



OFFICIAL INSTRUCTIONS • V12.044

RUN A TOURNAMENT WITHOUT GUESSWORK

Plain-language, start-to-finish instructions for Directors, coaches, officials, and volunteer scorer tables. Every screenshot in this guide was captured from the real MatCommand Tournament V12.044 application using tournament test data.

Published July 24, 2026. The searchable HTML and downloadable PDF cover Scramble, Round Robin, Single Elimination, and Double Elimination.

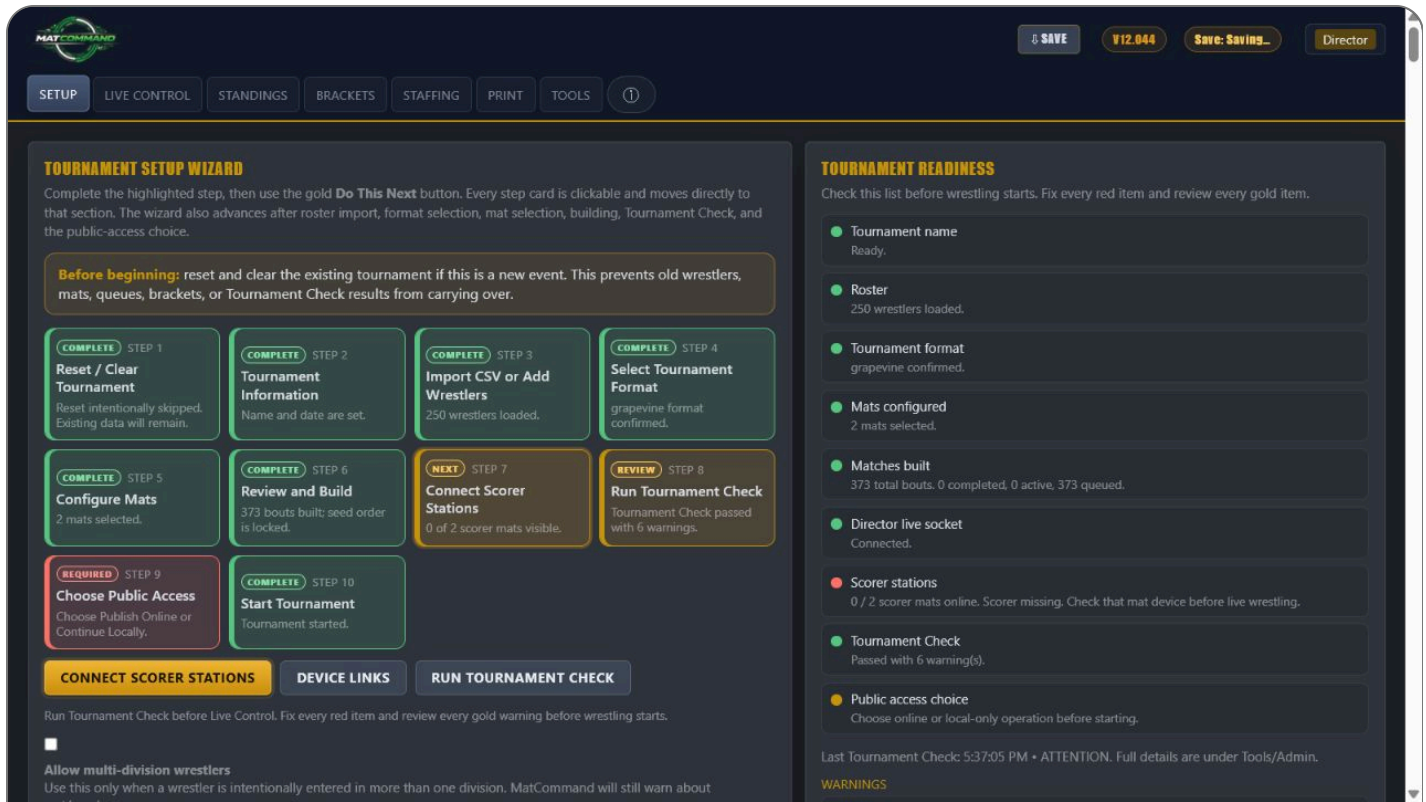
Quick Start: Tournament Day in 10 Steps

If you read only one section, use this one. The Setup Wizard is the safest path from an empty event to live wrestling.

1. **Start the Director computer first.** Connect it to the tournament router or tested private Wi-Fi, then launch MatCommand Tournament. The installed application opens MatCommand automatically.
2. **Choose Guided Setup.** If MatCommand finds a saved event, choose Resume only when you are continuing that exact tournament.
3. **Step 1 — Reset or continue.** For a new event, clear the old tournament. For a resumed event, choose Continue Without Reset.
4. **Enter the tournament name and date.** Then import the roster or add wrestlers.
5. **Choose the format.** Set Scramble options if using Scramble. For Bracket or Double Elimination, finish seeding *before* Build Tournament.
6. **Set the mat count.** MatCommand supports 1 through 18 mats.
7. **Review and build.** Read the build summary before clicking Build Tournament.
8. **Open scorer links.** Check in every mat and confirm every scorer appears online.
9. **Run Tournament Check.** Fix red items. Read every gold warning. Choose Publish Online or Continue Locally.
10. **Start Tournament.** Open Live Control and watch the first bout reach every scorer before wrestling begins.

Do not rush past Tournament Check

A gold warning may be acceptable, but it still needs a human decision. A red item must be fixed before the event starts.



Real V12.044 screen: The Setup Wizard and Tournament Readiness panel show exactly what is complete, required, or needs review.

Before Tournament Day

What to prepare

- ✓ A Windows Director laptop with MatCommand Tournament V12.044 installed and activated.
- ✓ A dedicated tournament router whenever possible. Internet is useful for Cloud publishing, but local scoring continues without it.
- ✓ One scorer device per mat, plus any mat displays or public-display computers.
- ✓ The final roster in CSV or Excel format, or enough time to enter wrestlers manually.
- ✓ A printed copy of scorer URLs/QR codes and at least one printed emergency bout sheet per mat.
- ✓ A power plan: chargers, extension cords, and a Director laptop that will not sleep during the event.

Recommended rehearsal

Run a short practice event before tournament day. Build at least eight wrestlers, connect every scorer device, score one bout, print one sheet, save, close, and recover the event. This catches network and printer problems while there is still time to fix them.

Network rules that prevent most problems

- Connect the Director, scorers, and local displays to the **same private network**.
- Turn off automatic network switching on scorer tablets if possible. A device may leave the tournament router for a remembered building network.
- Keep the Director computer's Windows network profile set to **Private**, not Public.
- Keep MatCommand Tournament running on the Director computer until the event is finished and saved.
- Cloud problems must never stop local wrestling. If Internet service fails, choose Continue Locally and keep the event moving.

Install, Activate, and Open MatCommand

Install

- 1 Download the official installer**

Use the MatCommand website download. The production filename for this release is **MatCommand-Tournament-Setup-V12.044.exe**.
- 2 Run the installer**

Windows may ask for permission. Confirm that the signed publisher is Scott Crum before continuing. Use the normal Start Menu or desktop shortcut after installation.
- 3 Launch MatCommand Tournament**

Use the installed Start Menu or desktop shortcut. The V12.044 EXE starts MatCommand and opens the Director interface automatically. Nothing else needs to remain open.

Activate

Open the **About / License Center** with the round information button in the top navigation. Enter a purchased license key and choose **Activate License**. After a successful activation, the signed annual license remains usable offline through its expiration date.

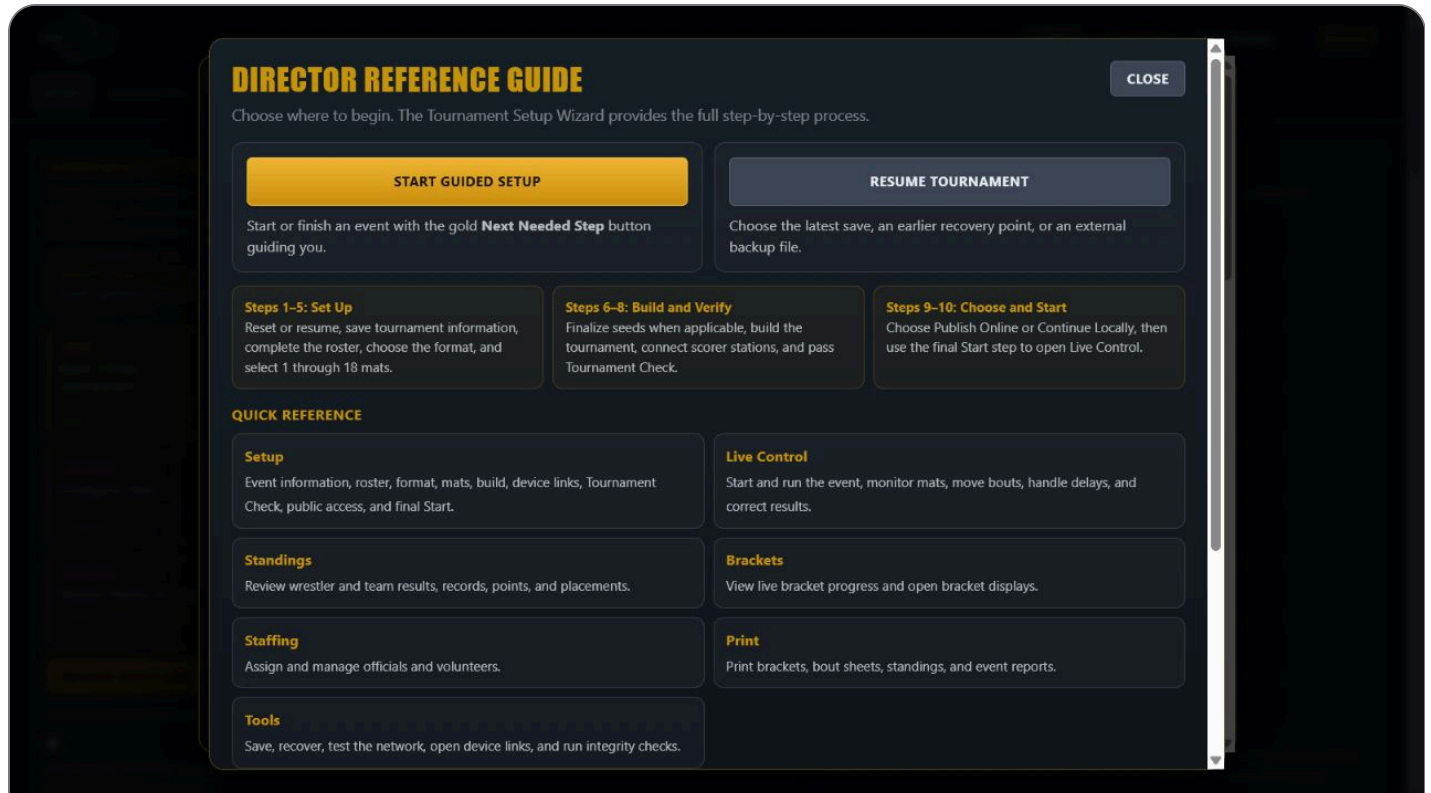
If the Director computer has no Internet, choose **Create Offline License Request**, send the request file to MatCommand, then import the signed license file that is returned. Never send or store MatCommand's private signing key on a customer computer.

