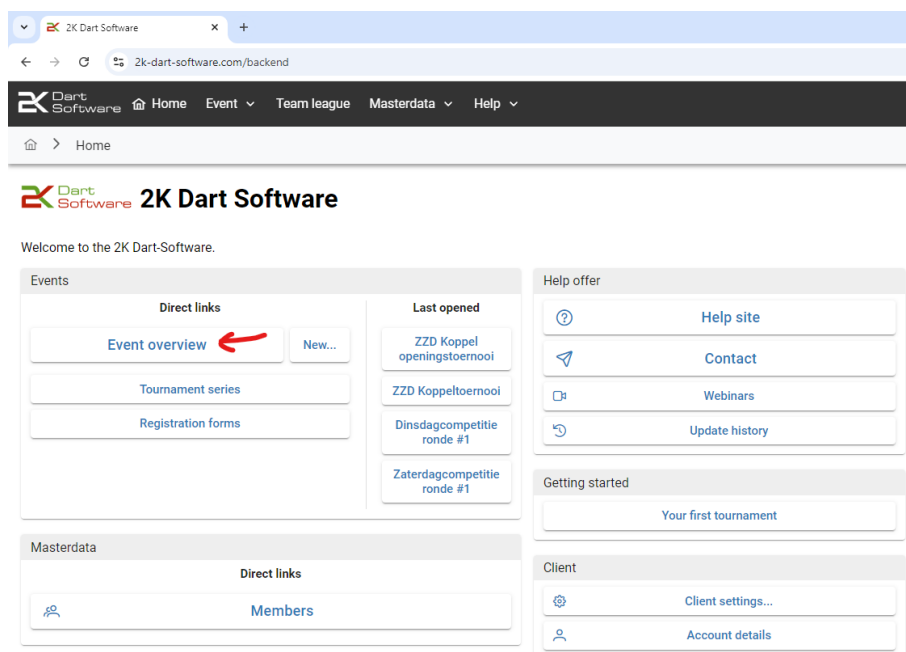
Poules

### STAP 1:

Ga naar <https://2k-dart-software.com/backend/login>

### STAP 2:

Klik op “Event overview”:



### STAP 3:

Kies het toernooi wat je wil opstarten, zaterdag- of dinsdagtoernooi:

Events Archive All Order: Default

Date	Time	Name	Type	Event kind			Status	Fav		
TODAY										
08/30/2024	20:00	ZZD Koppel openingstoernooi	Tournament	Double	31					
Coming										
08/31/2024	17:00	Zaterdagcompetitie ronde #1	Tournament	Single						
09/03/2024	20:00	Dinsdagcompetitie ronde #1	Tournament	Single						

## STAP 4:

Zorg dat alle members gelinked zijn door onderstaande kolom alle icoontjes op GROEN te zetten.

Dart Software Home Event Team league Masterdata Help

Events > Zaterdagcompetitie ronde #1

Tournament data Participants (48) Mode (3) Results Placement

Display name ↑↓	Gender	Club ↑↓	Rank pos. ↑↓
<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> Gerrit Van den berg	♂		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Constant Artz	-		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Willem Pasterkamp	♂		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Maarten Post	♂		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Henk Post	♂		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Harm Kempers	♂		<input checked="" type="checkbox"/>

Indien rood: klik erop. Zoek speler door hier achternaam in te voeren:

Dart Software Home Event Team league Masterdata Help

Events > Test13

Tournament data Participants (1)

Member link

Surname: Duiker, Firstname: Willem

Search:  + Create member from registration data...

Name	Firstname	Birthdate	ZIP	City	%
Bakker	Willem	01/31/2000			75
Bakker	Willem	08/08/2005			75
Bakker	Kaleb				36
Bakker	Ferry				27
Bakker	Henri				27

Kies de goede speler. Geen speler gevonden? Klik dan op “Create member from registration data...”. Maak daar een nieuw lid aan door gewoon Save te klikken.

