



Welcome

Thank you for purchasing the TientoFC World Cup 2026 Predictor Workbook. I truly appreciate your support and hope this guide helps you get the most out of the workbook from the first time you open it.

When developing the workbook, the goal was to create more than a score sheet. The idea was to build a full tournament companion that lets you follow the World Cup structure, test your own predictions, track every result, and instantly see how each score affects standings, qualifiers, third-place rankings, and the knockout path.

Whether you are using it to predict the tournament before kickoff, follow the real results match by match, compare scenarios with friends, or create discussion and content around the World Cup, the workbook is designed to make the entire tournament easier to understand, more interactive, and a lot more fun.

Thank you again for being part of TientoFC. Enjoy the workbook, enjoy the tournament, and may your bracket survive longer than most of ours usually do.

With appreciation,

Oscar Moreno
TientoFC



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Workbook Setup Guide - After Download

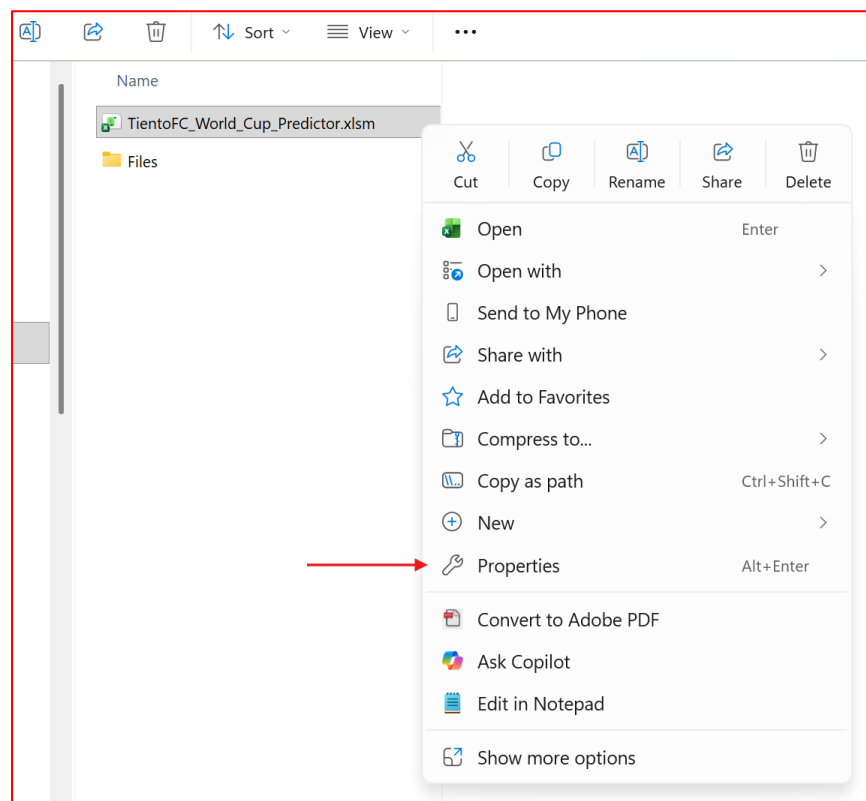
Before using the TientoFC World Cup Predictor, set up the downloaded workbook so Excel can open it correctly and allow the workbook macros to run. **Use the desktop version of Microsoft Excel for this workbook.** Excel for the web/browser will not run the VBA macros used for navigation, exporting/importing, screenshots, and workbook automation.

S1. Setup overview and desktop Excel requirement

- **What this solves:** Downloaded macro-enabled Excel files can be blocked by Windows or by Excel security settings. If the workbook opens but buttons, translation, screenshot capture, or import/export features do not work, the file may not be trusted yet.
- **Recommended workflow:** First try the one-time Unblock method. If you plan to keep the workbook in a dedicated folder, add that folder as a Trusted Location so future workbook files in that folder open more smoothly.
- **Important security note:** Only unblock or trust files and folders that you intentionally downloaded from TientoFC and that you personally control.

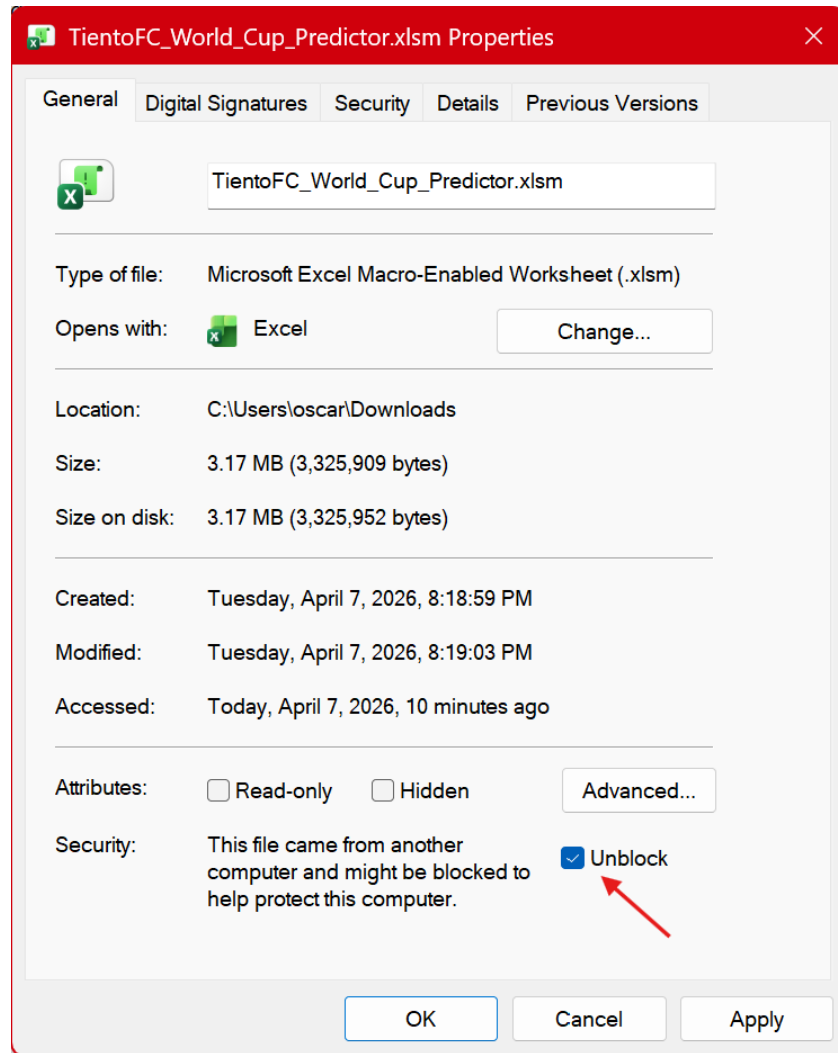
S2. Option 1: Unblock the downloaded workbook

- **Use this when:** Excel says macros were blocked because the file came from the internet, or when Windows shows an Unblock checkbox in the file properties.
- **Step 1:** Close Excel if the workbook is already open. Then open File Explorer and find the downloaded .xslm workbook file.



Setup screenshot 1. Right-click the workbook file and choose Properties.

- **Step 2:** Right-click the workbook file, choose Properties, and stay on the General tab.
- **Step 3:** Near the bottom of the Properties window, check Unblock, then click Apply and OK.

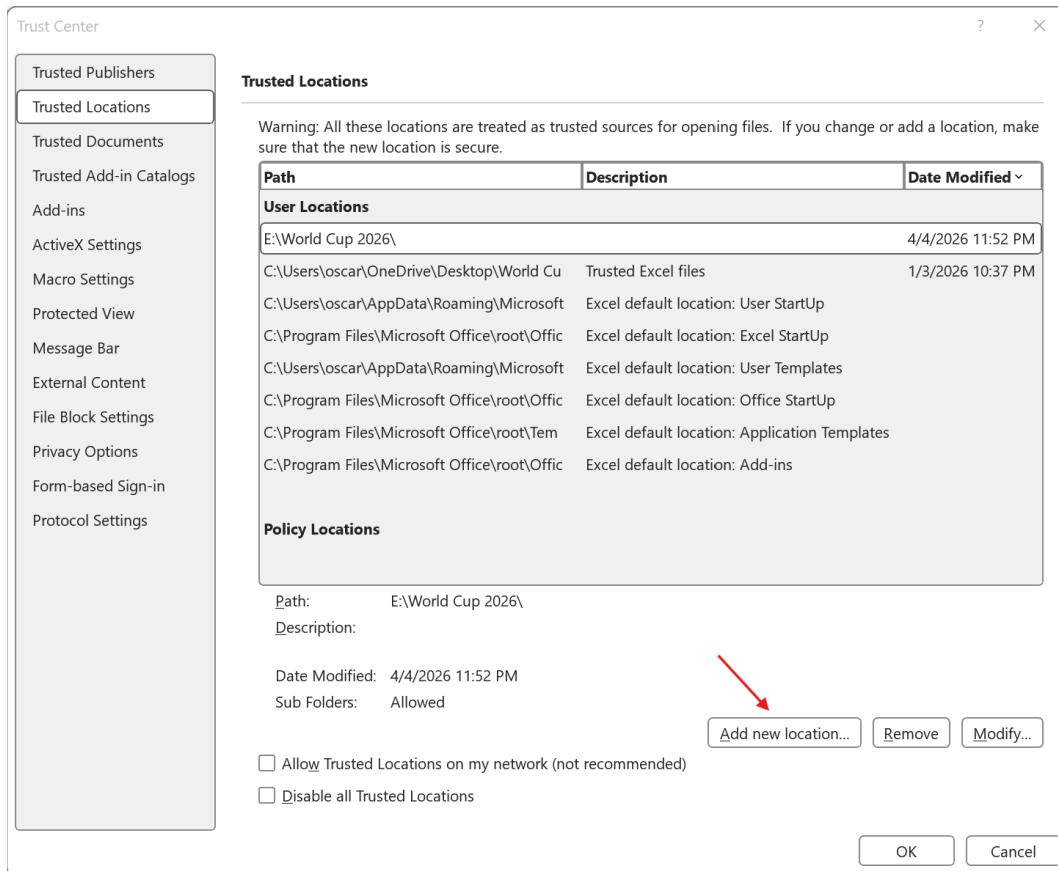


Setup screenshot 2. Check Unblock, then apply the change before reopening the workbook.

