
MIT-Tab Documentation

Joey Lynch, Julia Boortz, and Ben Muschol

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Contents

1	Contents
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3

Looking to learn how to run a tournament? Check out the sidebar for a structured guide to using mit-tab
If you have any other questions, contact Ben Muschol at muschol.b@husky.neu.edu

CHAPTER 1

Contents

1.1 Setting up your server

In order to run mit-tab for your tournament, it has to be accessible to all of your competitors on the internet. The [MIT-Tab Deploy application](#) handles that process.

To set up a tournament, visit nu-tab.com/tournaments/new. The form is pretty self-explanatory. You'll receive an email once the initialization process is completed.

If you want to be able to test out mit-tab on a separate server with fake data, you can check the `Include Test Tournament?` box, and you'll get a server at `[tournament name]-test.nu-tab.com`. The login will be `tab` as the username and `password` as the password. This is a great way to test how to enter scratches, pair a round, etc.

NOTE: Due to how the tournaments are set up, using quote characters (' or ") in your password may cause a bug. Keep it simple.

1.2 Tab Policy

You can find both a copy and paste tab policy for your tournament below, as well as an in depth explanation of the tab policy.

1.2.1 Copy and Paste Tab Policy

```
1. Round 1 will be paired randomly with power pairing for seeds. Hybrids may carry_
↳the free seed of either of their schools.

2. Rounds 2 through 5 will be power-protected within brackets: the top team in each_
↳by total cumulative speaker score will be paired against the bottom team, the_
↳second against the second-to-last, and so on as much as possible subject to the_
↳following constraints (in decreasing order of precedence):
```

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- a. Teams will not debate a team they have already debated
 - b. Teams will not hit the pull-up more than once
 - c. Teams will be protected from debating against other teams from their own school; hybrids may carry such protection from only the school against which they are protected.
 - d. Teams will not compete more than three times on the government side of a round.
 - e. Teams will not compete more than four times on the opposition side of a round
3. Should a bracket contain an odd number of teams, a team will be pulled up from the bottom of the bracket below and paired within the higher bracket on the basis of speaker points. No team will be pulled up more than once. Should the bottom bracket contain an odd number of teams, the lowest speaking team will be given a bye. First round, a random team will receive the bye if necessary. A first round bye will be paired into the middle of the 1-0 bracket for round two.
4. Ironmen will be awarded a separate score for each of their speeches and will receive the average of these two scores for their overall total, and may receive speaker awards. A team which consisted of an ironman for one round may break if the partner was absent for an excellent reason; other teams which had an ironman round may not. Debaters who do not take part in all five rounds may not receive speaker awards.
5. Should a team fail to show up on time to the tournament, they will not be paired into the round and will receive a loss with speaks of zero and ranks of 7. Should they show up for the tournament, but fail to show up for a round, they will receive a loss with speaks of zero and ranks of 7 and their opponent will receive a win with average speaks and ranks. If it is first round, their opponent will be paired into the middle of the 1-0 bracket for round two.
6. After Round 5, the top eight teams will advance to the quarterfinal round. These teams will be determined by the following criteria (in order):
- I. Win-Loss Record
 - II. Total speaker points
 - III. Total ranks
 - IV. Single-adjusted speaker points
 - V. Single-adjusted ranks
 - VI. Double-adjusted speaker points
 - VII. Double-adjusted ranks
 - VIII. Opposition Strength (Opposition wins / Number of opponents)
 - IX. Computer-generated coin flip

Below is a comprehensive listing of MIT-TAB program's Tab Policy. Many of these are configurable, especially the constraints within brackets, so if you need something special check out the dedicated section in [Advanced Topics](#)

1.2.2 Pairing

Pullups

- Pull up from the bottom of the next lowest bracket by win-loss ratio, and pair in by speaks.
- No team will be the pulled up more than once.
- No team will be pulled up more than one bracket.
- No team will debate the pullup more than once.

Forfeits

- Winning teams get average speaks and ranks that are recalculated with every round.
- Losing teams get speaks of 0 and ranks of 7.

Byes

If a bye is needed to make the lowest bracket whole, a bye will be selected as follows:

- In the first round the bye is selected randomly.
- In all succeeding rounds the bye is selected as the lowest speaking team of the all down bracket.
- No team will get the bye more than once.
- Byes are tabbed as a win with debaters receiving average speaks.

