

BARTIA Tournaments

User guide for version 1.5.2

Operation	Fully offline
Saving	Automatic after every change
Licence	Free, no registration
Platform	Windows 64-bit

A practical guide for organisers from first launch to export, printing and data backup.

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Version 1.5.2

1. What the app does

BARTIA Tournaments is a free Windows application for organising amateur, club and company tournaments. It can be used for darts, futnet, football, tennis, table tennis, badminton, croquet, volleyball, esports and custom disciplines.

The app works completely offline. It does not require an internet connection, registration, user account or cloud service. All data stays on the organiser's computer.

Every confirmed change is saved automatically. After closing the app or restarting the computer, you can continue from the last saved state.

2. Installation and first launch

The app is available through Microsoft Store or as a distribution ZIP. The Microsoft Store version is installed and updated through the Store. For the ZIP package, extract the entire archive into one folder and run bartia_turnaje.exe; do not move the EXE file without its accompanying files.

At first launch, verify that the app came from an official BARTIA source. The application does not require an internet connection.

3. App language

BARTIA Tournaments is available in Czech and English. Choose the language in Settings. The change applies to menus, tournament creation, the starting list, brackets and the active tournament.

Tournament names, player names and your own notes remain exactly as entered. Only the application interface text changes.

> Tip: If you are preparing a tournament for international guests, select English before creating it.

4. Main menu and player database

The home screen offers continue tournament, new tournament, player database, tournament history, settings and app information. Completed tournaments remain in history, where they can be opened or safely deleted.

The database can contain up to 100 players. Each player can have a display name, first name, surname, nickname, club or team, note and gender. The display name has a 25-character limit.

Duplicate display names and identical non-empty nicknames are not allowed. Search by name or nickname and edit a player using the pencil icon.

- Use the Add player button at the bottom of the screen.
- The profile displays statistics separately by sport and participation type.

5. Creating a tournament

The wizard has two steps. First set the name, sport, participant type, tournament system, bracket layout, number of playing venues and scoring rule. Then create the starting list.

The sport supplies suitable default names for a playing venue: for example dartboard, pitch, table, court or gaming station. You can change values before the tournament starts.

A scoring rule can be unrestricted, first to a target score, first to a number of wins (sets/legs), or a fixed total number of games. A knockout match cannot end in a draw.

- For darts, you can record highest checkout, highest score, first 180, bullseyes and an optional statistic.
- An entry fee can be enabled. A participant with an unpaid required fee cannot be assigned to a match.

6. Participants and starting list

The player database is on the left and the starting list is on the right. Move participants with the arrows between the lists. You can also add a guest participant; the guest is not saved to the main player database.

For individuals, select players directly. For pairs, first select an even number of players, create pairs manually or randomly, then confirm them. For teams, enter the name of the entire team - it acts as one participant.

After confirmation, create the tournament and draw it. The draw seed lets you reproduce the same draw later.

7. Tournament systems

Single elimination: a standard knockout bracket for 2 to 64 participants; the app adds byes when needed.

Double elimination - bracket A + B: after a first loss, a participant moves to bracket B; a second loss ends their tournament. The final can use a reset or a single deciding match.

Darts UK Open: survivors are randomly drawn again after every completed round. Round-robin: everyone plays every other participant; this system supports up to 15 participants.

Swiss system: opponents are paired by current results, repeat pairings are limited and Buchholz is calculated. Groups + playoffs: participants first play in groups, then qualifiers advance to a knockout stage.

8. Results, tournament flow and bracket

The top bar provides automatic assignment, manual match selection, result entry, the starting list, availability, rankings, the graphical bracket, undo and export.

Automatic assignment chooses the nearest playable match with known participants. It does not assign a player who is already playing, temporarily unavailable, disqualified or has not paid a required entry fee.

After entering a result, the app validates the scoring rule, advances participants, recalculates tables and saves everything. The graphical bracket shows matches and progression; large brackets can be panned with the mouse.

> A player waiting period can be set from 1 to 60 minutes. When it expires, the app does not automatically award a walkover; the final decision always remains with the organiser.

9. Availability, late arrivals and organiser actions

Use participant availability to mark a player temporarily unavailable, for example during a break. Automatic assignment will skip their matches. Set them back to available upon return; this does not change results or the bracket.

A late participant can be added only to a safely unused bye. In single elimination, round two must not have started; in double elimination, no actual match may have started. The app always shows a preview of the change.

A walkover resolves one specific match. Disqualification removes a participant from further play; enter the reason, check the impact and confirm the action. The back-arrow icon can undo multiple recently saved steps.

10. Rankings, export and history

For table systems, rankings show matches, wins, draws, losses, score, difference, points and Buchholz in Swiss tournaments. For elimination systems, final placement is calculated automatically.

Export CSV creates a file for Excel or LibreOffice. Depending on the system, it can include participants, fixture list, results, tables, Buchholz and final ranking. Export PDF saves a print-ready report of current or final ranking.

Exports are stored in %USERPROFILE%\Documents\BARTIA Turnaje\Export. History contains active and completed tournaments; deleting one tournament does not delete the player database or other tournaments.

11. Saving, recovery and backup

Working data is saved automatically in a local SQLite database in %APPDATA%\BARTIA\Turnaje. It contains players, tournaments, participants, matches, results, tables, brackets, change history and a draft new tournament.

Files ending in -wal and -shm may appear alongside the database. They are a normal part of SQLite's safe saving process; do not delete them while the app is running.

To back up data, close the application and copy the entire %APPDATA%\BARTIA\Turnaje folder to another safe location. Keep exported CSV and PDF files with an archived tournament.

12. Recommended workflow and FAQ

Before your first real tournament, create four test players and a small test tournament. Try the draw, match assignment, result entry, undo and both export formats. For group tournaments, decide beforehand whether playoffs will be seeded automatically or manually.

Do I need internet? No. Do I need to register? No. Do I save manually? No, confirmed changes are saved automatically. What if the computer shuts down? Start the app and choose to continue the tournament.

Always verify a result and manually prepared playoff pairings before confirming. After an important tournament, save CSV and PDF exports and create a database backup.

> BARTIA Tournaments 1.5.2 - free, offline, no registration and automatic saving.