6AA Master

Multiple Tournament Folders

Create one (1) RinkWriter folder on your desktop and rename it as your tournament's master folder.   If you copied and pasted it from an existing folder, it may already contain some of the needed information.
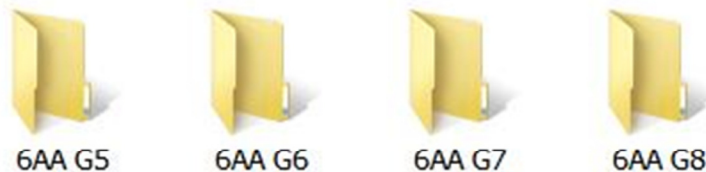
Open the folder and run RinkWriter from inside of the folder. Set this folder up as your tournament "Master" folder by entering as much information as possible:

- Enter the names of all of the teams in your tournament.
- You may eventually delete the names of any unneeded teams.
- Enter the rosters for all of the teams.
- Each roster needs to have at least 1 goaltender…enter all unknown player positions as forwards.
- Enter the names of all of the tournament coaches (for each team).
- Enter the name of arena.
- Set the length of each period…and the length of minor penalties.
- In the "Conference/League" window…enter the name of your tournament.
- Enter the names of all of the officials…if they are available. They may also be entered at game time.

Copy your master folder and paste enough copies on your desktop so you have one for each game of the tournament. Rename the new folders so you have one for each game.

6AA G1   6AA G2   6AA G3   6AA G4

As soon as you know the actual opponents for Games 1, 2, 3, & 4… these folders/games can be set up ahead of time. Each game will be run from inside of its own folder.

6AA G5   6AA G6   6AA G7   6AA G8

As soon as you know the participating teams, games 5, 6, 7, 8, etc …these folders/games can be set up ahead of time. Again, each game will be run from inside of its own folder.

At the end of each game, day, or tournament, you should have a folder containing each completed game. When they are no longer needed these folders may be archived or deleted.