- **Step 4:** Open the workbook again in the desktop Excel app. If Excel asks whether to enable content, only enable it if you trust the workbook source.

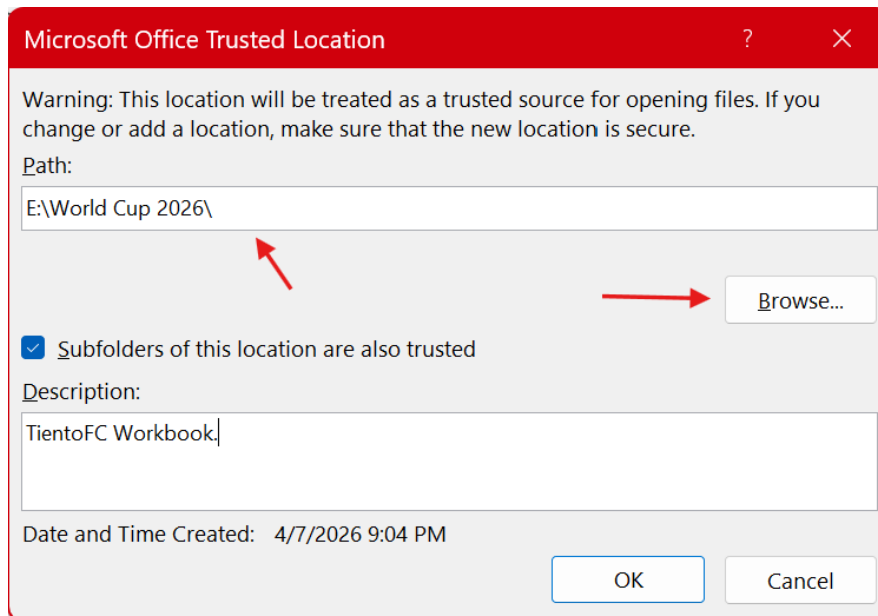
S3. Option 2: Add a Trusted Location in Excel

- **Use this when:** You want a dedicated folder where the TientoFC workbook can be stored and opened without repeatedly dealing with macro-blocking prompts.
- **Step 1:** Open Excel, then go to File > Options > Trust Center > Trust Center Settings > Trusted Locations.
- **Step 2:** On the Trusted Locations screen, click Add new location.



Setup screenshot 3. In Excel Trust Center, open Trusted Locations and click Add new location.

- **Step 3:** Browse to the folder where you want to keep the workbook, or type the folder path directly. For example, you may create a folder such as E:\World Cup 2026\ or another folder you control.



Setup screenshot 4. Choose the trusted workbook folder, allow subfolders if needed, and add a clear description.

S4. Move/open the workbook from the trusted folder

- **Step 1:** Move the TientoFC_World_Cup_Predictor.xlsm workbook into the trusted folder you just created or selected.
- **Step 2:** Open the workbook from that trusted folder using the desktop Excel app.
- **Step 3:** Keep related workbook files, exports, and screenshots in the same organized folder if you want the workbook workflow to be easier to manage.

S5. Important setup notes

- **Desktop Excel is required:** The browser version of Excel does not run the workbook macros.
- **New downloads may need setup again:** If you download a fresh copy later, Windows may mark that new file as coming from the internet, so you may need to unblock that new copy too.
- **Managed computers may be restricted:** School, work, or organization-managed computers can enforce policies that still block macros or trusted locations. If that happens, contact your IT administrator.
- **Cloud folders can behave differently:** OneDrive, SharePoint, or other synced folders may have additional security rules. If macros continue to be blocked, try a local trusted folder that you control.

User Guide - Settings Tab

Users can toggle flag sources between online and local, select display language, print the settings page, view workbook version and save date, and manage data by exporting, importing, or clearing it. The tab also includes scoring rules and tiebreaker references.

Workbook Global settings

Don't use flags from online source.	☐
Language	English
Workbook Version	2026 WC Predictor v1
Save Date	5/19/26 9:35 PM

Export Data Import Data Clear Data

Points per result

Local Language	English
Win	3
Draw	1
Loss	0

Tiebreaker (auto sort key used)

Pts, then Goal Difference, then Goals For.

Figure 1. Annotated Settings tab

1. Don't use flags from online source

- What it does: Toggles how flag images are loaded across the workbook. When left unchecked, the workbook pulls flags from online URLs based on the stored country codes. When checked, it stops using the online source and switches to locally mapped flag images stored in the workbook helper setup.
- How to use it: Turn this on when online images do not load correctly, when external content is blocked by Excel or network policy, or when you want the workbook to behave more like an offline file. Leave it off when you want the normal online flag pull.
- Important note: Country codes still matter because they remain part of the flag lookup logic elsewhere in the workbook.

2. Language

- What it does: Changes the main workbook display language for supported labels, prompts, headings, and translated interface text.
- How to use it: Open the drop-down and choose the language you want the workbook to use. After you select it, allow the workbook a moment to refresh translated text across the tabs.
- Important note: This controls the workbook's main interface language. The separate Local Language setting lower on the page can help keep the language selector readable in your own preferred language.

3. Print Settings page icon

- What it does: Runs the workbook's print macro for the current sheet using the preset print layout for that page.
- How to use it: Click the printer icon when you want a printed or PDF copy of the Settings page as it is currently laid out.
- Important note: Depending on Excel and printer behavior, this may open the print dialog, launch print preview, or send the page through the workbook's preset print routine.

4. Workbook Version

- What it does: Shows the specific workbook build you are using, such as "2026 WC Predictor v1."
- How to use it: Use this as a reference when following instructions, comparing files, reporting an issue, or checking whether a guide step matches your workbook version.
- Important note: This is normally an informational field, not something the user edits directly.

5. Save Date

- What it does: Shows the date and time when the workbook was last saved.
- How to use it: Check this before exporting, importing, sharing, or reopening an older copy so you know whether you are working in the newest file.
- Important note: This is typically updated by the workbook/save process rather than by direct user entry.

6. Export Data

- What it does: Creates an external data file containing the workbook's mapped predictor inputs so you can back up your progress or move it into another copy of the workbook.
- How to use it: Click Export Data, choose the save location and file name when prompted, then wait for the export process to finish before closing Excel or switching files.
- Best practice: Use this before clearing data, before testing major changes, and before importing another file over your current workbook entries.

7. Import Data

- What it does: Loads predictor data from a previously exported file back into the workbook.
- How to use it: Click Import Data, browse to the correct export file, confirm any prompts, and wait for the workbook to finish restoring the mapped inputs.
- Important note: Importing can replace current entered data in the mapped areas, so make a fresh export first if you may want to keep your present version.

8. Clear Data

- What it does: Removes entered predictor inputs and resets mapped workbook entry areas back to a clean state.
- How to use it: Click Clear Data only when you are sure you want to wipe the current predictions or results. Read the confirmation prompt carefully before accepting it.
- Best practice: Export your data first so you can restore it later if needed.

9. Points per result / Local Language / Tiebreaker section

- What it does: This lower section combines three related controls and references: the Local Language selector, the points-per-result rules, and the workbook's first-pass auto-sort tiebreak note.
- Local Language lets you keep the language-selection interface readable in your own preferred language.
- Win / Draw / Loss shows the points system currently being used for group standings.
- The Tiebreaker line shows the workbook's primary automatic sort order of Points, then Goal Difference, then Goals For.
- How to use it: Set Local Language first if you want the language names in the selector to remain familiar even after translating the workbook, then use the scoring and tiebreak lines as your quick reference when reviewing group tables.
- Important note: The tiebreak line shown here is the workbook's auto-sort key, not the full end-to-end resolution for every advanced tie. In deeper tie cases, the workbook can still continue into Fair Play, Head-to-Head, or FIFA Ranking logic elsewhere in the guide.

User Guide - Match Listing Tab

Displays detailed schedule information including tournament stage, unique match number, date, kickoff times in EST and local time, matchup teams or placeholders, group, venue (with Google Maps links), city, country, matchday grouping, and a navigation dropdown for easy sheet access.

Use the numbered image below together with the matching numbered explanations that follow. **The matchups shown in this screenshot are sample prefilled display rows for demonstration only and are not official tournament fixtures.** Venue names in the Venue column are clickable links that open the host stadium in Google Maps.

