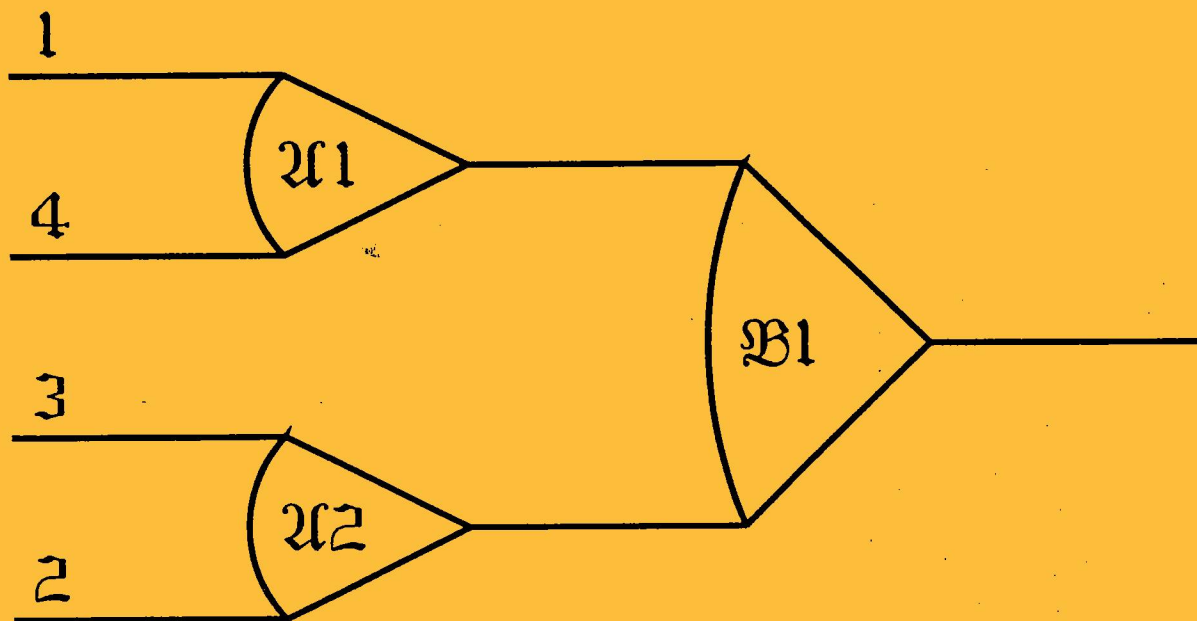


Johan's Book of Lists



Revised Edition
One List per page.
Pages range from 8½" x 11" to 17" x 22".

Johan's Book of Lists

A Dissertation on the Running of Diverse Sorts of
Lists for
Scadian Tournaments

Written by

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INTRODUCTION

Despite the fact that they were not really part of the Medieval experience, various types of elimination tournaments are long established custom in the SCA. If this non-Medieval form is going to be used, it behooves us to use it correctly and fairly, especially since it seems unlikely that truly Medieval forms of determining the winner of a tournament (say, having the winner selected by a panel of judges) would be acceptable to the majority of Scadians for, say, Crown or Coronet tourneys. This booklet is intended to provide the information needed for even a novice MOL to run an Elimination List with minimal headaches.

BASIC CONCEPTS

FAIRNESS: The main requirement of a Fair List is that there is no positional advantage to any of the starting points in the list. Unfortunately, this is only truly possible with certain special numbers of fighters, specifically, those numbers that are powers of two (e.g. 4, 8, 16, 32, 64, etc.). For numbers that are not powers of two, there will always be some sort of positional advantage given to at least one fighter. The challenge in these situations is to run the list in a fashion that minimizes this advantage. Figures 1 & 2 illustrate this problem & its solution for a five-fighter single elimination list. In both cases, an eight-fighter bracket was used, since five is greater than four, but less than eight. In Figure 1, the fighters were positioned incorrectly, resulting in fighter "E" having a substantial positional advantage. Assuming that all of the fighters are of equal skill, "E" has a 50% chance of winning the tournament, while fighters "A" through "D" each have a 12.5% chance. Clearly, this is neither fair nor desirable. Figure 2 shows a better arrangement (in fact, the best arrangement available for a five-fighter, single elimination list). In this arrangement, assuming equal skill, fighters "A", "B" and "C" each have a 25% chance of winning, while "D" and "E" each have a 12.5% chance. While this is still not perfect, it is better than the previous situation.