Bracketing

- Teams will only ever debate other teams of equivalent win-loss ratio, with the exception of the pullup.
- If a pullup is needed, the lowest speaking team in the bracket directly below is pulled up and paired in by speaks.
- If in the all-down bracket there is an odd number of teams, the lowest speaking team gets the Bye. If this is the first round a random team gets the Bye.

MIT-TAB pairs from the top down, meaning that it will generate the top bracket, make it whole, then generate the one own bracket, make it whole, etc ... This has the following implications:

- Pull ups are chosen before the Bye
- There is no cross bracket optimization, we follow a strict set of rules to generate the brackets and then pair within those brackets.

Pairing constraints within a bracket

MIT-TAB attempts to preserve the following constraints in order of severity. The number in parenthesis is the default score if violated and the chosen pairing is the minimized total score over all possible pairings.

1. You will not hit someone you have hit before. (penalty = 100,000)
2. You will not hit the pullup more than once. (penalty = 10,000)
3. You will not hit someone from your school. (penalty = 1,000)
4. No team shall have 4+ govts or 5+ opps. (penalty = 100 for 4+ govts, and 10 for 5+ opps)
5. Power pairing will be preserved as much as possible, in general high speaking teams will debate low speaking teams within the same bracket (penalty = the difference between the optimal power pairing positions of the teams in the pairing and where they actually are)

1.2.3 Judge Assignment

- In round 1, highest ranked judges are assigned to rounds in the following order:
 1. Rounds containing a full-seed
 2. Rounds containing a half-seed

3. Rounds containing a free-seed
 4. Rounds containing only un-seeded teams
- In all other rounds, highest ranked judges are assigned to the rounds with the highest speaking teams, respecting scratches. Paneling is not currently supported.

1.2.4 Rankings

Speaker Ranking

1. Speaks [Who has higher average speaks]
2. Ranks [Who has lower average ranks]
3. Single adjusted speaks [Who has higher average speaks sans one high and low outlier]
4. Single adjusted ranks [Who has lower average ranks sans one high and low outlier]
5. Double adjusted speaks [Who has higher median speaks]
6. Double adjusted ranks [Who has lower median ranks]

Team Ranking

1. Team Speaks [Who has higher average speaks]
2. Team Ranks [Who has lower average ranks]
3. Team Single adjusted speaks [Who has higher average speaks sans one high and low outlier]
4. Team Single adjusted ranks [Who has lower average ranks sans one high and low outlier]
5. Team Double adjusted speaks [Who has higher median speaks]
6. Team Double adjusted ranks [Who has lower median ranks]
7. Opposition strength. [Average number of wins of opponents]

1.3 Adding Teams, Judges, Rooms, and Debaters

There are two ways to enter teams, judges, rooms, and debaters: *Manually entering individually* or *importing data in batches*. In most cases, the batch import is probably easier. However, you may need to enter data manually to add one or two teams at a time, or to fix any errors that may have occurred when importing data in bulk.

1.3.1 Batch Data Import

To import data in bulk: First, navigate to the “File Data Upload” link under the “Admin” section of the navigation menu:

Then, you should see a page where you can add a file for judges, rooms and teams:

Upload Data Files

You can upload xlsx files through this page to import data in bulk. When there is an error in the format of the xlsx files, all changes generated from the file are aborted, even if some were valid, so that you can simply re-upload a corrected version of the file

You can use [these templates](#) for the teams, judges, and rooms files

NOTE: The files *must* be .xlsx files. Not .xls, .csv, or anything similar

NOTE: All data in the first row will be ignored. That row is assumed to be a header row.

Here is the format of the .xlsx file:

* = required field

Teams (and Debaters)

NOTE: Debaters will automatically be created from this sheet, too.

Name*	School* (If hybrid, school whose protection they take)	Hybrid School (If hybrid, school whose protection they don't take, otherwise leave empty)	Seed ("Half", "Full", "Free", or empty)	Debater 1 Name*	Debater 1 Novice Status ("N" or blank)	Debater 2 Name*	Debater 2 Novice Status ("N" or blank)	

Judges

Name*	Rank*	Affiliated Schools (1 per column)

Rooms

Name*	Rank* (Decimal, 0-100)

Scratches

Team Name*	Judge Name*	Scratch Type ("tab" or "team")*	

1.3.2 Manual Data Entry

From the home page, you can add and view all *Schools*, *Judges*, *Teams*, *Debaters*, and *Rooms*. To enter information quickly, you should have multiple people reading through your registration information and entering it into the program at any given moment.

