DoublesMatch 2 Team Selection Tool

Seamless pairing, maximum playtime

for Windows

Help and User Information Version 2.0.1 (April 2025)

DoublesMatch is a software program for Microsoft Windows that facilitates a variety of court allocations (base on doubles play) particularly targeted at social Pickleball sessions. There are several possible combination scenarios available in the system, however the random allocation of players to courts is the default (and usually the most practical) option for most sessions.

This document provides some instructions on the available functionality in the **DoublesMatch** to greatly assist the management of social play sessions with minimum time and effort.

I hope you enjoy using the software and find it useful for your social playing sessions.

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DoublesMatch Team Selection Tool 2 for Windows

Seamless pairing, maximum playtime

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for Windows

What's New in Version 2.0.4 (March 2026):

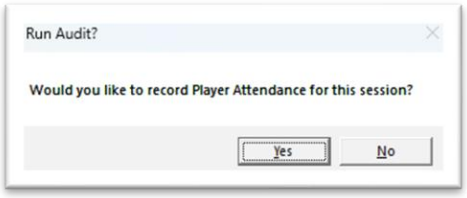
Some refinements have been made, and some new features included.

- **Sorting of Player Management List Improvements.** Modifications make sorted views more functional and streamlined.
- **Form Zoom feature now available in the Menu Strip.** Use this to resize the form to suit your particular screen resolution. The form will open to the default size, and a variety of standard options are available.
- **Additional function under the Context menu (Right Click).** New function now provides for setting of a flag to display "Players Played With" in a ToolTip format if preferred. The traditional dialog box is still available.
- **Minor bug fixes in adding/editing players.**

Opening the software:

Once you have downloaded and installed **DoublesMatch**, an icon will be placed on your Desktop and your Windows programs list. Simply double click the Desktop icon or click the link in your Windows programs list to open the program.

Before you see the main form, the following message will pop up.



Clicking **Yes** will enable the attendee audit process to record attendees for the current session based on whether they are set to play or not. This process writes the participants details to a text audit file which appends sessions that are selected to audit. This recording will continue appending each session until the file is manually cleared.

Clicking **No** will disable the audit function for the current session.

The Main Form:

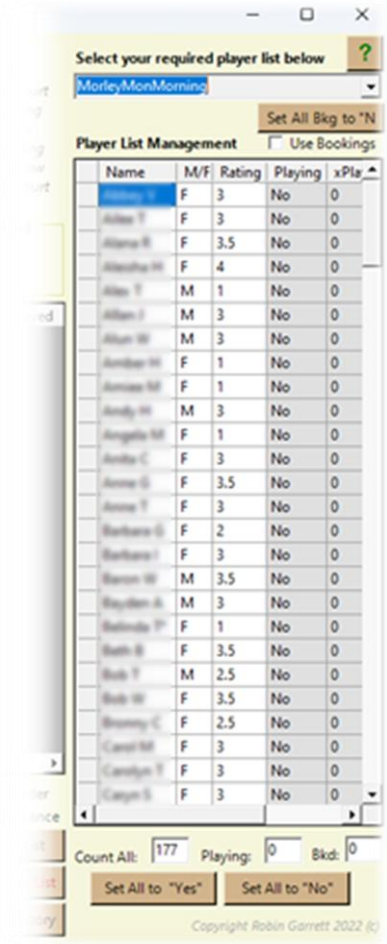


Once the main form opens, the first action required is to select the **Player List** using the dropdown box in the top right corner. It is possible to create as many player lists as you may require, each one

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with a unique name, and different players if required. This is often done by location, session time, or both.

Player List Management:



Selection of the **Player List** will automatically populate the **Player List Management** table with all players currently stored for the selected **Player List**.

This table contains all information associated with each player, however only certain fields are necessary for the user to access and run the software. User accessible fields are:

Name: The players name. While this field can display up to 65 characters. Shorter names are recommended so that the complete detail can be shown on the court matrix for players to read.

M/F: This field provides gender information for matching gender doubles if required for play. Any single character is acceptable, however M = male, and F = female.

Rating: Provides the facility for entering a player skill rating. Any *positive number* is acceptable, however ratings are only applied in 3 categories as:

Novice: 0.0 – 2.99

Intermediate: 3.0 – 3.99

Advanced: 4.0 +

Playing: Use this field to determine if a player is in attendance and is to be allocated court time for the current session. This field is not directly maintainable but will toggle between **Yes** or **No** when the user double clicks the field for each respective player.

xPlayed: This field is not user maintainable. It tracks the number of games each participant has played during the session to assist with ensuring an equitable allocation of playing time for all players – if required. This field is for user information only.