What consumes an activation?

Only Director computers consume Tournament activations. Scoring stations, mat displays, local public viewers, parent viewers, and Cloud spectators do not consume Director activations.

Startup choices

- **Start Guided Setup** opens the ten-step Setup Wizard.
- **Resume Tournament** opens recovery choices for an existing event.
- **Start New Tournament** begins a clean event only after you confirm that old data should not carry over.
- **Director Setup** is the private control page. Do not hand this link to spectators.

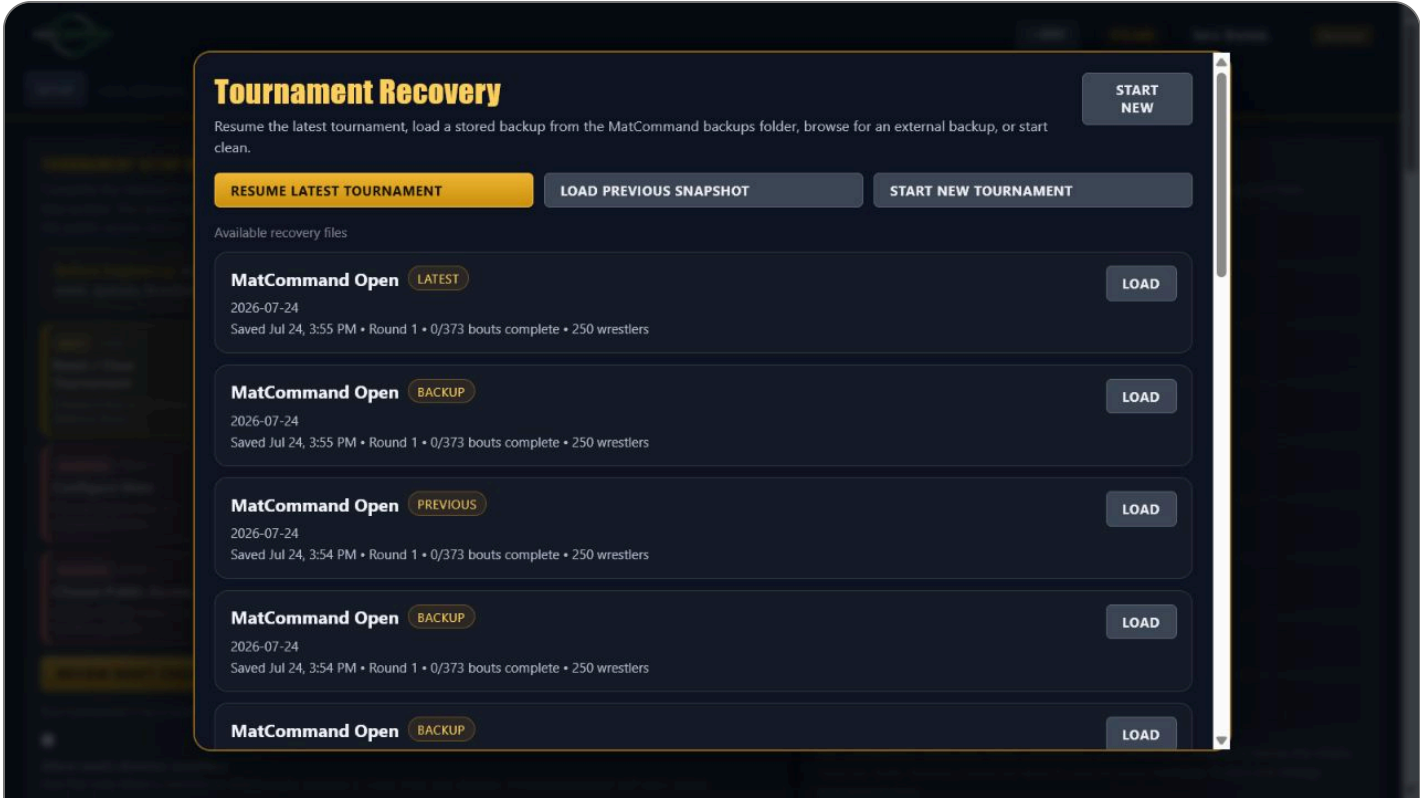


The screenshot shows the 'DIRECTOR REFERENCE GUIDE' interface. At the top, it says 'Choose where to begin. The Tournament Setup Wizard provides the full step-by-step process.' Below this are two main buttons: 'START GUIDED SETUP' (highlighted in yellow) and 'RESUME TOURNAMENT'. The 'START GUIDED SETUP' button has a description: 'Start or finish an event with the gold **Next Needed Step** button guiding you.' The 'RESUME TOURNAMENT' button has a description: 'Choose the latest save, an earlier recovery point, or an external backup file.' Below these are three columns of steps: 'Steps 1-5: Set Up' (Reset or resume, save tournament information, complete the roster, choose the format, and select 1 through 18 mats), 'Steps 6-8: Build and Verify' (Finalize seeds when applicable, build the tournament, connect scorer stations, and pass Tournament Check), and 'Steps 9-10: Choose and Start' (Choose Publish Online or Continue Locally, then use the final Start step to open Live Control). Below the steps is a 'QUICK REFERENCE' section with five categories: 'Setup' (Event information, roster, format, mats, build, device links, Tournament Check, public access, and final Start), 'Standings' (Review wrestler and team results, records, points, and placements), 'Staffing' (Assign and manage officials and volunteers), 'Tools' (Save, recover, test the network, open device links, and run integrity checks), 'Live Control' (Start and run the event, monitor mats, move bouts, handle delays, and correct results), 'Brackets' (View live bracket progress and open bracket displays), and 'Print' (Print brackets, bout sheets, standings, and event reports).

Real V12.044 screen: The opening guide points the Director to Guided Setup, recovery, device links, and day-of reminders.

Resume or Recover an Existing Tournament

MatCommand continuously protects the event with saves, recovery files, checkpoints, and backups. Recovery is for continuing the same tournament after a browser close, restart, power loss, or application update.



Real V12.044 screen: The recovery screen identifies the latest save and older recovery entries before anything is loaded.

Buttons on the recovery screen

Button	Use it when	What it does
Resume Latest Tournament	You want the newest saved state of the same event.	Loads the latest valid recovery state and returns to the Director.
Load Previous Snapshot	The newest state is wrong or you need an earlier point.	Lets you select an older saved snapshot.
Start New Tournament	The prior event is finished and you are intentionally beginning a different event.	Returns to the setup path; Step 1 still asks you to clear or continue.
Load	You have reviewed a named recovery entry and want that exact file.	Loads the selected tournament state after required confirmation.

Recovery is not the same as rebuilding

Loading a saved recovery file restores an event. Rebuilding an active elimination tournament can change bracket ownership and should not be used as a recovery shortcut.

Know the Director Screen

The top navigation stays available while the event is open.

Tab or control	Purpose
Save	Creates an immediate saved state. The blue status beside it shows the last successful save.
Version badge	Shows the running release. This guide covers V12.044.
Director badge	Shows that this browser owns the single active Director session.
Setup	The ten-step wizard, roster, format, mats, build, scorer links, Tournament Check, Cloud choice, and start controls.
Live Control	Current bouts, queues, mat control, messages, corrections, event health, and safe live actions.
Standings	Format results, team/wrestler summaries, and Scramble bout lists.
Brackets	Bracket/list views for built matches and advancement.
Staffing	Officials and volunteer assignments.
Print	Wall brackets, scorekeeper sheets, emergency cards, and coach/team bout sheets.
Tools	Recovery, audit, integrity checks, device links, network tests, PINs, backups, and clean shutdown.
① About	Version, support, searchable FAQ, License Center, and offline activation.

The Setup Wizard: Every Step

The gold card is the next recommended action. Green means complete. Gold review means the step is usable but needs attention. Red means a required condition is missing.

Step 1 — Reset / Clear Tournament

For a new event: choose **Clear All Wrestlers / Reset** and confirm. This clears old wrestlers, mats, queues, brackets, and prior Tournament Check results.

For the same event: choose **Continue Without Reset**. This keeps the loaded tournament and moves to Step 2.

Do not clear a tournament just because a wizard card changed color

First confirm the tournament name, roster count, format, mats, and recovery entry. Clear only when you truly intend to start a different event.

Step 2 — Tournament Information

Enter the tournament name and date. Location is optional. Use a clear public name such as "2026 South Jersey Youth Open," not "Test" or "Saturday." The name appears in saves, backups, printed material, and Cloud viewing.

Step 3 — Import CSV or Add Wrestlers

Use one of four methods:

- **Choose Roster File** for CSV, XLSX, XLS, supported JSON, or MatCommand transfer files.
- **Download CSV Template** or **Download Excel Template**, fill it out, save it, then import it.
- **Manual Entry** for one wrestler at a time.
- **Paste CSV rows** for quick text copied from another system.

Option 1 — Import a CSV or roster file
Best when you have several wrestlers. Choose your completed CSV, Excel file, or supported MatCommand transfer file.

Option 2 — Add wrestlers manually
Use this when entering wrestlers one at a time. Complete the fields below and click Add for each wrestler.

CSV headers — put this exact line at the top:
Name,Weight,Division,Team,Record,Skill,BirthDate,MatCommandAthleteId
Example row: Jake Torres,68,8U,Pemberton,5-2,Novice,2017-04-12,MCA-ABCD-EFGH-JKMP. Only Name and Weight are required. BirthDate is private. MatCommandAthleteId provides exact repeat-tournament matching.