Quick Search:

43 Schools

≡ +

130 Judges

≡ +

157 Teams

≡ +

337 Debaters

≡ +

140 Rooms

≡ +

Schools

1. Name - Name of the school, e.g. "Yale"

Judges

1. Name - Name of the judge.
2. Rank - A number from 0.0 - 99.99 that represents the relative ranking of this judge. Higher is a "better" judge.
3. Affiliated Schools - A list of schools that this judge should be unable to judge. **Use this for team scratches as well as multiple affiliations**

Teams

1. Name - Name of the team, e.g. "Yale A"
2. School - School that this team should be protected from in pairing. If you are entering a hybrid, select the team that has protection.
3. Hybrid school - For hybrids, the school they are not taking protection from. This will prevent the team from being judged by this school, but not from hitting teams from that school
4. Debaters - The debaters on this team, up to two debaters may be chosen and you can add a debater directly (instead of having to enter them separately) using the button to the right of the selection box. If you select one debater then the program will treat the team as an iron man team.
5. Seed - The seed of the team, used during the first round pairing.
6. Checked in - If this box is checked then any rounds you pair will include this team in the pairing. Uncheck this if you want the team to not be paired into the rounds.
7. Scratch Count - Used for generating a form that allows you to immediately add scratches. Feel free to put zero and add scratches later (they can be added from either the judge page or the team page at any time).

Debaters

1. Name - Name of the debater, e.g. “Matt Smith”.
2. Novice status - Varsity or novice, used by the program to determine novice team/debater rankings.

Rooms

1. Name - Name of the room.
2. Rank - A number from 0.0 - 99.99 that represents the relative ranking of this room. Higher is a “better” room, and higher ranked rooms will be paired in before other rooms.

1.4 Before Round 1

Before Round 1 on your tournament day you need to enter scratches as teams check in, check in judges and teams, adjust registration as needed, and pair the first round. All of this can be done very quickly if you split up the tasks and have multiple people working on them (i.e. multiple people entering scratches).

1.4.1 Entering Scratches

School Scratch: Navigate to the judge page in question, and then add an affiliation with the school you would like them to be scratched from. Whenever you pair a round the scratches will be automatically generated and you will be able to view them from the scratch view. Do not worry if they don’t show up in the scratches view prior to pairing.

Discretionary Scratch: Navigate to either the judge page or team page, click on the “Scratches for ” button at the bottom of the page. Then click the “Add Scratch” button. This workflow for judges is shown below:

First click “Scratches for *Name*”

Viewing Judge: Autumn Castillo

Name

Autumn Castillo

Rank

3.00

Schools

× Harvard

Ballot code

Ballot code

- ☒ Checked in for round 1?
- ☒ Checked in for round 2?
- ☒ Checked in for round 3?
- ☐ Checked in for round 4?
- ☐ Checked in for round 5?

Save



Scratches for Autumn Castillo

Then click “Add Scratch” at the bottom of the page

Viewing Scratch Information for Mavis Juarez

Scratch #1

×

Judge

Mavis Juarez

Team

Brown GP

Scratch type

Tab Scratch

Submit

Add Scratch

1.4.2 Judge/Team Check Ins

For judges, you should check them in for the rounds that they can judge during. Some tab staffs like to make judges check in every round, others take them down at the start. Either way, the judge will only be paired into the round if they are checked into the round.

The easiest way to check-in judges is via the batch check-in page ("Admin > Batch Judge Check In"), pictured below:

MIT-TAB
Pairings
Rankings
Backups
Scratches
Admin

Batch Judge Check-In

Quick Search:

Judge	Round 1	Round 2	Round 3	Round 4	Round 5
Adrienne Martinez	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out	<input checked="" type="radio"/> Checked In	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out
Agnes Porter	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out
Aileen Cunningham	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out
Alice Vazquez	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In
Alicia Howell	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In
Alissa Haney	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input type="radio"/> Checked Out	<input checked="" type="radio"/> Checked In
Amie Conrad	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In
Amy Rosales	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In
Araceli Griffith	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In
Arlene Erickson	<input type="radio"/> Checked Out	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In
Audra Holland	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In
Autumn Castillo	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out
Bertha Green	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In
Betsy Dejesus	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out	<input checked="" type="radio"/> Checked In
Betty Finley	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In
Billie Washington	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In
Brianna Stephens	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In	<input checked="" type="radio"/> Checked In
Carlene Horn	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out	<input type="radio"/> Checked Out