Bkd: This field can be used to assist in tracking players who have booked for a session in booking apps such as TeamReach etc. It is intended as a reference field only and plays no part in the function of the system. It simply facilitates tracking of booked vs unbooked participants if required. This field is not directly maintainable but will toggle between **Yes** or **N** when the user double clicks **the field** for each respective player.

Clicking the header on the Bkd field to sort will sort the table based on an index of **Bkd**, then **Name** for ease of tracking players who have booked.

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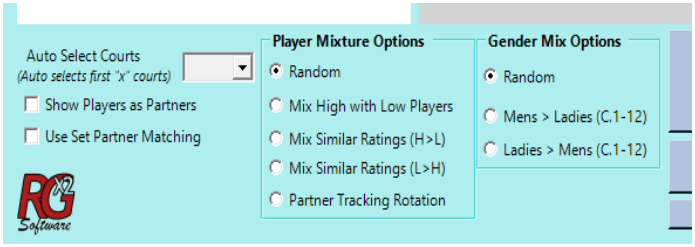
SetPartners: This field is only visible when the **Use Set Partners** Checkbox is toggled on. This enables the selection of partners within the **Player Management List** so that the partnered players will be matched together each time **Refresh Players** is run when the **Use Set Partner Matching** is selected in the **Player Mix Option**s.

The fields below this list show the total number of players in the currently displayed list (**Count All**), The number of players who are marked with **Playing** = **Yes** (**Playing**) and the number of players who have been marked as booked for the session (**Bkd**).

The Yes number should match the number of players in attendance, otherwise court adjustments "on the fly" may be required.

The **Set All to Yes**, **and Set All to No** buttons provide a shortcut to set the **Playing** status for all players in the **Player List** to either **Yes** or **No**.

Court and Player Mixture Options:



Auto Select Courts:

Selecting a value listed in this dropdown box will automatically activate the specified number of courts in sequential order. E.g., selecting **6**, will activate courts 1 to 6.

It is possible to select individual courts in any sequence by clicking on the relevant court's **Use Court X** checkbox and setting it to checked. Player allocations will occur in sequential order (1 to 12) only to those courts which are activated (inactive courts show as greyed out).

Show Players as Partners:

Activating the Show Players as Partners checkbox adds and overlay to the courts that specifies which players are required to be partners. In normal social play it is not necessary to dictate who will partner who, however if particular **Player Mixture Options** have been activated, the allocation of partners may be necessary, and therefore specifying partners will be advantageous.

Player Mixture Options:

The use of **Player Mixture Options** is reliant upon the accurate (or reasonably accurate) specification of player **Ratings** against each player. There are only 3 key options available:

Random – Players are allocated randomly with no regard to ratings.

Mix High with Low Players – Where available, a higher rated player will be listed on the left court quadrant, and a lower rated player will be listed on the related right court quadrant.

Mix Similar Ratings – Where available, players with a similar **Rating** will be listed on all 4 quadrants of a court.

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NOTE: With limited active courts, this may result in only higher rated players being allocated to courts.

In the **Mix Similar Ratings** case, two options are available which will result in higher players being on the first available court, progressing to lower players on the last available court, or the lower rated players being on the first available court, progressing to lower players on the last available court.

NOTE: With limited active courts, this may result in only lower rated players being allocated to courts.

Partner Tracking Rotation (NEW) – This function works most effectively if Players are allocated on court with specified partners for each game, and random allocations on i.e., **Show Players as Partners** toggled On, and **Random** set for **Waiting Player** allocations. These settings are defaulted with this selection.

Having this setting on tracks partners who have played together and (dependent on player availability) ensures that the same 2 partners do not play together again where possible.

Use Set Partner Matching (NEW) - Players can now be allocated as partners within the Player Management list by selecting the new "Use Set Partners" option. This ensures that "partnered" pairs will always be allocated together when Refresh Players is run. Partners pairings will be highlighted in Blue on each **Court** and in the **Waiting Players** list for easy reference when added by the **Refresh Player** process. Great for tournament practice. This function is separate to the **Player Mix Options**, but can impact all of them in a similar manner. **WARNING:** If you use this function in conjunction with the **Mix High with Low Players**, or the **Partner Tracking Rotation**, the Set Partner function may result in unintended mix consequences. Appropriate warnings are in place, but the choice is yours.

Gender Mix Options:

Random – Players are allocated randomly with no regard to gender.

Mens > Ladies (C1-12) – allocates gender-based doubles starting with men on the first available court progressing to ladies on the last available court. It is possible that numbers may result in only one gender on the courts at any given time, depending on player mix and available courts.

Ladies > Mens (C1-12) – allocates gender-based doubles starting with ladies on the first available court progressing to men on the last available court. It is possible that numbers may result in only one gender on the courts at any given time, depending on player mix and available courts.

