# **Entry list**

You can find the entry list function in the menu under **Tournaments/Print.../Entry list.** It allows you to quickly and easily print customised entry texts with entry lists of any length. The player entry fields appear in a table. People who wish to take part in the advertised tournament enter themselves in this entry list:

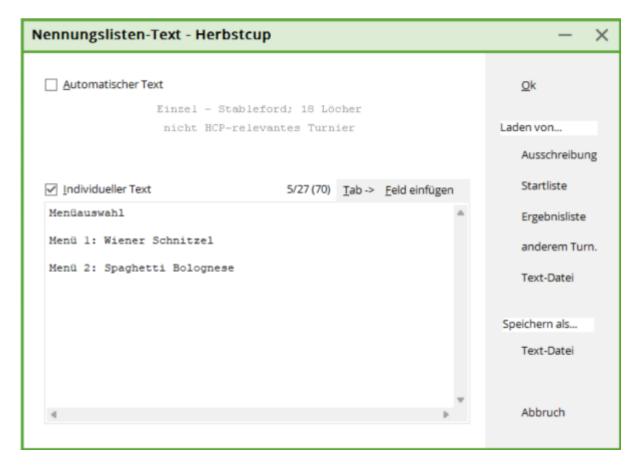


### **Header text**

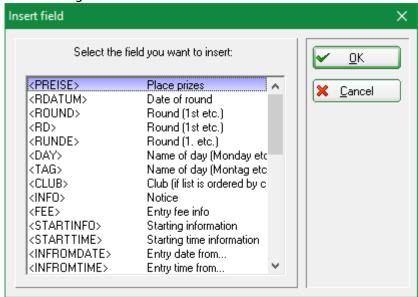
With *Header text* you can select which text is to be printed above the list. You can choose from the following options:

No header text	No text is printed above the list.
Automatic	Only the automatic text generated by PC CADDIE from the tournament definition will be printed.
Customised	Only the text you enter yourself will be printed above the list.
Automatic + Individual	Both the automatic and the individual text are printed.
Numbering	Selection for numbering one below the other or next to each other

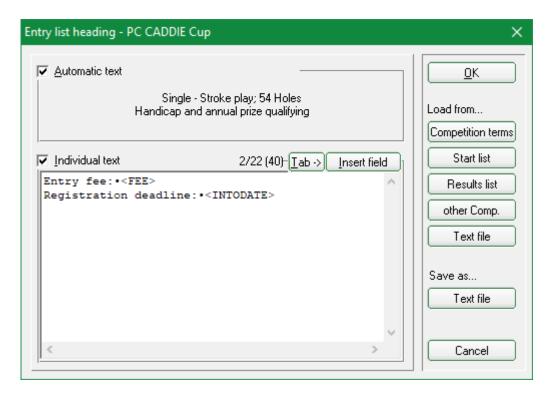
To enter the individual text, simply click the button **Text bearbeiten:** Here, for example, for a menu selection



- You can then **Save as... Text file** for further tournaments or you can retrieve a saved text via the button **Load from... Text file.**
- Via the button *Insert field* button to select the fields to be inserted in the text. PC CADDIE fills
  these with data entered from the tournament mask. These include fields that you fill in for the
  internet registration:



TIP Save yourself a lot of work and time by using the automatic system:

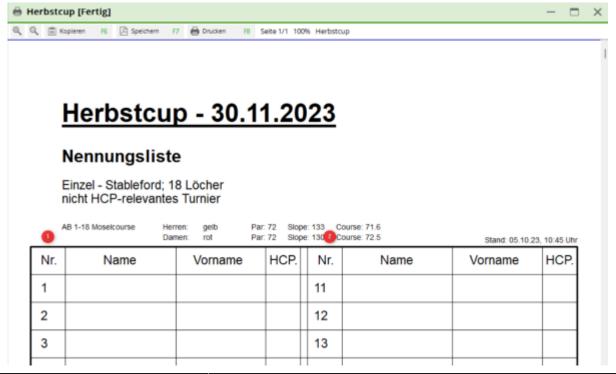


In the upper part of the window you will see the automatic text, which you can deactivate if required. The customised text can be entered in the lower part. For more information, please refer to the chapter "Tender text" under *Create, process, delete tournaments/new.* You can easily adopt a text that has already been entered for the entry list by clicking on *Load from... Tender* button.

