

How to run a knockout competition with PhotoComp

PhotoCompKnockout lets you run a simple knockout club competition. Create the competition and add the entries in the usual way, but use PhotoCompKnockout instead of PhotoCompPresenter.

Select the medium/class you want to show, choose the method you want to use (see below), and click “Knockout”

Two random images are shown side-by-side. Click on an image to see it on the full screen. Click again to revert to the two images. (If you are using a laptop and projector, you can click on either the control screen or image screen.)

Take a vote and click the “Winner” button below the appropriate image on the control screen. The next pair of images are then shown until all* the images have been viewed. At the end of the round, the “winning” images will be randomised and shown side-by-side again. The process is repeated until there is only one image left in the competition. This is then shown on the screen together with the winning entrant’s name.

If you tick the “Scoring” box, each image will be given a score corresponding to the round in which it was knocked out – so images knocked out in round 1 get a score of 1, images knocked out in round 2 get 2 etc. When the winner has been shown, you can view or show a table of scores, including the total scores for each entrant, and if this is an interclub competition, for each club. (You can export the results as a .csv file if you wish.)

PhotoCompKnockout is intended to be used with a screen and projector working in “extended desktop” mode. If the scoring buttons appear on the “wrong” screen, use the “Swap screens” button on the first page to swap the displays. Similarly, you can select whether results are shown to the audience or only visible to you.

The two methods

Unless the number of images in a class is a power of 2 (2,3,8,16,32,64,128 etc) then some images will get a bye into the next round. You can deal with this in two ways...

- All byes in Round 1

If byes are needed, the first round is used to ensure the number of images in the second round is a power of 2 (so never generating more byes). This means that the number of images in first round is very variable (it can be just 2 images)

- Potential bytes in all rounds

If there is an odd number of images in any round, a random image will be given a “bye” to the next round, and not shown. This means a full Round 1, but an image could get a bye into the final two.