Vegaresults user manual

The website **www.vegaresults.com** publishes chess events together with their results (pairings, standings, and PGN games) and also allows player registration and surveys. Moreover, it enables organizers to promote their chess events in an elegant and efficient way.

Although only the programs **Vega** and **Orion** can publish tournament results on this site, any organizer can add an event to the calendar. To obtain the programs Vega and/or Orion, please visit the official website.

In other words, to publish a chess event online and manage player registration, the organizer does **not** need to own Vega or Orion. These programs are only required later by the arbiter to publish the tournament results.

You will not receive unwanted emails or donation requests. However, please be patient with a few non-intrusive advertisements. If your tournament cannot display ads, simply contact us and we will find a suitable solution.

The use of the site is regulated by the Terms of Service, which can be found on **www.vegaresults.com**.

This user manual explains what an organizer or arbiter can do **without using the Vega or Orion programs**.

User Registration

A user can register on the site via the login menu by filling in the registration form.

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After registration, the site sends a confirmation email containing an activation link. At this stage, the user is a simple subscriber with access to limited services.

To upgrade the account to **Organizer** level, the user must send an email to **vega@vegachess.com**, requesting the upgrade and specifying who they are and what role they have within the organization they represent. This procedure ensures that the VegaResults community consists of professional chess organizers.

The Organizer account is granted **free of charge**.
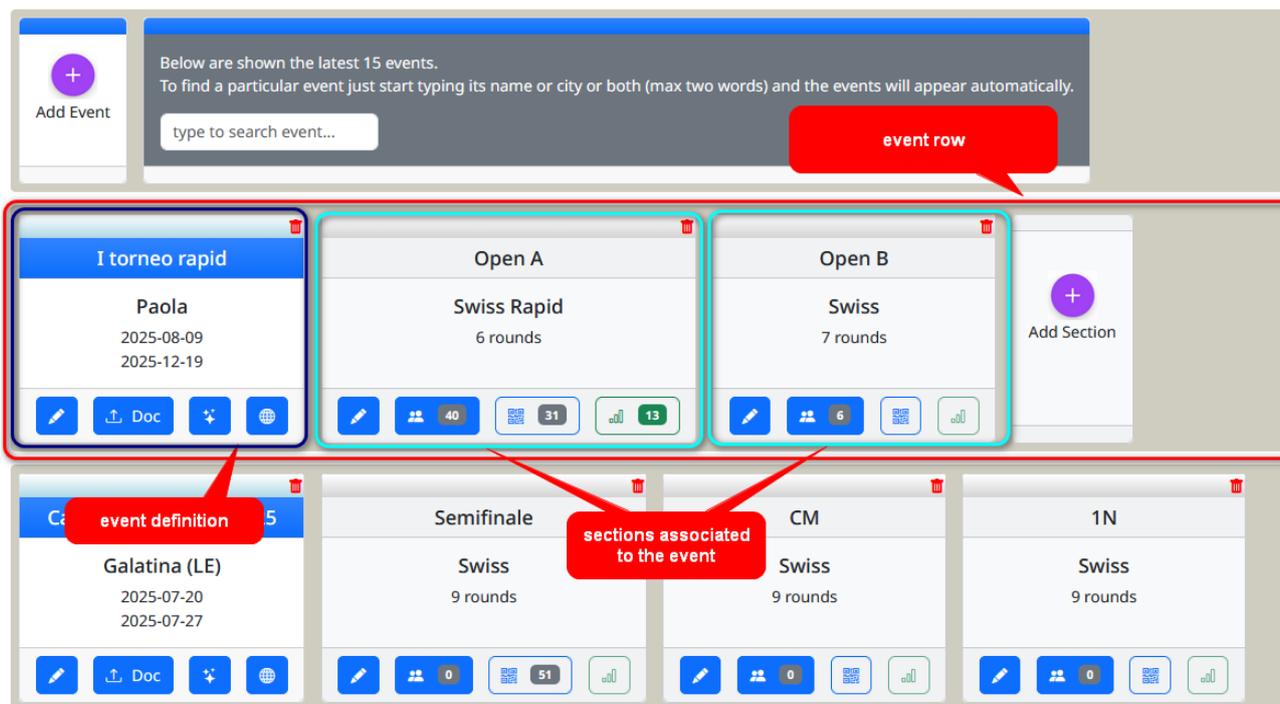
Organizer dashboard

The Organizer Dashboard allows several operations, most of which are self-explanatory. The **Event Manager** option is particularly important and is described in detail below.