In an ideal situation, the winner of an elimination tournament would be the fighter who fought best on that day, the second place should go to the person who fought second best, and so forth. In other words, the effect of the luck of the draw, which sometimes results in the best fighter eliminating the second best fighter in an early round, should be minimized or eliminated. In many Mundane tournaments, a great deal of effort is expended in setting up this situation through a process called Seeding. This process (discussed below) is not really practical for use in SCA tournaments in its Mundane form, and is arguably not desirable.

SEEDING: In most Mundane tournaments, a "Seeding Meeting" precedes the actual tournament. The coaches, trainers, etc. meet and decide who they think are the best, second best, third best, etc. contestants. Then they put the contestants in the brackets in such a way that the best and second best can't possibly meet each other until the finals and so that the top four contestants can't meet until the semi-finals. To do this, they put the contestants in the brackets in "Seed Order". For an example of this order, turn to any of the brackets in the back of this booklet. The numbers on the lines where the fighters names are first written are the seed order for that list.

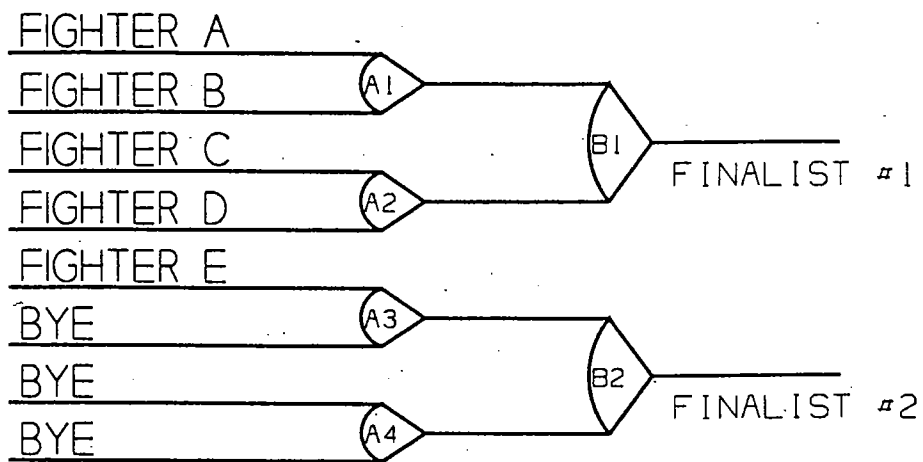


FIGURE 1: Incorrect initial placement of five fighters.

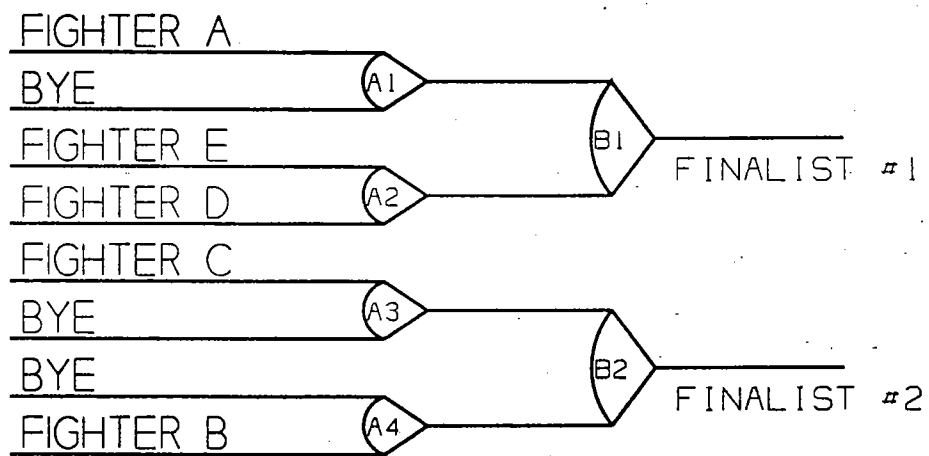


FIGURE 2: Correct initial placement of five fighters.

This process is difficult or impossible to use in the SCA as there is no overall system of ranking of fighters. (Do not assume that I am advocating such a system.) There are, however, a few procedures that can be used to simulate seeding, if the MOL desires to do so.

The simplest and probably most likely to start arguments is to create an ordered list of the fighters in order of precedence, INCLUDING ONLY FIGHTING TITLES. The fighter with the highest precedence has first seed (name written on the line marked 1), the next fighter has second seed (name written on the line marked 2), etc.