Alternatively, you can check a judge in individually on the page for that specific judge:

Viewing Judge: Autumn Castillo

Name

Autumn Castillo

Rank

3.00

Schools

× Harvard

Ballot code

Ballot code

- ☒ Checked in for round 1?
- ☒ Checked in for round 2?
- ☒ Checked in for round 3?
- ☐ Checked in for round 4?
- ☐ Checked in for round 5?

Save

Scratches for Autumn Castillo

Unlike judges you cannot check a team into certain rounds but not others ahead of time. Every time you pair a round, teams that are “Checked in” will be paired in and any that are not “Checked in” will be given a “No Show” loss. For the purposes of tabbing this is a loss, with both speakers receiving 0s for speaks and ranks of 7. If you want to give a team that you had checked out a Bye because they should have been checked in, give them a Bye via the admin interface and **remove the No Show** loss.

1.4.3 Pairing the First Round

To pair the first round, click “Prepare Next Pairing”, check that all of the sanity checks are green, and click “Pair This Round”. While the program is pairing you should do absolutely nothing. Do not add teams, do not navigate away, etc ... Depending on the size of your tournament it will take anywhere from 10 seconds to a minute and a half.

1.5 Running a Tournament

This document will cover anything you need to do after all the teams, judges, and rooms are registered and checked in.

For each round after round 1, you need to enter results, make sure you have enough judges, and pair the next round. **Having multiple people logged in and entering result information and checking that information makes your tournament run significantly better (faster and more accurate).** It is **highly** advised that you do this.

1.5.1 Entering Results

After pairing a round, you will mostly be dealing with the current round’s pairing view located at /pairings/status/. This is kind of the control center for the whole tournament, and you can change pretty much anything from this view. The areas of importance are shown below:

The screenshot shows the MIT-Tab pairing view interface. It features several key areas highlighted with colored boxes:

- Red boxes:** Highlight the team information for the Government (Gov) and Opposition (Opp) teams. The Gov team is "Smith Ravenclaw GOV" with a score of "1 / 45.00 / 1 / 1 / Unseeded". The Opp team is "F&M B OPP" with a score of "1 / 67.00 / 0 / 2 / Unseeded".
- Green box:** Highlights the judge information for the round, showing "Robbie Ferguson (10.00)" and two "N/A" buttons for selecting panelists.
- Yellow box:** Highlights the "Enter Ballot" button, which is used to enter results for the round.
- Blue box:** Highlights the "Edit in Admin" button, which is used to edit the pairing information.

- Red: This area shows you basic information about the government and opposition teams. Use this to quickly check if the pairings make sense.
- Green: This area shows the judge(s) assigned to a round. In the case of a panel, the chair is the one with the highest rank, not necessarily the one at the top. Click the “NA” button to select panelists
- Yellow: This is where you click to enter results for that round. Note that whenever entering forfeit wins or losses, enter speaks **of zero** and assign ranks arbitrarily. The program will do the right thing. Possible results are
 1. Gov/Opp win: The government or opposition team won outright, this is 99% of results.
 2. Gov/Opp win via forfeit: The government or opposition team won via a forfeit, e.g. their opponents did not show up. The winning team will get average speaks and ranks for the round and the losing team will get speaks of zero and ranks of 7. You can manually assign the losing team speaks greater than zero if you don’t want to totally tank their speaks, but they will continue to get ranks of 7 (this is potentially changing going forwards).
 3. All Drop: Both teams lose the round. Everyone gets speaks of zero and ranks of 7. Use this for when both teams don’t show up.
 4. All Win: Both teams win the round. Useful for when a judge does not show up to a round and you don’t want the tournament to run behind. Both teams get average speaks and ranks for that round (recalculated with every round).