In both above cases, it is likely that one court in the middle of the allocation direction will be a mixed doubles game, particularly if there is insufficient or odd numbers of gender players.

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Refresh Players:

Click this button to allocate players to active courts in accordance with the settings you have selected in **Player Mix** etc. Any players who are not able to be allocated to a court will be listed in the **Waiting Players** list which is discussed below.

Clear Courts:

Removes all players from all courts and leaves courts blank (empty).

Clear xPlayed:

Resets all players game count for the current session. Not recommended if you are using game count (**xPlayed**) to ensure an equitable allocation of players to courts.

Show Timer:

Opens the **Timer** which enables timing of games, if required. The Timer provides basic timer functionality, with a default game time of 15 minutes. A **Timer Memory** is available to provide a quick reset function for a user definable game time.

Once the time count down reach 0:00, an alarm sounds which plays a .WAV file called CDTAlarm.wav stored in the program folder, and the **Timer** resets to the default of 15 minutes.

(For **Timer** functionality, see **Timer Functionality** below)

Close Timer:

The Game Timer remains on top of the form and cannot be closed accidentally by clicking on its close button. It can only be closed by clicking **Close Timer** or when **DoublesMatch** is closed.

Avg. Game Length:

User maintainable field to set the anticipated game time for the current session. Default is 15 minutes. This is used only for the calculation of the average number of games that each player "should" play during the session. If a player's **xPlayed** falls below the expected average, the player is highlighted in the **Waiting Players** with italic text.

Average Games Played:

Act. – Actual average of games played in full from the time of the first running of **Refresh Players**. Based on total minutes divided by actual number of refreshes.

Est. – Estimated number of games that would be expected to have been played from the time of the first running of **Refresh Players**. Based on total minutes divided by **Avg. Game Length**.

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Colour by Gender:

If checked, the court quadrants and **Waiting Players** rows are highlighted in “pink” for ladies, “blue” for men and white for other genders.

Colour for Rating:

If checked, **XPlayed** showing on the court quadrants and **Waiting Players List** will be coloured according to the players’ rating, and a key for those colours will appear at the top of the form.



The colours are calculated based on the ratings stored in the **Player Management List** and assist in matching/mixing players on the court as required. One of the key benefits to this is the ability to easily identify newly introduced Beginner players by rating them at or below 1.99. This section provides 4 Rating levels, whereas the player allocation process recognises only 3 (Novice, Intermediate, Advanced).

The table of Ratings for this feature is:

0.00 to 1.99	Beginner
2.00 to 2.99	Novice
3.00 to 3.99	Intermediate
4.00 and up	Advanced.

Record Attendance:

If “yes” was selected when prompted on opening, this field will be checked. Check this box at any time to commence recording players as having attended the session. This process relies on the running of **Refresh Players**, so if it is checked after the last refresh, no records will be updated.

New Location List:

Allows for the creation of an empty (sample record only) location/**Player List** with a name as specified by the user, which can be populated manually by the user.

An option is offered to clone the currently active **Player List**, which will result in a duplicate **Player List** with a new name as specified by the user.

Remove Location List:

This will delete the current **Player List** and all related **Players**. Players in the current **Player List** who are also in other **Player Lists**, are only removed from the current **Player List**. They will not be deleted from other lists.

Show Session History:

Opens a text file report that lists previous games played in the current session. Current “on-screen” court allocations are not shown in the report as they remain available on the screen. This report provides the following information:

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Session Date,

Game number and time,

Court Number,

Player Name,

xPlayed.

Session History Report - 18/04/2024

Game Number: 0 - 12:00:00 AM

Game Number: 1 - 18/04/2024 5:41:57 PM

Court Number: 1

Player 1.....xPlayed:1

Player 2.....xPlayed:1

Player 3.....xPlayed:1

Player 4.....xPlayed:1

Court Number: 2

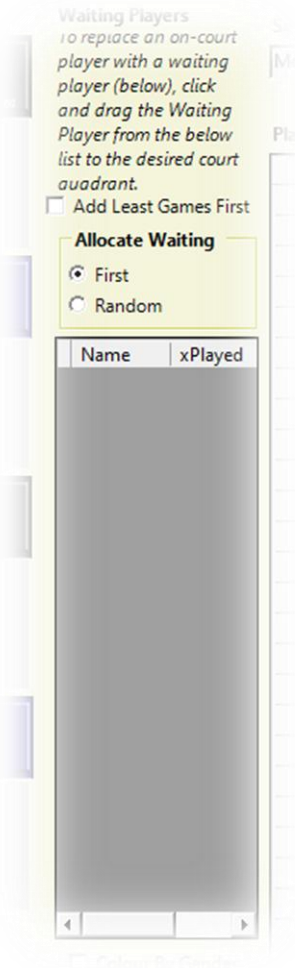
Player 5.....xPlayed:1

Player 6.....xPlayed:1

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Waiting Players:

After running **Refresh Players**, any **Players** remaining unallocated to a court are stored in the **Waiting Players** list.



Players who were not allocated in the previous game will appear in a red font.

Players who have played less that the expected average number of games will appear as *italic*.

If players meet both criteria, they will appear as *red italic*.

Allocate Waiting:

Add Least Games First:

This checkbox provides the ability for the allocation process to assess and allocate players with the least number of games (proportionate to the time they have been in attendance) before players with more games played. This assists in balancing the games played by players automatically with less operator intervention.

This can be very useful if utilising the **Auto Player Refresh** function on the **Timer**.

Allocate Waiting:

First:

All players listed in the **Waiting Player** list will be allocated to the courts first, in order of the **Waiting Players** list. If there are too many players for available courts, remaining players will be randomised (according to **Player Mix Options**) and reallocated to the **Waiting Players** list.

If court places remain available after allocating all **Waiting Players** who were previously on court will be allocated according to **Player Mix Options**.

Random:

All players are allocated randomly (according to **Player Mix Options**) which is likely to result in players remaining in the **Waiting Players** list regardless of the fact that they were there previously.

This may recur in subsequent, multiple **Refresh Players** runs.

Allocating Waiting Players Manually:

Any player in the Waiting Players list can be dragged and dropped into any active court quadrant.

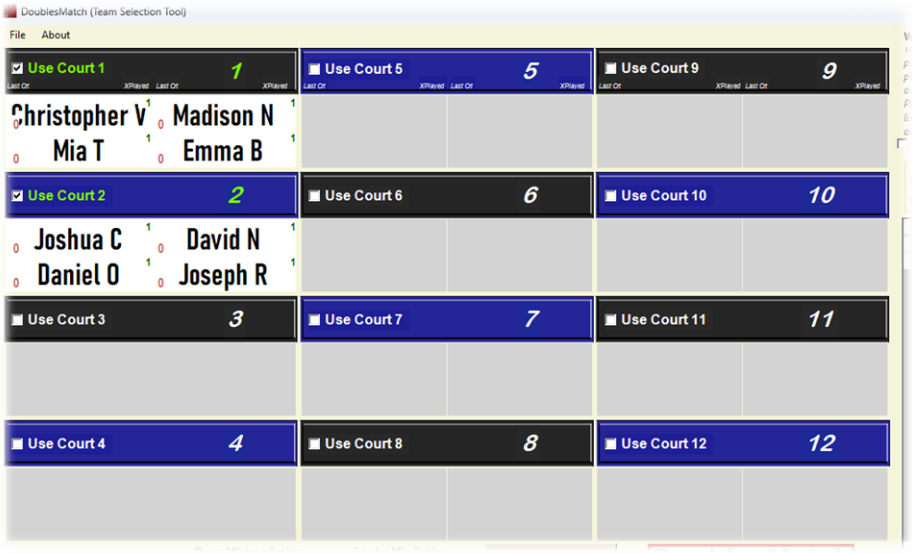
If the court quadrant is empty, the player will be added to the court and removed from the **Waiting Players** list.

If the court quadrant has a currently allocated player, that player will be moved to the Waiting Player list, and the waiting player will be inserted into that court quadrant.

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Players moved from the Waiting Player list (who have missed the previous game) will be shown on court as red text. This enables the user to be aware of players that have been previously waiting.

Double clicking in the blank space (grey area) below the list, or (if no grey space is visible) in the very top left corner of the heading row, if necessary, will randomise the current order of the **Waiting Player** list.



Courts:

Use Court Checkbox:

In addition to the **Auto Select Courts** drop down, the **Use Court** checkboxes can be used to activate individual courts and to set the court as either "in use" or "not in use". Players will only be allocated to courts that have this checkbox checked (white = active vs grey = inactive). Disabling a court with players on it will not remove the players from the court.

The bottom left number (red) in each court quadrant shows the last court that the listed player played on. This information can assist in manually ensuring that players do not remain allocated on the same court for multiple games if randomised in that manner.

The top tight number (green) in each quadrant shows the number of games that the listed player has played during the current session. This can assist in balancing the games played by all players during the session. This can be read in conjunction with **xPlayed** in the **Waiting Players** list.

The background colour of this field is set by **Colour For Rating** when it is being used.

Move/swap players:

Players can be moved between courts, and between court quadrants by clicking and dragging the player's name. Drag the player to where they are required to be, and the contents of that court quadrant dropped into will be swapped with the contents of the court quadrant dragged from.