A system more in keeping with the Medieval spirit of our organization, and therefore probably better, still requires the ordered list described above. In this case, the list is used to determine the order in which fighters make their challenges. Start at the BOTTOM of the list. That fighter (the newest novice) gets to make the first challenge.

Many MOLs simply draw the names randomly after placing the Byes.

More information on these procedures can be found in the section titled Filling the Brackets and Charts.

BYES vs CHALLENGE-INS: In the system presented here, there can be a lot of Byes in the early rounds. I have heard some people say that you can eliminate a lot of Byes by using a Challenge-in at the beginning of the bracket. This is a misleading statement. The difference between these two situations is really one of terminology, as can be seen by comparing Figures 2 & 3. With Challenge-ins, the Byes are still there, they are just not written down. In a Single Elimination List, it makes no real difference which nomenclature you use. In any other type of elimination bracket, you must include the byes or the losers list will get confused.

Depending on local custom and available time, Byes can either be simply announced or be fought as "Tiring Byes". The Tiring Byes make sure that everyone still in the tourney has fought the same number of bouts and is equally tired.

In general, a Bye in the bracket is treated exactly as a fighter who loses all of the time. If two Byes fight each other, as sometimes happens in the losers list of tournaments with really bad numbers of fighters, one of them obviously has to win. It makes no difference which one does.

SEMI-FINALS AND FINALS: There are many traditional ways to run Semi-finals and Finals in SCA tournaments. The most common ones assume that when a fighter reaches the finals, or in some cases the semi-finals, the won/lost record of that fighter should be ignored. The choice of what type to use is up to the MOL or custom.

Common types of Semi-finals:

Type 1 (most common): The Semi-final bouts each consist of a pairing between a fighter from the Winners' List and one from the Losers' List. If the fighter from the Winners' List wins this bout, the fighter from the Loser's List is eliminated and the fighter from the Winners' List advances to the Finals. If the fighter from the Losers' List wins, a second bout between the two is fought. The loser of that bout is eliminated and the winner advances to the Finals. This is the system appearing on most of the brackets enclosed herein.

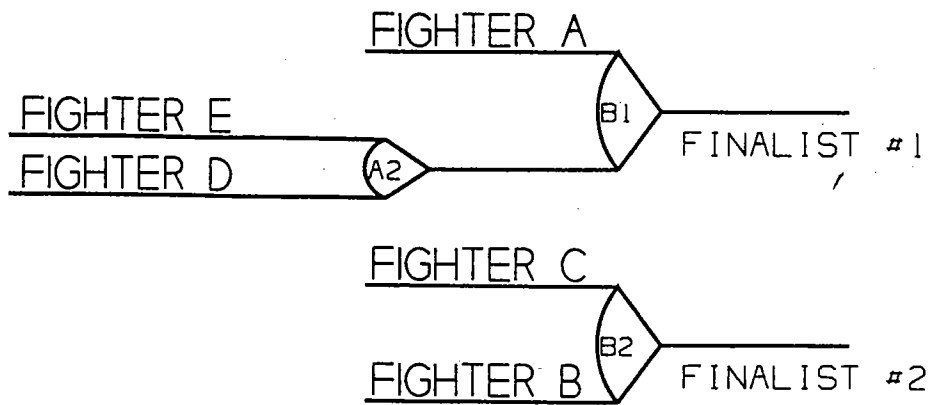


FIGURE 3: Initial placement of five fighters when Byes are not used. Note that this is identical to Figure 2 after the Byes in Figure 2 have been resolved.