## STAP 5: Controleer of alle deelnemers er zijn/kloppen en zet ze op aanwezig:

Dart Software Home Event Team league Masterdata Help

Events > ZZD Koppel openingstoernooi

Tournament data Participants (31) Mode (3) Results Placement

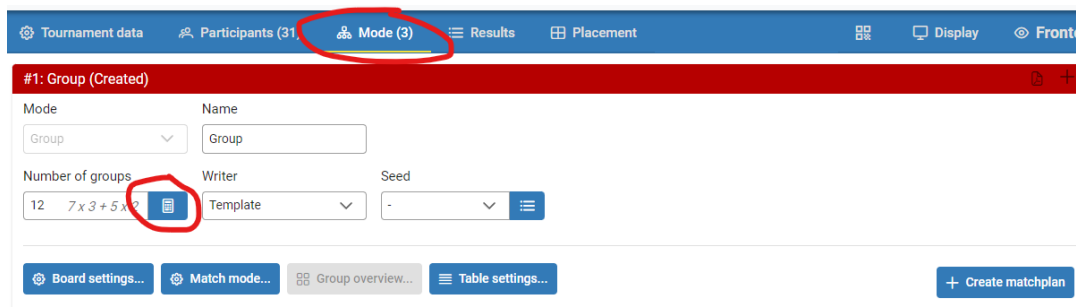
Display name ↑↓	Gender	Club ↑↓	Rank pos. ↑↓
<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> Lub Wakker & Gerrit Snoek (Black)	- ♂		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Albert Jansen & Auke Word	♂ -		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> willem de boer (Bounce) & luut de boer	♂ -		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Gerben Schraa & Marcel Vink	- ♂		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Kees De vries & Okke Weerstand	♂ -		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Riekel van Veen & Jan Wakker	♂ ♂		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Jan Jongman & Klaas Jongman	♂ ♂		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Wypke Kapitein & Marinus Snoek	- ♂		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Jariën Post & Danny Mazereeuw	- -		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Louw Koffeman & Bartel Oost	- ♂		<input checked="" type="checkbox"/>

Set all to present/not present

Do you really want to change the present state of all participants?

**STAP 6:**

POULES: Maak je poule indeling: poules van 3 en/of 4.



**STAP 7:**

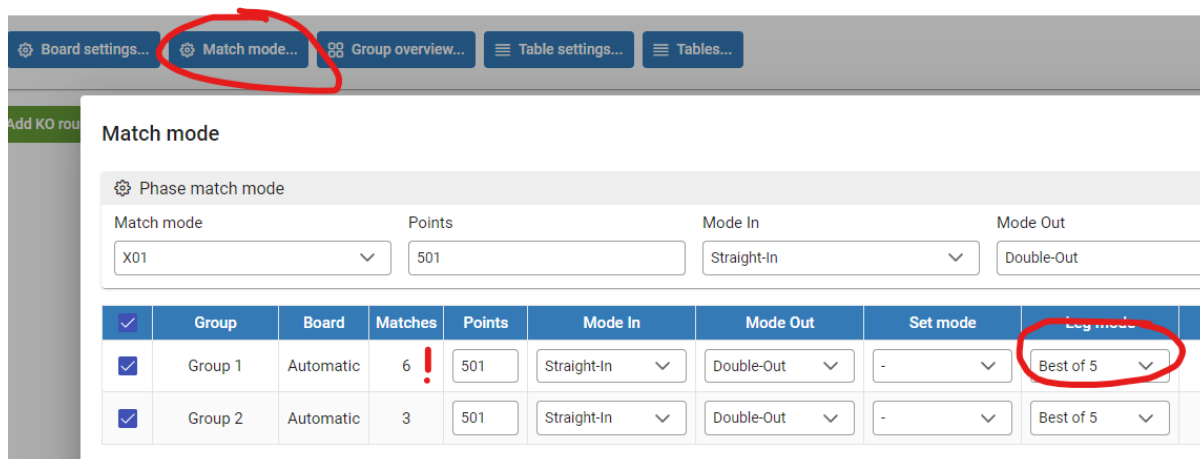
- controleer of de banen kloppen via knop “Board settings”
- controleer of Leg mode klopt via knop “Match mode”.