Stage	Match	Date	Time (EST)	Time (Local)	Matchup	Group	Venue	City	Country	Matchday
Group Stage	1	2026-06-11	3:00 PM	1:00 PM	Mexico - South Africa	A	Estadio Azteca	Mexico City	Mexico	01
Group Stage	2	2026-06-11	10:00 PM	8:00 PM	Korea Republic - [UEFA Path D Winner]	A	Estadio Akron	Guadalajara	Mexico	01
Group Stage	3	2026-06-12	3:00 PM	3:00 PM	Canada - [UEFA Path A Winner]	B	BMO Field	Toronto	Canada	02
Group Stage	4	2026-06-12	9:00 PM	6:00 PM	United States - Paraguay	D	SoFi Stadium	Los Angeles	United States	02
Group Stage	6	2026-06-13	12:00 AM	9:00 PM	Australia - [UEFA Path C Winner]	D	BC Place	Vancouver	Canada	03
Group Stage	8	2026-06-13	3:00 PM	12:00 PM	Qatar - Switzerland	B	Levi's Stadium	San Francisco Bay Area	United States	03
Group Stage	7	2026-06-13	6:00 PM	6:00 PM	Brazil - Morocco	C	MetLife Stadium	New York/New Jersey	United States	03
Group Stage	5	2026-06-13	9:00 PM	9:00 PM	Haiti - Scotland	C	Gillette Stadium	Boston	United States	03
Group Stage	10	2026-06-14	1:00 PM	12:00 PM	Germany - Curaçao	E	NRG Stadium	Houston	United States	04
Group Stage	11	2026-06-14	4:00 PM	3:00 PM	Netherlands - Japan	F	AT&T Stadium	Dallas	United States	04
Group Stage	9	2026-06-14	7:00 PM	7:00 PM	Côte d'Ivoire - Ecuador	E	Lincoln Financial Field	Philadelphia	United States	04
Group Stage	12	2026-06-14	10:00 PM	8:00 PM	[UEFA Path B Winner] - Tunisia	F	Estadio BBVA	Monterrey	Mexico	04
Group Stage	14	2026-06-15	12:00 PM	12:00 PM	Spain - Cape Verde	H	Mercedes-Benz Stadium	Atlanta	United States	05
Group Stage	16	2026-06-15	3:00 PM	12:00 PM	Belgium - Egypt	G	Lumen Field	Seattle	United States	05
Group Stage	13	2026-06-15	6:00 PM	6:00 PM	Saudi Arabia - Uruguay	H	Hard Rock Stadium	Miami	United States	05
Group Stage	15	2026-06-15	9:00 PM	6:00 PM	IR Iran - New Zealand	G	SoFi Stadium	Los Angeles	United States	05
Group Stage	20	2026-06-16	12:00 AM	9:00 PM	Austria - Jordan	J	Levi's Stadium	San Francisco Bay Area	United States	06
Group Stage	17	2026-06-16	3:00 PM	3:00 PM	France - Senegal	I	MetLife Stadium	New York/New Jersey	United States	06
Group Stage	18	2026-06-16	6:00 PM	6:00 PM	[Intercontinental Path 2 Winner] - Norway	I	Gillette Stadium	Boston	United States	06
Group Stage	19	2026-06-16	9:00 PM	8:00 PM	Argentina - Algeria	J	Arrowhead Stadium	Kansas City	United States	06
Group Stage	23	2026-06-17	1:00 PM	12:00 PM	Portugal - [Intercontinental Path 1 Winner]	K	NRG Stadium	Houston	United States	07
Group Stage	22	2026-06-17	4:00 PM	3:00 PM	England - Croatia	L	AT&T Stadium	Dallas	United States	07
Group Stage	21	2026-06-17	7:00 PM	7:00 PM	Ghana - Panama	L	BMO Field	Toronto	Canada	07
Group Stage	24	2026-06-17	10:00 PM	8:00 PM	Uzbekistan - Colombia	K	Estadio Azteca	Mexico City	Mexico	07
Group Stage	25	2026-06-18	12:00 PM	12:00 PM	[UEFA Path D Winner] - South Africa	A	Mercedes-Benz Stadium	Atlanta	United States	08

Figure 3. Match Listing tab

10. Stage

- **What it shows:** Identifies the tournament phase for that row, such as Group Stage or a knockout round.
- **How to use it:** Use this first to understand what part of the competition the listed match belongs to.
- **Linked/reference behavior:** This field helps separate schedule rows tied to the group tabs from rows tied to the knockout pages.

11. Match

- **What it shows:** The unique match number assigned to one specific fixture. Think of this as the row's individual game ID.
- **How to use it:** Use the Match number whenever you need to trace one exact game across formulas, notes, instructions, exports, imports, or other sheets.
- **Linked/reference behavior:** This is one of the main cross-sheet reference fields because a specific match can be paired by number throughout the workbook.
- **Important distinction:** Match identifies one exact fixture. Unlike MD, it does not group several games under the same day label.

12. Date

- **What it shows:** The calendar date for the match, displayed in YYYY-MM-DD format in this screenshot.
- **How to use it:** Use this to review the chronological order of the schedule and to confirm when a game is supposed to be played.
- **Linked/reference behavior:** Date is part of the schedule reference data that can be reused anywhere kickoff details are displayed elsewhere in the workbook.

13. Time (EST)

- **What it shows:** The kickoff time converted to Eastern Time for quick reference.
- **How to use it:** Use this as your planning time if you are viewing the schedule from the Eastern U.S. time zone.
- **Important note:** Compare this field with Time (Local) when you want to see both your local viewing time and the host venue's local kickoff time.

14. Time (Local)

- **What it shows:** The local kickoff time at the host venue or host city.
- **How to use it:** Use this when checking the official local schedule, travel timing, or the time the match starts at the stadium itself.
- **Important note:** This is especially useful when the host city time differs from the user's own viewing time zone.

15. Matchup

- **What it shows:** The two sides assigned to that match row, including confirmed teams and any unresolved placeholder entries.
- **How to use it:** Read this column to see who is scheduled to play in each fixture. As results are entered elsewhere in the workbook, placeholders can automatically change into final team names.
- **Why placeholders appear:** Placeholders such as [UEFA Path A Winner] or [Intercontinental Path 1 Winner] appear when that slot depends on a qualifier or playoff winner that has not been finalized yet. The workbook keeps the placeholder so the schedule structure stays in place before the final team is known.
- **Linked/reference behavior:** This is one of the main cross-tab fields. It can pull team names or unresolved placeholders from Countries, UEFA Qualifiers, Intercontinental Playoffs, and later from group/knockout progression logic depending on the match.
- **Important note:** This guide screenshot is a demonstration view. It mixes example prefilled matchups with unresolved placeholder slots so users can see how the workbook displays both confirmed teams and not-yet-decided qualifiers.

16. Group

- **What it shows:** The group letter associated with the match, such as A, B, C, and so on.
- **How to use it:** Use this to quickly tell which group sheet the match belongs to during the group stage.
- **Linked/reference behavior:** This is a direct connector to the corresponding Group A-L tabs and helps tie schedule rows to the correct standings/results area.

17. Venue

- **What it shows:** The stadium or venue name hosting the match.
- **How to use it:** The venue names are blue, underlined hyperlinks. Click a venue name to open a Google Maps link for that stadium.
- **Linked/reference behavior:** This column contains schedule reference data plus an external web link. The hyperlink goes to Google Maps rather than to another workbook tab.

18. City

- **What it shows:** The host city or metro area for the listed venue.
- **How to use it:** Use this as a quick geographic reference when comparing host sites or verifying where the match is being played.
- **Linked/reference behavior:** City usually works together with Venue and Country as part of the workbook's location reference data.

19. Country

- **What it shows:** The host country where the venue is located.
- **How to use it:** Use this to distinguish whether the match site is in the United States, Mexico, or Canada.
- **Linked/reference behavior:** This field supports the workbook's host-location reference information and helps confirm the venue's country at a glance.

20. MD

- **What it shows:** The matchday identifier for the schedule block that row belongs to.
- **How to use it:** Use MD to group or compare matches that fall within the same matchday block.
- **Difference from Match:** Match is the unique number for one specific fixture. MD groups multiple fixtures that belong to the same matchday. In other words, many different Match numbers can share one MD value.
- **Linked/reference behavior:** MD is useful for sorting, reviewing, or organizing the schedule by day group rather than by individual fixture ID.

21. Navigate To drop-down

- **What it shows:** A workbook navigation control that lets you jump to another sheet without manually clicking the sheet tabs.
- **How to use it:** Open the drop-down, select the sheet you want, and the workbook will switch to that tab immediately.
- **Linked/reference behavior:** This control links your current location to other tabs throughout the workbook and is especially helpful when many sheets are present.

User Guide - Countries Tab

Contains master lists of teams with FIFA rankings, country codes for flag retrieval, flag images, hyperlinks to recent games and Wikipedia pages. Placeholders remain for unresolved qualifiers, and rankings help in sorting and referencing teams across the workbook.

FIFA Rank	Teams	Country Code	Flag	Recent Game	Team's Wikipedia Page
16	Mexico	mx		https://www.youtube.com/watch?v=nQ9sE4ryR9U	https://en.wikipedia.org/wiki/Mexico_national_football_team
60	South Africa	za		https://www.youtube.com/watch?v=IM8XEUdJPdG	https://en.wikipedia.org/wiki/South_Africa_national_soccer_team
22	Korea Republic	kr		https://www.youtube.com/watch?v=XMcFWzyUBRA	https://en.wikipedia.org/wiki/South_Korea_national_football_team
1000	[UEFA Path D Winner]				
29	Canada	ca		https://www.youtube.com/watch?v=6mqx2dOFHmQ	https://en.wikipedia.org/wiki/Canada_men%27s_national_soccer_team
56	Qatar	qa		https://www.youtube.com/watch?v=53pBIUq0XHo	https://en.wikipedia.org/wiki/Qatar_national_football_team
18	Switzerland	ch		https://www.youtube.com/watch?v=ubq01rfhHTk	https://en.wikipedia.org/wiki/Switzerland_national_football_team
1000	[UEFA Path A Winner]				
5	Brazil	br		https://www.youtube.com/watch?v=ABe24gfBE8	https://en.wikipedia.org/wiki/Brazil_national_football_team
8	Morocco	ma		https://www.youtube.com/watch?v=arZEyJRmZxk	https://en.wikipedia.org/wiki/Morocco_national_football_team
83	Haiti	ht		https://www.youtube.com/watch?v=VYPuJc693eg	https://en.wikipedia.org/wiki/Haiti_national_football_team
38	Scotland	gb-sct		https://www.youtube.com/watch?v=73cVhK9qL1o	https://en.wikipedia.org/wiki/Scotland_national_football_team
15	United States	us		https://www.youtube.com/watch?v=nQ9sE4ryR9U	https://en.wikipedia.org/wiki/United_States_men%27s_national_soccer_team
40	Paraguay	py		https://www.youtube.com/watch?v=u8fkKBQnogw	https://en.wikipedia.org/wiki/Paraguay_national_football_team
27	Australia	au		https://www.youtube.com/watch?v=oVDzleFLp7Y	https://en.wikipedia.org/wiki/Australia_men%27s_national_soccer_team
1000	[UEFA Path C Winner]				
10	Germany	de		https://www.youtube.com/watch?v=xlpR7eKQmOA	https://en.wikipedia.org/wiki/Germany_national_football_team
81	Curaçao	cw		https://www.youtube.com/watch?v=uvbGMsqTXs4	https://en.wikipedia.org/wiki/Curaçao_national_football_team
37	Côte d'Ivoire	ci		https://www.youtube.com/watch?v=oN11_OrCW7g	https://en.wikipedia.org/wiki/Ivory_Coast_national_football_team
23	Ecuador	ec		https://www.youtube.com/watch?v=NqOjKsmQ1Rw	https://en.wikipedia.org/wiki/Ecuador_national_football_team
7	Netherlands	nl		https://www.youtube.com/watch?v=QeQf_skPULU	https://en.wikipedia.org/wiki/Netherlands_national_football_team
19	Japan	jp		https://www.youtube.com/watch?v=87O0M_F7cb4	https://en.wikipedia.org/wiki/Japan_national_football_team
47	Tunisia	tn		https://www.youtube.com/watch?v=LS9ZHUsm5R8	https://en.wikipedia.org/wiki/Tunisia_national_football_team
1000	[UEFA Path B Winner]				