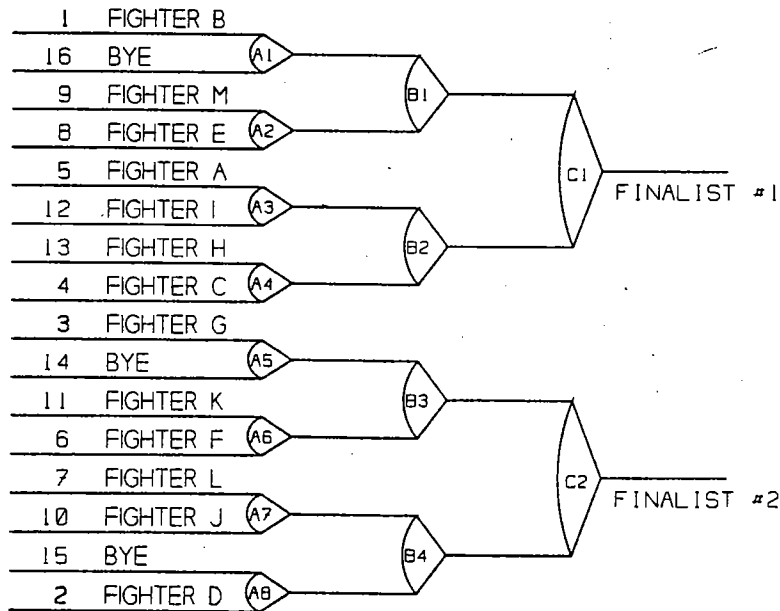


FIGURE 4: Initial placement of thirteen fighters, placed by challenge.

Type 2: The Semi-final bouts each consist of a pairing between a fighter from the Winners' List and one from the Losers' List, but the two fighters are given equal status and a best-two-out-of-three series is fought. The loser of the series is eliminated and the winner advances to the Finals.

There is less variation in the finals. In nearly all cases, both finalists are given clean records, with all previous losses forgotten. A series of bouts are fought and the winner of the series is the winner of the tournament. The series can be any odd number of bouts; I have seen three, five, and seven used.

TYPES OF LISTS

In this booklet I have included brackets for three types of lists, and charts for three additional types. You shouldn't assume that these are the only "permissible" types. I selected four of these because they are commonly used and the other two because they can provide interesting variety in place of one of the first four.

SINGLE ELIMINATION: This is the fastest list – if you lose once, you're out. Since it is fast, it can be used when there are large numbers of contestants. Single Elimination has a number of problems associated with it, of which I'll mention only the worst. First, it only works well for 2^n fighters. Second, since a fighter only gets one loss, there is a tendency for calibrations to rise in this type of tourney. Single Elimination brackets for 8, 16, 32, and 64 Fighters are included in this package.

A Warlord Tourney is a variation on Single Elimination. In a Warlord Tourney, instead of being eliminated, the defeated fighter (or team) joins the team headed by the person or team that defeated him/her or his/her team. In this type of Tourney, the problems associated with numbers that are not powers of two are even greater than they are in simple Single Elimination lists. If the bracket is not padded properly with Byes, it is quite possible to arrive at later rounds with some teams twice as large as others, or with 3 teams remaining instead of 2.

PIGGY-BACK ELIMINATION: This type of list tries to fix some of the problems encountered with Single Elimination. The assumption of this list is that if you were beaten by somebody really good, you deserve a second chance. If the person that beat you wins his/her next bout, you go to the Losers' List; if that person loses, you're out. (The only exception to this pattern is the person who lost the last bout in the Winners' List. That person goes directly to the Losers' List.) This list runs slower than Single Elimination, but faster than Double Elimination. As with all elimination lists, it only works well for 2^n fighters. It does solve the "I drove for six hours and then ran into Duke MegaDeath in the first round – that's not fair" problem. This type of list doesn't usually use a Semi-finals or Finals system, (The winner of the Winners' List wins. The winner of the Losers' List, also called the Consolation List, comes in second.) but if one is desired, any of those described above could be used. Piggy-Back Elimination brackets for 8, 16, 32, and 64 Fighters are included in this package.

DOUBLE ELIMINATION: This is probably the most common type of list used in the SCA. The first time that you lose, you move to the Losers' List. The second time you lose, you are eliminated. Despite its popularity, this still only works well for 2^n fighters. Since everyone fights at least twice, Double Elimination takes about twice as long as Single Elimination. On the plus side, the fighting in this type of list tends to be cleaner than in Single Elimination tourneys. Double Elimination brackets for 8, 16, 32, and 64 Fighters are included in this package, together with a variant for 24 fighters that ends with a three-fighter Round Robin Final.

ROUND ROBIN: This is the fairest of all types of tourneys. There is no favored position; everyone fights everyone. It has two major drawbacks. First it is very slow. There will be $(n/2)(n-1)$ bouts. That means 28 bouts for 8 fighters and 120 bouts for 16 fighters. Second, there is no guaranteed winner. At the end of the scheduled bouts, you could discover that two or more fighters have identical records. This would require either ending with a tie, or fighting some form of tie breaker. A chart for a 6 Fighter Round Robin is included in this package.