MANUAL ENTRY — ADD ONE WRESTLER

Name: First Last, Weight (lbs): 68, Division: Bantam (Ages 7-8), Team: — Select team —, Record: 0-0, Birth date (private, optional): mm/dd/yyyy

Wrestler List:

Name	Weight	Division	Team	Record	Skill	BirthDate	MatCommandAthleteId
Isaac Adams	10U	70	Atlantic City Vikings	11-10	Intermediate		
Anthony Lewis	8U	75	Atlantic City Vikings	5-9	Intermediate		
Owen Walker	14U	80	Atlantic City Vikings	18-8	Intermediate		
Alexander Anderson	12U	90	Atlantic City Vikings	26-0	Advanced		
Nolan Carter	10U	110	Atlantic City Vikings	3-5	Intermediate		
Thomas Nguyen	14U	110	Atlantic City Vikings	10-3	Intermediate		
Isaiah Wright	14U	120	Atlantic City Vikings	24-9	Intermediate		
Bordertown Braves 10 wrestlers							
Ethan Thompson	8U	45	Bordertown Braves	18-3	Intermediate		
Henry Miller	6U	55	Bordertown Braves	26-8	Intermediate		
Gabriel Nelson	10U	70	Bordertown Braves	16-12	Intermediate		
Andrew Robinson	8U	75	Bordertown Braves	10-11	Intermediate		

Real V12.044 screen: Roster import, templates, reusable export, manual entry, Athlete ID tools, and the live roster appear together.

The exact roster columns are

Name,Weight,Division,Team,Record,Skill,BirthDate,MatCommandAthleteId. Only Name and Weight are required. Birth date stays private and improves repeat-athlete matching. MatCommandAthleteId provides exact matching when it is available.

Choose **Roster Complete — Continue to Format** only after you have checked spelling, weights, divisions, teams, and records.

Step 4 — Select Tournament Format

Choose Round Robin, Bracket, Scramble, or Double Elimination. Selecting Scramble takes you to the Scramble options so you can set the weight window, match goal, and periods before continuing.

Match Format

- Round Robin**
Everyone wrestles everyone in their weight class
- Bracket**
Single elimination seeded by record
- Scramble**
Scramble-style matching within the selected weight window with skill/record balancing. Designed for youth live wrestling and fast fair match rotation instead of fixed brackets.
- Double Elimination**
Two losses and out. First-loss wrestlers move into wrestlebacks/consolation, with an If-Needed Final only if the undefeated finalist takes their first loss.

Scramble Custom Options

Safety first: Scramble keeps the selected weight window as the hard automatic pairing limit, then works toward the match goal for every wrestler. Under-matched kids are prioritized first; safe bonus bouts may be added when the room supports it. Skill is ignored for bracket and round robin tournaments.

Weight Window **Match Goal Per Wrestler** **Period Length (Director Override)**

±5 lbs 2 match goal 1 min

Num. Periods

3 periods

Scramble period rule: Scramble periods are always 1:00 regardless of age, division, or weight class. • OT always 1:00 • Director can override here or per match on the mat if needed

Rank	Wrestler	Weight	Age	Record	Team	Rank	Wrestler	Weight	Age	Record	Team
23	Ethan Adams	10U	55	55	Burlington City	17-0	Intermediate	EDIT	X		
24	Henry Sanchez	8U	65	65	Burlington City	25-5	Intermediate	EDIT	X		
25	Gabriel Lopez	12U	80	80	Burlington City	15-9	Intermediate	EDIT	X		
26	Josiah Martinez	6U	80	80	Burlington City	2-10	Intermediate	EDIT	X		
27	Andrew Carter	10U	85	85	Burlington City	9-8	Intermediate	EDIT	X		
28	Christopher Rivera	10U	90	85	Burlington City	23-1	Advanced	EDIT	X		
29	Michael Wright	14U	100	85	Burlington City	30-12	Intermediate	EDIT	X		
30	Cameron Jackson	12U	120	85	Burlington City	7-4	Intermediate	EDIT	X		
Camden Hawks 10 wrestlers											
31	Noah Williams	6U	38	40	Camden Hawks	14-4	Intermediate	EDIT	X		
32	Levi Sanchez	8U	55	55	Camden Hawks	29-7	Intermediate	EDIT	X		
33	Isaac Thompson	8U	60	60	Camden Hawks	12-0	Intermediate	EDIT	X		

Real V12.044 screen: The four supported formats and Scramble-specific options are shown before anything is built.

Step 5 — Configure Mats

Select the number of physical mats that will actually be staffed. MatCommand supports 1 through 18. More mats are not automatically faster if you do not have enough referees and scorers.

Choose the number of competition mats. The same value is used by Setup, Live Control, scorer links, queues, recovery, and public displays.

Mats
2 Mats

STEP 6 • REVIEW & BUILD TOURNAMENT
Review the roster, tournament format, and mat count, then build. Seeding is not used for this format.

MODE: SCRAMBLE MATCHING

6U 40 lbs 5 wrestlers varies	6U 45 lbs 5 wrestlers varies	6U 50 lbs 10 wrestlers varies	6U 55 lbs 5 wrestlers varies
6U 60 lbs 5 wrestlers varies	6U 65 lbs 5 wrestlers varies	6U 70 lbs 5 wrestlers varies	6U 80 lbs 5 wrestlers varies
8U 65 lbs 5 wrestlers varies	8U 45 lbs 5 wrestlers varies	8U 50 lbs 5 wrestlers varies	8U 55 lbs 5 wrestlers varies
8U 60 lbs 5 wrestlers varies	8U 65 lbs 5 wrestlers varies	8U 70 lbs 5 wrestlers varies	8U 75 lbs 5 wrestlers varies
8U 80 lbs 5 wrestlers varies	8U 85 lbs 10 wrestlers varies	10U 55 lbs 5 wrestlers varies	10U 60 lbs 5 wrestlers varies

35	Owen Lopez	12U	70	70	Camden Hawks	19-11	Intermediate	EDIT	X
36	Alexander Rivera	10U	80	80	Camden Hawks	27-3	Advanced	EDIT	X
37	Benjamin Young	14U	95	85	Camden Hawks	17-7	Intermediate	EDIT	X
38	Nolan Robinson	8U	100	85	Camden Hawks	4-8	Intermediate	EDIT	X
39	Thomas Jackson	12U	100	85	Camden Hawks	11-6	Intermediate	EDIT	X
40	Isaiah Thomas	12U	110	85	Camden Hawks	25-12	Intermediate	EDIT	X
▼ Cherokee Chiefs 10 wrestlers									
41	Lucas Jones	6U	38	40	Cherokee Chiefs	24-8	Intermediate	EDIT	X
42	Jackson Johnson	6U	42	45	Cherokee Chiefs	7-1	Intermediate	EDIT	X
43	Julian Harris	8U	60	60	Cherokee Chiefs	22-4	Advanced	EDIT	X
44	Joshua Rodriguez	6U	70	70	Cherokee Chiefs	30-9	Intermediate	EDIT	X
45	Wyatt	12U	75	75	Cherokee Chiefs	12-8	Intermediate	EDIT	X

Real V12.044 screen: The mat selector and pre-build summary help the Director check the schedule before building.

Step 6 — Review, Seed, Then Build

- Review the roster groups, weights, divisions, and teams.
- For Bracket or Double Elimination, open the Seed Editor and finish seed order first.
- For Round Robin, confirm class sizes; a large class creates many bouts.
- For Scramble, confirm the match goal and weight window.
- Choose **Build Tournament** once. Read the success summary.

Seeding must happen before Build Tournament

Changing a seed after matches are built does not safely rewrite the canonical bracket. If a pre-event correction requires a rebuild, do it before live wrestling and rerun Tournament Check.

Step 7 — Connect Scoring Stations

Choose **Device Links**. Open or scan the exact Scoring Mat link for each mat. Confirm the scorer page says the correct mat number and appears online in Tournament Readiness.

DEVICE LINKS & QR CODES

Use this after setup is complete. Open scorer pages only on scoring table devices. Use Mat Display links near each mat and Public Display for a community screen or spectator laptop.

Current Base URL: <http://192.168.50.13:8875>
Mats Configured: 2

Run the full Network Test from Tools/Admin after all devices are connected.

COPY ALL LINKS **OPEN LIVE CONTROL**

DEVICE LINKS

Device Link	URL	QR Code	COPY	OPEN
DIRECTOR SETUP	http://192.168.50.13:8875/index.html		COPY	OPEN
PUBLIC DISPLAY	http://192.168.50.13:8875/viewer.html		COPY	OPEN
SCORING MAT 1	http://192.168.50.13:8875/scoring.html?mat=1		COPY	OPEN

Real V12.044 screen: Each scorer, mat display, and public viewer has a purpose-specific link and QR code.

Step 8 — Run Tournament Check

Tournament Check is read-only. It checks IDs, bout numbers, bracket ownership, mat queues, simultaneous wrestler conflicts, public projections, selected mats, and recovery guardrails. It does not change tournament data.

- **Green:** passed.
- **Gold:** review the warning and decide whether it is acceptable.
- **Red:** fix the blocking item before starting.

Tournament Cloud V12.03 INCLUDED
 Tournament Cloud is included with every active Tournament Director and Youth Organization license.

☒ **Publish this tournament online**
 Private athlete matching is ready. This tournament is not public until you choose Publish Online.
 A choice is required before the final Start step.

LICENSE & CLOUD **PUBLISH ONLINE** **CONTINUE LOCALLY**

END THIS CLOUD EVENT COPY VIEWER LINK PRINT PUBLIC QR

Included with Tournament Director and Youth Organization. Only the Director can publish or end a Cloud event. Cloud outages never block local tournament startup, scoring, saving, displays, or recovery.

STEP 10 • START TOURNAMENT

After Tournament Check passes and you choose online or local-only operation, start the tournament and move into Live Control.

START TOURNAMENT & OPEN LIVE CONTROL

ID	Name	Weight	Record	Team	Score	Level	Buttons	
59	Miles Smith	10U	110	85	Cinnamonson Pirates	0-0	Novice	EDIT X
60	Ezra Torres	14U	120	85	Cinnamonson Pirates	3-0	Novice	EDIT X
▼ Collingswood Panthers 10 wrestlers								
61	Wyatt Brown	6U	46	50	Collingswood Panthers	15-4	Intermediate	EDIT X
62	Lucas Nelson	10U	55	55	Collingswood Panthers	22-2	Advanced	EDIT X
63	Jackson Flores	10U	60	60	Collingswood Panthers	5-8	Intermediate	EDIT X
64	Samuel Clark	8U	65	65	Collingswood Panthers	30-7	Intermediate	EDIT X
65	Ezra Hernandez	6U	80	80	Collingswood Panthers	7-12	Intermediate	EDIT X
66	Julian Gonzalez	12U	80	80	Collingswood Panthers	20-11	Intermediate	EDIT X
67	Joshua Campbell	10U	90	85	Collingswood Panthers	28-3	Advanced	EDIT X
68	William Scott	14U	100	85	Collingswood Panthers	4-1	Novice	EDIT X
69	David Allen	14U	105	85	Collingswood Panthers	18-7	Intermediate	EDIT X

Real V12.044 screen: The event remains private until the Director deliberately publishes it. Local operation remains available at all times.

