



- (51) **International Patent Classification:**
G06Q 90/00 (2006.01) *G06Q 10/06* (2012.01)
- (21) **International Application Number:**
PCT/NO2012/050080
- (22) **International Filing Date:**
26 April 2012 (26.04.2012)
- (25) **Filing Language:** English
- (26) **Publication Language:** English
- (30) **Priority Data:**
20110622 26 April 2011 (26.04.2011) NO
- (71) **Applicant** (for all designated States except US):
OPONENTUS AS [NO/NO]; Karenslyst allé 8b, N-0278 Oslo (NO).
- (72) **Inventor; and**
- (75) **Inventor/Applicant** (for US only): **BORGE, Christian, Morten** [NO/NO]; Pelvikveien 1C, N-1367 Snarøya (NO).
- (74) **Agent:** **ZACCO NORWAY AS**; Haakon VII's gt. 2, P.O. Box 2003 Vika, N-0125 Oslo (NO).

(81) **Designated States** (unless otherwise indicated, for every kind of national protection available): AE, AG, AL, AM, AO, AT, AU, AZ, BA, BB, BG, BH, BR, BW, BY, BZ, CA, CH, CL, CN, CO, CR, CU, CZ, DE, DK, DM, DO, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, GT, HN, HR, HU, ID, IL, IN, IS, JP, KE, KG, KM, KN, KP, KR, KZ, LA, LC, LK, LR, LS, LT, LU, LY, MA, MD, ME, MG, MK, MN, MW, MX, MY, MZ, NA, NG, NI, NO, NZ, OM, PE, PG, PH, PL, PT, QA, RO, RS, RU, RW, SC, SD, SE, SG, SK, SL, SM, ST, SV, SY, TH, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, ZA, ZM, ZW.

(84) **Designated States** (unless otherwise indicated, for every kind of regional protection available): ARIPO (BW, GH, GM, KE, LR, LS, MW, MZ, NA, RW, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, RU, TJ, TM), European (AL, AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HR, HU, IE, IS, IT, LT, LU, LV, MC, MK, MT, NL, NO, PL, PT, RO, RS, SE, SI, SK, SM, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

Published:

— with international search report (Art. 21(3))

(54) **Title:** APPARATUS AND METHOD FOR MANAGING A TOURNAMENT

(57) **Abstract:** A computer implemented method for managing a tournament using a server and an arena database, wherein the method comprises operating a first process of registering community data and assigning at least one role to a user identified in said community data, operating a second process of creating the tournament by registering tournament data on basis of registered community data and the assigned at least one role and retrieving arena data from the arena database, and operating a third process of running the tournament using registered tournament data, registered community data and the assigned at least one role.