**STAP 8:**

klik “Create matchplan”

**STAP 9: BELANGRIJK!!!!**

POULES: heb je poules van 3 én 4? Klik dan weer op knop “Match mode”. Verander Leg mode van de poule van 4 naar Best of 3.



**STAP 10:**

Klik knop “Enable matchplan”. De poules kunnen beginnen.

**STAP 11: BELANGRIJK!!! SPELERS DIE NA DE POULE STOPPEN!!!** Haal die na de poules uit het toernooi voordat je de KO start:

The screenshot shows the Dart Software interface with a list of participants. A dialog box titled "Remove participant" is open, asking for confirmation to remove "Baarsen, Jelle". The dialog box contains the following text: "Event already started. Do you want to remove 'Baarsen, Jelle' from the running event?". There are three buttons: "Lose all matches", "Lose coming matches", and "Cancel". The "Lose coming matches" button is circled in red.

Display name ↑↓	Gender	Club ↑↓	Current position ↑↓	Rank pos. ↑↓	
Baarsen, Ruben	♂				Exclude participant
Baarsen, Pieter	♂				Exclude participant
Baarsen, Jelle	♂				Exclude participant
Bakker, Ferry	-				Exclude participant
Bakker, Henri	-				Exclude participant
Bakker, Kaleb	♂				Exclude participant
Bakker, Willem	♂				Exclude participant

## Stap 12 (optioneel):

Je kan een poule uitslag hebben waardoor de stand niet bepaald kan worden. We spelen dan een 1001. Is de uitslag daarna bekend, vul dan via knop "Tables" de definitieve uitslag in.

The screenshot shows the tournament management interface. The main interface has a top navigation bar with tabs: Tournament data, Participants (7), Mode (1), Results, and Placement. Below this, there's a section for "#1: Group (Finished)" with settings for Mode (Group), Name (Group), Number of groups (2), Writer (Template), and Seed (-). A toolbar contains buttons for Board settings..., Match mode..., Group overview..., Table setting..., Tables..., and Export... The "Tables..." button is circled in red. A modal window titled "Tables" is open, showing a table for "Group 2". The table has columns: Position, Custom, Player, Played, W, D, L, Points, and Legs. The data is as follows:

Position	Custom	Player	Played	W	D	L	Points	Legs
1.	<input type="checkbox"/>	Bakker, Kaleb	2	1	0	1	2:2	3:3
	<input type="checkbox"/>	Bakker, Willem	2	1	0	1	2:2	3:3
	<input type="checkbox"/>	Balsimo, Massimo	2	1	0	1	2:2	3:3

Below the table, there is a hint: "Hint: Type in your placements in 'Custom' column. This overrides the order of the table in case of tie, even in head-to-head situations." and a text input field for "Comment". A "Save" button is at the bottom of the modal. The "Custom" column checkboxes and the "Tables" button in the main interface are circled in red.

KNOCK OUT, tabje Mode.

---

**STAP 1:**

WINNAARSRONDE: Vooraf: controleer door “Board settings” knop te klikken of de banen goed staan.

**STAP 2:**

WINNAARSRONDE: Kies bij Match plan: 1 en 2 door:

#2: KO - WIN (Created)

Mode: KO

KO mode: SKO (Single KO)

Name: KO - WIN

Player source: #1 - Group

Match plan: Please select... (2 groups) 1st - 2nd (4 Player), (2 groups) 1st - 4th (8 Player), (2 groups) 1st - 1st (2 Player), (2 groups) 1st - bye & 2nd - 3rd (8 Player), (2 groups) 1st - 4th (all placements) (8 Player), All participants (algorithm), All first and second places (algorithm)

Final matches: -

Blank match plan:

**STAP 3:**

WINNAARSRONDE: Klik “Create matchplan”

**STAP 4:**

WINNAARSRONDE: Ga naar tabje Results, en verander de finale alvast in Best of 7!

**STAP 5:**

WINNAARSRONDE: ga terug naar Mode tabje en knik “Enable matchplan”.

De WINNAARSRONDE kan gespeeld worden.