Step 10 — Start Tournament

Choose **Start Tournament & Open Live Control** only after Tournament Check is acceptable and scorer stations are connected. MatCommand locks dangerous setup actions once the event is live. Safe controls remain available.

Format Playbooks: Start to Finish

Scramble

Best for: youth events that need flexible, fast match rotation instead of a fixed championship bracket.

1. Import wrestlers with accurate weights, divisions, records, and skill levels.
2. Choose Scramble. The app may show the internal word *grapevine* in technical status; it refers to the Scramble format.
3. Set the weight window. This is the hard automatic pairing limit, normally ± 5 through ± 15 pounds.
4. Set the match goal (1–3 matches per wrestler) and the period options.
5. Configure mats and review the generated groups.
6. Build Tournament. Open **View Scramble Mat Assignments & Scheduled Matches** to review.
7. Print coach/team bout sheets. Scramble coaches need bout numbers and mat assignments.

8. Connect scorers, run Tournament Check, choose public access, and start.
9. Use Live Control to move a bout, pause new bouts, add a manual Scramble bout, or fill idle mats.

Scramble standings list each wrestler's scheduled bouts. Removing an inactive Scramble wrestler removes that wrestler's pending bouts from the queue after confirmation; completed results remain part of the record.

Round Robin

Best for: small weight classes where each wrestler should face every other wrestler in the class.

1. Import the roster and verify that each class contains only the wrestlers who should meet.
2. Choose Round Robin.
3. Review class size before building. The number of bouts rises quickly as the class grows.
4. Configure mats and build once.
5. Review every class in Brackets/Standings, connect scorers, and run Tournament Check.
6. Start the event and score every scheduled pairing. MatCommand updates standings from finalized bouts.
7. If a wrestler cannot continue after the event starts, resolve remaining scheduled bouts according to the event's published forfeit/injury policy. Do not rebuild the live event.

Bracket (Single Elimination)

Best for: a traditional championship bracket where one loss removes a wrestler from championship contention.

1. Import and verify each class.
2. Choose Bracket.
3. Open the Seed Editor. Use record-based order as a starting point, then use **Swap Seeds** for approved corrections.
4. Check for teammates, duplicate wrestlers, bad weights, or empty classes.
5. Build Tournament only after seeding is final.
6. Open Brackets and review first-round names, byes, bout numbers, and future-round placeholders.
7. Connect scorers, run Tournament Check and Bracket Health Check, then start.
8. Finalize each result at the scoring table. Advancement occurs from the finalized canonical result.
9. Print or publish final brackets after the last result.

Double Elimination

Best for: a bracket where a wrestler is out after the second loss.

1. Complete the same roster and seeding checks used for Single Elimination.
2. Choose Double Elimination and finalize the Seed Editor before building.

3. Build once and inspect championship, consolation/wrestleback, third-place, final, and any If-Needed Final paths.
4. Run both Tournament Check and Bracket Health Check.
5. Start the event. Finalized results feed the correct side of the bracket.
6. If the schedule is waiting for another result, check whether the next bout's participants are known. Use **Force Next Match** only for an eligible named bout; MatCommand must never invent an unresolved feeder.
7. Do not delete a live wrestler to solve a bracket absence. Record the proper no-show, injury, forfeit, or disqualification result so advancement remains intact.
8. Confirm third place, finals, and an If-Needed Final before completing the tournament.

Roster, Athlete IDs, and Mid-Tournament Changes

Roster fields

Field	What to enter	Why it matters
Name	First and last name, spelled consistently.	Shown on every bout, bracket, printout, and viewer.
Weight	Actual or approved event weight in pounds.	Controls grouping and Scramble matching.
Division	The event's age/division label.	Separates eligible groups.
Team	Current club, school, or organization.	Used for coach sheets, displays, and pairing review.
Record	Wins-losses, such as 12-3.	Used during seeding and balance review.
Skill	Novice, Intermediate, Advanced, or Not Set.	Used for Scramble balancing; ignored by fixed bracket/Round Robin logic.
BirthDate	YYYY-MM-DD when available.	Private matching aid; never included in public tournament data.
MatCommandAthleteld	Existing ID from a prior MatCommand export.	Provides exact repeat-tournament matching and record continuity.

How Athlete ID matching works

- An existing MatCommandAthleteld is the strongest match.
- The same name plus birth date can match the same athlete even when the team changes.
- The same name without a birth date or ID stays separate and may be flagged for review.
- If Cloud matching is unavailable, local tournament operation continues and matching can retry later.

- The imported record is the tournament's seeding record until the Director deliberately accepts a verified record.

Edit a wrestler before building

Choose **Edit** beside the wrestler, correct the fields, save, and recheck the class. This is the easiest and safest time to correct a roster.

Remove a wrestler before the event starts

Choose the red × beside the wrestler and read the confirmation. Before Build Tournament, removal is simple. After building, MatCommand may need to remove pending schedule references. Always rerun Tournament Check.

A wrestler leaves during a live Scramble

1. Confirm the wrestler is not in an active bout.
2. Open Setup and find the wrestler in the roster.
3. Choose the red × and confirm the live Scramble removal.
4. Return to Live Control and verify the wrestler is gone from On Deck, In the Hole, Coming Up, and Later bouts.
5. Run Tournament Check. Completed bouts remain recorded.

A wrestler is absent, injured, or leaves a fixed bracket

Do not rebuild a live Bracket, Double Elimination, or Round Robin event to remove the wrestler. Use the scoring table's no-show or the event-approved injury/forfeit result. This preserves the bracket path and audit record.

Connect Scorers, Mat Displays, and Viewers

Device types

Link	Who uses it	Can it change results?
Director Setup	The one active Tournament Director.	Yes. Private and protected.
Scoring Mat #	The scorer table assigned to that mat.	Yes, for the assigned bout and mat.
Mat Display	A TV, projector, or large screen at a mat.	No.
Public Display	A local lobby/venue display.	No. Sanitized public state only.
Parent Viewer	Parents and coaches on the local network.	No.

Link	Who uses it	Can it change results?
Cloud Viewer	Anyone with the public event link when the Director publishes.	No. Read-only public projection.

Use the exact QR code or URL for the device's job. A Public Viewer link is not a scoring link, and a scorer link should not be displayed to spectators.

One scorer per mat

MatCommand locks a mat to one active scorer. If a replacement table must take over, use the configured scorer takeover PIN or clear the lock from Tools. Do not open the same scorer link on several devices “just in case”; they can compete for ownership.

One Director at a time

The local Director can claim initial ownership. A remote browser cannot become Director merely because no one is connected. A deliberate takeover uses the configured Director PIN and transfers control from the prior Director.

Scorer Table: Check In, Score, and Finalize

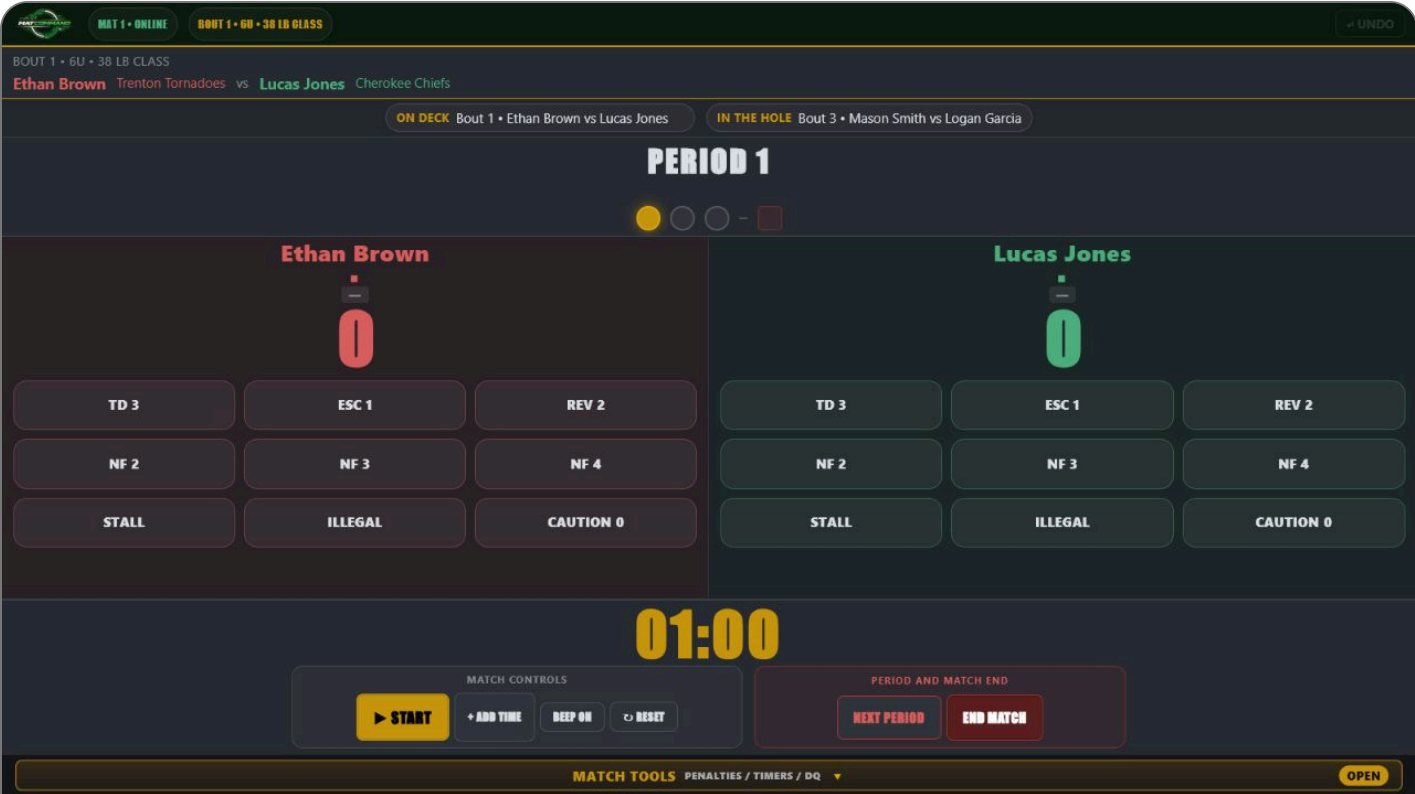
Before the bout

The screenshot shows a digital interface for a wrestling scorer. At the top, it says '△ VERIFY WRESTLERS' and 'Bout 1 — 38lbs — Verify wrestlers are on the mat'. Below this, two wrestler cards are shown: 'Ethan Brown' (Trenton Tornadoes) in a red box and 'Lucas Jones' (Cherokee Chiefs) in a green box, separated by a 'VS' sign. A 'Swap Corners' button is between them. Below the cards are two status indicators: a red square with 'Red corner wrestler is present and ready' and a green square with 'Green corner wrestler is present and ready'. Underneath is a 'MAT COMMUNICATION' section with 'Call Wrestler' and 'Request Delay' buttons. At the bottom are two 'NO SHOW' buttons: 'RED NO SHOW -- GREEN WINS' and 'GREEN NO SHOW -- RED WINS'. A large 'BEGIN BOUT' button is at the very bottom.