This functions in the same manner as the drag and drop from the **Waiting Players** list to the **Court**.

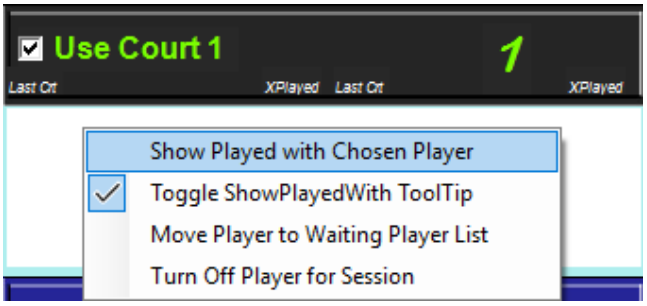
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NOTE: Players cannot be dragged and allocated to an inactive court.

As noted under Waiting Players, a text colour of red indicates that the player was not on any court during the previous game. This provides the user an awareness of those players that have already been sitting off when adjusting player positions or considering replacement from the **Waiting Players** list.

Context Menu (Right Click on Court Quadrant):

A context menu is available for **each court quadrant** by clicking the right mouse button. This menu provides two options to facilitate **player management**.



Show Played With Chosen Player:
Selecting this option will show a dialog box that provides information on all the other **Players** that the selected **Player** has played with during the current session. It also Shows how many times each **Player** has played with the current **Player**. This information can be useful in assisting to ensure that the random generator does not randomly allocate the same **Players** to play each other too regularly.

Toggle ShowPlayedWith ToolTip:
Selecting this option will toggle on or off the display, as a ToolTip, the players that the court player has played with, activated by hovering the mouse cursor over a Court Quadrant.

Move Player to Waiting Player List:
This option will remove the Player who was “right clicked” and will place them back into the **Waiting Player List**. This action also decrements the games played by the Player by 1. A blank space will be left on the **Court** the **Player** was removed from. This space can be filled, or you can continue to remove the other 3 **Players** to clear that particular **Court** of **Players**.

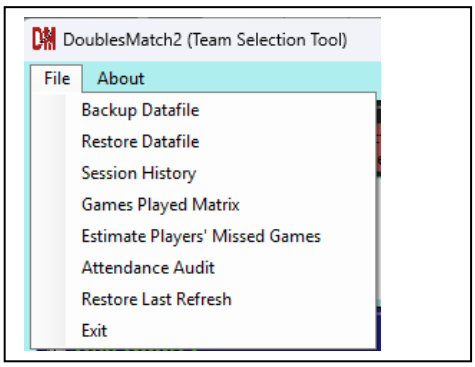
Turn Off Player for Session:
Will set the selected **Player** to No in the **Player Management** List and prompt for 2 optional actions during the process with prompts provided.

1: If the Player is currently on the court, the **Player** can be left on that **Court** for the current game, or removed immediately. Removal will result in an empty Court quadrant.

2: Player statistics can be cleared or left populated as required.

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File Menu:



Backup Datafile:

Backup the data file to the user's documents folder on the PC. The Backup file is named **PlayersBackup.tst** by default.

Restore Datafile:

Restore the selected backup file to the overwrite the current **Players.tst** main data file. The user will be prompted to accept that the system data file will be overwritten by the backup.

Once the file has been updated, **DoublesMatch** will close so that the application can be re-opened to read in the new data file.

Session History:

Opens the Session History file previously discussed.

Session History file is stored in the user's Documents folder as **SessionHistory.txt**.

Games Played Matrix (NEW):

Opens a matrix showing games played/missed for each player and provides a sortable count column so that player "sit outs" can be easily monitored.

Estimate Players' Missed Games (NEW):

Opens a form that evaluates the current attendance numbers relative to courts available and provides an estimate of the likely number of games that will be missed by the relevant number of players. This is an "information only" tool that provides insights to help manage player expectations.

Attendance Audit:

Opens the Attendance Audit history for review and export to another program for analysis, if required. The Attendance Audit History file is a comma delimited text file which is easily imported (or copied and pasted) to spreadsheet applications. The file is stored in the user's Documents folder as **PlayerAttendanceAudit.tst**.

It is important to note that this file does not clear itself due to the potential requirement to track multiple sessions over a long period of time. It should be cleared occasionally, if used regularly. As it is a text file, it will not grow excessively large over a short period, however it should be monitored and cleared once all data has been extracted.