- **Blue:** This is where you click to edit the round in the administration interface. From that interface you can change anything you want about the round, e.g. which teams are debating, which judge is judging, which room the debate is in, etc ... Note that you can also drag and drop judges around as well as teams from the pairing view, but only within the pairing (i.e. you can't drag a judge that wasn't paired in into the pairing, you can make this change from the admin interface, however). Please do not delete rounds unless you also delete the corresponding Round Stats (viewable from the admin interface) for the debaters in that round. You really should not need to ever delete a round, the various options for the results of a round should be sufficient.

1.5.2 Pairing the Next Round

To pair a round, navigate to `/pairings/status/` and hit "Prepare Next Round". For any round after round 1, make sure that all results have been entered. After that, you should see this page:

The screenshot shows the MIT-TAB interface for pairing Round 2. At the top is a navigation bar with 'MIT-TAB' and links for 'Pairings', 'Rankings', 'Backups', 'Scratches', and 'Admin'. The main content area is titled 'Pairing Round 2' and contains a table with the following data:

Sanity Check	Successful?
N/2 Judges checked in for Round 2? Need 76, have 85	Yes
N/2 Rooms available Round 2? Need 76, have 140	Yes
All Rounds properly entered for Round 1	Yes

Below the table is a yellow warning box with the text: "This action will attempt to pair the next round. If you have ignored the warnings above it may fail. Be warned, and always backup if you are unsure." At the bottom is a large blue button labeled "Pair This Round".

This signals that it is safe to pair the round. Backups before and after the pairing will automatically be created for you and labeled with the round number in case you need to restore from backups due to a pairing error.

Afterwards, hit the "Assign Judges" button to pair judges into the rounds.

1.5.3 Backing Up

MIT-TAB supports the concept of "backups" which allow you to create full backups of the state of your tournament at any given moment. Treat your tournament like a final paper: save early, and save often.

You will automatically get backups before and after each pairing event, labeled with the round number. If you manually backup a timestamp will be appended to the name so that you can tell which is which. Eventually, we plan to support arbitrary naming, but that is not ready yet.

Use cases:

1. You pair a round but need to re-pair because teams showed up that were checked out, or a bunch of judges shows up late, etc ...

2. If you download the backups it can also serve as a crash prevention system. If for whatever reason your server goes down, you can start up your tournament on another computer using the downloaded backup file.

Creating a back-up

1. Under the “Backups” menu in the navigation bar, select “Backup Current”
2. You will now be redirected to the lists page, where you can see the backup `manual_backup_round_{x}_{timestamp}` file
3. (Optional) Click on the backup file and click the “Download Backup” copy to have a local version just in case

Restoring from a back-up

1. (Recommended) Create a back-up of your current tournament state using the instructions above, in case you need to access it again.
2. Under the “Backups” menu, select “View Backups”
3. Find the back-up you’re looking for. Auto-generate back-ups are named clearly. Manually backups have a timestamp at the end of them
4. Click on the back-up and click “Restore From Backup”

NOTE: You may be logged out after restoring from a back-up. The username/password is still the same.

1.5.4 Re-pairing a round

If something went wrong in the pairings, you may want to pair the round again. In order to do this, all you have to do is restore from the before pairing back-up and then pair the round as described [above](#)

To find the back-up to restore from, go to “Backups” > “View Backups” and click on the one with the name `round_x_before_pairing.db`, where `x` is the round number that you want to re-pair.

1.5.5 Removing Teams, Rooms and Judges

Throughout a tournament, you may have to remove a room, drop a team, etc. There used to be a delete button, but deleting teams/rooms/judges can potentially delete results from rounds that occurred, so that button was removed.

If you want to delete an entry (rather than just checking it out):

1. Reconsider your decision. Why does checking it out not work?
2. Make sure that the judge/team/room/debater was not paired in to any rounds.
3. Delete it using the Admin Interface

NOTE: You will never have to remove a debater if there is still another debater on the team. Just enter the results as an iron-person round.

Removing a team

To remove a team, simply uncheck the “Checked in” checkbox at the bottom of the team’s detail page. Simply re-check this to add them back in

Viewing Team: AU Elle Woods

Name:

School:

Hold down "Control", or "Command" on a Mac, to select more than one.