Real V12.044 screen: The scorer confirms both wrestlers, may swap corners, call a wrestler, request a delay, or record a no-show before beginning.

1. Confirm the mat number and bout number.
2. Confirm the two wrestlers and teams.
3. Use **Swap Corners** if the physical red/green corners are reversed. This also keeps the public score attached to the correct wrestler.
4. Mark both wrestlers present.
5. Use **Call Wrestler** to notify the Director, or **Request Delay** when the bout should wait.
6. Use the correct No Show button only after following the event's call/wait policy.
7. Choose **Begin Bout**.

Live scoring screen



Real V12.044 screen: Red and green actions, timer, period controls, and match tools remain visible on one screen.

Button	Action
TD 3	Adds a three-point takedown to that wrestler.
Esc 1	Adds a one-point escape.
Rev 2	Adds a two-point reversal.
NF 2 / NF 3 / NF 4	Adds the selected near-fall points.
Stall	Records the next stall action/penalty for that wrestler under the configured scoring sequence.
Illegal	Records an illegal action. Open Match Tools for the full penalty controls when needed.
Caution	Records a caution and shows the count.
Undo	Reverses the most recent scorer action. Read the screen before continuing.
Start / Pause	Starts or pauses the period clock.
Add Time	Adds clock time after an approved correction.
Beep On/Off	Controls the local end-of-period sound.

Button	Action
Reset	Resets the current timer only after confirmation. Do not use it to correct a score.
Next Period	Ends the current period and moves to the next period/choice flow.
End Match	Opens the result review. The bout is not final until the result is submitted.
Match Tools	Opens blood, injury, recovery, penalty, disqualification, and additional match controls.

Period choice

When prompted, select Top, Bottom, Neutral, or Defer for the wrestler with choice. Confirm the name and corner before continuing. Use **Back to Match** if the prompt was opened by mistake.

Blood, injury, and recovery timers

Open Match Tools, choose the correct timer, then Start/Stop or Reset only that timer. These timers are separate from the period clock. Follow the event's governing rules; MatCommand records the action but does not replace the official's judgment.

Finalize the result

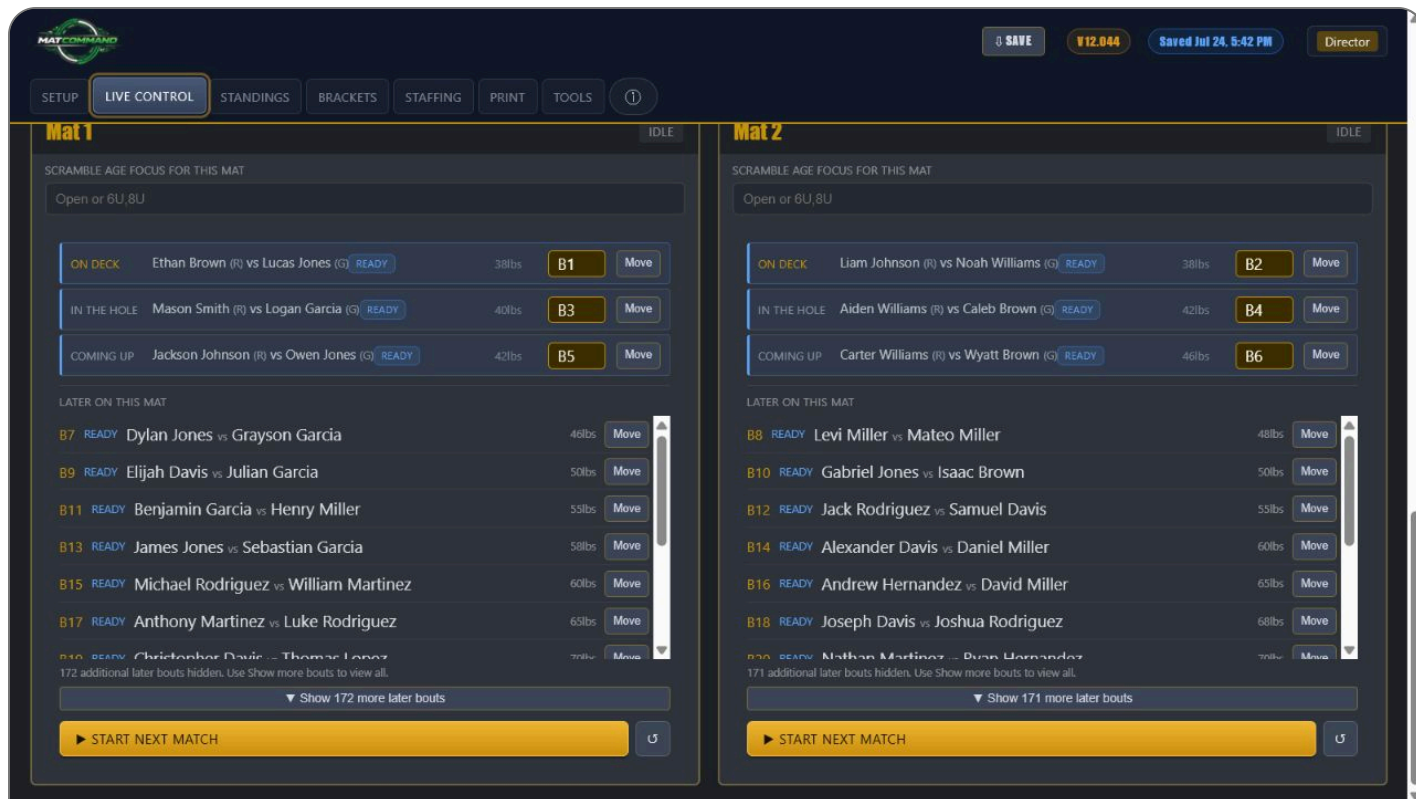
1. Choose End Match.
2. Confirm winner, score, result type, and any fall time.
3. If something is wrong, choose Change Result or return to the match.
4. Choose Submit Result once both the scorer and referee agree.
5. Wait for the next assigned bout; do not refresh during submission.

The scoring table finalizes the canonical result

Do not enter the same result from two devices. If a completed result is wrong, use Live Control → Reopen Last Result or the correction workflow so the audit trail and advancement stay intact.

Live Control: Keep the Tournament Moving

Live Control is the Director's event-day dashboard. It shows every mat, current queue, blocked/ready state, activity, health, and scorer connection.



Real V12.044 screen: Each mat shows On Deck, In the Hole, Coming Up, later bouts, Move controls, and Start Next Match.

Mat queue labels

- **Now Wrestling:** the scorer's active bout.
- **On Deck:** the next eligible bout for that mat.
- **In the Hole:** the bout after On Deck.
- **Coming Up:** one additional public/director preview.
- **Later on This Mat:** the remaining mat schedule.
- **Ready:** the participants are known and the bout can be started.
- **Blocked:** an earlier result, rest requirement, or dependency must be resolved first.

Live Operations buttons

Button	Use it for	Safety note
Fill Idle Mats	Sends eligible queued bouts to mats that are ready.	Check scorer connectivity first.
Pause New Bouts / Resume New Bouts	Stops or resumes new assignments without interrupting active scoring.	Use for announcements, referee delays, or a planned break.

Button	Use it for	Safety note
Complete Tournament	Marks the local event complete after every required result.	Disabled while required bouts remain.
Force Next Match	Advances the selected mat to its next eligible named bout when normal round gating is holding the schedule.	It must not invent unresolved participants. Read the confirmation and use only when the bout is truly eligible.
Re-push Current Bout	Sends the selected mat's current bout again after a scorer reconnects or misses the assignment.	Does not create a second bout.
Start Next Match	Starts the mat's next ready bout.	Confirm the mat is idle and the scorer is ready.
Move	Moves a queued bout to another mat.	Check both wrestlers' location and rest status.
Add Scramble Bout	Creates an approved manual Scramble pairing.	Check weight, division, prior opponents, rest, and duplicate scheduling.
Reopen Last Result	Reopens the newest completed result for correction.	Use immediately and verify downstream impact.
Undo	Reverses the most recent supported Director action.	Read the confirmation; not every live change is safely reversible.

Messages

Broadcast to Scorers sends one message to every mat. The lower **Director Message** box sends only to the selected mat. Use short, specific messages: "Hold Mat 2 after B18" or "Call Jordan Smith to Mat 4."

When a mat stops receiving bouts

1. Check Event Health for OFFLINE or a stale Last Seen time.
2. Reconnect the scorer to the tournament network.
3. Reopen the exact scoring link for that mat.
4. Clear a stale scorer lock in Tools only if the replacement cannot take control.
5. Choose Re-push Current Bout.
6. If the mat is idle and the next bout is Ready, choose Start Next Match or Fill Idle Mats.