Event Manager

The Event Manager allows you to add chess events and their sections.

A chess event may include several sections or tournaments; sometimes, it consists of only one section. Once an event is created, **at least one section must be added**, otherwise the event will not appear in search results. From this interface, you can:

- add a new chess event (**Add Event**),
- add a new section (**Add Section**) to an existing event.

Add Event

To add an event, click the **Add Event** button and fill in the form. Most fields are self-explanatory. The following notes clarify some specific fields:

Interest

- *International*: players from foreign countries may participate.
- *National*: participation is limited to players of a single federation or country.
- *Local*: participation is limited to a specific area (club, province, region, etc.).

Correctly labeling the event improves search accuracy for interested players.

Publish this Event and make it searchable
Enable this option if you want your event to appear in search results. Leave it unchecked for test or private events.
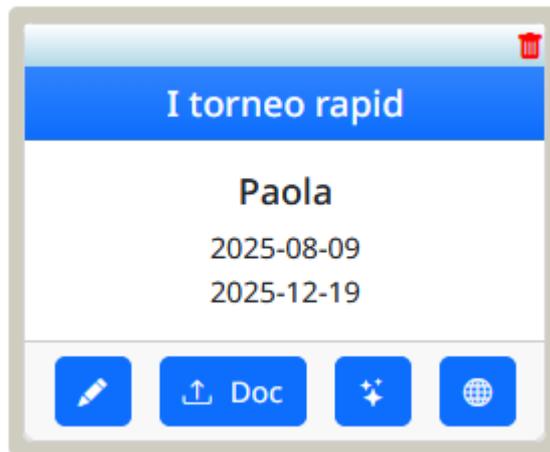
Latitude / Longitude
If set, a map will be displayed to help locate the event. These fields are mandatory for international tournaments.

Event Passkey
A secret string provided to arbiters, allowing them to connect tournament results to the event sections.

Once saved, the event appears as a card:

In the card footer, four action buttons are available (from left to right):

1. Edit event details
2. Upload a PDF (max 1 MB) containing the event regulations
3. Manage available services and amenities
4. View the public event page on VegaResults

Amenities & Comfort

VegaResults provides organizers with integrated tools to improve transparency, player experience, and post-event evaluation. Using a dedicated management panel, organizers can define **Amenities & Comfort**, including:

- playing venue characteristics,
- facilities and comfort,
- tourism and surroundings,
- food, accommodation, and related services.

Once configured, these amenities are displayed publicly on the event page, helping players better understand event conditions before registering and enhancing the overall presentation of the tournament.

Add Section

To add a section, click **Add Section** and complete the form. Notes on selected fields:

- **Number of players per team (only for team tournament)** : Enter the total number of players per team, including reserves. Example: 6 players + 4 reserves → enter 10;
- **allow online registration:** If enabled, VegaResults will provide an online registration form for players;
- **Registration up to:** Defines the deadline for online registration;
- **Show registered players:** check if you want to make public the list of the registered players;
- **Show only paid registered players**: Restricts the public list to players who have paid the registration fee;
- **Message shown during the tournament:** A short message displayed together with pairings and standings (e.g. schedule changes, local updates).