Figure 4. Annotated Countries tab

22. FIFA Rank

- **What it shows:** Displays the actual current FIFA World Ranking for each confirmed country/team listed in this reference table.
- **How to use it:** Use this as a quick strength/reference indicator when reviewing the team list or comparing countries across the workbook.
- **Placeholder behavior:** Some unresolved placeholder entries, such as qualifier or playoff winners, display a ranking value of 1000. This is done only for workbook ranking/sort purposes so the unresolved placeholder stays at the bottom until the real team is known.
- **Important note:** Once the real winner is known and the placeholder is replaced, the actual team and its real ranking can then be reflected instead of the temporary 1000 value.

23. Teams

- **What it shows:** Lists the master team names used throughout the workbook, including both confirmed countries and unresolved placeholders such as [UEFA Path D Winner].
- **How to use it:** Treat this as the central team-name reference list. When team names are updated here, those names can flow to other workbook areas that depend on this master list.
- **Linked/reference behavior:** This is one of the most important cross-tab reference columns because group schedules, standings, match listings, and knockout references can all depend on the names stored here.
- **Why placeholders appear:** Placeholders remain in this list until the corresponding qualifier or playoff winner is decided. That allows the workbook structure to stay complete even before every final team is known.

24. Country Code

- **What it shows:** Stores the country code used to pull the team flag from online sources. In the screenshot, examples include mx, za, kr, ca, and us.
- **How to use it:** Enter or verify the correct code for each confirmed team so the workbook can retrieve the correct flag image.
- **Important note:** If the code is missing or incorrect, the flag may not load properly. Placeholder rows are often blank here until the actual winning team is known.
- **Best practice:** Keep these codes consistent and accurate because they support flag display in this tab and in other schedule/standings areas that reuse the same team reference data.

25. Flag

- **What it shows:** Displays the country flag image associated with the code in the Country Code column.
- **How to use it:** If a flag does not appear correctly, first check the Country Code entry for that row.
- **Linked/reference behavior:** The flags shown here are part of the workbook's master visual team reference and can help feed or validate flag displays elsewhere in the workbook.
- **Important note:** Placeholder rows usually remain blank in this column until the actual country is determined.

26. Recent Game

- **What it shows:** Contains a hyperlink to a recent game, highlight, or other external reference associated with that team.
- **How to use it:** Click the link to open the referenced page in your browser. In the screenshot, these appear to be external video/reference links.
- **Important note:** This is a convenience/reference field for the user. It is not part of the standings logic or scoring logic of the workbook.

27. Team's Wikipedia Page

- **What it shows:** Contains a direct hyperlink to the team's Wikipedia page for quick background/reference access.
- **How to use it:** Click the link to open the team's Wikipedia page if you want more information about that country's national team.
- **Important note:** This is an external reference link only. It helps with research and context, but it does not drive workbook calculations.
- **Linked/reference behavior:** Like Recent Game, this column adds optional outside reference material while the rest of the row continues to serve as internal workbook reference data.

User Guide – UEFA Qualifiers Tab

Organized by playoff paths (e.g., Path A), showing team lists with FIFA ranks, codes, flags, recent games, and Wikipedia links. Fixtures allow entry of home and away goals, penalty kick winners if tied, and automatic determination of path winners, with options to capture individual paths or full layouts as images.



Slot	FIFA rank	Teams	Code	Flag	Recent Game	Team's Wikipedia Page
T1	13	Italy	it		https://www.youtube.com/watch?v=o9vCjQJVoG8	https://en.wikipedia.org/wiki/Italy_national_football_team
T2	69	Northern Ireland	GB-NIR		https://www.youtube.com/watch?v=8xg138GFEzo	https://en.wikipedia.org/wiki/Northern_Ireland_national_football_team
T3	35	Wales	gb		https://www.youtube.com/watch?v=IURANfNb088	https://en.wikipedia.org/wiki/Wales_national_football_team
T4	71	Bosnia & Herzegovina	ba		https://www.youtube.com/watch?v=Uj8XwMu667Q&t=36s	https://en.wikipedia.org/wiki/Bosnia_and_Herzegovina_national_football_team

Figure 5. Annotated UEFA Qualifiers teams listing

28. UEFA Path section header

- **What it shows:** Identifies the specific UEFA playoff path you are viewing, such as UEFA Path A. The same overall structure repeats for the other UEFA paths on the same tab.
- **How to use it:** Work one path at a time. Each path has its own team list, fixtures, winner, and capture options.
- **Similarity to Countries tab:** The team listing below works like a path-specific version of the Countries tab. This is where the teams in that path are defined and maintained.

29. Path section capture icon

- **What it does:** The small picture icon next to the Winner box captures only that individual path section and saves it as a PNG image.
- **How to use it:** Use this when you want a clean export of just one path, such as UEFA Path A, without capturing the entire UEFA Qualifiers layout.
- **Typical use:** Helpful for sharing one finished path bracket or posting a single path result image.

30. Winner box

- **What it shows:** Displays the current winner of that UEFA path. Before the path is resolved, it can show a placeholder such as [UEFA Path A Winner].
- **Linked/reference behavior:** Once the path is decided, this winner becomes the resolved team that can feed other workbook areas that reference that UEFA path winner.
- **Important note:** This box updates based on the fixture results entered in that path's match section.

31. Full-layout capture icon

- **What it does:** The small picture icon near the top-right of the UEFA Qualifiers area captures the entire UEFA Qualifiers fixture layout and saves it as a PNG image.
- **How to use it:** Use this when you want one export showing the broader UEFA Qualifiers view instead of a single path section.

32. FIFA Rank

- **What it shows:** Displays the current FIFA World Ranking for each team listed in that path.
- **How to use it:** The ranking can be set or updated here for the teams in this path.
- **Similarity to Countries tab:** This works the same way as the FIFA Rank field in the Countries tab, but here it is being managed specifically for the teams assigned to this UEFA path.

33. Teams

- **What it shows:** Lists the teams assigned to the path slots, such as T1 through T4.
- **How to use it:** Edit the team names here when needed. These team names are then used by the fixtures section below.
- **Important note:** Because this section behaves like a smaller path-specific team reference list, keeping the team names accurate here is important for the rest of the path logic.

34. Code

- **What it shows:** Stores the flag code used to pull the team's flag image.
- **How to use it:** Set or update the team's flag code here. This is one of the main editable fields in the team listing.
- **Important note:** The code must match the correct team so the proper flag is displayed.

35. Flag

- **What it shows:** Displays the team's flag based on the code entered in the Code column.
- **How to use it:** This is mainly a visual confirmation field. If the wrong flag appears, check the code field for that team.

36. Recent Game

- **What it does:** Provides a hyperlink to a recent game or reference video for that team.
- **How to use it:** Click the link to open an outside reference for quick review, scouting, or context.

37. Team's Wikipedia Page

- **What it does:** Provides a hyperlink to that team's Wikipedia page.
- **How to use it:** Use this for quick background/reference information on the team.

Fixtures / Results Entry

UEFA Path A Fixtures / Results Entry (if tied, choose PK Winner)														
39	40	41	AG	42	ay	PK	43	er	44	er	De	45	By:	46
SF1		Italy	3 1		Northern Ireland				Italy		FT	Write notes here.		
SF2		Wales	0 1		Bosnia & Herzegovina				Bosnia & Herzegovina		FT			
Final		Italy	2 1		Bosnia & Herzegovina				Italy		FT			

Figure 6. Annotated UEFA Qualifiers fixtures/results entry

38. Path fixtures/results section

- **What it shows:** This is the match entry area for the selected UEFA path.
- **How to use it:** Enter the full-time goals for each match. If a match is tied at full time, choose the PK Winner to resolve it.
- **Structure:** The path is made up of Semifinal 1, Semifinal 2, and the Final. The final winner becomes the winner of that UEFA path.
- **Linked/reference behavior:** The results entered here determine the match winners, the path winner shown above, and any workbook placeholders tied to that UEFA path winner.

39. Match

- **What it shows:** Identifies each fixture within the path, such as SF1, SF2, and Final.
- **How to use it:** Use this as the fixture label/reference only.
- **Important note:** SF stands for Semifinal.

40. Home

- **What it shows:** Displays the home-side team name and flag.
- **Linked/reference behavior:** These teams flow from the team listing above.
- **Important note:** If you change a team name or flag code in the path team listing, the fixture display can reflect that update here.

41. HG / AG

- **What it shows:** HG is Home Goals and AG is Away Goals at full time.
- **How to use it:** Enter the final score at the end of regulation/full time in these fields.
- **Important note:** If the score is tied, still enter the tied full-time score here and then use the PK Winner field to break the tie.

42. Away

- **What it shows:** Displays the away-side team name and flag.
- **Linked/reference behavior:** This field also pulls from the team list and from prior match winners as the bracket advances.

43. PK Winner

- **What it does:** Records which team won the match on penalties when the full-time score is tied.