Mat Displays, Public Viewers, and Parent Lookup

Mat display

Mat 1

TIME

1:00

Bout 1 • 6U • 38 LB

Trenton Tornadoes

Ethan Brown

0

STALL

CAUTION

Cherokee Chiefs

Lucas Jones

0

STALL

CAUTION

ON DECK

Bout 1

Trenton Tornadoes • Ethan Brown vs Cherokee Chiefs • Lucas Jones

IN THE HOLE

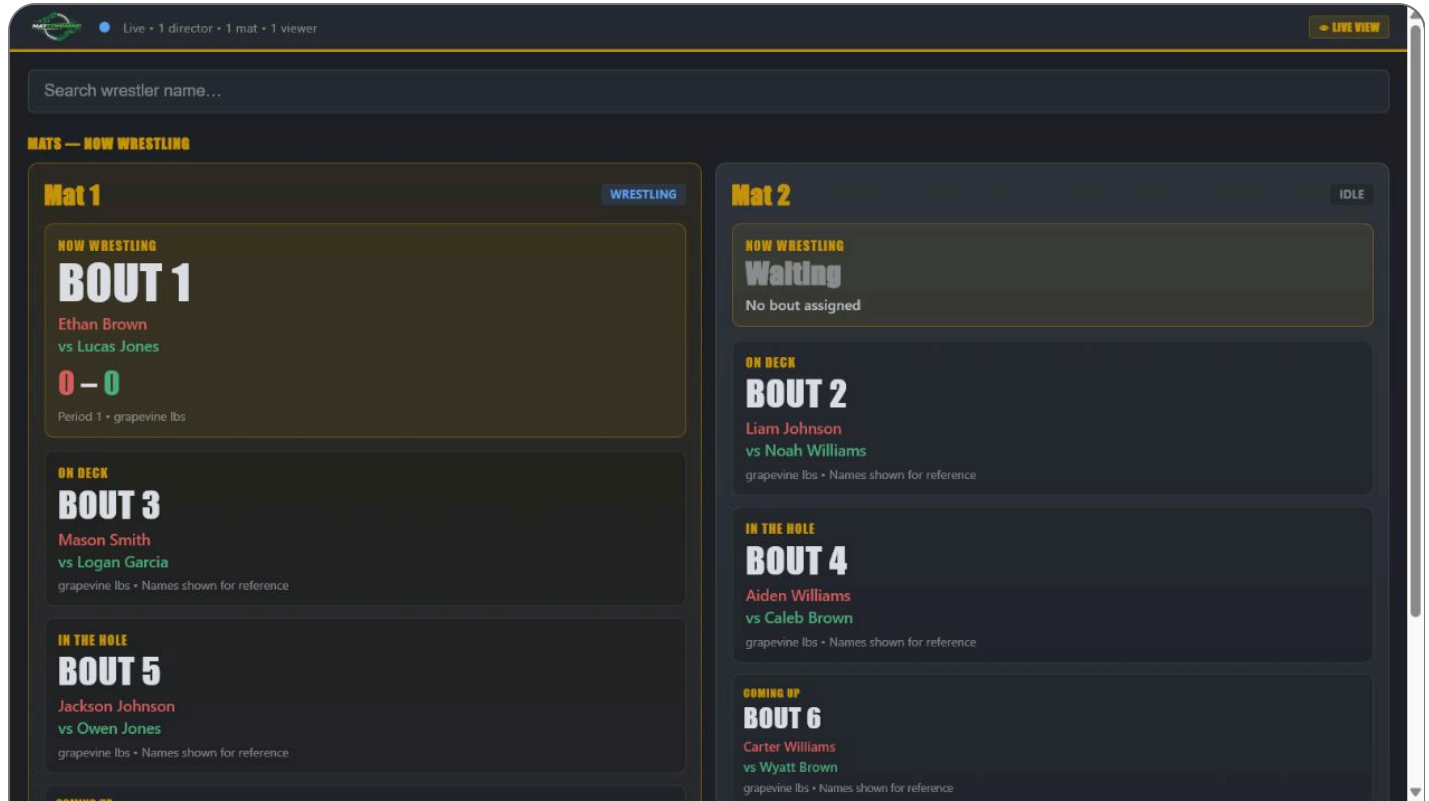
Bout 3

Pemberton Panthers • Mason Smith vs Burlington City • Logan Garcia

Real V12.044 screen: The read-only mat display shows the current bout, score, time, On Deck, and In the Hole.

A mat display is for a TV or projector. It mirrors scorer state but cannot score or change the event. If it appears stale, refresh the display and confirm it is on the same local network.

Local public viewer



The screenshot shows a web interface for a wrestling event. At the top, there's a status bar with a logo, a blue dot, and text: "Live • 1 director • 1 mat • 1 viewer". A "LIVE VIEW" button is in the top right. Below is a search bar labeled "Search wrestler name...". The main content is divided into two columns for "Mat 1" and "Mat 2".

Mat 1 (WRESTLING):

- HOW WRESTLING**: **BOUT 1**, Ethan Brown vs Lucas Jones, 0-0, Period 1 • grapevine lbs.
- ON DECK**: **BOUT 3**, Mason Smith vs Logan Garcia, grapevine lbs • Names shown for reference.
- IN THE HOLE**: **BOUT 5**, Jackson Johnson vs Owen Jones, grapevine lbs • Names shown for reference.

Mat 2 (IDLE):

- HOW WRESTLING**: **Waiting**, No bout assigned.
- ON DECK**: **BOUT 2**, Liam Johnson vs Noah Williams, grapevine lbs • Names shown for reference.
- IN THE HOLE**: **BOUT 4**, Aiden Williams vs Caleb Brown, grapevine lbs • Names shown for reference.
- COMING UP**: **BOUT 6**, Carter Williams vs Wyatt Brown, grapevine lbs • Names shown for reference.

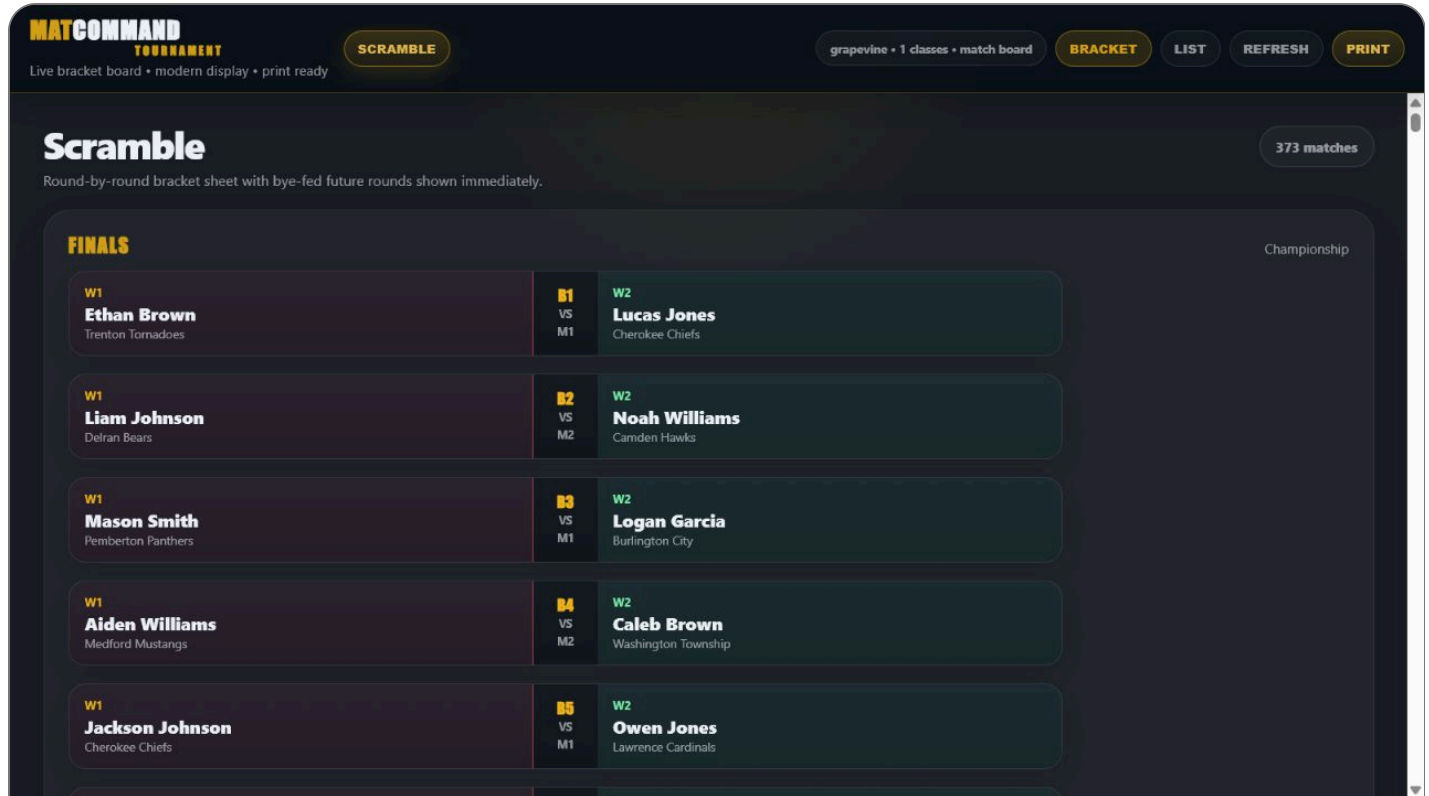
Real V12.044 screen: The sanitized local viewer shows each mat's current, On Deck, In the Hole, and Coming Up bouts.

The local viewer uses sanitized public state. It does not expose Director audit history, licensing details, private recovery files, or athlete birth dates.

Parent viewer

Parents can search by wrestler name and see mat/bout status. They do not need an Athlete ID. Search is easier for families than manually distributing IDs.

Bracket display



The screenshot shows the MATCOMMAND Tournament interface. At the top, there's a header with the logo and navigation buttons: SCRAMBLE, BRACKET, LIST, REFRESH, and PRINT. Below the header, the main section is titled "Scramble" with a subtitle "Round-by-round bracket sheet with bye-fed future rounds shown immediately." and a match count of 373 matches. The main content area displays a bracket for the "Championship" round. It lists five matches, each with a winner (W1) and a loser (W2) box. The matches are:

Match	W1 (Winner)	W2 (Loser)
1	Ethan Brown (Trenton Tornadoes)	Lucas Jones (Cherokee Chiefs)
2	Liam Johnson (Delran Bears)	Noah Williams (Camden Hawks)
3	Mason Smith (Pemberton Panthers)	Logan Garcia (Burlington City)
4	Aiden Williams (Medford Mustangs)	Caleb Brown (Washington Township)
5	Jackson Johnson (Cherokee Chiefs)	Owen Jones (Lawrence Cardinals)

Below the bracket, there's a note: "Real V12.044 screen: The bracket display can switch between Bracket and List views and is print ready. Scramble events appear as a match board."

Single and Double Elimination display as real brackets. Round Robin and Scramble use the view that fits their schedule. Use the Print tab for wall copies.

Publish Online and Share the QR Code

Publish the event

1. Finish the roster, format, mats, and build.
2. Run Tournament Check.
3. In Step 9, select **Publish this tournament online** or choose **Publish Online**.
4. Wait for **Cloud Live** and the public link.
5. Open the link on a phone that is not connected to the tournament Wi-Fi. Confirm the tournament name, mats, wrestlers, and brackets.
6. Choose **Print Public QR**. Post it at the entrance, concessions, and coach check-in.