Once added, the section appears as a card on the event page
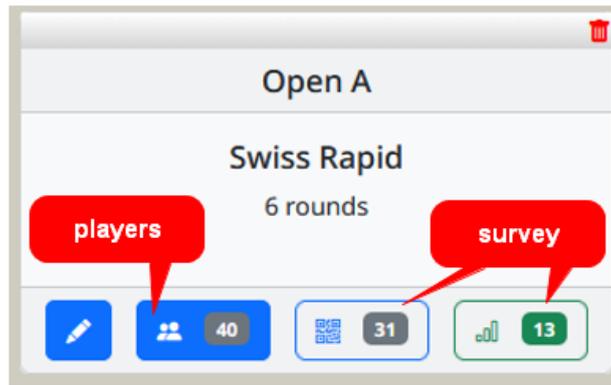
After all sections are created, the public event page will display all related information.
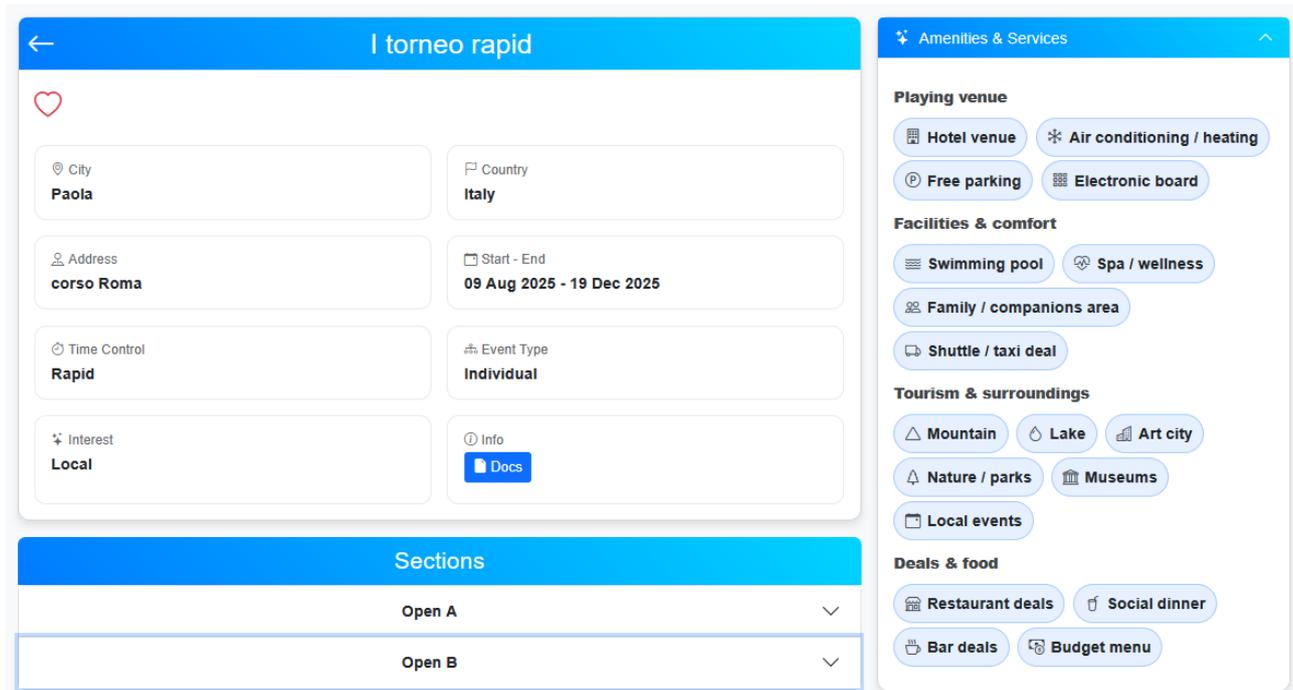
Section Card Options

Each section card includes the following actions (from left to right):

- Edit section data
- Manage player registration
- Generate survey
- View survey report

These features are described in detail below.

Player Management Interface (Organizer View)

The Player Management interface allows organizers to efficiently review, validate, and manage player registrations within a tournament section.
The interface is designed to be fast, lightweight, and intuitive, with all key actions available directly from the table view.

Registrations
Section ID: 6121

counters · search box

Search player...

