



How to run a Competitive Draw session

Generating, scoring, printing, and sharing a session, for club organisers

Before you start

Competitive Draw sessions are scored and display on the Leaderboard page.

You'll need your organiser email and password. Player names, gender and skill level are managed on the Roster page, covered in a separate guide.

Generating a session

1 Open the app and sign in

- Tap the Competitive Draw card on the home screen.
- Sign in with your organiser email and password, if you're not already signed in.

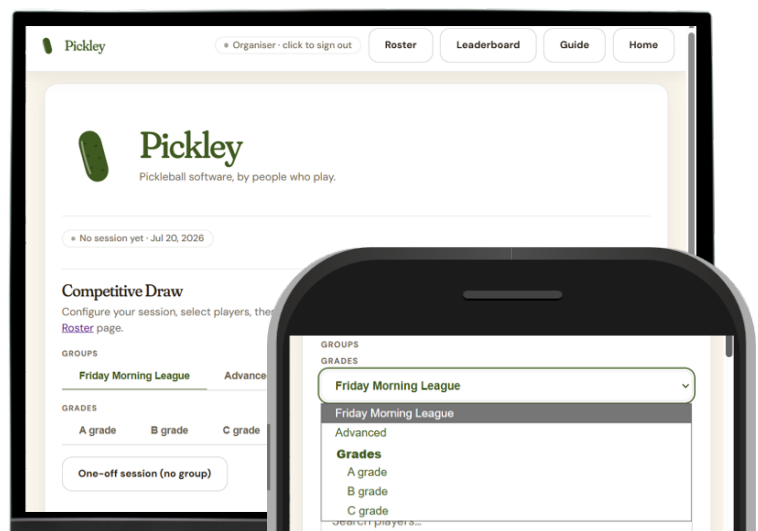


2 Choose the group

You can select a one-off session (no group) or a draw from a group.

If your club has more than one group:

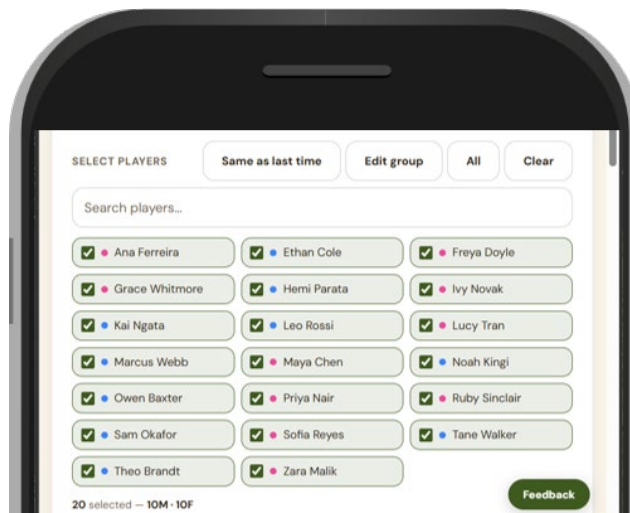
- **Desktop** – tap its tab along the top (eg Competitive, Tuesday Social)
- **Mobile** – select the group from the dropdown (eg Overs, Unders, etc).



3 Select players

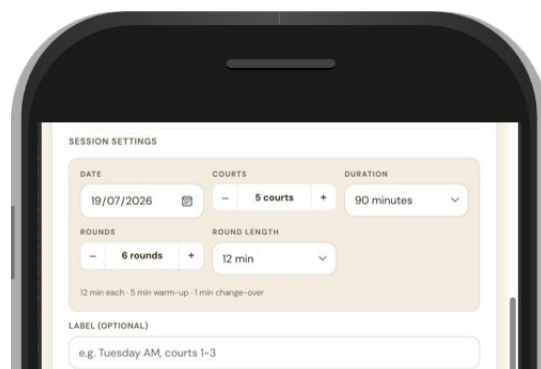
Tick everyone playing tonight from the player grid.

- **Same as last time:** Reselects last session's players.
- **All / Clear:** Select or deselect everyone currently visible in the grid.
- **Search box:** Finds and adds someone not already shown, or a brand-new player.
- **Edit group:** Lets you remove someone from this group or change their gender flag, without leaving the page.



