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.