- **How to use it:** Leave this blank when the match has a normal winner at full time. Only select a PK winner when needed.

44. Winner

- **What it shows:** Displays the resolved winner of that individual match.
- **How to use it:** This field reflects the match result based on the full-time score or the selected PK winner.
- **Important note:** The semifinal winners advance into the Final, and the Final winner becomes the path winner shown above.

45. Decided By

- **What it shows:** Indicates how the match was decided, such as FT for full time or PK for penalties.
- **How to use it:** Use this as a quick audit/reference field to confirm how the result was resolved.

46. Notes

- **What it does:** Provides a freeform notes area for that fixture or path result.
- **How to use it:** Use it for reminders, context, upset notes, or any other comments you want to keep with the path.

User Guide - Intercontinental Playoffs Tab

Similar structure to UEFA Qualifiers, with paths showing teams, flags, rankings, recent games, Wikipedia links, and fixtures with scoring and penalty winner entries. Warnings appear if decisive matches remain tied without penalty resolution. Capture icons allow exporting path sections or full layouts.

Slot	Rank	Teams	Country	Recent Game	Team's Wikipedia Page
T1	150	New Caledonia	nc	https://www.youtube.com/watch?v=mrnyegelcWA	https://en.wikipedia.org/wiki/New_Caledonia_national_football_team
T2	70	Jamaica	jm	https://www.youtube.com/watch?v=ph3_cAnUTgw&t=330s	https://en.wikipedia.org/wiki/Jamaica_national_football_team
T3 Seeded	48	Congo DR	cd	https://www.youtube.com/watch?v=KK-YhE2lwyc	https://en.wikipedia.org/wiki/DR_Congo_national_football_team

Figure 7. Intercontinental Playoffs teams listing

47. Intercontinental path section header

- What it shows: Identifies the specific Intercontinental Playoffs path you are viewing, such as INTERCONTINENTAL Path 1. The same overall structure repeats for the other intercontinental paths on the same tab.
- How to use it: Work one path at a time. Each path has its own team list, fixtures, winner, and capture options.
- Similarity to Countries tab: The team listing below works like a path-specific version of the Countries tab. This is where the teams in that path are defined and maintained.

48. Path section capture icon

- What it does: The small picture icon next to the Winner box captures only that individual intercontinental path section and saves it as a PNG image.
- How to use it: Use this when you want a clean export of just one path, such as Intercontinental Path 1, without capturing the entire Intercontinental Playoffs layout.
- Typical use: Helpful for sharing one finished path bracket or posting a single path result image.

49. Winner box

- What it shows: Displays the current winner of that intercontinental path. Before the path is resolved, it can show a placeholder such as [Intercontinental Path 1 Winner].
- Linked/reference behavior: Once the path is decided, this winner becomes the resolved team that can feed other workbook areas that reference that intercontinental path winner.
- Important note: This box updates based on the fixture results entered in that path's match section.

50. Full-layout capture icon

- What it does: The small picture icon near the top-right of the Intercontinental Playoffs area captures the entire Intercontinental Playoffs fixture layout and saves it as a PNG image.
- How to use it: Use this when you want one export showing the broader Intercontinental Playoffs view instead of a single path section.

51. FIFA Rank

- What it shows: Displays the current FIFA World Ranking for each team listed in that path.
- How to use it: The ranking can be set or updated here for the teams in this path.
- Similarity to Countries tab: This works the same way as the FIFA Rank field in the Countries tab, but here it is being managed specifically for the teams assigned to this intercontinental path.

52. Teams

- What it shows: Lists the teams assigned to the path slots, such as T1, T2, and any seeded entry such as T3 Seeded.
- How to use it: Edit the team names here when needed. These team names are then used by the fixtures section below.
- Important note: Because this section behaves like a smaller path-specific team reference list, keeping the team names accurate here is important for the rest of the path logic.

53. Code

- What it shows: Stores the flag code used to pull the team's flag image.
- How to use it: Set or update the team's flag code here. This is one of the main editable fields in the team listing.
- Important note: The code must match the correct team so the proper flag is displayed.

54. Flag

- What it shows: Displays the team's flag based on the code entered in the Code column.
- How to use it: This is mainly a visual confirmation field. If the wrong flag appears, check the code field for that team.

55. Recent Game

- What it does: Provides a hyperlink to a recent game or reference video for that team.
- How to use it: Click the link to open an outside reference for quick review, scouting, or context.

56. Team's Wikipedia Page

- What it does: Provides a hyperlink to that team's Wikipedia page.
- How to use it: Use this for quick background/reference information on the team.

Fixtures / Results Entry

Intercontinental Path 1 Fixtures (57) FT zone (59) tied choose PK Winner (60)									
Match	Home	Flag	Score	AG	Away	PK Winner	Decider	By:	Notes
SF1	New Caledonia		0	1	Jamaica				
Seeded Final	Congo		2	2	Jamaica			FT	test

Final tied — choose PK Winner (66)

Figure 8. Intercontinental Playoffs fixtures/results entry

57. Path fixtures/results section

- What it shows: This is the match entry area for the selected intercontinental path.
- How to use it: Enter the full-time goals for each match. If a match is tied at full time, choose the PK Winner to resolve it.
- Structure: This path example contains SF1 and a Seeded Final, which means one seeded team enters later in the path instead of starting in the semifinal round.
- Linked/reference behavior: The results entered here determine the match winners, the path winner shown above, and any workbook placeholders tied to that intercontinental path winner.

58. Match

- What it shows: Identifies each fixture within the path, such as SF1 and Seeded Final.
- How to use it: Use this as the fixture label/reference only.
- Important note: Seeded Final indicates that a seeded team joins the path at that later stage.

59. Home

- What it shows: Displays the home-side team name and flag.
- Linked/reference behavior: These teams flow from the team listing above and from advancing winners as the path progresses.
- Important note: If you change a team name or flag code in the path team listing, the fixture display can reflect that update here.

60. HG / AG

- What it shows: HG is Home Goals and AG is Away Goals at full time.
- How to use it: Enter the final score at the end of regulation/full time in these fields.
- Important note: If the score is tied, still enter the tied full-time score here and then use the PK Winner field to break the tie.

61. Away

- What it shows: Displays the away-side team name and flag.
- Linked/reference behavior: This field also pulls from the team list and from prior match winners as the bracket advances.

62. PK Winner

- What it does: Records which team won the match on penalties when the full-time score is tied.
- How to use it: Leave this blank when the match has a normal winner at full time. Only select a PK winner when needed.

63. Winner

- What it shows: Displays the resolved winner of that individual match.
- How to use it: This field reflects the match result based on the full-time score or the selected PK winner.
- Important note: The path winner shown above is driven by the resolved winners in this section.

64. Decided By

- What it shows: Indicates how the match was decided, such as FT for full time or PK for penalties.
- How to use it: Use this as a quick audit/reference field to confirm how the result was resolved.

65. Notes

- What it does: Provides a freeform notes area for that fixture or path result.
- How to use it: Use it for reminders, context, upset notes, or any other comments you want to keep with the path.

66. Tied warning/status message

- What it shows: The message at the bottom-left appears when a decisive match is still tied and a penalty winner has not yet been chosen.
- How to use it: Treat this as a prompt to select the PK Winner for that tied match so the path can fully resolve.
- Important note: In the example shown, the warning points out that the Final is tied and still needs a penalty winner before the path winner can be finalized.

User Guide – Group Tabs (A-L)

Each group tab features a group letter badge, fixtures with match numbers, matchdays, dates/times, and score entry fields. Standings tables auto-calculate ranks, team records, and points, with a “Decided By” column explaining tiebreak rules applied. A Fair Play section allows manual entry of disciplinary records to resolve ties, with scores and FIFA rankings serving as further tiebreakers. Legends clarify abbreviations used.

Fixtures / Results Entry

The screenshot displays the 'Group A' tab for the 2026 FIFA World Cup. The interface includes a header with the group letter 'A' (circled 67), the tournament name 'FIFA World Cup 2026', and the TFC logo. Below the header, a navigation bar shows 'Group fixtures (ET) — enter predicted scores in the blue cells' and 'Group A'. The main table is divided into two sections: 'Home' and 'Away'. The 'Home' section lists matches 1, 2, 25, 28, 53, and 54, with teams Mexico, Korea Republic, Denmark, Mexico, Denmark, and South Africa respectively. The 'Away' section lists matches 73, 74, and 75, with teams South Africa, Denmark, and Korea Republic respectively. The table includes columns for Match, MD, Date/Time (ET), Home, Away, Result, and Played. The 'Result' column is highlighted in blue, indicating where predicted scores should be entered.

Match	MD	Date/Time (ET)	Home	Away	Result	Played
69	1	2026-06-11 15:00	Mexico	South Africa	74	75
2	1	2026-06-11 22:00	Korea Republic	Denmark	1-3	1
25	8	2026-06-18 12:00	Denmark	South Africa	2-0	1
28	8	2026-06-18 21:00	Mexico	Korea Republic	2-1	1
53	14	2026-06-24 21:00	Denmark	Mexico	2-2	1
54	14	2026-06-24 21:00	South Africa	Korea Republic	1-1	1

Figure 9. Group fixtures and results entry

67. Group letter badge

- What it shows: The large letter in the upper-left identifies the current group tab. In the example shown, A means Group A.
- How to use it: Treat this as a quick visual label so you always know which group you are editing or reviewing.
- Important note: The same layout and guidance in this section applies to every group tab from Group A through Group L.

68. Group fixtures section

- What it shows: This is the fixture reference section for the current group. It shows the scheduled group matches and the related matchday/time reference information.
- How to use it: Use this section as your schedule view, then enter your predicted or actual scores in the score-entry section to the right.
- Important note: On all group tabs, the score input fields referenced by this section are the blue HG and AG cells in the results entry table.

69. Match

- What it shows: The Match column stores the workbook-wide match number for each group fixture.
- How to use it: Use this as the unique fixture reference when cross-checking the Match Listing tab or any other workbook area that refers to a specific match number.

70. MD

- What it shows: MD identifies the matchday for that fixture. In this layout, the cell also includes the venue name after the matchday number.
- How to use it: Use it to see both where that fixture falls in the group schedule and which stadium hosts it.
- Important note: This is different from Match. Match is the global fixture ID, while MD is the group-stage matchday reference.

71. Date/Time (ET)

- What it shows: Displays the scheduled kickoff for that fixture in Eastern Time.
- How to use it: Use this for schedule planning and as a quick reference when comparing against the Match Listing tab.

72. Group match results entry section

- What it shows: This is the main score-entry table for the selected group. It displays the Home team, Away team, flags, goals, result text, and played status.
- How to use it: Enter your predicted or actual scores in the blue HG and AG input cells for each fixture.
- Linked/reference behavior: The team names and flags shown here are driven by the group setup and workbook reference data, and the scores entered here feed the standings and Fair Play workflow below.

73. HG / AG

- What it shows: HG is Home Goals and AG is Away Goals.
- How to use it: Enter the full-time score for each match in these two fields.
- Important note: These score entries drive the auto-calculated standings table.

74. Result

- What it shows: Displays the resolved scoreline in a compact result format, such as 3-2 or 1-1.
- How to use it: Use this as a quick verification field to confirm the entered result.

75. Played

- What it shows: Indicates whether that fixture has already been entered and counted in the group table.
- How to use it: Use it as a completion check so you can quickly see which group matches are already populated and which still need input.

Standings (Auto calculated)

Standings (auto-calculated from predictions)										
	Teams	Pld	W	D	L	GF	GA	GD	Pts	Decided By:
76	Denmark	3	2	1	0	7	3	4	7	
77	Mexico	3	2	1	0	7	5	2	7	80
3	Korea Republic	3	0	1	2	3	6	-3	1	RANK
4	South Africa	3	0	1	2	3	6	-3	1	RANK

- Pld = Games Played
- W = Wins
- D = Draws
- L = Loss
- GF = Goals in Favor
- GA = Goals Against
- GD = Goal Difference
- Pts = Total Points

Figure 10. Group standings section

76. Standings section

- What it shows: This table auto-calculates the current group order based on the match scores entered above.
- How to use it: Use it to see which teams are currently leading the group and how each team ranks after every scored match.

- Important note: This table updates automatically from the group results entry section.

77. Rank

- What it shows: Displays each team's current position in the group, from 1st place downward.
- How to use it: Use this to see the current finishing order.
- Important note: If teams are tied, the order is resolved by the workbook's tiebreak logic and the Decided By column explains which rule was applied.

78. Teams

- What it shows: Displays the teams in their current ranked order, along with their flags.
- Linked/reference behavior: The team names and flags are pulled from the group setup/reference data and reorder automatically as results change.

79. PLD / W / D / L / GF / GA / GD / Pts

- What it shows: These columns summarize each team's group record and performance totals.
- How to use it: Read across the row to see total games played, wins, draws, losses, goals for, goals against, goal difference, and points.
- Important note: These values are auto-calculated from the scores entered in the fixtures section.

80. Decided By

- What it shows: This column explains which tiebreak rule was used to separate tied teams or confirm their order.
- How to use it: Use it as an audit field whenever two or more teams appear level in the table.
- Possible notations: GD = Goal Difference; GF = Goals For; H2H = Head-to-Head; FP = Fair Play; RANK = FIFA World Ranking; TIE = teams remain tied after all currently available workbook tiebreakers.

81. Standings legends

- What it shows: The legend box to the right defines the main standings abbreviations used in the table.
- How to use it: Refer to this whenever you need a quick reminder of what each column label means.
- Important note: This legend covers the stat columns, while the Decided By column can additionally show tie-resolution notes such as H2H, FP, RANK, or TIE.

Fair Play Entry

Fair Play (manual entry — tie-breaker after Pts/GD/GF)							
Team	YC	IR	DR	Y+DR	FP Score	FIFA Rank	
 South Africa							
 Korea Republic							
 Denmark							

- YC = yellow cards
- IR = indirect red (two yellows)
- DR = direct red
- Y+DR = yellow plus direct red
- FP = Fair Play
- RANK = FIFA World Ranking tie-break
- TIE = Teams are still tied after all tie-breakers currently available
- H2H = Head-to-Head tie-breaker

Figure 11. Fair Play section

82. Fair Play section

- What it shows: This is the manual disciplinary tiebreak section for the current group.
- How to use it: Use this section when teams remain level after Points, Goal Difference, and Goals For, or whenever you want to prefill the disciplinary totals in advance.

- Important note: The Fair Play section shown here follows the same structure on every group tab from A through L.

83. Teams

- What it shows: Lists the teams in the current group beside their flags.
- How to use it: Enter the disciplinary totals on the same row as the correct team.

84. YC / IR / DR / Y+DR

- What it shows: These are the manual input fields for each team's disciplinary record: yellow cards, indirect reds (second yellow), direct reds, and yellow plus direct red.
- How to use it: Enter the final Fair Play counts for the group when the group needs a fair play tiebreak, or enter them progressively as you track cards throughout the group stage.
- Important note: These values are manual entries, unlike the standings above, which are calculated automatically from match scores.

85. FP Score

- What it shows: Displays the resulting Fair Play score calculated from the disciplinary totals entered for that team.
- How to use it: Use it to compare tied teams after the Points/Goal Difference/Goals For tiebreakers have already been exhausted.
- Important note: Better discipline produces the better Fair Play outcome.

86. FIFA Rank

- What it shows: Displays the team's FIFA World Ranking used as a later tiebreak if Fair Play still does not separate the teams.
- Linked/reference behavior: This ranking is pulled in as the next available separator after Fair Play.

87. Fair Play legends

- What it shows: The legend box explains the Fair Play abbreviations and the special tiebreak notes that can appear in or around this section.
- How to use it: Refer to this box for the meaning of YC, IR, DR, Y+DR, FP, RANK, TIE, and H2H.

88. FIFA Deep Dive: The Final Standing Workflow Resolution

Demonstrates how group standings resolve ties through points, goal difference, goals for, head-to-head, Fair Play, and FIFA rankings. Two scenarios illustrate ties resolved at different stages depending on Fair Play inputs, showing how the workbook applies layered tiebreak logic and displays “Decided By” labels as an audit trail. This deep dive uses a hypothetical tied group to travel from match scores, to the automatic standings, to Fair Play input, and finally to the last fallback if Fair Play still does not separate the remaining teams. The examples show two different outcomes: one where the tie has to go all the way to FIFA Rank, and one where a Fair Play change stops the process earlier.

Scenario 1 — Original Fair Play input: the tie reaches FIFA Rank

FIFA World Cup 2026							TientoFC.com
Group B				Navigate To: Group B			
Home		HG	AG	Away	Result	Played	
Canada		2	2	Italy	2–2	1	
Qatar		1	1	Switzerland	1–1	1	
Switzerland		0	0	Italy	0–0	1	
Canada		0	0	Qatar	0–0	1	
Switzerland		1	1	Canada	1–1	1	
Italy		0	0	Qatar	0–0	1	

Figure 12. Group B fixture scores used for the deep-dive example

Standings (auto-calculated from predictions)												
	Rank		Teams	Pld	W	D	L	GF	GA	GD	Pts	Decided By:
	1		Canada	3	0	3	0	3	3	0	3	H2H
	2		Italy	3	0	3	0	2	2	0	3	RANK
	3		Switzerland	3	0	3	0	2	2	0	3	RANK
	4		Qatar	3	0	3	0	1	1	0	3	H2H
Fair Play (manual entry — tie-breaker after Pts/GD/GF)												
	Teams			YC	IR	DR	Y+DR	FP Score		FIFA Rank		
	Canada			4				-4		29		
	Qatar			1		1		-5		56		
	Switzerland			3				-3		18		
	Italy			0	1			-3		13		

Figure 13. Scenario 1 standings and Fair Play values

Step 1 — Start with the actual group scores.

- The fixture image is the starting point for everything. The workbook does not begin with the standings table — it begins with the six scored group matches.
- Canada draws 2–2 with Italy, 0–0 with Qatar, and 1–1 with Switzerland. That gives Canada 0 wins, 3 draws, 0 losses, 3 goals for, 3 goals against, and 3 total points.
- Italy draws 2–2 with Canada, 0–0 with Switzerland, and 0–0 with Qatar. That gives Italy 0 wins, 3 draws, 0 losses, 2 goals for, 2 goals against, and 3 total points.
- Switzerland draws 1–1 with Qatar, 0–0 with Italy, and 1–1 with Canada. That gives Switzerland 0 wins, 3 draws, 0 losses, 2 goals for, 2 goals against, and 3 total points.
- Qatar draws 1–1 with Switzerland, 0–0 with Canada, and 0–0 with Italy. That gives Qatar 0 wins, 3 draws, 0 losses, 1 goal for, 1 goal against, and 3 total points.

Step 2 — Points create the first tie.

- All four teams finish with exactly 3 points because every team drew all three matches. That means the first sort layer cannot separate anyone.
- This is why the standings image shows all four teams level on Pts = 3, with W = 0, D = 3, and L = 0 for every side.
- At this stage, the user should already expect the workbook to continue into deeper tiebreak logic, because points alone do not produce a clean 1–4 order.

Step 3 — The automatic scoring table still leaves the group unresolved.

- The next automatic values are the goal-based outputs already calculated from the scored fixtures: GF, GA, and GD.
- Canada finishes at GF 3, GA 3, GD 0. Italy finishes at GF 2, GA 2, GD 0. Switzerland finishes at GF 2, GA 2, GD 0. Qatar finishes at GF 1, GA 1, GD 0.
- Goal Difference is still 0 for every team, so GD does not separate the group at all.
- Goals For does create some shape: Canada has the highest GF total in the tied group, Qatar has the lowest, and Italy and Switzerland remain tied with the same GF total.
- That is why the finished standings image already looks partially resolved but not fully resolved: Canada is above the middle pair, Qatar is below the middle pair, and Italy and Switzerland are still locked together.

Step 4 — Read the Decided By column carefully.

- The Decided By column is not one single label for the whole group. It reports the rule that ultimately explains that team's final placement once the workbook has finished the chain.
- In Scenario 1, Canada and Qatar show H2H. That tells the user those placements were resolved at the head-to-head stage of the tied-group comparison.
- Italy and Switzerland show RANK. That tells the user their tie survived every earlier separator strongly enough that the workbook eventually had to use FIFA World Ranking to finish the order.
- This is the key lesson from the example: one final table can contain more than one Decided By notation at the same time, because different mini-ties inside the same group can stop at different stages.

Step 5 — Enter the Fair Play values for the unresolved tie.

- The lower Fair Play section is where the user manually enters disciplinary totals once the automatic standings are not enough. In Scenario 1, the FP Scores shown are Canada = -4, Qatar = -5, Switzerland = -3, and Italy = -3.

- A Fair Play score closer to zero is better than a more negative score. So -3 is better than -4, and -4 is better than -5.
- The important detail is that Italy and Switzerland are still equal on Fair Play in Scenario 1 because both sit on FP Score = -3.
- That means Fair Play still does not split the remaining unresolved pair. The workbook therefore has to continue one step deeper.

Step 6 — FIFA Rank becomes the final fallback.

- Once Italy and Switzerland remain tied after the earlier layers, the workbook uses the FIFA Rank values shown in the Fair Play block.
- Italy has FIFA Rank 13 and Switzerland has FIFA Rank 18. Because 13 is the stronger ranking position, Italy finishes above Switzerland in the final table.
- That is exactly why the Decided By column shows RANK for Italy and Switzerland in Scenario 1.
- Notice what does not happen: Italy's better Fair Play or FIFA Rank does not move Italy above Canada, because Canada had already been separated into first place earlier in the chain. Later fallback rules are only used where an actual tie still remains.

Scenario 1 final reading

- Canada finishes 1st because the tied-group comparison already lifts Canada above the others before the Italy-Switzerland issue is resolved.
- Italy finishes 2nd because the remaining tie with Switzerland survives all the way to FIFA Rank, and Italy's Rank 13 beats Switzerland's Rank 18.
- Switzerland finishes 3rd because it loses that final FIFA Rank fallback against Italy.
- Qatar finishes 4th because its placement is already resolved lower in the tied group, which is why the Decided By field for Qatar shows H2H rather than FP or RANK.

Scenario 2 — Changed Fair Play input: the tie now stops at Fair Play

Standings (auto-calculated from predictions)												
	Rank		Teams	Pld	W	D	L	GF	GA	GD	Pts	Decided By:
	1		Canada	3	0	3	0	3	3	0	3	H2H
	2		Italy	3	0	3	0	2	2	0	3	FP
	3		Switzerland	3	0	3	0	2	2	0	3	FP
	4		Qatar	3	0	3	0	1	1	0	3	H2H
Fair Play (manual entry — tie-breaker after Pts/GD/GF)												
	Teams			YC	IR	DR	Y+DR	FP Score			FIFA Rank	
	Canada			4				-4			29	
	Qatar			1		1		-5			56	
	Switzerland			3		1		-7			18	
	Italy				1			-3			13	

Figure 14. Scenario 2 standings after the Fair Play values change

What changed between Scenario 1 and Scenario 2

- The scored fixtures do not change at all. The six match results remain exactly the same as the fixture image above.
- Because the match scores did not change, the automatic standings values also do not change: every team still has 3 points, every team still has GD = 0, Canada still has GF 3, Italy and Switzerland still have GF 2, and Qatar still has GF 1.
- The only change is in the manually entered Fair Play section. In Scenario 2, Switzerland drops to FP Score = -7 while Italy remains at FP Score = -3.
- That one Fair Play change is enough to break the Italy-Switzerland tie earlier than before.

How the workflow changes in Scenario 2

- In Scenario 1, Italy and Switzerland were still tied after Fair Play because both teams had FP Score = -3. That forced the workbook to continue to FIFA Rank.
- In Scenario 2, the same two teams are no longer tied at the Fair Play stage because Italy stays at -3 while Switzerland falls to -7.
- Since -3 is better than -7, the workbook can now resolve that pair immediately at the Fair Play step.
- That is why the Decided By column changes from RANK to FP for both Italy and Switzerland in the second standings image.

Why the Decided By labels change

- Canada still shows H2H and Qatar still shows H2H because their placements were already being explained by the earlier tied-group comparison.
- Only the unresolved Italy-Switzerland pair changes behavior. In Scenario 1, that pair had to continue all the way to FIFA Rank; in Scenario 2, it stops at Fair Play.
- The Decided By column therefore acts like an audit trail. It tells the user which rule actually finished the tie for that placement after all earlier checks were exhausted or satisfied.

Big takeaway from both scenarios

- The workbook always starts with scored fixtures, then builds the automatic standings, then uses manual Fair Play only when the automatic table is still not enough, and only then falls back to FIFA Rank if Fair Play still leaves a tie.
- Changing Fair Play input does not rewrite wins, draws, goals, or points. It only changes whether the remaining unresolved teams are separated at the Fair Play step or whether they must continue to FIFA Rank.
- That is why the two standings images can have identical match results and identical points totals, yet show different Decided By outcomes for Italy and Switzerland.
- For users, the simplest reading rule is this: if a tie remains, check the Fair Play block first; if the tied teams are still equal there, the workbook will need FIFA Rank to finish the order.

User Guide - Knockout Stage

Covers the best third-place teams ranking among groups to select eight qualifiers, based on points, goal difference, goals for, and tiebreakers including Fair Play and FIFA ranking. The Round of 32 bracket places group winners, runners-up, and qualified third-place teams in matchups, with fields for scores, penalty kick winners, resolved winners, and notes. Example illustrates how tied matches are resolved by penalty winners. The later knockout rounds continue the same winner-propagation idea, but this guide only covers the best-third-place logic and the Round of 32 section.

Best 3rd-place teams (top 8 qualify)

Group	FIFA Ranking	3rd-place Team	Pts	GD	GF	Group Rank	Quality?	Top 8 Qualified 3rd-place teams	Notes
Group A	90	Senegal	4	1	4	92	93	94	95
Group B	31	Egypt	4	1	4	92	93	94	95
Group C	40	Paraguay	4	1	4	92	93	94	95
Group D	28	Algeria	4	0	3	4	Q	Algeria	
Group E	42	Sweden	4	0	3	5	Q	Sweden	
Group F	38	Scotland	4	-1	2	6	Q	Scotland	
Group G	37	Côte d'Ivoire	3	-1	3	7	Q	Côte d'Ivoire	
Group H	71	Bosnia & Herzegovina	3	-2	3	8	Q	Bosnia & Herzegovina	
Group I	43	Czech Republic	3	-2	2	9			
Group J	48	Congo DR	3	-3	2	10			
Group K	61	Saudi Arabia	3	-4	2	11			
Group L	77	Ethiopia	1	-4	1	12			

Figure 15. Best third-place qualification section

89. Best 3rd-place teams section

- What it shows: This table compares the 3rd-place finishers from Groups A through L and decides which eight advance to the Round of 32.
- How it works: The sheet pulls each group's 3rd-place finisher from the group-stage tabs, then ranks all 12 third-place teams against one another.
- Detailed workflow: The comparison starts with Points, then Goal Difference, then Goals For. If teams are still tied after those visible columns, the workbook can continue behind the scenes to Fair Play and then FIFA World Ranking to finish the order.
- Important note: If a group still has an unresolved tie on its group tab, this block can return an unresolved-tie warning instead of a clean third-place team name.

90. Group / FIFA Ranking / 3rd-place team

- What it shows: These columns identify which group the team came from, the team's FIFA World Ranking, and the name of that group's current 3rd-place finisher.
- Linked/reference behavior: The 3rd-place team is pulled from the group-stage standings, while the FIFA Ranking is pulled from the Countries reference data for that team.
- How to use it: Read these columns first to verify that the correct 3rd-place team from each group is being compared in this qualification race.

91. Pts / GD / GF

- What it shows: These are the visible ranking statistics used to compare the 12 third-place teams — Points, Goal Difference, and Goals For.

- How it works: These values are pulled from the same group-stage standings tables that were built from the users' score predictions.
- Important note: This is the visible part of the ranking workflow. If two or more 3rd-place teams are still level after Pts, GD, and GF, the workbook can continue to Fair Play and then FIFA Ranking even though those later tiebreakers are not displayed as separate columns in this summary block.

92. Group Rank

- What it shows: This is the overall rank of each 3rd-place team among all 12 groups, from 1 through 12.
- How to use it: Use it as the quickest way to see who is currently inside the qualifying cutoff and who is outside it.
- Important note: The top eight ranks qualify. So ranks 1-8 advance and ranks 9-12 do not.

93. Qualify?

- What it shows: A Q appears for any 3rd-place team that currently sits inside the top eight.
- How to use it: This is the confirmation column for qualification. It tells you immediately whether that team has made the Round of 32 field.
- Important note: This column updates automatically whenever group scores or tie-break values change.

94. Top 8 Qualified 3rd-place teams

- What it shows: This list displays only the eight 3rd-place teams that currently qualify.
- How it works: Once a team is marked as qualified, it is copied into this list and becomes available for automatic placement into its assigned Round of 32 slot.
- Important note: The workbook does not stop at listing the teams. It also uses this qualification result to feed the correct 3rd-place teams into the bracket matchups below.

95. Notes

- What it shows: An open notes area for any manual comments about the best-third-place qualification table.
- How to use it: Use it to document special observations, qualification edge cases, or any custom note you want to keep beside the ranking block.

Round of 32

Match	Date (ET)	Time (ET)	Home slot	Home team	HG	AG	Away team	Away slot	Winner	PK Winner	PK Loss	Penalty Kicks	Notes
73	2026-06-28	15:00	2A	Korea Republic	2	2	Canada	2B	Canada			Penalty Kicks: Canada 4-2 Korea	
74	2026-06-29	16:30	1F	Germany	2	0	Paraguay	1D	Germany				
75	2026-06-29	21:00	1F	Netherlands	2	0	Morocco	2C	Morocco				
76	2026-06-29	13:00	1F	Brazil	1	0	Japan	2F	Brazil				
77	2026-06-30	17:00	1F	France	2	0	Sweden	3F	France				
78	2026-06-30	13:00	2E	Ecuador	1	2	Norway	2I	Norway				
79	2026-06-30	21:00	1A	Mexico	2	0	Scotland	3C	Mexico				
80	2026-07-01	12:00	1I	England	2	1	Senegal	3I	England				
81	2026-07-01	20:00	1D	United States	2	0	Bosnia & Herzegovina	3B	United States				
82	2026-07-01	16:00	1G	Belgium	2	0	Algeria	3I	Belgium				
83	2026-07-02	19:00	2K	Colombia	2	1	Croatia	2L	Colombia				
84	2026-07-02	15:00	1H	Spain	3	1	Austria	2I	Spain				
85	2026-07-02	23:00	1B	Switzerland	1	0	Egypt	3G	Switzerland				
86	2026-07-03	18:00	1I	Argentina	2	1	Uruguay	2A	Argentina				
87	2026-07-03	21:30	1K	Portugal	2	0	Côte d'Ivoire	3E	Portugal				
88	2026-07-03	14:00	2D	Turkey	2	1	IR Iran	2G	Turkey				

Figure 16. Round of 32 section

96. Round of 32 section

- What it shows: This is the first knockout round, where the group-stage qualifiers and the eight qualified 3rd-place teams are placed into the Round of 32 bracket.

- How it works: The sheet pulls in the correct qualified teams based on the final group standings and the best-third-place qualification block above. Once scores are entered, the Winner column resolves who advances to the next round.
- Important note: This guide is only explaining the Round of 32 portion shown here, but the same basic winner-flow continues through the later knockout rounds.

97. Match / Date (ET) / Time (ET)

- What it shows: The official match number and the scheduled Eastern Time date and kickoff time for each Round of 32 game.
- How to use it: Use these columns to identify the fixture and confirm which scheduled match you are editing.

98. Home slot / Home team

- What it shows: The source slot for the home side and the home team that currently occupies that slot.
- Slot meaning: Codes such as 1A, 2A, or 3D identify where the team came from. 1A means Group A winner, 2A means Group A runner-up, and 3D means the qualified 3rd-place team coming from Group D.
- Linked/reference behavior: The team name fills automatically from the group-stage results and from the qualified 3rd-place mapping above. The user does not manually type the knockout participants here.

99. HG / AG

- What it shows: The home goals and away goals for that knockout match.
- How to use it: Enter the final regulation or extra-time score here, depending on how you are using the workbook's prediction method for knockout results.
- Important note: If HG and AG are different, the Winner column can resolve the winner immediately from the score. If HG and AG are equal, the match needs a penalty-kick decision.

100. Away team / Away slot

- What it shows: The away team and the slot source that placed that team into the matchup.
- How to use it: Read this together with the home side so you can verify that the sheet has pulled the correct bracket pairing.
- Important note: Many Round of 32 away slots are qualified 3rd-place slots, so this is one of the main places where the top-eight 3rd-place ranking above feeds directly into the knockout bracket.

101. Winner

- What it shows: The team that advances from the match.
- How it works: If one side wins on score, the Winner cell automatically returns that team. If the score is tied, the Winner cell waits for a penalty-kick decision.
- Important note: A tied knockout score does not decide the winner by itself. The Winner field needs the PK Winner field when HG and AG are level.

102. PK Winner

- What it shows: The penalty-kick side selection used when a knockout match finishes tied on score.
- How to use it: For a tied match, choose whether the home side or the away side won the shootout. Once that is selected, the Winner field resolves automatically.
- Important note: This field is only needed when the match is tied. If the score is not tied, the winner can be determined directly from HG and AG.

103. Notes

- What it shows: A notes field for recording extra context about the match result, especially shootout details.
- How to use it: Use it to store text such as the penalty-kick scoreline or any other custom note you want kept with that fixture.

104. Example tie: Korea Republic vs. Canada

- What the example shows: In Match 73, Korea Republic and Canada are tied 2-2 in the HG and AG columns. That means the winner cannot be determined from the score alone.
- How the sheet resolves it: The PK Winner cell is set to PK Away, which tells the workbook that the away team won the shootout. Because Canada is the away team in this matchup, the Winner column resolves to Canada.
- Why the Notes cell matters here: The Notes column records the manual explanation for the tiebreak, shown here as “Penalty Kicks: Canada 4:2 Korea.” This gives the user a readable audit trail for why Canada advanced even though the scored match itself ended level.
- Big takeaway: In a knockout tie, the score creates the tie, the PK Winner field breaks the tie, and the Winner field then reflects the side that advances.

User Guide – The Bracket Layout

Provides a visual knockout bracket from Round of 32 through Final and 3rd place playoff, automatically pulling teams, scores, and winners from the Knockout Stage sheet. Round headers and match cards display teams, flags, scores, and source slots or winner references. Progression lines show advancement paths. The champion and final standings boxes summarize top-four placements. Example shows how tied knockout matches resolved by penalties are reflected in bracket advancement.



Figure 17. The Bracket Layout section

105. Bracket Layout overview

- What it shows: This sheet is the visual bracket view of the knockout tournament, starting at the Round of 32 and flowing all the way through the Final, the 3rd & 4th Place match, and the final top-four standings.
- How it works: The bracket layout is not the primary data-entry sheet. It pulls its teams, winners, and score displays from the knockout-stage results that are resolved elsewhere in the workbook, then presents them in a clean tournament-bracket format.
- Important note: Think of this page as the visual presentation layer for the knockout rounds. The logic and result resolution happen on the Knockout Stage sheet, and this bracket reflects those resolved outcomes automatically.

106. Round headers

- What it shows: The labels across the top identify each knockout stage — Round of 32, Round of 16, Quarter Finals, Semi Finals, and Finals — mirrored from the left and right sides into the center.

- How to use it: Read these headers to orient yourself inside the bracket and quickly understand which round each matchup box belongs to.
- Important note: The layout is symmetrical. The left half and right half each feed inward toward the center final.

107. Round of 32 matchup cards

- What it shows: Each Round of 32 card displays the two participating teams, their flags, the score shown for that matchup, and the source slot codes that identify where each team came from.
- Slot meaning: Codes such as 1E, 3D, 2B, or 1C mean the same thing here as on the Knockout Stage sheet. A code beginning with 1 is a group winner, 2 is a group runner-up, and 3 is a qualified 3rd-place team from that group.
- Linked/reference behavior: These teams are not typed manually on the Bracket Layout sheet. They are pulled from the resolved knockout pairings, which themselves depend on the final group standings and the best-third-place qualification table.

108. Score boxes and winner-reference labels

- What it shows: The small score boxes show the displayed result for each matchup, while later-round cards use labels such as W73, W75, W91, or W100 to identify that a team reached that position as the winner of an earlier match.
- Detailed logic: In the Round of 32, the cards show original source-slot labels such as 1E or 3D. Starting in later rounds, those labels change to winner references. For example, W73 means “Winner of Match 73,” so that later card is waiting for the resolved winner from Match 73.
- How to use it: Follow the W-number references whenever you want to trace exactly which earlier knockout match fed the team into the next round.

109. Progression lines

- What it shows: The connector lines visually trace how winners advance from one round to the next.
- How it works: Once a winner is resolved for a knockout match, that team is pulled forward into the next card and the bracket path becomes visually complete. If an earlier match is unresolved, the later branch can remain incomplete or waiting on that prior result.
- Big takeaway: The lines do not decide anything by themselves — they simply display the progression that the workbook has already determined from the knockout results.

110. Final / Champion display

- What it shows: The center area highlights the championship result. It includes the Final match box for 1st and 2nd place, the champion display, and the large title treatment that visually marks the tournament winner.
- How it works: The team shown as champion is the winner of the Final box. In this screenshot, France is shown as the 2026 Champions because France defeated Argentina in the Final.
- Important note: This section is the visual endpoint of the knockout workflow. Once the final result is resolved, the champion name, champion flag, and title display update accordingly.

111. 3rd & 4th Place box

- What it shows: This box displays the separate playoff between the two losing semifinalists to determine who finishes 3rd and who finishes 4th.

- How it works: The participants in this box are pulled automatically from the semifinal losers. Their result is resolved separately from the Final and does not affect 1st or 2nd place.
- Important note: In the example shown, Spain defeats England, so Spain is recorded as 3rd and England as 4th.

112. Final Standings box

- What it shows: This summary box lists the final top-four tournament positions in order: 1st, 2nd, 3rd, and 4th.
- How it works: The workbook fills this box automatically from the final two center results. The champion becomes 1st, the Final loser becomes 2nd, the 3rd-place winner becomes 3rd, and the 3rd-place loser becomes 4th.
- How to use it: Use this box as the quickest final summary of the tournament outcome without needing to scan the full bracket.

113. Example tie carried into the bracket: Korea Republic vs. Canada

- What the example shows: On the left side of the Round of 32, Korea Republic and Canada are shown tied 2-2. By itself, that score does not tell you who advanced.
- How the bracket resolves it visually: In the next-round card labeled with W73 and W75, Canada appears in the W73 slot. That means the workbook has already resolved Canada as the winner of Match 73 and pushed Canada forward into the Round of 16 bracket position.
- Why this matters: This proves that the Bracket Layout is reflecting the knockout-decision logic from the Knockout Stage sheet. The tie was actually broken there by the PK Winner selection, and the bracket here is simply showing the final advancement result after that decision was made.
- Big takeaway: When a tied score appears on the Bracket Layout, use the next-round placement to confirm who advanced. The Bracket Layout displays the resolved path, even though the actual penalty decision was entered on the Knockout Stage sheet.