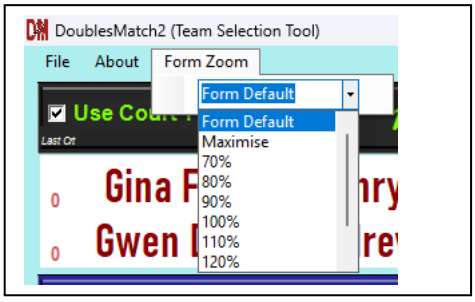
Restore Last Refresh (NEW):

This option provides access to a restore point as at the last **Refresh Players** activation. It is most useful the user accidentally clicks Refresh Players before being required. This provides **only one** refresh point, and if used multiple time will always only restore the most recent refresh data. All data is restored and saved from the last refresh including court allocations, games played etc.

If used, this process will result in a duplicated game record in the **Session History** report evidencing the action.

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Form Zoom:(NEW):



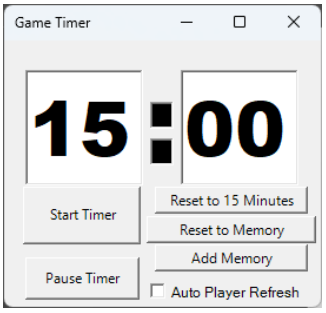
This option provides the ability to resize the form and its controls by setting a zoom percentage. Some zooms may impact the readability of smaller text fields, however the courts and players will remain clear and properly sized.

The zooms are dependent upon the screen area available, and if multiple screens are utilised, may need to be adjusted to suit the most appropriate screen's resolution. Multiple zooms on different screens is currently not available.

Percentages are based on the defined form size of 1472 x 809.

Timer Functionality:

The Timer has most of the normal functionality that you will find with any timer. There one key unique feature, however. The **Timer** is set to remain on top of the other applications, provided it is not **Minimised**.



Both the Minute and Second values are independently editable when the **Timer** is **Stopped**.

Once your required time is set, you can save it to the memory by clicking **Add Memory**, and then retrieve it by clicking **Reset to Memory**. The time stored in memory will show on the **Reset Memory** button once stored.

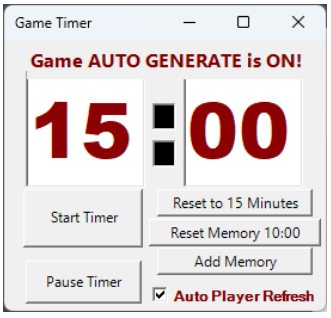
Click **Start Timer** to start, **Pause Timer** to pause, **Restart Timer** to "un-pause", and **Stop Timer** to stop and reset the Timer to the default 15 minutes.

Auto Player Refresh:

To facilitate less direct involvement with the process by the user, it is possible to check on the **Auto Player Refresh** checkbox.

BE CAUTIOUS IN USING THIS FEATURE – AND TEST IN ADVANCE TO ENSURE IT SUITS YOUR NEEDS!

The colour of the timer changes to RED and the main form changes to a light red colour with the warning… "**Game AUTO GENERATE is ON!**" at the top.



Once started, the timer will continue to loop through its count down, resetting to the initial **Start** time until it is stopped manually. Additionally, every time it reaches zero (0), the **Refresh Players** function of **Doubles Match** is activated, and a new allocation of players to courts is completed in accordance with the current settings on the main form.

In this case you will need to ensure that you allow enough additional time on the counter to facilitate players reviewing the screen and getting to their courts before the allocated game time begins. For example, 15 minute games may need the timer to be set to 18 or 20 minutes to allow for change over time, as the **Timer** restarts its count down IMMEDIATELY.

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All functionality of the main form is available while the **Timer** is counting down in this mode, so any modifications you need to make can be made (e.g., add/remove players from the play list, change allocation modes etc.).

BE AWARE that unless you UNCHECK **Auto Player Refresh,** the refresh will occur immediately after the **Timer** hits zero.

NOTE: You can uncheck the **Auto Player Refresh** at any time, and it will not affect the count down, other than when zero is reached, the **Timer** will stop and reset.

The Data File Format:

WARNING: Be very careful if changing the records in the data file. The file name must be **players.tst** and format is a standard DOS comma delimited file(.csv) with the following fields (do not use quotation marks in or around text):

> ***Playing Location*** *(Text),* ***Name*** *(Text),* ***Sex*** *(Text),* ***Rating*** *(Number),* ***Playing*** *(Text),* ***YesTime*** *(Null Text),* ***LastCourt*** *(Integer -0),* ***xPlayed*** *(Number),* ***Bkd*** *(Text Yes/N)*
>
> ***Sample Data:…***
>
> ***PlayingLocation,Name,Sex,Rating,Playing,YesTime,LastCourt,TimesPLayed,Bkd***
> *PlayingLocation, Frederick,3.5,Yes,,0,0,N*
> *PlayingLocation, Andrea L,3,No,,0,0,Yes*

The bolded heading row is required in the file and should be included.