The QR code should be shown after publishing because nearly every public event will use it. The Director can also choose **Copy Viewer Link** for email, text, or the event website.

Another event is still public

Choose **End Previous Event & Publish This One** only after confirming the older public event can end. This transfers the Cloud publishing slot to the current tournament. Local tournament data is not deleted.

End this Cloud event

Use **End This Cloud Event** when the public event should no longer update. This does not erase the local tournament or its backups.

If Cloud publishing fails

- Local scoring, saving, displays, and recovery continue.
- Use Retry Cloud after Internet returns.
- Verify that the local Tournament ID matches the active Cloud event.
- If a different event owns the Cloud slot, use the confirmed end-and-publish workflow.
- Never delay live wrestling solely because Cloud is unavailable.

Standings, Brackets, Printing, and Staffing

Standings and Scramble bout lists

MATCOMMAND V12.044						
SAVE V12.044 Saved Jul 24, 5:42 PM Director						
SETUP LIVE CONTROL STANDINGS BRACKETS STAFFING PRINT TOOLS ⓘ						
8U						
Ethan Thompson	Bordertown Braves	8U • 45	18-3	B27 vs Lucas M1	B153 vs Noah M1	B278 vs Liam M2
Andrew Robinson	Bordertown Braves	8U • 75	10-11	B42 vs Anthony M2	B169 vs Joseph M1	B292 vs Luke M2
Christopher Clark	Bordertown Braves	8U • 80	24-4	B45 vs Thomas M1	B171 vs Nathan M1	B294 vs David M2
10U						
Gabriel Nelson	Bordertown Braves	10U • 70	16-12	B60 vs Isaac M2	B187 vs Julian M1	B311 vs Elijah M1
Cameron Roberts	Bordertown Braves	10U • 110	8-7	B74 vs Roman M2	B201 vs Nolan M1	B325 vs Miles M1
12U						
Michael Thomas	Bordertown Braves	12U • 90	0-2	B91 vs Anthony M1	B218 vs Andrew M2	B340 vs Jack M2
14U						
Logan Young	Bordertown Braves	14U • 80	23-10	B106 vs Owen M2	B233 vs Jackson M1	B357 vs Dylan M1
Carter Lewis	Bordertown Braves	14U • 85	6-3	B107 vs Wyatt M1	B234 vs Dylan M2	B356 vs Jackson M2
Josiah Scott	Bordertown Braves	14U • 120	29-11	B122 vs Isaiah M2	B228 vs Nolan M2	
Burlington City						
6U						

Real V12.044 screen: Scramble standings group wrestlers and show bout number, opponent, and mat beside each wrestler.

Use Summary for a high-level view and the format-specific view for detailed results. In Scramble, every wrestler row shows scheduled bout numbers, opponents, and mats so coaches can follow the day.

Print center

Real V12.044 screen: The Print tab creates wall brackets, scorekeeper sheets, emergency cards, and coach/team bout sheets from the canonical schedule.

Print option	Use
Preview Wall Bracket	Review the selected bracket before printing.
Print Selected / All Wall Brackets	Post traditional brackets or match boards.
Print This Mat / All Mats	Gives scorekeepers complete mat sheets and a paper fallback.
Print Bracket Cards / All Pending Cards	Creates emergency score cards from pending bracket matches.
Print Team Sheet / All Teams	Gives coaches wrestler, opponent, bout number, and mat information.

Large Double Elimination brackets may need Legal or 11×17 landscape, browser scaling, or poster tiling.

Staffing

STAFFING OFFICIALS VOLUNTEERS

11 REFEREE & OFFICIALS

+ ADD REFEREE / OFFICIAL

Saved Officials
No saved officials yet **LOAD** **X**

Saving an official automatically updates this reusable pool. Reset/New Tournament clears assigned officials only.

Name: Full name Role: Head Referee Mat #: 1 Phone: 555-555-5555

Start Time: --:--:-- End Time: --:--:-- **SAVE** **CLEAR**

NAME	ROLE	MAT	PHONE	START	END	ACTIONS
No refs added yet. Use the form above to add referees and officials.						

Real V12.044 screen: Officials and volunteers can be saved, assigned by role and mat, and reused at later events.

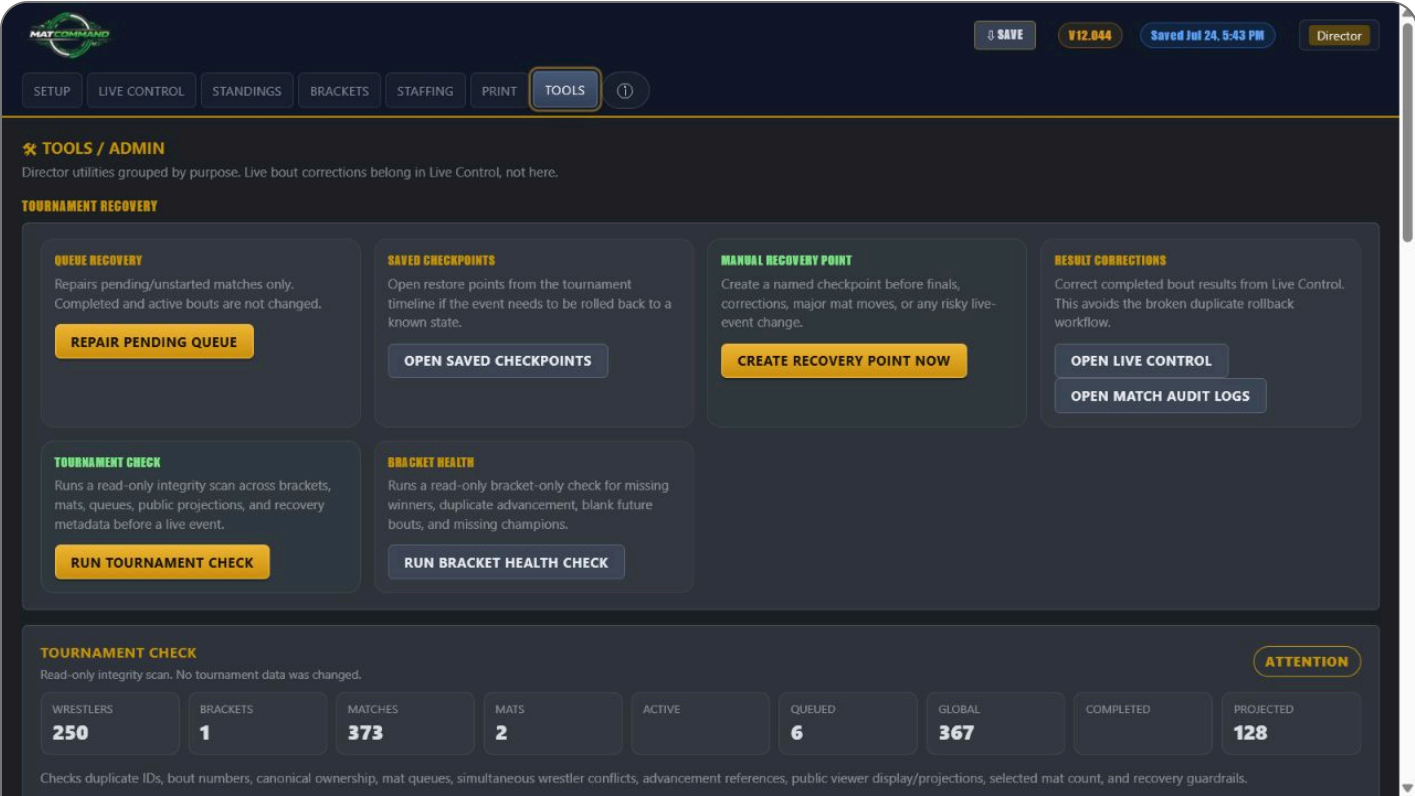
Use Officials for referees, scorekeepers, mat officials, and table officials. Use Volunteers for non-officiating event jobs. Saving an official updates the reusable pool; Reset/New Tournament clears event assignments but not the reusable pool.

Save, Back Up, Recover, and Shut Down Safely

What MatCommand saves

Autosave protects the canonical tournament state and recovery metadata. The blue status near Save shows the last successful save. Watch it during the event.