4 Check session settings

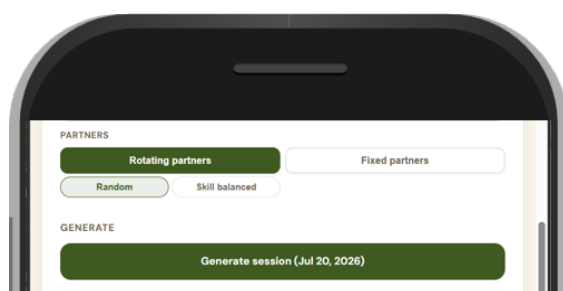
- **Date:** Defaults to today and isn't remembered, so check it before generating a session for a future date.
- **Courts, Duration, Round length:** Set the structure of the night: how many courts are in use, how long you've got, and how long each round runs.
- **Rounds:** Auto-fills from Duration and Round length. Use +/- to override it.
- **Label:** An optional free-text note, for example "Courts 1-3".



5 Choose partners

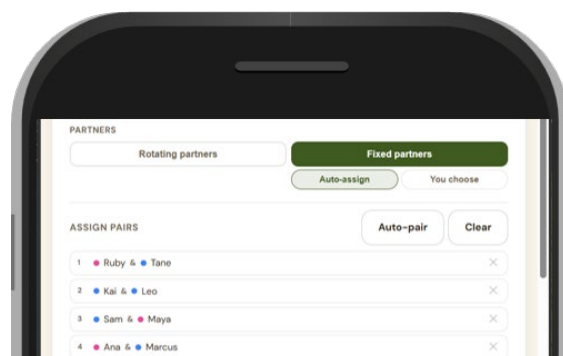
Rotating partners (the default) shuffles partners each round:

- **Random:** No seeding, partners shuffle freely with no repeats.
- **Skill balanced:** Creates a skill draw by ranking players seeded from their roster skill level. Manually reorder the list before generating if needed.



Fixed partners keeps the same partner all night:

- **Auto-assign:** Pairs players automatically.
- **You choose:** Tap two players to pair them yourself.



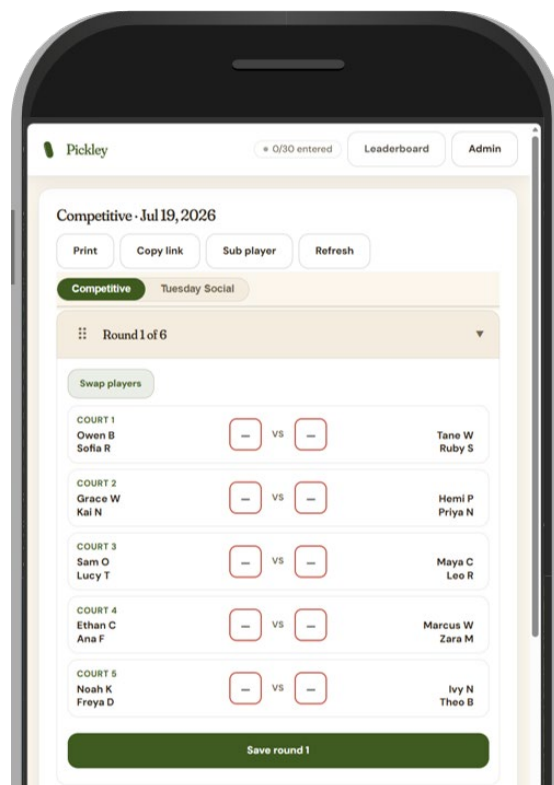
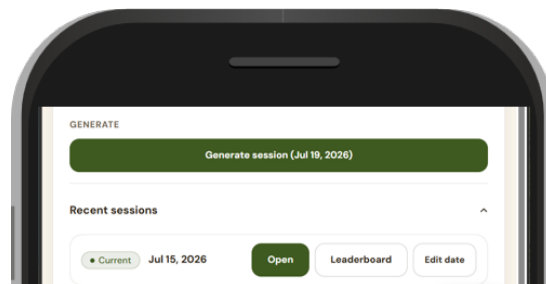
6 Generate the draw

Tap 'Generate session' at the bottom of the settings.

- If a session already exists for the date you've selected, you'll be asked to confirm, since regenerating clears any scores already entered.
- You'll be taken straight to the session page, ready to print, share, and score.