Refresh · Request: 40 · Verified: 5 / 40 · Paid: 7 / 40 · Checked in: 1 / 40

Add a new player · Add player from Database · Export csv file of: Registration requests · Paid registrations · Checked in players

Showing 1–45 of 45 · ‹ Prev · Next ›

Name	Sex	Fed	DoB	FIDE ID	FRtg	Title	NatID	NRtg	Origin	Email	Registration request	Data verified	Registration paid	Check-in status		
	m	ITA	1965	23424702	1468	3N	208921	1468			✓					
	M	ITA	2016	28582969	1495	NC	198449	1495			✓					
	M	ITA	1966	2888683	1589	2N	132781	1589			✓	✓	€			
	M	ITA	1977	table				1745	VV		✓	✓				
	M	ITA	1985	842397	1808	1N	108982	1808	CS		✓	✓	€			
	M	ITA	1960	28568648	1723			0				✓	€			
	m	ITA	2010	0	0	NC		0			✓					
	M	ITA	1961	851060	0	2N	100911	1595	CS		✓					
	M	ITA	2013	23445386	1527			0			✓					

Search Box

At the top of the page, a **Search box** allows organizers to quickly filter players.

- The search is performed across multiple fields (such as name, federation, email, origin, and IDs).
- Results update dynamically without reloading the entire page.
- The **Clear (✕)** button resets the search and returns to the full list.

The search works together with pagination, sorting, and refresh, ensuring a consistent view at all times.

Status Counters and Refresh

Above the table, a horizontal status bar displays **summary counters**:

- **Requests** – players whose email address has been confirmed.
- **Verified** – players whose data has been manually verified by the organizer.
- **Paid** – players marked as having paid the entry fee.
- **Check-in** – players who have completed the online check-in.

The counters are shown in progressive form (e.g. *Paid: 12 / 20*), where the reference value is the number of email-verified players.

If any value exceeds the number of email-verified players, the counter is highlighted to indicate a potential anomaly.

A **Refresh** button reloads both the counters and the current page of the table, without resetting filters or sorting.

Player Table

The main area of the interface is the **player table**, which displays up to 50 players per page.

All columns remain accessible on both desktop and mobile devices via horizontal scrolling.

Sortable Columns

Several columns can be sorted by clicking on their header:

- Player name
- Rating
- Registration requests
- Data verified
- Registration paid
- Check-in status

A double-arrow icon next to the column title indicates that the column is sortable.
Clicking the header toggles the sorting order (ascending / descending) and resets the page to the first result set.

Sorting works seamlessly together with search and pagination.

Toggle Buttons

Each player row contains toggle buttons that represent the current status of the player.
All changes are applied immediately.

Registration requests

Indicates whether the player has confirmed their email address.
This status is usually set automatically after the player confirms the registration link.

Data verified

Indicates that the organizer has reviewed and approved the player's data (section, eligibility, rating, etc.).

- Only verified players are allowed to proceed with payment.
- This status is controlled exclusively by the organizer.

Registration paid

Indicates whether the player has paid the entry fee.

- If a player is **not verified**, the Paid button is shown as disabled.
- If a player was already marked as paid and later unverified, the paid status remains visible but cannot be changed until verification is restored.

Check-in status

Indicates whether the player has completed the online check-in.

- This status is considered sensitive.
- Any manual change requires explicit confirmation by the organizer.

Pagination Controls

At the top of the table, **Previous** and **Next** buttons allow navigation through the player list.

- Each page displays 50 players.
- Pagination preserves the current search filter and sorting order.

Export Functions

The interface provides export buttons to generate several CSV files:

Design Philosophy

The interface follows a clear left-to-right workflow:

Registration requests → Data verified → Registration paid → Check-in

This progression helps organizers immediately understand the current state of each player and identify incomplete or inconsistent registrations at a glance.

