



Seating allows you to create a list of players without knowing how many sections there will be. Based on sign-ups and manual section and table assignments you can later position the pairs.

Start the contest as usual. When you are asked for number of sections, check the checkbox at the bottom and continue. The name of that checkbox is:

Enter all names, prepare the seating, and then select number of sections

Enter names

You are automatically taken to *Enter names* once the initial setup is done. Here you find two new columns – *Section* and *Table*. Those are used to manually enter seating assignments.

Start by entering the players. When you enter the seating assignment you can enter the following types of information:

- Section
- Table
- Direction (+ for North-South, – for East-West)

You can use any combination of the above and you can also omit parts of the information. Remember that you do not have to enter seating information for a pair. In that case the pair will be randomly placed in one of the available sections. Here are some examples:

A2+	Section A, table 2 as North-South
A+	Section A, any table as North-South
–	Any section, any table as East-West
3–	Any section, table 3 as East-West
1	Any section, table 1 in any direction

You enter the section assignment in the *Section* column and table and direction assignment in the *Table* column.

Sort the names

Whenever you want you can click the *Section* or *Table* headers to sort the pairs. If you continue with more changes you have to click the header again to resort the pairs.

Handle too many entered pairs

If you have entered too many pairs (or left some empty) that you do not want to place at any table you can set them as phantom pairs. This will remove them from any seating.

You can not completely delete pairs. The only way is the above mentioned way.

Close seating

When the seating information has been entered it is time to close the seating. Click *Contest menu* and select *Close seating*. The following windows will show one after the other:

1. Details for seating. Enter number of sections and click *Next*.
2. The next window asks you for number of tables for each section. Do that for every section and click *Finish*. While entering number of tables you receive useful information on number of non-assigned pairs etc.

After that it is up to Magic Contest to figure out the correct table positions. First the exact assignments are placed. Then all other pairs are placed randomly according to the seating details.

Magic Contest tests all possible combinations until none remain. This can take quite some time but it will always come to an end when an error message shows what the problem is. If you get tired of this you can always click *Cancel* to remove some seating details to make life easier for Magic Contest to place the pairs.

All table positions will be validated and error messages will be shown if two different criteria logically interfere with each other. This is such an example:

3 sections (A, B and C), 8 tables in section A
 #1 6 pairs placed in any section at table 1
 #2 8 pairs placed at A+

#1 will fill table 1 in sections A, B and C. #2 requires all tables in section A, which makes it impossible to place pairs according to both #1 and #2.

The section letters are always based on section A and up (A, B, C, and so on). If you want to use other section letters you must enter this at a later stage when you close the preparation.

Undo seating

You can always undo the seating through *Contest menu* and *Undo Close seating*. If you have already closed the preparations for a section you must undo that before undoing the seating.