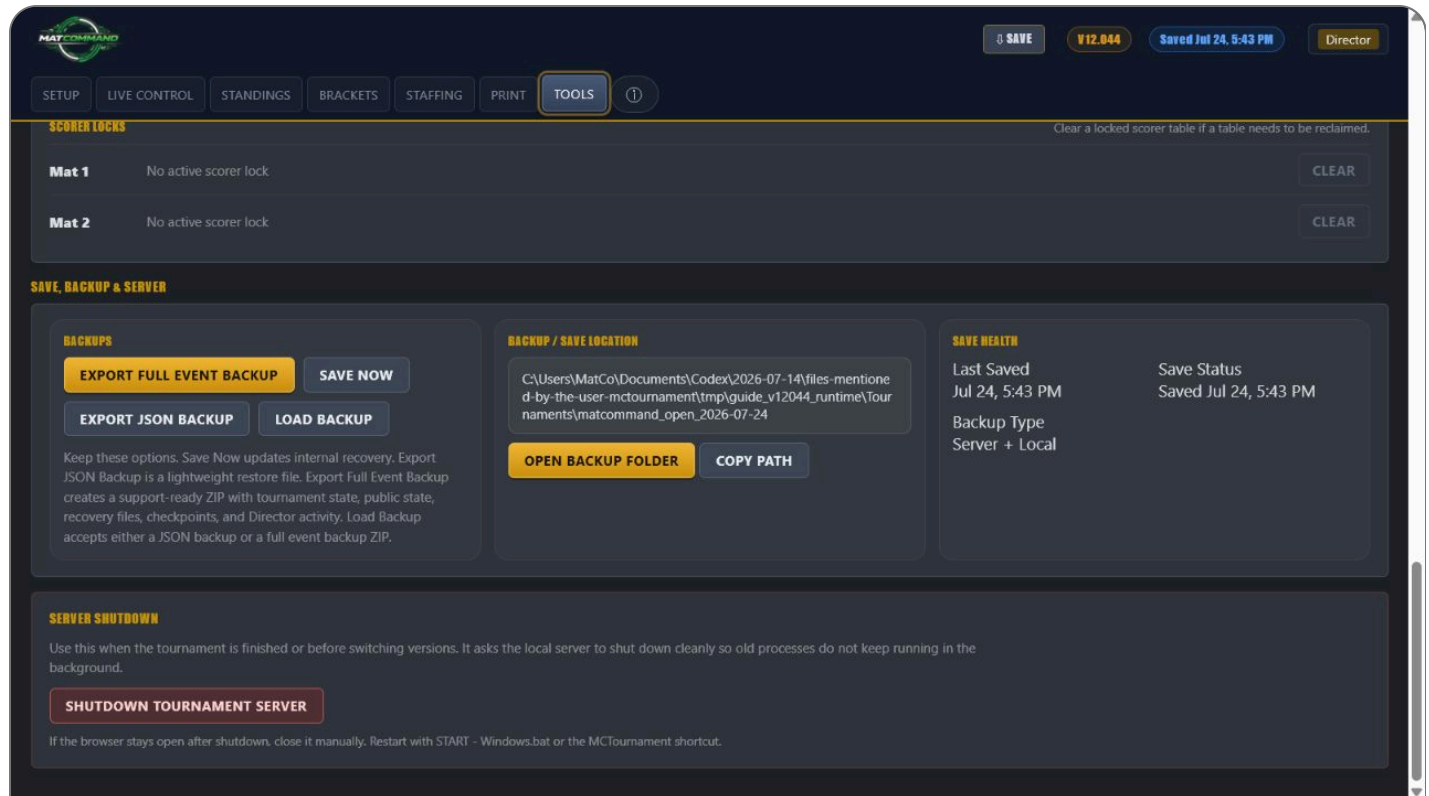
Recovery and integrity tools



Real V12.044 screen: Queue repair, checkpoints, result corrections, Tournament Check, and Bracket Health are grouped in Tools/Admin.

Tool	Use
Repair Pending Queue	Repairs pending/unstarted queue references. It does not change active or completed bouts.
Open Saved Checkpoints	Shows named restore points on the event timeline.
Create Recovery Point Now	Creates a named safety point before finals, major mat moves, or a risky correction.
Open Live Control	Returns to the supported result-correction workflow.
Open Match Audit Logs	Shows Director activity and result history for investigation.
Run Tournament Check	Runs the full read-only event integrity scan.
Run Bracket Health Check	Checks elimination advancement, future bouts, and champions.

Backup buttons



Real V12.044 screen: The backup area shows the save location, save health, export choices, and the clean shutdown control.

- **Save Now:** immediately updates internal recovery.
- **Export JSON Backup:** creates a lightweight tournament-state restore file.
- **Export Full Event Backup:** creates a support-ready ZIP with tournament state, public state, recovery files, checkpoints, and Director activity.
- **Load Backup:** accepts a supported JSON backup or full-event ZIP. A live event requires typed confirmation.
- **Open Backup Folder:** opens the event's folder in Windows Explorer.
- **Copy Path:** copies the backup folder path for support or manual storage.

Before a risky action

Create a recovery point before finals, a major correction, a large mat reassignment, or loading any external backup. Give it a plain name such as "Before 10U Finals."

Clean shutdown

1. Confirm the latest save time.
2. Export a Full Event Backup.

3. End Cloud publishing if the event should no longer be public.
4. Choose **Shutdown Tournament Server**.
5. Close the browser after MatCommand confirms shutdown.

Director and Scorer Security

- Only one Director connection can control the tournament at a time.
- The local computer can claim initial Director ownership.
- A remote browser must use the existing takeover process and configured Director PIN.
- Each mat has one active scorer lock. A replacement uses the scorer takeover PIN or the Director clears the stale lock.
- Change the Director and scorer PINs under Tools when the default is not appropriate for the venue.
- Private Director endpoints, full state, audit history, licensing details, and recovery files are not public-viewer data.
- Public pages use the sanitized public projection only.

Do not share a Director URL, Director PIN, scorer PIN, backup file, roster export containing birth dates, or offline license file with spectators.

Tournament-Day Troubleshooting

Problem	Safe response
MatCommand will not open	Open the Start Menu shortcut once. If MatCommand still does not appear, check whether security software quarantined the application. Do not start many copies.
Localhost port changes	Another MatCommand copy may still be running. Use Tools → Shutdown Tournament Server in the old copy, then launch once. Do not run multiple Director copies for the same event.
Another Director is active	Return to the active Director tab, or deliberately take over with the configured Director PIN. Only one Director can be active.
403 Director authorization required	Use the active local Director tab or complete Director takeover. Do not weaken the authorization protection.
Scorer offline	Reconnect the scorer to the correct network, reopen the exact mat link, confirm the lock, and Re-push Current Bout.
Scorer cannot begin	Confirm both wrestlers are marked present, the bout is current, the mat lock is owned, and no feeder/dependency remains unresolved.
Wrong wrestler has the public score	At check-in, use Swap Corners so the physical corner and wrestler mapping agree before scoring.
Bout is blocked	Read the dependency/rest reason. Finish the feeder result or required rest. Use Force Next Match only for a named eligible bout.

Problem	Safe response
Director appears frozen after a result	Wait briefly for finalization, check scorer/Director connectivity, and inspect Event Health. Do not click Submit Result repeatedly.
Wizard says Build Matches First	Check Matches Built in Tournament Readiness and load the correct recovery entry if the state is wrong. Do not rebuild a live elimination event as a guess.
Cloud viewer is blank or old	Confirm Cloud Live, use the current event link, Retry Cloud, and verify the active Cloud event ID. Local scoring continues.
Public viewer does not show On Deck	Confirm the public projection contains current, On Deck, In the Hole, and Coming Up bouts; refresh the viewer after the next Cloud/local sync.
Power loss or reboot	Relaunch MatCommand, choose Resume Latest Tournament, verify name/roster/bouts/mats, reconnect scorers, rerun Tournament Check, then continue.
Wrong result finalized	Use Reopen Last Result immediately or the supported correction workflow. Check bracket advancement and rerun Tournament Check.
Backup folder opens behind browser	Use Windows task switching or choose Open Backup Folder again. Windows focus policy can affect Explorer.
Printer fails	Save to PDF, use another computer/printer, or print the emergency sheets prepared before the event. Scoring continues digitally.

Never do these during a live event

- Do not edit tournament state files by hand.
- Do not rebuild a live elimination bracket to remove a wrestler.
- Do not run several Director copies and guess which browser tab is current.
- Do not delete the entire recovery folder.
- Do not distribute private keys, license secrets, Director links, or full-event backups.
- Do not expose the application through a broad Public-profile firewall rule.

Complete Director Button Reference

Setup

Button	Meaning
Clear All Wrestlers / Reset	Starts a clean event after confirmation.
Continue Without Reset	Keeps the loaded tournament.

Button	Meaning
Choose Roster File	Imports a supported roster/transfer file.
Download CSV / Excel Template	Downloads the official import template.
Export Reusable Roster	Exports the roster with private matching fields for secure reuse.
Go to Manual Entry	Moves to the one-wrestler entry form.
Manage	Manages saved teams/divisions where available.
Find Athlete	Checks private Athlete ID/record matching before adding.
Add	Adds the completed manual wrestler.
Verify Wrestlers	Parses pasted rows for review/import.
Roster Complete	Marks roster review complete and advances to format.
Round Robin / Bracket / Scramble / Double Elimination	Selects the event format before building.
Swap Seeds	Swaps two seed positions before build.
Refresh Seed Editor	Re-reads the current pre-build class/seed view.
Clear Manual Seeds	Removes manual seed changes for the selected class before build.
Build Tournament	Creates canonical bouts, assignments, queues, and advancement for the selected setup.
Device Links	Opens purpose-specific links and QR codes.
Run Tournament Check	Runs a read-only event integrity scan and shows details.
License & Cloud	Opens license status and Cloud controls.
Publish Online	Creates/updates the public Cloud event.
Continue Locally	Starts/continues without public Cloud publishing.
End Previous Event & Publish This One	Ends the older Cloud event after confirmation and publishes the current event.
Copy Viewer Link	Copies the current public event URL.
Print Public QR	Opens a printable public QR code.
Start Tournament & Open Live Control	Locks live setup, starts assignments, and opens the Director dashboard.

Live Control

See the Live Control section for Fill Idle Mats, Pause/Resume New Bouts, Force Next Match, Re-push Current Bout, Move, Add Scramble Bout, Reopen Last Result, Undo, Print/Export activity, and scorer messages.

Tools / Admin

Button	Meaning
Repair Pending Queue	Repairs only pending/unstarted queue references.
Open Saved Checkpoints	Shows recovery points on the event timeline.
Create Recovery Point Now	Saves a named checkpoint.
Open Match Audit Logs	Shows Director/result history.
Run Bracket Health Check	Checks elimination advancement and bracket completion.
Open Director Reference Guide	Reopens the compact startup guide.
Open Device Links & QR Codes	Opens all device links.
Run Network Test	Checks Director HTTP/API/socket and visible devices.
Update / Reset PIN	Changes or resets Director/scorer takeover PINs.
Clear Scorer Lock	Releases a stale mat scorer connection.
Export Full Event Backup	Creates the complete support/recovery ZIP.
Save Now	Creates an immediate internal save.
Export JSON Backup	Creates a lightweight restore file.
Load Backup	Loads a supported backup after authorization/confirmation.
Open Backup Folder / Copy Path	Opens or copies the event storage location.
Shutdown Tournament Server	Stops the local server cleanly after saving.

Finish the Tournament

1. Confirm every required bout is completed or properly resolved.
2. Review Standings and Brackets.
3. Run Tournament Check and Bracket Health Check for elimination formats.

4. Print or save final brackets, standings, team sheets, and audit reports.
5. Create a named final recovery point.
6. Export a Full Event Backup and store a second copy outside the Director laptop.
7. Choose Complete Tournament when enabled.
8. End the Cloud event if it should no longer update publicly.
9. Use Shutdown Tournament Server before installing another version or leaving the venue.

Keep the final backup, roster export, and printed/PDF results according to your organization's retention and privacy policy.

Support, Templates, and Official Resources

Official V12.044 files

- [Tournament installer](#)
- [Searchable Tournament FAQ](#)
- [Downloadable Tournament FAQ](#)
- [CSV roster template](#)
- [Excel roster template](#)

What to send when asking for help

- MatCommand Tournament V12.044 and the Windows version.
- Tournament name/date, format, wrestler count, and mat count.
- The exact mat, bout number, and approximate time of the issue.
- A screenshot of the full message or screen.
- A Full Event Backup when requested.

Email MatCommand@outlook.com. Do not email payment credentials, PayPal passwords, Azure secrets, private signing keys, or unencrypted owner-only keys.