All actions are designed to minimize errors while keeping the workflow fast and transparent.
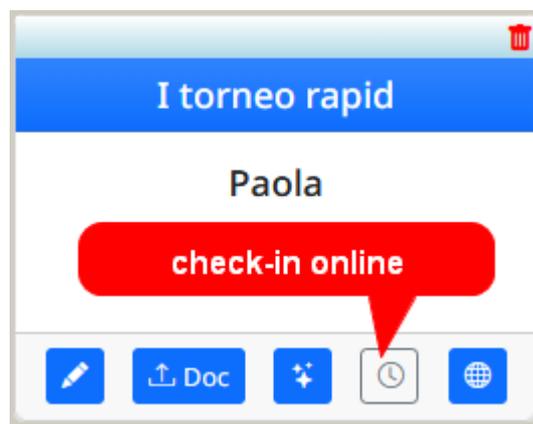
Online Check-in

The **Online Check-in** feature allows event organizers to manage player attendance in a controlled, secure, and efficient way. It is a **premium service** integrated into the event management workflow.

The system is designed to be **online-first**, while still providing **offline backup tools** for real tournament conditions.

Accessing the Online Check-in Panel

The Online Check-in is configured at **event level**.

From the **Event Management** page, premium users will find a **"Check-in"** button in the footer of each event card.

Clicking this button opens the **Online Check-in configuration dialog**.

The configuration applies automatically to **all sections of the event**.

Three-State Check-in Model

The Online Check-in service supports **three distinct states**, explicitly designed to avoid ambiguity:

1. **Do not use online check-in for this event**

   o   The service is not configured.

   o   No check-in links are generated or sent.

   o   No data is stored.

2. **Define online check-in (currently OFF)**

- o   The service is configured but disabled.

- o   This creates the check-in configuration for the event.

- o   The organizer can enable it later at any time.

3. **Enable online check-in NOW (ON)**

- o   The check-in service is active.

- o   Players may check in, subject to the configured rules.

The system **never activates or deactivates check-in automatically**.

All changes are performed **manually** by the organizer.

Manual Activation and Time Window

When the check-in service is defined, the organizer specifies a **valid check-in time window**.

Important notes:

- The time window **does not schedule** the activation.

- The organizer must manually enable or disable check-in.

- The time window is used only to **accept or reject** check-in attempts.

This time window is **communicated to players** and used to validate their check-in request.

Mandatory Failure Message

A **mandatory message** must be provided when configuring the service.

This message is shown to players **whenever online check-in is not accepted**, for example:

- check-in outside the allowed time window

- unpaid or unverified registration

- other admission restrictions

This ensures that players always receive clear instructions, even in case of failure.

Saving the Configuration

Changes take effect **only after clicking "Save"**.

- Selecting *Do not use online check-in* and saving removes the configuration.

- Selecting *Define* or *Enable* creates or updates the configuration.

- Leaving the dialog without saving does not change the current state.

Offline Check-in & Backup (PDF with QR Codes)

Once online check-in is configured (states 2 or 3), the dialog provides an **Offline Check-in & Backup** section.

From here, the organizer can generate a **PDF document** containing:

- one page per event section

- a QR code for each section

Each QR code points to a page where players can retrieve their **personal check-in link**.

This document is intended as a **backup solution**, useful when:

- players cannot access their email

- internet connectivity is limited

- on-site assistance is required

Automatic Emails to Players

When online check-in is configured, players receive an automatic email **at the time of registration**.

The email contains:

1. **Registration   confirmation   link**
   Used to confirm and validate the registration.

2. **Personal   status   link**
   A single page where the player can:

   o   follow the registration status

   o   verify payment status

   o   access online check-in when enabled

This ensures that players always have a **single, consistent entry point** for all registration-related actions.

Status link

Registration status

Player	FORLANO LUIGI
Sex	M
Federation	ITA
Birth year	1963
FIDE ID	815675
FIDE rating	1941
FIDE title	CM
National ID	100907
National rating	1941
Email	vega@vegachess.com
Confirmed participation	❌ No
Your data verified by organizer	❌ No. Pending review
Payment confirmed by organizer	❌ No
Online check-in	❌ Not done

ⓘ Please take a moment to review your details and ensure that your name, FIDE ID, and Elo rating match the section you registered for. If you notice any inconsistencies, you may contact the organizer for clarification.

Go to Vegaresults