Available Debaters



Debaters:

Fanny Lindsay
Twila Hewitt
Reyna Bird
Rowena Rasmussen
Florine Downs
Lolita Nieves
Kaitlin Sargent
Britney Franks
Francesca Haney
Angelique Sosa
Tamera Hendrix
Tisha Burt
Hollie Head
Marietta Duffy



Chosen Debaters

Marietta Duffy
Marva Chaney

Choose all 

 **Remove all**

Seed:

Checked
in: ☒

Scratches for AU Elle Woods

Delete

View Marietta Duffy

View Marva Chaney

Removing a judge

To remove a judge, uncheck the "Checked in for Round _" checkbox for each round that you want to check them out for.

Viewing Judge: Aida Bond

Name:	<input type="text" value="Aida Bond"/>
Rank:	<input type="text" value="3"/>
Schools:	<div><div><div>Available Affiliated Schools ⓘ</div><div><div>Q</div><div><input type="text" value="Filter"/></div><div>Chicago Syracuse Wellesley Hopkins Northeastern Columbia NYU West Point Berkeley Stanford Penn GW Tufts Smith</div></div></div><div><div>Choose all ⓘ</div></div></div> <div><div>Chosen Affiliated Schools ⓘ</div><div>Harvard</div><div><div>Remove all ⓘ</div></div></div>
Phone:	<input type="text"/>
Provider:	<input type="text"/>
<div>Checked in for round 1? <input type="checkbox"/></div> <div>Checked in for round 2? <input type="checkbox"/></div> <div>Checked in for round 3? <input type="checkbox"/></div> <div>Checked in for round 4? <input type="checkbox"/></div> <div>Checked in for round 5? <input type="checkbox"/></div> <div><div>Scratches for Aida Bond</div><div>Delete</div></div>	

a judge

Removing

Removing a room

To remove a room, uncheck it in for the given round. You must have enough checked in rooms for this to work.

Viewing Room: Adams Coolidge Room

Name

Rank

Save

1.6 Outrounds

Outrounds are now here!

1.6.1 Handling the Break

When you reach the final in-round of your tournament, the button that is normally “Prepare Next Round” should read “Break ‘em”. If this does not happen, please consult your `tot_rounds` TabSetting and ensure it is set properly.

This will then break the appropriate number of teams as determined by the `nov_teams_to_break` and `var_teams_to_break` TabSetting.

All teams have a `break_preference` field which determines which break they’d prefer. The only instance where this matters is if a novice team varsity breaks, but their break preference is set to novice, at which point they would not break varsity and only break to the novice bracket.

It will also perform a number of checks to ensure you have enough rooms and judges. It does support paneled rounds (as long as they are consistently paneled) – please consult the `nov_panel_size` and `var_panel_setting` for more information. It will let you pair if you don’t have enough judges, but it will warn you.

The other tab setting that must be set correctly in order to ensure judges / rooms are not double booked is the `var_to_nov` variable. If you would like varsity octafinals to happen at the same time as novice quarterfinals, this value should be 2 as the quotient of number of teams in varsity break rounds to the simultaneous novice break round is 2. If they are happening at the same time, the value should be 1, if they are octafinals at the same time as semifinals, then it should be 4, etc.

1.6.2 Managing Pairings

Currently MIT Tab does NOT support judge assignment, this must be done by hand. However, assuming you have set `var_to_nov` correctly (see above) AND all scratches are entered, the dropdowns on the pairing view will allow you to place judges very quickly. Furthermore, gov opp will be assigned randomly, so be sure to change that according to whichever type of system your tournament has chosen to use.

Please also note the release pairings button that appears on the pairings page as normally appears. This will toggle the visibility of that round's pairings.

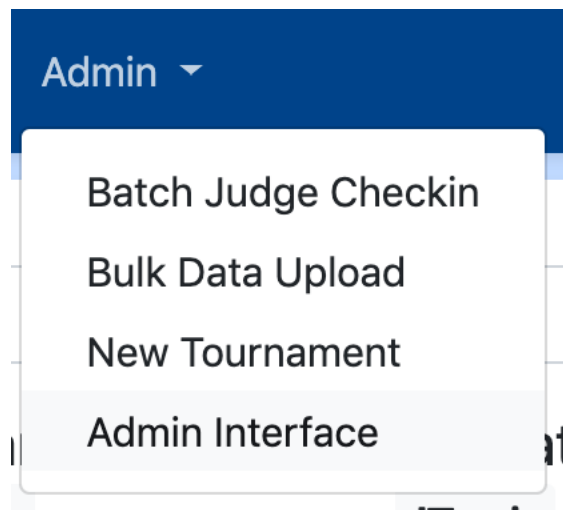
1.6.3 Entering Results

Currently MIT Tab does not care about the type of decision (2-1, consensus, etc), but only the result. Please enter these before advancing to the next out-round (this functions as it does for in rounds).

