**Information for Players, Umpires and Organizers for ADLG events.**

If you want to integrate ADLG rankings you have to follow the following points.

**As a Player –**

You should know your Player ID. This is a unique ID assigned to you when your first ADLG game is reported to the French System. After each tournament, results are integrated to the French System. Find it, know it, and make sure the umpire has it correctly listed.

**As an Umpire –**

It is necessary to use one of the official spreadsheet for several reasons :

- It ensures that everyone in the world use the same calculation rules.

- It saves time to the team in charge of uploading the results.

- The spreadsheet is uploading and analyzed by a computer program. If the format is not correct, all the work have to be done manually.

At setup the spreadsheet requires as entering arguments:

* Tournament (Name) / Date / Number of Players / Theme / Country / Rounds played
* Under the Sort button, for each player :

(Player) ID / Surname/ First name/ Club / Army List Number (N°) / Units (Number of Battle Groups) (\*)

(\*) Be careful for the spreadsheet with variable cohesion, Units is to be indicated for every round.

Then for each round you identify each players opponent by entering the opponents Player ID.

Then record Victory/Defeat/Null(Draw) as well as the losses for each player (not required when Defeat is indicated).

Victory/Defeat/Null(Draw) is in French language. In French it’s Victoire/Défaite/Nul.

For a Double demoralization you should set Nul and Nul with Losses egal to Units.

**As an event Organizer –**

You should help as required to move this process along.

In the end when the spreadsheet is finished, a final sort yields final rankings and is ready for submission to the system.

First step is to verify the file in the following address: <http://artdelaguerre.fr/events/>

Correct all errors that are indicated.

When everything is OK, you can send the spreadsheet to the following: [adlgv3@gmail.com](mailto:adlgv3@gmail.com)

The results will be uploaded in the database