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Form Size on the Screen:

The form has been designed to (hopefully) fit on most modern PC screen resolutions. Its size is 1422 x 772. Size will automatically change with different screen resolutions and MS Windows Zoom settings, however some settings will result in the form being smaller or larger than the screen.

The following screen resolution and zoom settings should result in a near full screen form:

1920 x 1080 @125% zoom (Good)

1440 x 900 @100% zoom (Good)

1680 x 1050 @ 125% zoom (Slightly large)

1680 x 1050 @100% zoom (Adequate)

1280 x 720 @ 100% zoom (Slightly large)

This information can be accessed through the About Menu or by clicking in  the top right corner of the **DoublesMatch** main form.

END

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Appendix 1- Change Log:

Version 1.1.0 (June 2023)

- **Readability**
  Court Quadrant text boxes have been widened and font condensed to improve readability of longer names.

- **Tracking number of games played.**
  Evaluation of the average number of games played in the session for each player has now been incorporated, with the Waiting Players highlighted as italic if they fall below the average relative to their commencement time. Commencement time is based on the setting of the player to "Yes" in the player list, with the anticipated average games calculated based on the proportionate time the player has been in attendance.

  The relevant average game time (minutes) can be set by the user according to their requirements for the session. This value is used to calculate the anticipated average for players who have not been in attendance for the whole session. The overall average games per player is shown below this setting at the bottom of the form, and changes with each new generation of sets.

  For example: If most players have been playing for 2 hrs (15 minute games) they would expect to have played 8 games. If a player arrived an hour late, they would only expect to have played 4 games, therefore this average is used to check that their games played is "reasonable".

- **3. Additional data in the Court Quadrants.**
  The number of games played by an individual (based on inclusions on the court for each generation) is now shown in green in the top right corner of the respective player's quadrant, as well as being available in both the Player Management List, and the Waiting Players List.

  The last court number that the relevant player last played on is shown in red in the bottom left of the respective player's Court Quadrant, enabling a quick review of the current court/player allocations if required.

- **4. Players off court for more than a single game.**
  Players listed in the Waiting Players List who also missed the game immediately prior should now be highlighting in red consistently, whereas in the previous version that may not have always been the case. Remember, this only checks a history of one(1) game.

- **5. Data File now stored in user\Documents folder.**
  The data file is now saved in the user\Documents folder to make it more accessible, and also to retain its integrity when updates to the software are applied. The IMPORTANT note below (in red) will only apply to the uninstalling of the application for this update. Future updates will not impact the player data file.

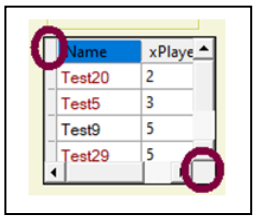
Version 1.1.1 (January 2024)

- **1. Sort Waiting Players**
  You can now sort the Waiting Players List by clicking on the respective headers (Name, xPlayed). This is intended to assist in tracking and adjusting waiting players so that you can give players with less games priority to get back on the court.

  Note: Both Waiting Player and Player Management lists now sort xPlayed as numbers whereas they previously sorted as text.

- **2. Randomise Waiting Players.**
  Randomisation of the Waiting Players list is still available by double clicking in the blank area below rows, or if this is unavailable (due to numbers of players) in either the top left or bottom right corners of the list as shown below.

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Version 1.2.3 (January 2024)(revised numbering)

- **A couple of bug fixes.**
  The ability to open multiple instances of the Team Selection Tool has been removed, as use of the product in this manner has the potential to corrupt the data and reporting files.

  File management and error checking has been enhanced.

  Players (who may be leaving after the game) left on court for the current game, but with Playing reset to "No", will no longer be swapped back to the Waiting Players list if replaced by a waiting player.

- **Limited Bookings Tracking has been included.**
  An additional checkbox (above the Player Management List) collapses the columns for easy entry of players who have booked the session through TeamReach or other apps. This is intended simply as a "ready reference" for session coordinators to track who was booked and who was not.

  No integration to TeamReach is available, so it is a purely manual process for use, if desired. A double click on the Bkd field will toggle "Yes" or "N" as a visible indicator during the session. The Bkd field is also available using the horizontal scroll bar, and it is recommended to leave the Bkd checkbox unchecked during the session. The Bkd field is sortable by clicking on the Bkd column header, so you can sort all the "Yes" entries together if desired.

  The Button "Set All Bookings to N" provides a simple way to reset all Bkg information to N.

  It must be noted that, in order to provide a clear visible distinction between the settings on this field, the full "Yes" and initial "N" have been used.