1.7 Advanced Topics

MIT-Tab's TabSetting module allows tournaments to modify the internal logic of how mit-tab works. This article will document ways that you can use tab settings to improve your tournament.

For each of the modifications below, you will have to know how to create or modify a tab setting. In order to do that, first, navigate to the admin interface in the navigation menu ("Admin" > "Admin Interface")



You will then be taken to a page titled "Site administration". On that page, click the "Tab settings" link. You should now be on a page with the heading "Select tab settings to change" that looks like this:

Select tab settings to change

Action:	-----	Go	0 of 6 selected
<input type="checkbox"/>	Tab settings		
<input type="checkbox"/>	pairing_released => 0		
<input type="checkbox"/>	lenient_late => 0		
<input type="checkbox"/>	nov_teams_to_break => 4		
<input type="checkbox"/>	var_teams_to_break => 8		
<input type="checkbox"/>	tot_rounds => 5		
<input type="checkbox"/>	cur_round => 2		
6 tab settings			

1.7.1 Modifying a Tab Setting

To edit a tab setting, click on the one that you want to modify and change the “value” attribute

1.7.2 Creating a Tab Setting

To create a tab setting, click the “Add tab settings” button in the top right corner of the page. The “key” should be the (case-sensitive) name of the setting, and the “value” should be the desired value for the setting

1.7.3 Default Tab Settings

Here are the default `TabSettings` unrelated to the power-pairing calculations (those related to that can be seen at the bottom of this page.)

Note: Some may already exist on your server, some may not. The code will use these settings if provided regardless of if it showed up in the interface before you created it

Name	Default value	Purpose
<code>cur_round</code>	<code>1</code>	Control the current round of the tournament. Don't modify this
<code>tot_rounds</code>	<code>5</code>	Number of in-rounds at the tournament
<code>min_speak</code>	<code>0</code>	The minimum speaker score allowed to be submitted by the tab staff
<code>max_speak</code>	<code>0</code>	The maximum speaker score allowed to be submitted by the tab staff
<code>max_eball_speak</code>	<code>35</code>	The maximum speaker score allowed to be submitted by an e-ballot Note: This value will be allowed. In other words, if the value is <code>35</code> , a <code>35</code> does not have to be justified to tab staff but a <code>36</code> does
<code>min_eball_speak</code>	<code>15</code>	The minimum speaker score allowed to be submitted by an e-ballot Note: This value will be allowed. In other words, if the value is <code>15</code> , a <code>15</code> does not have to be justified to tab staff but a <code>14</code> does
<code>lenient_late</code>	<code>0</code>	The latest round where people who do not show up are given average speaks instead of speaks of <code>0</code> by default. Note: This only applies <code>_before_</code> the round. If you change this after the round was paired, it will not take effect. You can manually allow a <code>lenient_late</code> in the admin interface. Docs coming soon.
<code>pairing_released</code>	<code>0</code>	<code>1</code> if the pairings are publicly visible, <code>0</code> when they are not
<code>fair_bye</code>	<code>1</code>	<code>1</code> if only unseeded teams should be eligible for a first round bye, <code>0</code> if all teams should be eligible
<code>use_team_codes</code>	<code>0</code>	<code>1</code> if team codes should be display on the public pairings view, <code>0</code> if normal team names should be display
<code>teams_public</code>	<code>0</code>	<code>1</code> if the teams list is publicly visible, <code>0</code> if not.
<code>judges_public</code>	<code>0</code>	<code>1</code> if the judges list is publicly visible, <code>0</code> if not.
<code>debaters_public</code>	<code>1</code>	<code>1</code> if the debaters are publicly visible on the public teams list.
<code>team_codes_backend</code>	<code>0</code>	<code>1</code> if the team codes are used for all non-public views, <code>0</code> if not.
<code>nov_teams_to_break</code>	<code>4</code>	The number of novice teams to be included in the break (exclusive of novice teams who are varsity breaking)
<code>var_teams_to_break</code>	<code>8</code>	The number of varsity teams to be included in the break.
<code>nov_panel_size</code>	<code>8</code>	The number of judges on a novice outs panel.
<code>var_panel_size</code>	<code>3</code>	The number of judges on a varsity outs panel.
<code>var_to_nov</code>	<code>2</code>	The offset of the novice break to the varsity break. If novice semis happen when varsity quarters happen, the offset should be <code>1</code> . If novice semis happen when varsity octofinals happen, the offset should be <code>2</code> .
<code>var_teams_visible</code>	<code>256</code>	The number of teams above which the varsity outround is visible. For example, if it were <code>8</code> , quarterfinals and above would be visible, if it were <code>4</code> , semifinals and above would be visible.
<code>nov_teams_visible</code>	<code>256</code>	The number of teams above which the novice outround is visible. For example, if it were <code>8</code> , quarterfinals and above would be visible, if it were <code>4</code> , semifinals and above would be visible.
<code>gov_opp_display</code>	<code>0</code>	A toggle to switch the outrounds view from displaying Gov and Opp (when value is <code>1</code>) and Team 1 and Team 2 (when value is <code>2</code>)
<code>side-lock</code>	<code>0</code>	A toggle to indicate whether you are side-locking outrounds. If <code>1</code> , then the gov opps for outrounds will not be random, but will adhere to sidelocks, and will be indicated on the pairing card, and bolded on the front-facing pairing display.
<code>choice</code>	<code>0</code>	A toggle to indicate whether you would like to display who has choice, whether you would like this to be indicated on the pairing card, and bolded on the front-facing pairing display.

