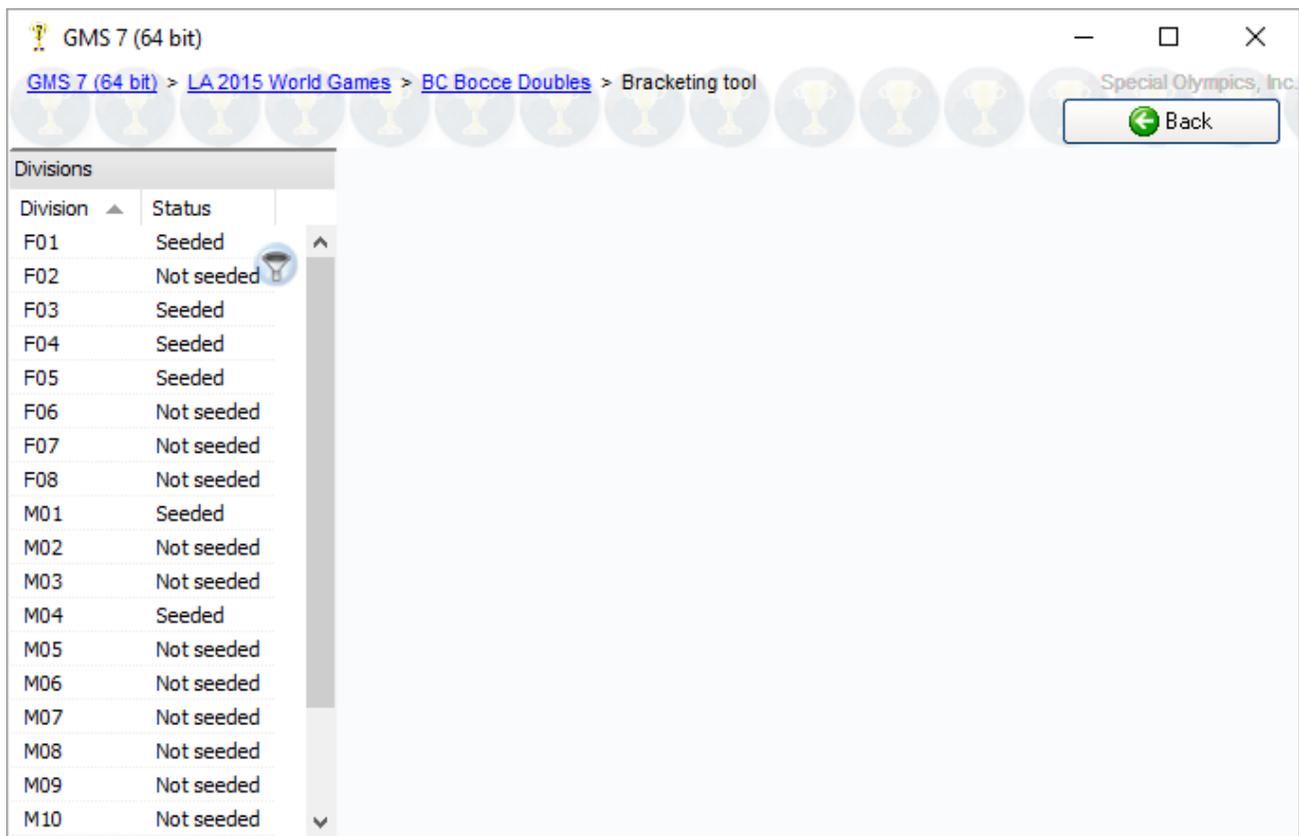# Bracketing

From the **Events panel** within a **Games**, right-click on the desired event, select **Setup**, and then **Define this event**. Using the **Event type** dropdown select the appropriate bracketed options (individual or team). Select **Save** to complete the update to the event's definitions.
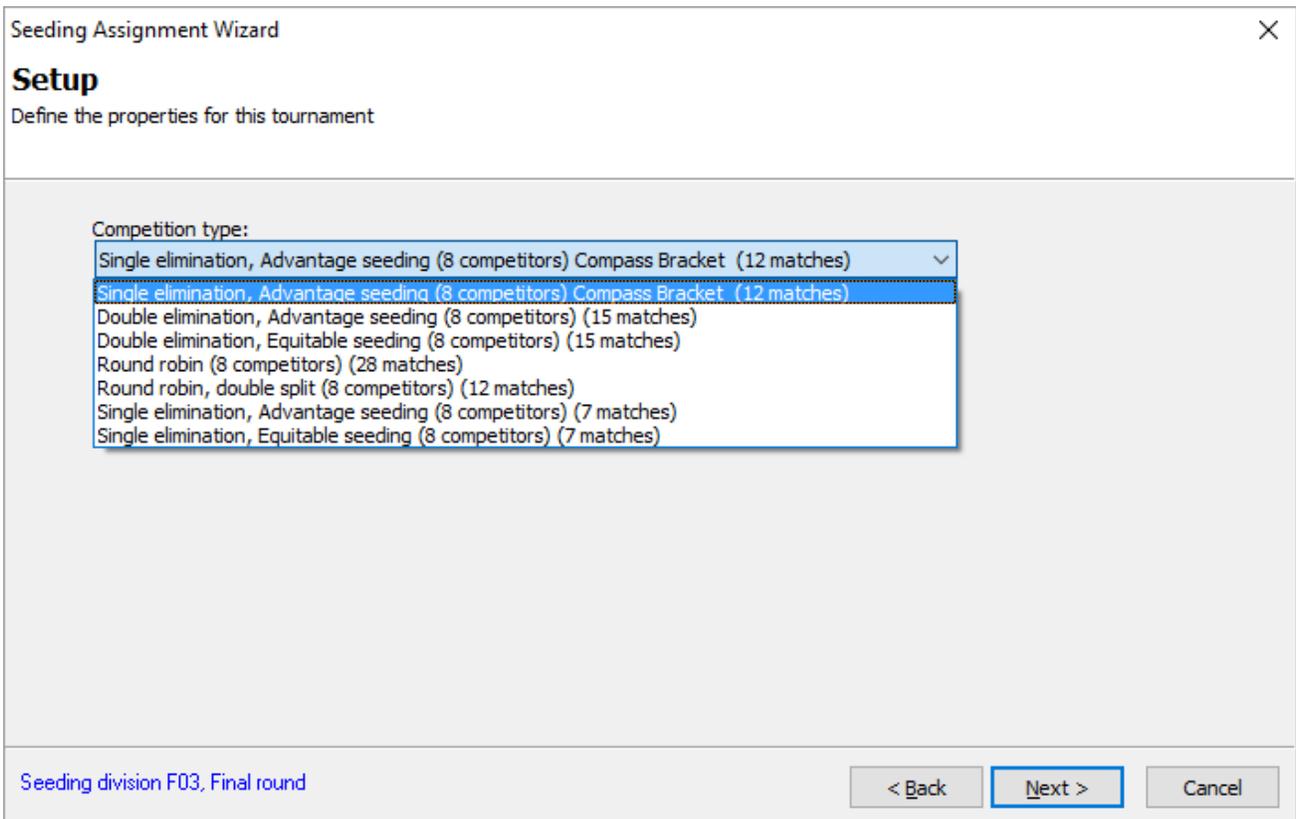
Then, from the **Events panel**, right-click on the desired event and select **Edit this event**.

First, you must **Division** your event (follow steps in **Divisioning Guide**).

Then, from the **Tools panel** on the left-hand side of the screen, select **Bracketing/tournaments**.

You will be presented with a list of divisions. You can seed divisions by right-clicking on the division and selecting **Seed this division**. This will launch the **Seeding Assignment Wizard**. Select **Next** and follow the prompts.

First, define the properties for the tournament by selecting the **Competition type** from the drop down. Select **Next** to continue.

On this screen, configure the **Seeding order** of this division by selecting a team and moving them up or down in the seeding order. When complete, select **Next** to continue. You will be presented with the **Finish screen** where you select **Finish** to complete the seeding process.

On the **Bracketing tool** screen, you will be presented with the Bracketed Matches list for this division.

Selecting a specific match from the list allows you to make updates.

Note: The **Bracketing tool** can also be used to enter match results and advance matches. Match results are entered in each match properties window. Once the results are entered, a user can right-click and **"Advance"** the match, which then advances the bracket.