Reorganising the draw:

- You can reorder the rounds using the drag handles on the left.
- **Sub player** allows to replace a player at any stage after the draw has been made.
- **Swap players** within a round to rebalance. Warnings will display if this creates repeat partners or opposition. Only available before a round is marked Done.



Running the session

7 Print the draw (optional)

Tap 'Print' in the action row.

- Produces a printable sheet with blank score boxes, for players to write scores in by hand during play.
- You can save as a pdf on mobile and/or print to local printer on desktop.

The image shows a printable sheet titled "Pickleball - Competitive Draw" for "Jul 19, 2026 · 5 courts · 6 rounds". It features a QR code in the top right corner. The sheet is for "ROUND 1" and lists five courts with player names and blank score boxes. Each court has two players on the left and two on the right, separated by a "vs" and two empty boxes for scores.

Court	Player 1	Player 2	vs	Player 3	Player 4
Court 1	Owen B	Sofia R		Tane W	Ruby S
Court 2	Grace W	Kai N		Hemi P	Priya N
Court 3	Sam O	Lucy T		Maya C	Leo R
Court 4	Ethan C	Ana F		Marcus W	Zara M
Court 5	Noah K	Freya D		Ivy N	Theo B

8 Share the link (optional)

If you want players to score rounds themselves:

- Tap 'Copy link' to copy this session's URL, and share it however suits your club.
- The printed sheet from Step 7 also carries a QR code linking to the same page, so a player standing at a wall-mounted printout can scan it instead of typing a URL.
- Either way, players can open the session on their own phone and score their own court. No sign-in needed.

The image shows a mobile app interface for "Pickleball". At the top, it says "0/30 entered" and has buttons for "Leaderboard" and "Admin". Below this, it says "Competitive · Jul 19, 2026" and has buttons for "Print", "Copy link", "Sub player", and "Refresh". At the bottom, there is a section titled "Pickleball - Competitive Draw" for "Jul 19, 2026 · 5 courts · 6 rounds" with a QR code.

9 Enter scores

You can enter scores as you go, or after the session.

- The first round with unscored matches opens automatically.
- **Organiser:** Fill in every court, then tap 'Save round' at the bottom to save them all at once.
- **Players:** Using the shared link, players (one per court) and tap 'Save'. No sign-in needed.

10 Track progress

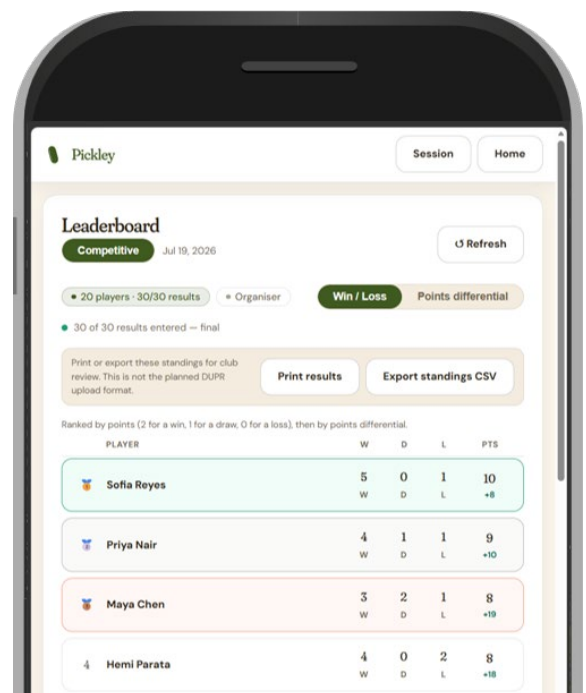
- A round shows a green 'Done' pill once every court in it has a score.
- The pill and progress bar at the top of the page show how many courts are scored across the whole session.
- Only the organiser can edit a score after it's been saved, using the 'Edit' button. Players just see a checkmark once their court is done and can't change it themselves.



Leaderboard and exporting

Tap 'Leaderboard' in the top bar to see the current standings for the session's group.

- **Win / Loss:** Ranked by points (2 for a win, 1 for a draw, 0 for a loss), then by points differential.
- **Points differential:** Ranked by points differential, then by points.
- Organisers can switch a session between the two views at any time.



Print results and Export standings CSV only display once every court in the session has a score. Both are organiser-only. Export standings CSV is for general club record-keeping; it is not the future DUPR upload format.