- **New Context Menu for Active Court Quadrants.**
  Right clicking on any active court quadrant will provide a popup menu with the 2 following options.

  Move Player to Waiting Player List:
  This option allows the removal of a currently listed player on the court to be removed to the Waiting Player List. Provided they are currently listed as "Playing", they will be added to the bottom of the list, and removed from the relevant court quadrant. No player will replace them unless dragged from the Waiting Player List as normal.
  If the player is not listed as currently playing (e.g. has been turned off during the session), they will simply be removed from the court. They can be reinstated, if required, by double clicking their name in the Player Management list in the normal way.

  Right clicking an empty court quadrant will provide the context menu, but no action will occur for this option.
  Show Played with Chosen Player:
  This option provides a quick and simple mechanism to see who the selected player has played with during the session, and how many times they have played with each player.

  Selecting the menu option displays a dialog box which lays out the information in an easy to read manner. Until the dialog box is closed, no further actions can take place on the main form.

  Right clicking an empty court quadrant will show any players that have been listed on a court with empty quadrants at any stage during the session. This may indicate a singles game, where only 2 players are on court at a time.

  The sum of these numbers should be a multiple of 3, if all players have been playing doubles. If singles or some other format has been played by anyone, then the total number of games will be altered accordingly.

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Version 1.3.0 (June 2024)

- **Improved random generator.**
  Remember, "random" doesn't mean always totally different! True randomness can produce anything from exactly the same allocation, through to a completely different allocation, and anywhere in between. As a result, there is no guarantee that everyone will play with everyone else during your session if you just rely on the random generator. Some considered user intervention ensures that the playing session can be made enjoyable for all.

- **New (optional) player rating indicators on court with the players.**
  Use these to assist in ensuring that beginners (new to the sport) are allocated to the courts that will benefit them the most – with least pressure, and most education.

- **Add players who have played the least games first proportionate to their time in the session.**
  This helps manage equitable allocation of games to players who have turned up late, compared to players who started at the beginning of the session. It also assists to ensure that everyone gets the same number of games wherever possible.

- **Improved Player management.**
  Player name management has been enhanced so that changing a player's name in the Player Management List will automatically change the name of that player if they are on court or in the Waiting Player List. This resolves issues with player names becoming mismatched if changed after the Playing status is changed to "Yes" and they are playing games.

- **Auto Game generation for "unattended" court allocations.**
  Automatically refreshes the player allocations to courts once the timer reaches zero, and resets to the original time on the counter when the Timer is started with the option turned on. Use with caution to ensure that some monitoring of gameplay and allocations is undertaken during the session.

Version 2.0.1 (April 2025)

Some refinements have been made, and some new features included.

- **Improved data management.** Modifications have been made with file and table management to improve the performance of the allocation and recording processes in **DoublesMatch**.

- **Form Zoom feature now available in the Menu Strip.** Use this to resize the form to suit your particular screen resolution. The form will open to the default size, and a variety of standard options are available.

- **New Player Mix Option of Partner Tracking.** Use this to assist in minimising the number of times that the same players will be allocated as partners in games based on tracking and review of historical pairings for the session. The effectiveness of this process will vary with numbers of players playing.

- **New Partner/Pairs Mix Option.** Players can now be allocated as partners within the **Player Management** list by selecting the new "**Use Set Partners**" option. This ensures that "partnered" pairs will always be allocated together when **Refresh Players** is run. Great for tournament practice.

- **Improved Player management.** Players can now be changed to playing/not playing by simply right clicking them on the **Court** or **Waiting Player List**.

- **Additional functions under the File menu.** New functions now provide for:
  - **Games Played Matrix:** Shows players that have missed games during the session, which game(s) and how many missed.
  - **Estimate Players' Missed Games:** Shows the likely anticipated missed games per player based on editable (defaulted) session statistics.
  - **Restore Last Refresh:** Clicked **Refresh Players** before you should have? You can now revert the system to the previous game and continue adjustments before running the nest refresh when you are ready.
  - **New colour scheme:** So you know you're running Version 2.0.0.

- **Minor bug fixes in adding/editing players.**

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- **Modification requiring Double Click directly on the Playing field to set players as Yes/No.**

Version 2.0.4 (March 2026):

Some refinements have been made, and some new features included.

- **Sorting of Player Management List Improvements.** Modifications make sorted views more functional and streamlined.
- **Form Zoom feature now available in the Menu Strip.** Use this to resize the form to suit your particular screen resolution. The form will open to the default size, and a variety of standard options are available.
- **Additional function under the Context menu (Right Click).** New function now provides for setting of a flag to display “Players Played With” in a ToolTip format if preferred. The traditional dialog box is still available.
- **Minor bug fixes in adding/editing players.**

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