THE DESK

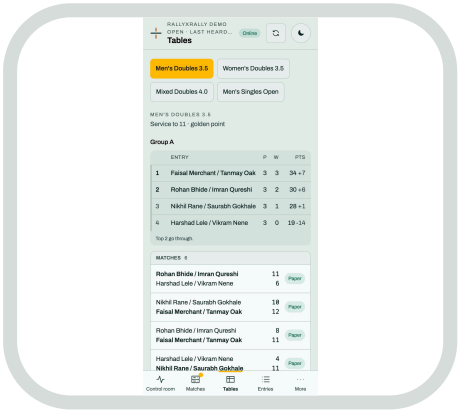
Tables, entries and referees on the desk

Read the group tables, deal with a tie that no rule can split, and see who is refereeing what.

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Tables

Open **Tables**. Pick a category. For each group you see the standings, with **P** (played), **W** (won) and **PTS**, and under them the matches that make it up, each marked **Paper** when the desk typed it.



A group table.

The order is rallyxrally's, from the results: matches won, then the head-to-head between exactly two, then point difference, then points for. While matches are missing the table says **Not every match is in, so the order is provisional.**

If two or more are level on every tie-break, the control room tells you and the table asks you to place them. The knockout waits for it. The order you set is a ruling the desk makes, and it is recorded.

Entries

Entries shows who is in each category. The desk can fix an entry on the day. Anything bigger than a spelling, such as adding a pair or changing groups, is the organizer's and redraws the group: Entries.

Referees

Open **Referees**. It shows each referee code by its name, what it has on it, and says how many playable matches have **nobody on them**.



Referees.

Put a match on that referee to assign one. A referee who has been assigned sees their match first. A match with no referee still works: any referee can start it from the list. The names are the ones you gave when the codes were issued, which is why they are worth filling in.

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https://rallyxrally.com/resources/desk/tables-and-referees/