#### **Format**

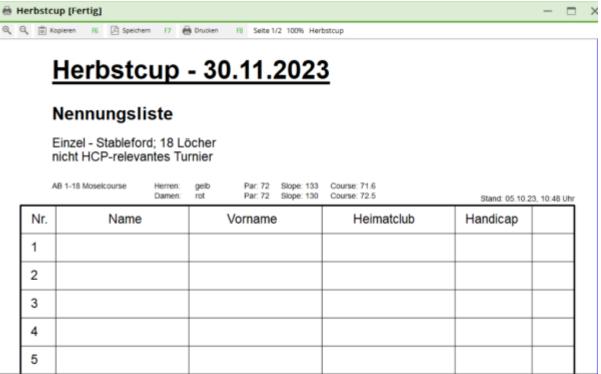
In the main window of the entry list you have the following options *Format* you can choose between the following 3 options:

"Two columns without club"

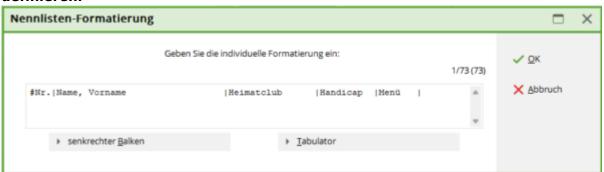


The picture shows column (1) on the left and column (2) on the right.

2. "Single column with club"



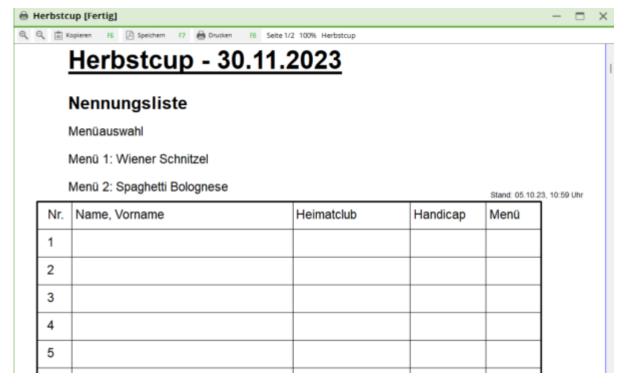
3. If you select "Customised format", the button appears to the right of the selection **Format definieren**:



You can define your own format in this dialogue. For example, if you enter the following format here...

#No.|Surname, first name |Home club |Handicap |Menu |

...you will receive this list:



- Please note that to define a two-column list, you must enter 40 characters including two bars at the end. If you want to define a single-column list, you can enter 80 characters. The exact character position at which the cursor is positioned is always displayed above the input field.
- With *numbering* you can choose between "next to each other" and "below each other". An example of a list in which the numbering is one below the other is shown in the last illustration. In the first list, the numbering is next to each other. Of course, this option is only available for two-column list formats.
- With **Number of entry fields** you specify how many players should have space on the list. You can freely select the number.
- If you <u>do not want an individual</u> format, you also have the option **Print recorded players** option. This makes it possible to enter the participants <u>before</u> This makes it possible to enter the participants into the computer before the entry deadline and then print a new entry list on which PC CADDIE then writes the players already entered alphabetically in the name fields.

## **Special features**

#### **Scramble**

Often the players who want to play together are marked with priorities, or they have team numbers from an online registration for 4 players. As it is not possible to print out a recorded player with an individual layout, one idea would be to use the **team ranking** to print a list with the registered players and attach it to the entry list, which is still open for further registrations. However, this only works for team numbers, so it is only useful for additional manual labelling if the team numbers are used and not the priorities (letters)!

Example player editor:

