

# **Folomin Results**

A Comprehensive User Guide

Folomin Results Team

April 12, 2026

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# 1 Introduction

Folomin Results is a comprehensive web-based tournament management system designed specifically for youth science competitions such as the International Young Naturalists' Tournament (IYNT) and the International Young Physicists' Tournament (IYPT). This system streamlines tournament organization, team management, jury assignments, and result publication.

The platform provides administrators with powerful tools to:

- Create and configure tournaments
- Manage tournament problems and rules
- Handle team and participant registration
- Organize jury members and their assignments
- Configure fight schedules and rounds
- Publish and track tournament results
- Generate printable badges, clocks, and other tournament materials

## 2 Getting Started

### 2.1 Accessing the System

To access Folomin Results:

1. Open your web browser
2. Navigate to <https://results.folomin.com/>
3. If you are in Russia, use <https://results.folomin.ru/ru>
4. You will see the home page with options to explore tournaments, view information about the system, and access the FAQ

### 2.2 Administrator Login

If you are an administrator or tournament organizer:

1. Click the “*Login*” button in the navigation menu
2. Enter your username and password
3. Click “*Login*” to access the dashboard
4. Upon successful login, you will see a welcome message and the available tournaments

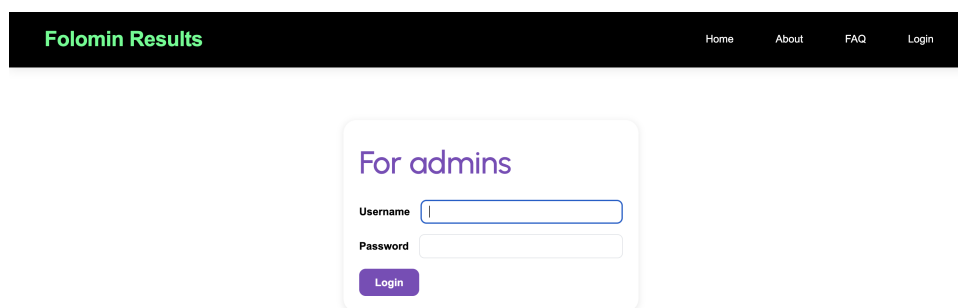


Figure 1: Administrator Login Page

### 2.3 Dashboard Overview

The administrator dashboard displays:

- A list of all tournaments you manage
- A “*Create New Tournament*” button for adding new events

- An “*Edit Profile*” button for managing your account settings
- Quick access to tournament management panels

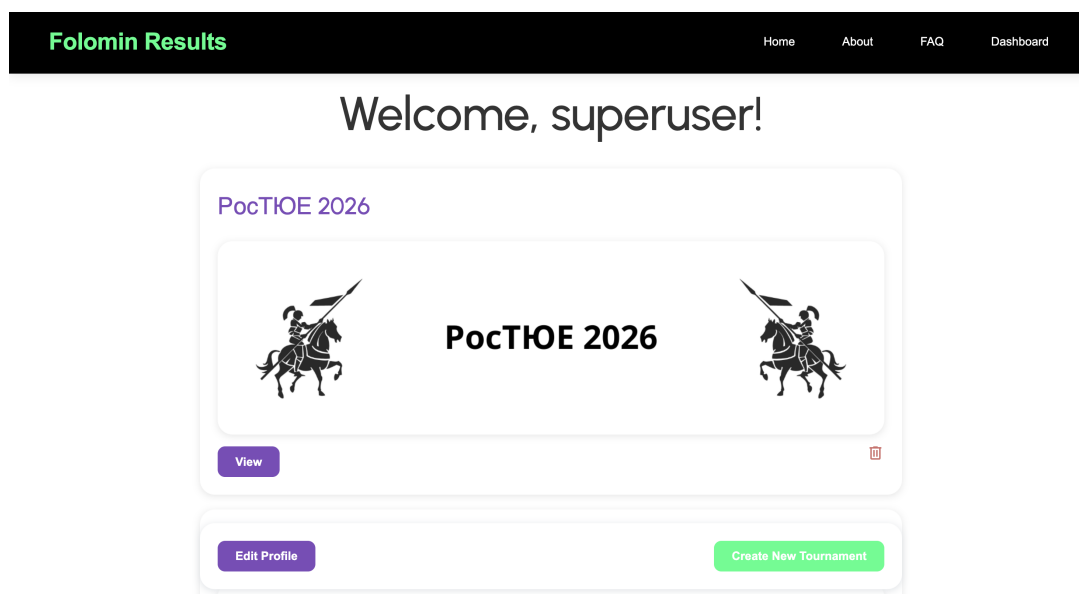


Figure 2: Administrator Dashboard

## 3 Creating a Tournament

### 3.1 Tournament Creation Form

To create a new tournament:

1. From the dashboard, click “*Create New Tournament*”
2. Fill in the following required information:

Figure 3: Create Tournament Form

#### Basic Information

**Name** The official name of the tournament (e.g., “IYNT 2025”)

**Tournament Start Date** The date when the tournament begins (format: dd.mm.yyyy)

**Tournament End Date** The date when the tournament concludes (format: dd.mm.yyyy)

**Location** The city and venue of the tournament

**Timezone** The timezone where the tournament takes place (e.g., UTC+05:00)

#### Banner and Visibility

**Banner** Upload an image file (recommended size: 1200x300 pixels, maximum 2 MB)

**Show on Main Page** Check this box if you want the tournament to appear on the website’s main page

#### Participant Configuration

**Max Participants per Team** Specify the maximum number of young scientists that can represent each team

**Penalty Settings** Configure yellow card counting rules (NR, NP, NT cards)

## 3.2 Post-Creation Setup

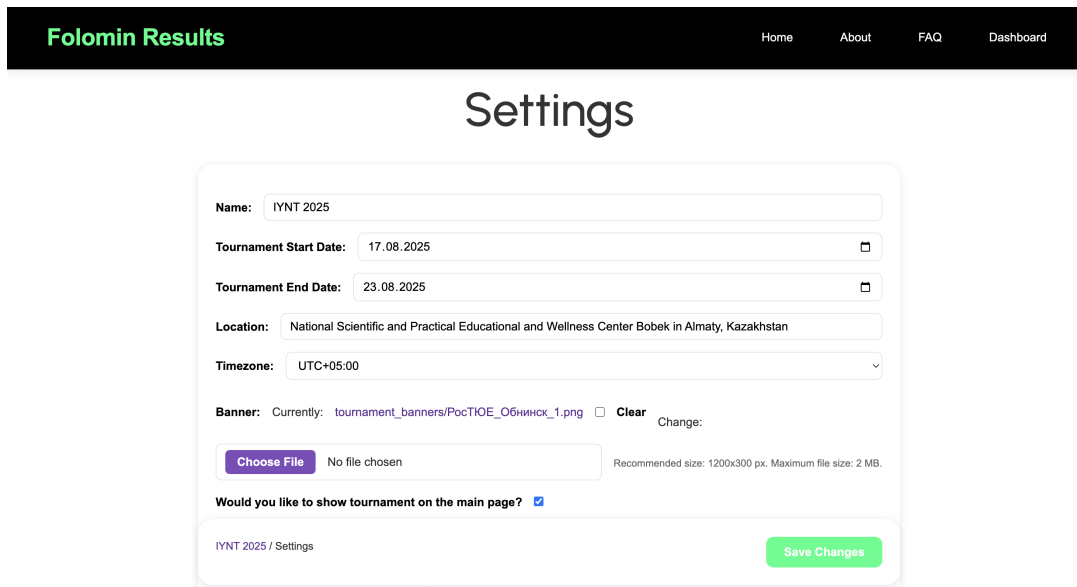
After creating the tournament, you can access the tournament management panel through the dashboard. The panel includes tabs for:

- **Problems** — Define tournament problems and scoring rules
- **Teams** — Manage participating teams
- **Juries** — Manage jury members and assignments
- **Science Fights** — Configure fight schedules and groups
- **Settings** — Update tournament information
- **Registration Forms** — Customize registration fields
- **Contacts** — Add organizing committee contact information
- **Clocks** — Configure timing for tournament rounds
- **PDF Pages** — Upload tournament regulations and schedules

## 4 Tournament Settings

### 4.1 General Settings

Access the Settings tab to modify core tournament information:



The screenshot shows the 'Settings' page for a tournament. At the top, there is a navigation bar with 'Folomin Results' on the left and 'Home', 'About', 'FAQ', and 'Dashboard' on the right. The main heading is 'Settings'. Below it is a form with the following fields:

- Name:** IYNT 2025
- Tournament Start Date:** 17.08.2025
- Tournament End Date:** 23.08.2025
- Location:** National Scientific and Practical Educational and Wellness Center Bobek in Almaty, Kazakhstan
- Timezone:** UTC+05:00
- Banner:** Currently: tournament\_banners/ПочТЮЕ\_Обнинск\_1.png  Clear Change:  No file chosen Recommended size: 1200x300 px. Maximum file size: 2 MB.
- Would you like to show tournament on the main page?**

At the bottom left, there is a breadcrumb 'IYNT 2025 / Settings' and at the bottom right, a green 'Save Changes' button.

Figure 4: Tournament Settings

**Name** Tournament name

**Dates** Start and end dates (displayed in the format dd.mm.yyyy)

**Location** Physical venue location

**Timezone** UTC offset for the tournament location

**Banner** Tournament promotional image displayed on public pages

**Main Page Display** Toggle visibility on the public main page

### 4.2 Saving Changes

Always click the “*Save Changes*” button after modifying tournament settings to ensure all updates are persisted to the database.

## 5 Managing Problems

### 5.1 Adding Problems

Problems are the core content of science competitions. To add a problem:

1. Navigate to the **Problems** tab in the tournament panel
2. Click “*Add Problem*”
3. Enter the problem title and description
4. Click the confirmation button to create the problem

### 5.2 Problem List View

The Problems section displays:

- Problem names and descriptions
- Edit button for each problem to modify details
- Delete button (trash icon) to remove problems
- An “*Add Problem*” button at the bottom

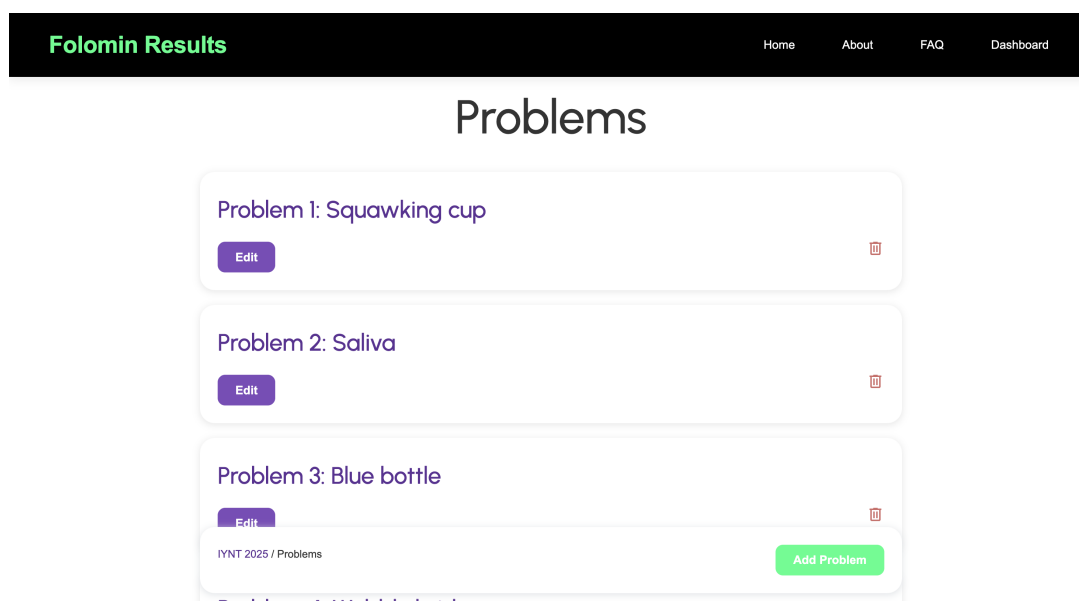


Figure 5: Problems Management

### 5.3 Editing Problems

To edit an existing problem:

1. Click the “*Edit*” button next to the problem name
2. Modify the problem details as needed
3. Save your changes

## 6 Managing Participants

### 6.1 Teams Management

#### 6.1.1 Viewing Teams

The Teams section lists all teams registered for your tournament:

- Team names and basic information
- Edit button for each team
- Delete button to remove teams
- “Add Team” button to create new teams

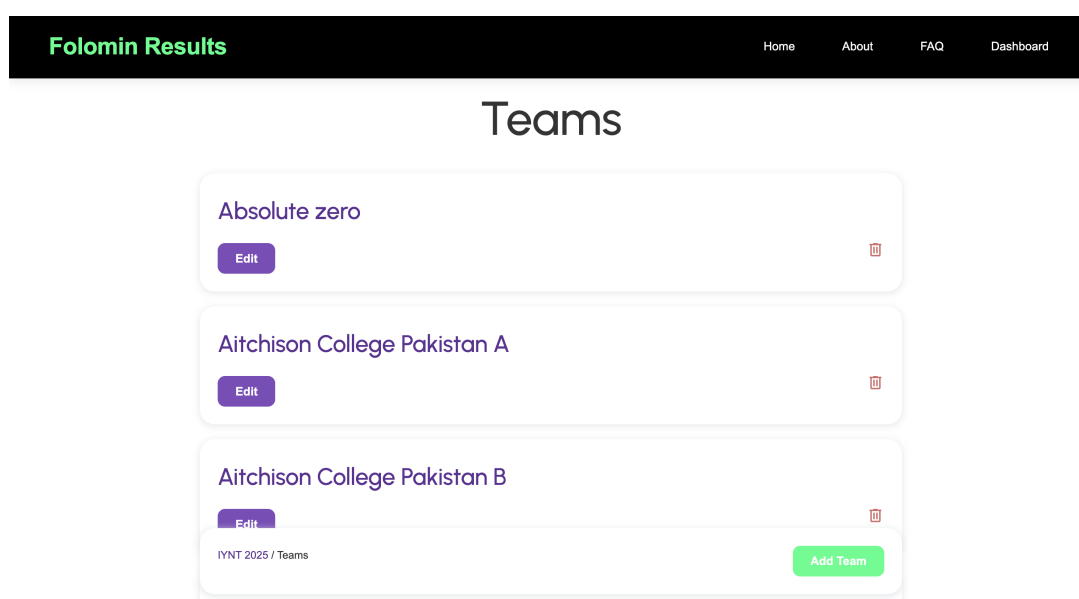


Figure 6: Teams Management

#### 6.1.2 Adding Teams Manually

To add a team manually:

1. Click “Add Team”
2. Enter team information (name, country, region, etc.)
3. Save the team

#### 6.1.3 Editing Teams

To edit team information:

1. Click “Edit” next to the team name
2. Modify the team details as needed
3. Save changes

## 6.2 Importing Teams and Participants

For large tournaments, you can import teams and participants in bulk:

1. Navigate to the **Import** section from the tournament dashboard
2. Prepare your data with the following structure:
  - **Teams and Participants** section accepts:
    - Team names
    - Participant names (one per line per team)
    - Format: Team name on one line, followed by participant names
  - **Problem List** section for entering problem names
  - **Jury List** section for entering jury members
3. Paste your data into the appropriate text area
4. Click “*Import*” to import all data at once

### Import Format Example

For teams and participants:

```
Team Croatia  
Ivan Ivanov Dmitrievich  
Josip Zadravec  
Anna Petrova  
Oleg Sidorov
```

```
Georgia National  
Nikoloz Gegenava
```

## 7 Managing Juries

### 7.1 Jury List

The Juries section displays all registered jury members for your tournament.

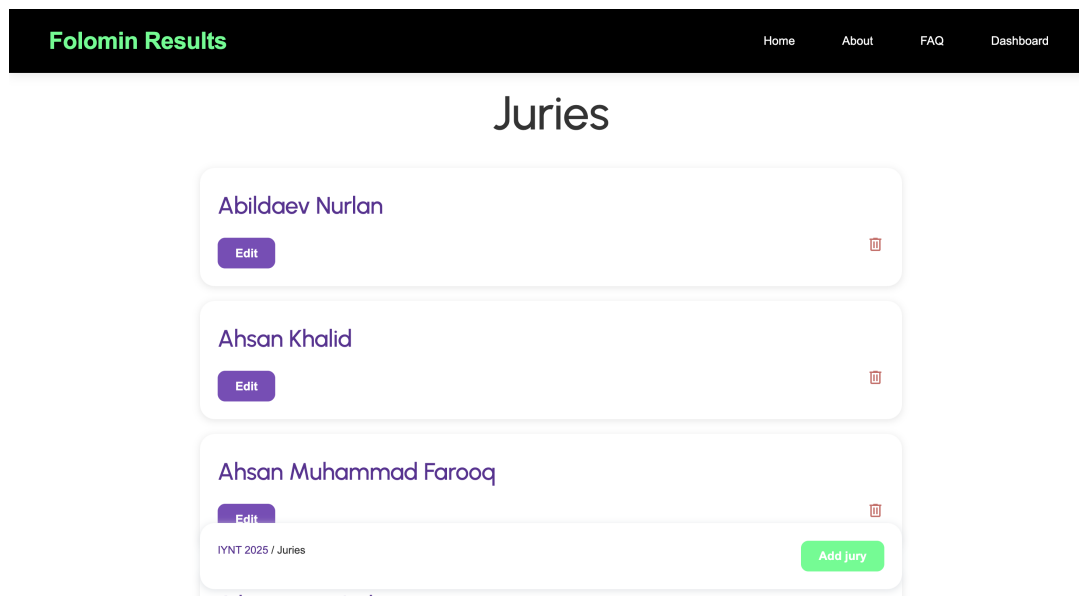


Figure 7: Juries Management

### 7.2 Adding Jury Members

To add a jury member:

1. Click “*Add Jury*”
2. Enter the jury member’s full name
3. Configure additional settings such as:
  - Availability (which rounds/fights they can judge)
  - Conflicts of interest (teams they cannot judge)
  - Jury role or position
4. Save the jury member

### 7.3 Jury Import

When importing data, you can also import jury members:

1. Go to the **Import** section
2. In the **Jury List** field, enter jury member names (one per line)
3. Click “*Import*”

## 7.4 Editing Jury Members

To modify jury information:

1. Click “*Edit*” next to the jury member’s name
2. Update the jury details
3. Save changes

## 7.5 Conflicts of Interest

To specify teams that a jury member cannot judge:

1. Edit the jury member
2. In the conflicts section, select or enter the teams they have conflicts with
3. Save the changes

## 8 Science Fights Configuration

### 8.1 Fight Rounds

Science fights are the core competition events where teams defend their problem solutions to a jury.

### 8.2 Adding Fights

To add a new round or fight:

1. Navigate to the **Science Fights** tab
2. Click *“Add Fight”*
3. Configure the following:
  - Fight name or number (e.g., “SF 4”, “Semi-Finals”)
  - Start date and time
  - End date and time
4. Save the fight

### 8.3 Fight Schedule

The Science Fights section displays:

- All scheduled fights with their dates and times
- Edit button for each fight to modify timing or details
- Delete button to remove fights
- *“Add Fight”* button for creating new rounds

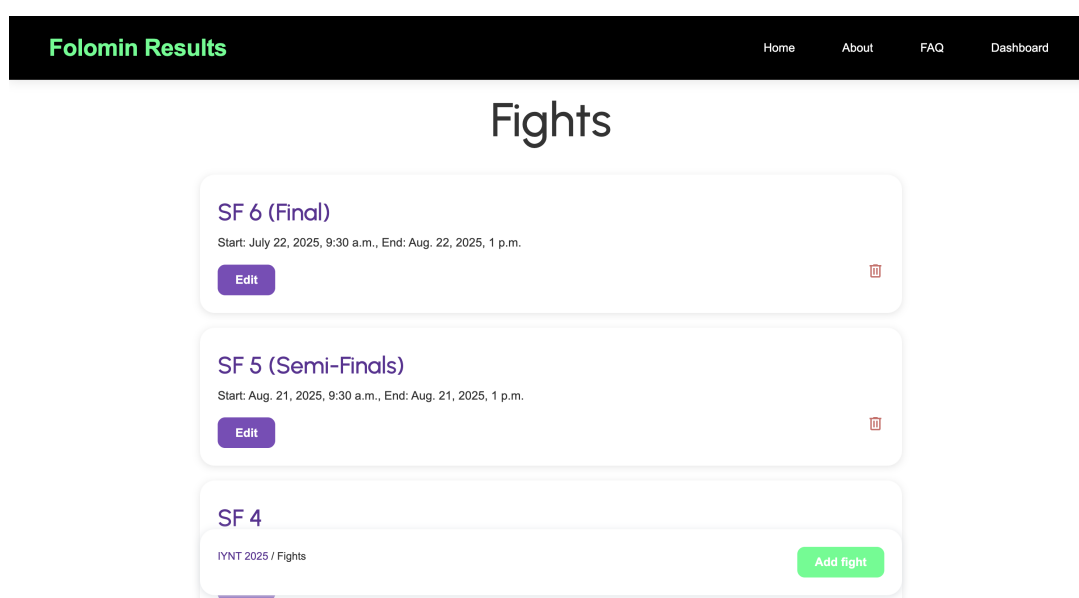


Figure 8: Fights Schedule

## 8.4 Groups and Staging

### 8.4.1 Creating Group Stages

The system supports multiple group stages:

1. Go to the **Group Stages** or **Science Fights** section
2. Click *“Configure Fight Schedule”*
3. Add groups (Group A, Group B, Group C, etc.)
4. For each group, specify:
  - Group name
  - Teams assigned to this group

### 8.4.2 Managing Groups

In the fight schedule configuration panel:

- Each group is displayed as a button with its name
- Click a group to view or edit its composition
- Use the *“Delete”* button (red) to remove a group
- Use the *“Add Group”* button to create new groups
- Click *“Save”* to persist all group configurations

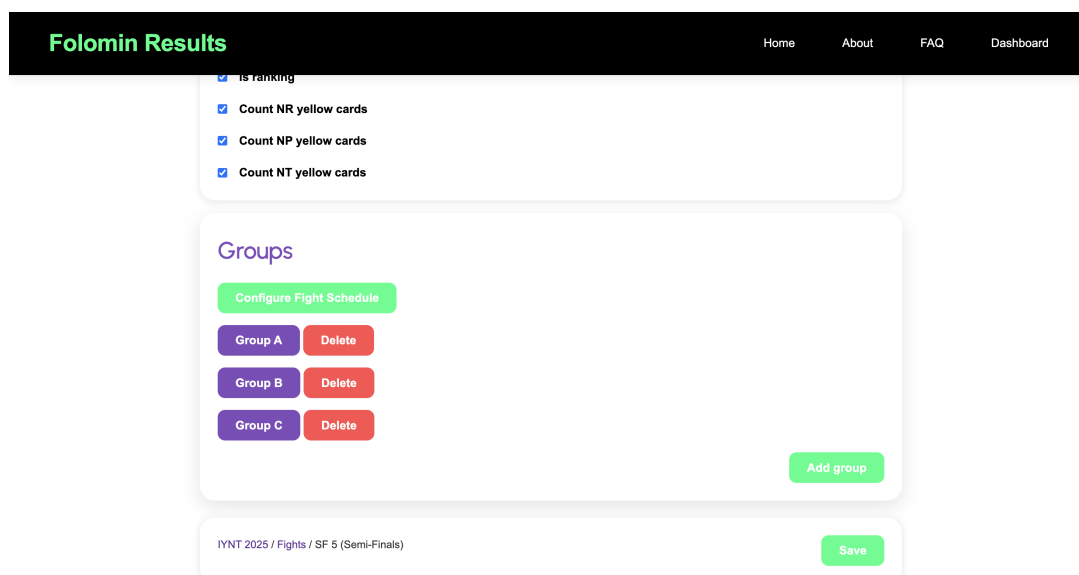


Figure 9: Fight Groups and Staging Configuration

## 9 Registration Forms

### 9.1 Custom Registration Fields

The system allows you to customize registration forms for teams and participants.

### 9.2 Managing Registration Form Fields

1. Navigate to the **Registration Forms** tab
2. View the current team registration form configuration:
  - **Team Registration Start Date** — When team registration opens
  - **Team Registration Deadline** — When team registration closes
  - Standard fields like “Name”
3. Click “*Custom Fields*” to add additional fields

The screenshot displays the 'Registration form fields' configuration interface. At the top, a navigation bar includes the 'Folomin Results' logo and links for 'Home', 'About', 'FAQ', and 'Dashboard'. The main heading is 'Registration form fields'. Below this, a purple box contains the text: 'Need additional fields? You can create custom fields for teams, participants, and jury members. Manage Custom Fields'. The main content area is titled 'Team registration form' and contains two date pickers: 'Team Registration Start Date' (set to 'dd.mm.yyyy') and 'Team Registration Deadline' (set to '17.07.2025'). Below these are two buttons: 'Custom Fields' and 'Save changes'.

Figure 10: Registration Form Fields Configuration

### 9.3 Custom Fields

Custom fields allow you to collect additional information from teams and participants:

- Click “*Manage Custom Fields*” link
- Add custom fields for:
  - Teams
  - Participants
  - Jury members
- Define field type (text, number, date, etc.)

- Mark fields as required or optional
- Click “*Save Changes*” when done

## 10 Managing Contacts

### 10.1 Adding Contacts

The Contacts section allows you to display organizing committee information:

1. Navigate to the **Contacts** tab
2. Click *“Add Contact”*
3. Enter the following information:
  - Full name of the committee member
  - Position or role (e.g., “Situation Center”, “Local Organizing Committee”)
  - Contact information (email, phone, etc.)
4. Save the contact

### 10.2 Managing Contacts

The Contacts section displays:

- List of all contacts with their names and positions
- Edit button to modify contact information
- Delete button (trash icon) to remove contacts
- *“Add Contact”* button to add new entries

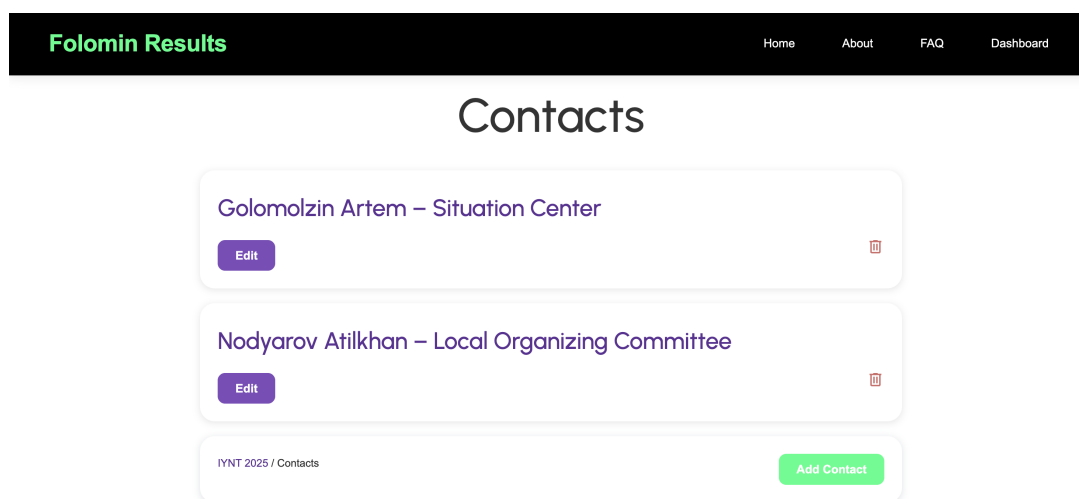


Figure 11: Contacts Management

## 11 Tournament Clocks and Timing

### 11.1 What Are Clocks?

Clocks are timing displays used during tournament rounds to keep fights on schedule. They can be displayed on projectors or devices in fight rooms.

### 11.2 Adding Clocks

To create a timing configuration:

1. Go to the **Clocks** tab
2. Click *“Add Clock”*
3. Configure:
  - Clock name (e.g., “Clock for SF 4 with additional problems”)
  - Which fight(s) it applies to
  - Time periods and durations
4. Save the clock configuration

### 11.3 Clock Management

The Clocks section displays:

- All configured clocks with their descriptions
- Edit button to modify timing settings
- Delete button to remove clocks
- *“Add Clock”* button to create new configurations

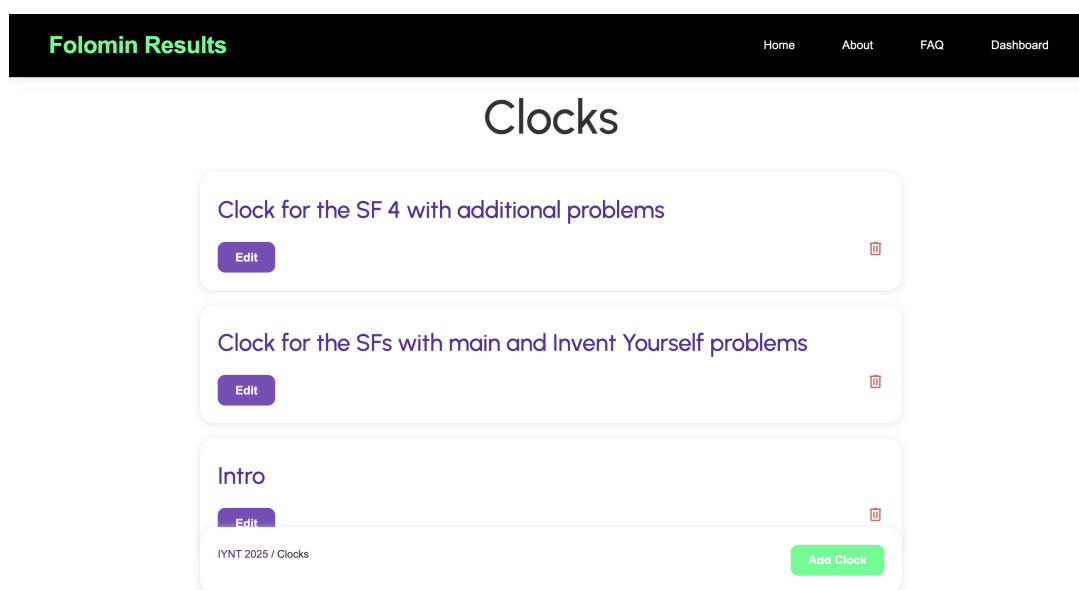


Figure 12: Clocks Configuration

## 11.4 Using Clocks During Fights

Clocks provide time tracking for:

- Introductions and opening statements
- Opponent review and preparation
- Defense presentations
- Jury questions and discussion
- Official review and closing

## 12 PDF Pages and Documentation

### 12.1 Uploading Tournament Documents

PDF Pages allow you to publish important documentation such as tournament regulations, schedules, and problem statements.

### 12.2 Adding PDF Pages

To upload a PDF document:

1. Navigate to the **PDF Pages** tab
2. Click “*Add Page*”
3. Enter the document title (e.g., “Regulations of the IYNT”)
4. Specify the type/category (optional)
5. Click “*Choose File*” and select your PDF
6. Save the page

### 12.3 Managing PDF Documents

The PDF Pages section displays:

- Document title and category
- “*Open*” button to view the PDF
- “*Edit*” button to modify the title or upload a new version
- Delete button (trash icon) to remove documents
- “*Add Page*” button to upload new documents

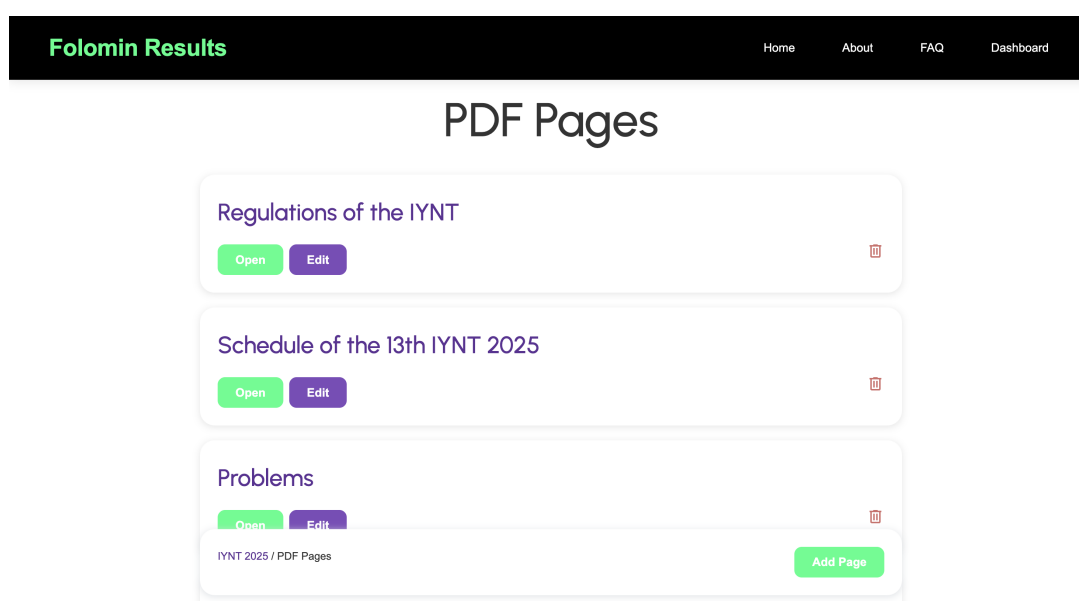


Figure 13: PDF Pages Management

## 12.4 Common Document Types

Typical documents to upload:

**Tournament Regulations** Official rules and scoring guidelines

**Tournament Schedule** Dates and times of all rounds and fights

**Problems** Contest problems for competitors to review

**Additional Materials** Relevant background information

## 13 Data Import and Export

### 13.1 Importing Tournament Data

The Import function allows you to bulk-import teams, participants, problems, and jury members.

#### 13.1.1 Access Import

1. From the tournament dashboard, click “*Import Data*”
2. You’ll see text areas for different data types

#### 13.1.2 Jury List Import

1. Paste jury member names in the “**Jury List**” field
2. One name per line
3. Click “*Import*”

#### 13.1.3 Teams and Participants Import

1. In the “**Teams and Participants**” field, enter data as follows:
  - Team name on one line
  - Participant names on following lines
  - Blank line between teams
2. Click “*Import*”

The screenshot shows the 'Import' interface. At the top, there is a navigation bar with 'Folomin Results' and links for 'Home', 'About', 'FAQ', and 'Dashboard'. The main heading is 'Import'. Below this, there are two text input fields. The first is labeled 'Jury List:' and contains the text: 'Maria Ivanova Sergeevna', 'John Doe', and 'Anton Folomin'. The second is labeled 'Teams and Participants:' and contains the text: 'Team Croatia', 'Ivan Ivanov Dmitrievich', 'Josip Zadavec', 'Anna Petrova', 'Oleg Sidorov', a blank line, 'Georgia National', and 'Nikoloz Gegenava'. At the bottom of the form, there is a breadcrumb 'IYNT 2025 / Import' and a green 'Import' button. A 'Problem List:' label is visible at the very bottom left.

Figure 14: Data Import Interface

### 13.1.4 Problems Import

1. Enter problem names in the “**Problem List**” field
2. One problem per line
3. Click “*Import*”

## 13.2 Exporting Data

To export all tournament data:

1. From the tournament dashboard, click “*Export Data*”
2. Select which data to export (teams, results, jury assignments, etc.)
3. Click “*Export*” to download the file

## 14 Tournament Overview

### 14.1 Dashboard Access

The tournament overview page provides quick access to all tournament management functions.

### 14.2 Available Functions

The tournament dashboard includes buttons for:

**Problems** Manage combat problems

**Teams** View and edit team information

**Juries** Manage jury members and assignments

**Science Fights** Configure fight schedules and groups

**Settings** Modify tournament information

**Registration Forms** Customize registration fields

**Contacts** Manage organizing committee information

**Clocks** Configure timing displays

**PDF Pages** Upload tournament documentation

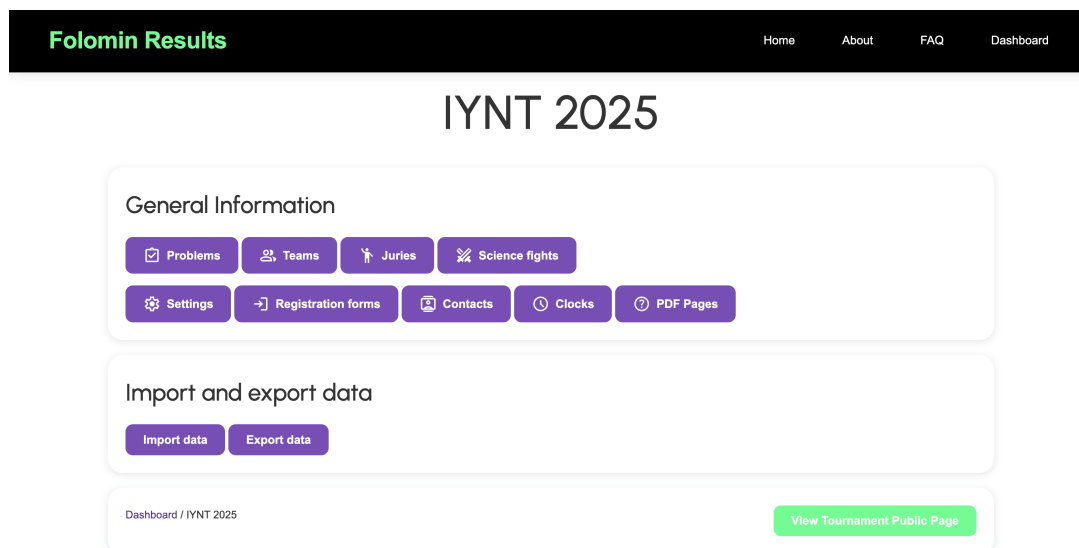


Figure 15: Tournament Management Overview

### 14.3 Data Operations

Below the main controls:

- **Import Data** — Bulk import teams, participants, and jury
- **Export Data** — Export tournament data for backup or external use

## 14.4 Public Access

- **View Tournament Public Page** — See how the tournament appears to the public

## 15 Public Tournament Page

### 15.1 What Visitors See

The public tournament page displays information about your tournament to visitors and participants:

### 15.2 Page Sections

#### 15.2.1 General Information

- Tournament name and banner image
- Key dates and location
- Quick statistics (number of teams, problems, etc.)

#### 15.2.2 Teams

Lists all participating teams with their information.

#### 15.2.3 Problems

Displays the competition problems (if configured to be public).

#### 15.2.4 Jury

Shows jury member information (if configured to be public).

#### 15.2.5 Documents

Links to uploaded regulations, schedules, and other documents.

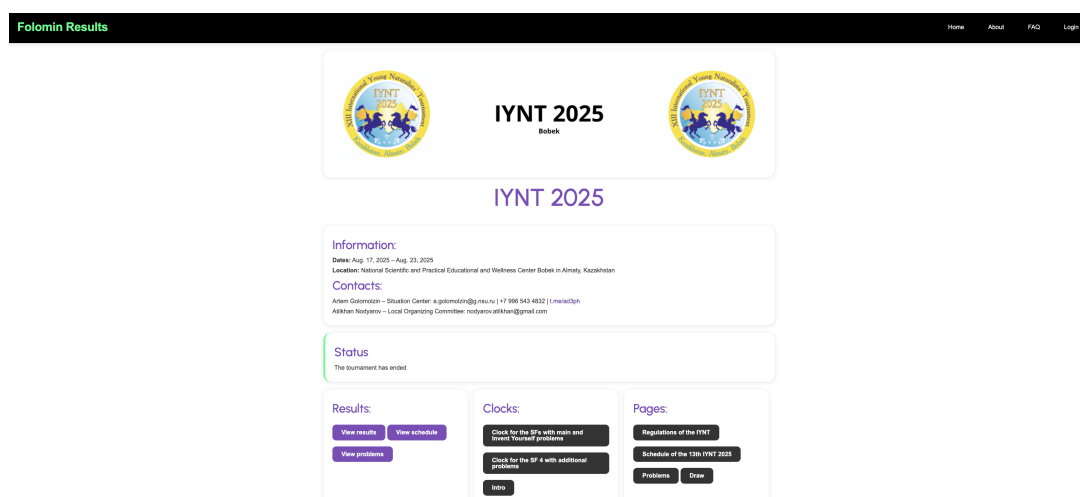


Figure 16: Public Tournament Page

## 16 Services and Tools

### 16.1 Available Services

Folomin Results provides tools for tournament organizers:

### 16.2 Tools Offered

**Printable Badges** Generate ID badges for participants

**Clocks** Create on-screen timing displays for fights

**Result Export** Generate formatted result documents

**Statistics** Compute tournament statistics

**Scheduling Assistance** Tools to help organize fights

### 16.3 Accessing Services

1. From the public page, find the “**Services**” section
2. Click “*View all services*” for the complete list
3. Select the service you need
4. Follow the service-specific instructions

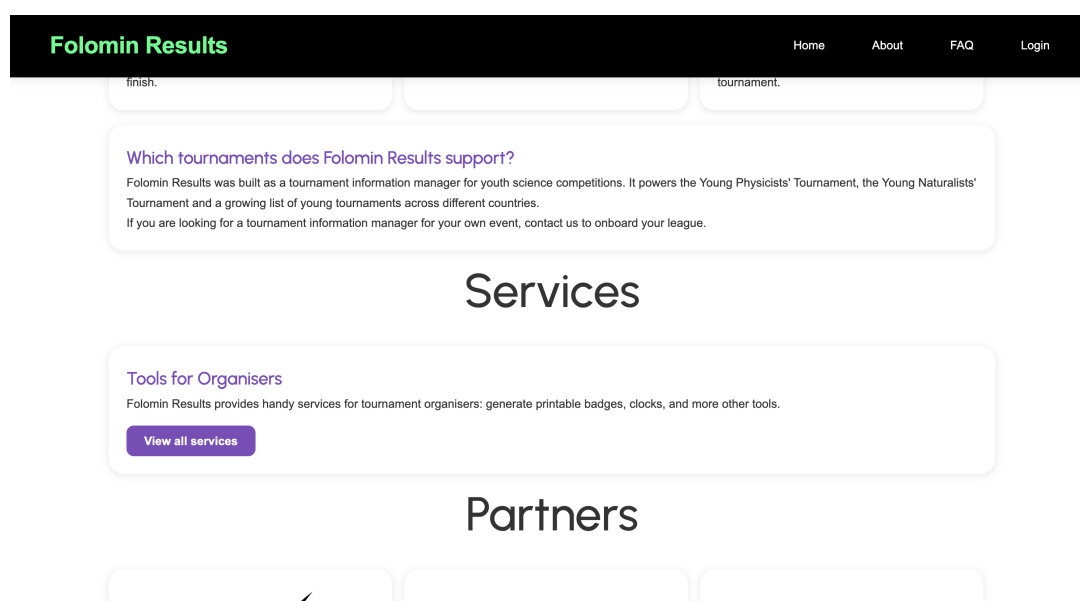


Figure 17: Services Section on the Public Page

## 17 Frequently Asked Questions

### 17.1 General Questions

**Q: How do I create a new tournament?**

A: Log in to the dashboard, click “Create New Tournament”, and fill in the tournament details (name, dates, location, timezone). After creation, you can access the tournament management panel to add problems, teams, and jury.

**Q: Can I edit tournament information after creation?**

A: Yes. Go to the tournament’s Settings tab and modify any information. Click “Save Changes” to apply updates.

**Q: How do I import large amounts of data?**

A: Use the Import Data function. Prepare your data in the specified format (described in Section 13), paste it into the appropriate field, and click Import.

### 17.2 Jury and Fight Management

**Q: How do I assign jury to fights?**

A: Jury assignments are managed in the Juries section. You can manually assign jury members or use the automatic assignment system to distribute them based on conflicts and availability.

**Q: Can I mark jury as conflicted with specific teams?**

A: Yes. When editing a jury member, specify the teams they have conflicts with. The system will not assign them to judge those teams.

**Q: How do I configure different fight groups?**

A: In the Science Fights section, use “Configure Fight Schedule”. You can add multiple groups, assign teams to each group, and save the configuration.

### 17.3 Registration and Data

**Q: How do I customize the registration forms?**

A: Go to the Registration Forms tab. Click “Custom Fields” to add additional fields beyond the default ones. You can create custom fields for teams, participants, or jury.

**Q: How can I export tournament data?**

A: From the tournament dashboard, click “Export Data”. Select the data types you want to export and download the file.

## 17.4 Visibility and Public Pages

**Q: How do I make the tournament visible on the main page?**

A: In the Settings tab, check the “Would you like to show tournament on the main page?” checkbox and save changes.

**Q: Can participants see the tournament page before it’s finished?**

A: Yes. The public tournament page is available as soon as you create the tournament. You can control what information is visible through the administrator settings.

## 18 Best Practices and Tips

### 18.1 Tournament Planning

1. **Plan Ahead** — Create your tournament profile well before registration opens
2. **Complete All Details** — Fill in all tournament information early so participants see accurate data
3. **Upload Documentation** — Post regulations and schedules promptly to help teams prepare
4. **Set Deadlines** — Clearly specify registration deadlines in your tournament settings

### 18.2 Data Management

1. **Use Bulk Import** — For large tournaments, use import functions rather than manual entry
2. **Regular Backups** — Export your data regularly to maintain backups
3. **Verify Imports** — After importing data, review it to ensure accuracy
4. **Cross-Check** — Verify that all teams, jury, and problems match your records

### 18.3 Jury Management

1. **Record Conflicts** — Ensure jury conflicts with teams are accurately recorded
2. **Specify Availability** — Mark which jury members are available for which fights
3. **Distribute Load** — Use the jury assignment system to balance judging duties fairly
4. **Review Assignments** — Always review automated jury assignments before fights begin

### 18.4 Fight Organization

1. **Plan Groups** — Organize teams into balanced groups for preliminary rounds
2. **Set Up Clocks** — Configure timing displays before the tournament begins
3. **Test Technology** — Test all timing and display systems with staff before the event
4. **Create Schedule** — Provide a clear fight schedule to teams and jury well in advance

## 19 Technical Support and Resources

### 19.1 Getting Help

If you encounter issues or have questions:

1. **Check the FAQ** — Many common questions are answered in Section [17](#)
2. **Contact System Administrator** — Reach out to the Folomin Results team through the website
3. **Email Support** — Write to [folominresults@gmail.com](mailto:folominresults@gmail.com)
4. **Documentation** — Review this guide for detailed instructions on specific features

### 19.2 Troubleshooting

#### Import Not Working

- Verify data is in the correct format (names separated by line breaks)
- Ensure you're using the correct import section for the data type
- Try importing smaller batches if the bulk import fails
- Check for special characters that might cause parsing issues

#### Cannot Find Tournament Data

- Verify you're logged in with the correct administrator account
- Check that you're in the correct tournament workspace
- Refresh the page to ensure data has loaded
- Try using the search or filter functions

#### Jury Assignment Issues

- Confirm jury members are created and not deleted
- Verify conflicts are correctly specified
- Check availability settings for each jury member
- Ensure there are enough jury members for all fights

### 19.3 Additional Resources

- **Quick Start Guide** — See the main website for a rapid setup guide
- **Deployment Checklist** — Use the deployment checklist for production setups
- **GitHub Repository** — Access the source code and report issues on GitHub

## 20 Conclusion

Folomin Results is a powerful tool for managing complex tournaments with many teams, jury members, and logistical requirements. By following this guide and using the built-in features effectively, you can organize a smooth, well-coordinated tournament experience for all participants.

Key takeaways:

- Start by creating your tournament and setting basic information
- Import or manually enter teams, jury, and problems
- Use the configuration tools to set up fight schedules and judge assignments
- Publish registration forms and tournament information for public access
- Export data when needed for backups or external analysis
- Review all generated assignments before the tournament begins

For more information about specific tournaments running on Folomin Results or to onboard your tournament, please contact the Folomin Results team.

## A Keyboard Shortcuts and Navigation

Common navigation patterns:

- **Tournament Dashboard** — Central hub for all tournament operations
- **Edit Button** — Modify any item's details
- **Delete Button (Trash Icon)** — Remove items permanently
- **Add Button (Green +)** — Create new items
- **Save Button** — Persist changes to the database

## B Glossary

**Jury** Expert evaluator who judges science fights and scores team performances

**Science Fight** A competition event where teams defend their problem solutions

**Preliminary Round** Initial competitive rounds involving all teams

**Final/Semi-Final** Later rounds with select teams based on preliminary performance

**Group** A set of teams competing together in a particular round

**Conflict of Interest** A relationship preventing a jury member from fairly judging a team

**Tournament Problem** A scientific question or challenge for teams to investigate

**Problem Statement** Detailed description of the problem to be solved

**Yellow Card** Penalty given for rule violations (NR=Number of Rejections, NP=Number of Performances in fight, NT=Total Number of Performances)

**Registration Form** Questionnaire through which teams provide information

**Custom Field** Additional information field beyond default form fields