VERLIEZERSRONDE: doe hetzelfde als bij de winnaarsronde, maar kies **VOORDAT** je “Create matchplan” kiest:

The screenshot shows a dropdown menu with the following options: (2 groups) 3rd - 4th (4 Player), (2 groups) 4th - 4th (2 Player), (2 groups) 3rd - 3rd (2 Player), (2 groups) 2nd - 2nd (2 Player), (2 groups) 2nd - 3rd (4 Player), Remaining participants (algorithm) (indicated by a red arrow), and All third and fourth places (algorithm). Below the menu is a 'Please select...' dropdown. To the right, there is a 'Player source' dropdown set to '#1 - Group' and a 'Final matches' dropdown set to '-'. At the bottom, there are two buttons: 'Board settings...' and 'Match mode...'.

### STAP 6: Toernooi afgelopen? Ga naar Tabje Placement.

- 1: Klik “Recalculate placement”
- 2: Klik “Save data to ranking”
- 3: Klik “Go to ranking list”

The screenshot shows the 'Placement' tab of a tournament management interface. The top navigation bar includes buttons for 'Save data to ranking (F7)', 'Delete from ranking (F7)', and 'Goto ranking list (F4)'. The main area contains a table with columns: Place, Player, Total, Tou.p., Perf., Grp., and Pres. The table lists 16 players with their respective scores and performance metrics. A red circle highlights the 'Recalculate placement...' button at the bottom left. Another red circle highlights the 'Save data to ranking (F7)' and 'Goto ranking list (F4)' buttons, with a red '3' next to the latter. A red '2' is placed near the 'Participants (48)' tab.

Place	Player	Total	Tou.p.	Perf.	Grp.	Pres.
1.	Pieter Baarssen (Piebre)	21,0	7,0	2,0		1,0
2.	Maarten Post	18,0	6,0	1,0		1,0
3.	Maartendirk Woord	14,5	5,0	0,5		1,0
3.	Jariën Post	14,0	5,0	1,0		1,0
5.	Geert Nentjes	14,0	4,0	2,5		1,0
5.	Pieter Romkes (Toet)	13,0	4,0	2,0		1,0
5.	Klaas Lucas Zeeman	11,0	4,0			1,0
5.	Teunis Visscher	11,5	4,0	0,5		1,0
9.	Henk Snijder	6,0	0,0			1,0
9.	Evert De groene	7,0	0,0	0,5		1,0
9.	Jan Schakel	4,0	0,0			1,0
9.	Marco Hoorn	6,5	0,0	0,5		1,0
9.	Gerrit Van den berg	4,5	0,0	0,5		1,0
9.	Cornelis Klaaijzen	5,5	0,0			1,0
9.	Wim Dant	6,5	0,0			1,0



### STAP 7:

Op de Ranking list pagina moet je de punten nog even aan de verliezersronde toekennen:

Winnaar: 3 punten, nummer twee 2 punten, en halve finalist 1 punt.

**Ranking list result**

Tournament: Please select... | Player: Kramer, Klaas Andries

Placement: 33 | Punish points: 0 | Comment:



**Tournament points**

Tournament points: 3 | Total: 12

**Bonus points**

Best performances: 1 | Attendance: 1 | Group match win: 0 | Legs won: 7

✓ Save | ✕ Cancel

Tournament	Date	Place						
Zaterdagcompetitie ronde #1	08/31/2024	17	V					
Zaterdagcompetitie ronde #1	08/31/2024	17	D					
Zaterdagcompetitie ronde #1	08/31/2024	17	V					
Zaterdagcompetitie ronde #1	08/31/2024	17	S					
Zaterdagcompetitie ronde #1	08/31/2024	17	F					
Zaterdagcompetitie ronde #1	08/31/2024	17	J					
Zaterdagcompetitie ronde #1	08/31/2024	17	E					
Zaterdagcompetitie ronde #1	08/31/2024	17	K					
Zaterdagcompetitie ronde #1	08/31/2024	17	J					
Zaterdagcompetitie ronde #1	08/31/2024	33	Kramer, Klaas Andries	152	12,0	3,0	9,0	 
Zaterdagcompetitie ronde #1	08/31/2024	34	ten Napel, Bertus	43	9,0	2,0	7,0	