1.7.4 Running a Tournament with a Non-Standard number of rounds

To run a tournament that has more/less than 5 round, change the value of the `tot_rounds` setting to the number of rounds. If you don't do this, the gov/opp count optimization will not work, and pairings may get messed up.

1.7.5 Dropping a Team with Average Speaks

By default, when teams forfeit, they are given speaks of 0 and ranks of 7. To override this behavior, create a `tab_setting` with the key `lenient_late`. The value of the tab setting is the last round number where the default behavior of a forfeit is average speaks. For example, setting it to 1 would default any forfeits in round 1 to use average speaks. Setting it to 4 would make it the default behavior for rounds 1-4.

To override the default behavior for the round, navigate to the admin interface and click on the “No shows” link. You will now see a list of links formatted as {Team name} was a no-show for round {round number}. Find the team and round that you want to override, check/uncheck the “lenient late” option, and click “save”.

1.7.6 Modifying the Pairing Algorithm

The pairing algorithm uses creates minimum weight maximal matching algorithm to create the round. You can read more about the algorithm used [here](#). What this means is that the pairing algorithm isn’t a list of specific rules. Instead, it generates every possible pairing for the round, gives a score to each pairing, and then selected the pairings with the highest score. Penalties with the highest magnitude are the “worst” penalties. Those with values closer to 0 are less significant.

Note: The value of the setting *must* be negative. Otherwise your pairings will be very bad.

Here are the settings you can create, along with their default values:

Tab setting name	Default value	Description
<code>power_pairing</code>	<code>multiple</code>	For each position that the pairing is shifted from the “ideal” power-pairing, it’s multiplied by this number
<code>high_opp_penalty</code>	<code>0</code>	One team will have to opp more than <i>half of the rounds + 1</i> (e.g. 4 opps at a 5 round tournament)
<code>high_gov_penalty</code>	<code>100</code>	One team will have to gov more than <i>half of the rounds + 1</i> (e.g. 4 govs at a 5 round tournament)
<code>higher_opp_penalty</code>	<code>0</code>	One team will have to opp more than <i>half of the rounds + 2</i> (e.g. 5 opps at a 5 round tournament)
<code>same_school_penalty</code>	<code>0</code>	Both teams are taking protection from the same school
<code>hit_pull_up_before</code>	<code>0000</code>	A team who has hit the pull-up already will hit the pull-up again. (Note: Teams that have already been pulled up will never be considered for the pull-up)
<code>hit_team_before</code>	<code>-100000</code>	The two teams in the pairing have already debated each other

So, if I wanted to change the penalties so that having 4 govs was half as important as it usually is, I’d change the value of `high_gov_penalty` to `-50`. If I wanted to make it not considered at all, I’d change it to `0`.

If you would like to prevent seeded teams from getting the bye, set `fair_bye` to `1`