BLACK-MARK LIST: This most closely resembles a partial Round Robin. Random pairings (or challenges) are selected and bouts fought. When a fighter has accumulated a pre-selected number of loses (two, three, or more, MOLs choice, must be the same for everyone), that fighter is eliminated. There are no separate Winners' and Losers' Lists. This has some of the good points of a Round Robin, if a large number of loses (say, 4 or 5) are selected, but it runs quicker. You can be forced to use a Round Robin Final in some cases. A chart for a 4 Fighter Black-Mark List is included in this package.

BEAR PIT: This is the least structured of the lists presented here. This is a "hold the field" type of tourney, with lots of fighting. It favors those fighters with lots of endurance. There is no absolutely guaranteed winner, but the chances of a tie are small due to the large number of bouts. Some Bear Pits use simple scoring systems, others use more complex systems. A chart for a 4 Fighter Bear Pit List is included in this package, with two scoring systems. The first is the basic system used in most areas. The second is the Birka Bear Pit system, similar to the one used in the Barony of Stonemarche.

FILLING THE BRACKETS AND CHARTS

Brackets are used with Single, Piggy-Back, and Double Elimination Lists. Charts are used with Round Robin, Black Mark, and Bear Pit Lists.

To position the fighters names in the charts, simply write the names in the lettered spaces in any order (Check-in order works fine).

The brackets require a little more work. In the brackets, the first fighters name must be written on the line labeled "1", the second on the line labeled "2", etc. Any lines not filled with fighters are Byes. This requires an ordered list of fighters, which can be generated in several ways. Check-in order or a random draw could be used. If a Seeded List is desired, use the Order of Fighting Precedence described above, starting at the top. Using challenges to fill the brackets is a little harder, but lots of people prefer it. One way to do

this is to start by placing the byes in the bracket (EX: For 6 people, you would have 2 Byes filling lines 7 & 8). After the Byes are placed, start at line 1 and draw a name. In each case, if the position is paired with a Bye, that fighter has a Bye first round. If the position is paired with a blank line, that fighter can challenge anyone to fill that line.

A second method uses the Order of Fighting Precedence mentioned above. First, select your bracket and place any needed Byes. Start at the bottom of the Precedence list (i.e. the newest novice) and let that fighter challenge. Put the pair on the set of lines whose numbers differ by only one. The next pair go on the pair of lines that are different by three, etc. When you run out of pairs of lines without Byes, assign the remaining fighters to the lines with Byes.

Example: Assume a 13 fighter list, with the fighters represented (in order of Fighting Precedence) by: A,B,C,D,E,F,G,H,I,J,K,L,M. The bracket is shown in Figure 4. Lines 14, 15, and 16 are Byes. "M" challenges first and picks "E". They are put on lines 8 and 9. It doesn't matter which is on which line. Next "L" challenges "J" and they are put on lines 7 and 10. "K" and "F" go on 6 and 11. It would now be "J's" turn to challenge, but "J" has already been challenged, so go on to "I". "I" chooses "A" and they end up on lines 5 and 12. "H" picks "C" and they occupy lines 4 and 13. The remaining fighters are assigned to the remaining lines, starting at the bottom of the Precedence list and filling the lines in descending order: "G" goes to line 3, "D" to line 2, and "B" to line 1.

RUNNING THE LISTS

SINGLE ELIMINATION:

- 1) Select the needed bracket and determine what type of Semi-finals and Finals you will be using.
- 2) Fill the bracket as described above.
- 3) Run all bouts starting with a given letter (for example, "A") before moving on to those starting with the next letter (in this case, "B").
- 4) A fighter who loses is eliminated. A fighter who wins advances to the next round.

PIGGY-BACK ELIMINATION:

- 1) Select the needed bracket and determine what type of Semi-finals and Finals you will be using, if any.
- 2) Fill the bracket as described above.
- 3) Run all bouts starting with a given letter (for example, "A") before moving on to those starting with the next letter (in this case, "B").
- 4) A fighter who loses in the Winners' list may be eliminated. If the person who beat fighter "A" defeats his/her next opponent, "A" goes to the Losers' List in the position indicated on the bracket. If the person who beat fighter "A" loses his/her next bout, "A" is eliminated. The only exception to this pattern is that the fighter losing the last bout of the Winners' List automatically goes to the Losers' List.
- 5) A fighter who loses in the Losers' List is eliminated.
- 6) A fighter who wins moves to the next round.
- 7) Figure 5 is a 14 fighter example of this type of list.

16 FIGHTER -- PIGGY-BACK ELIMINATION

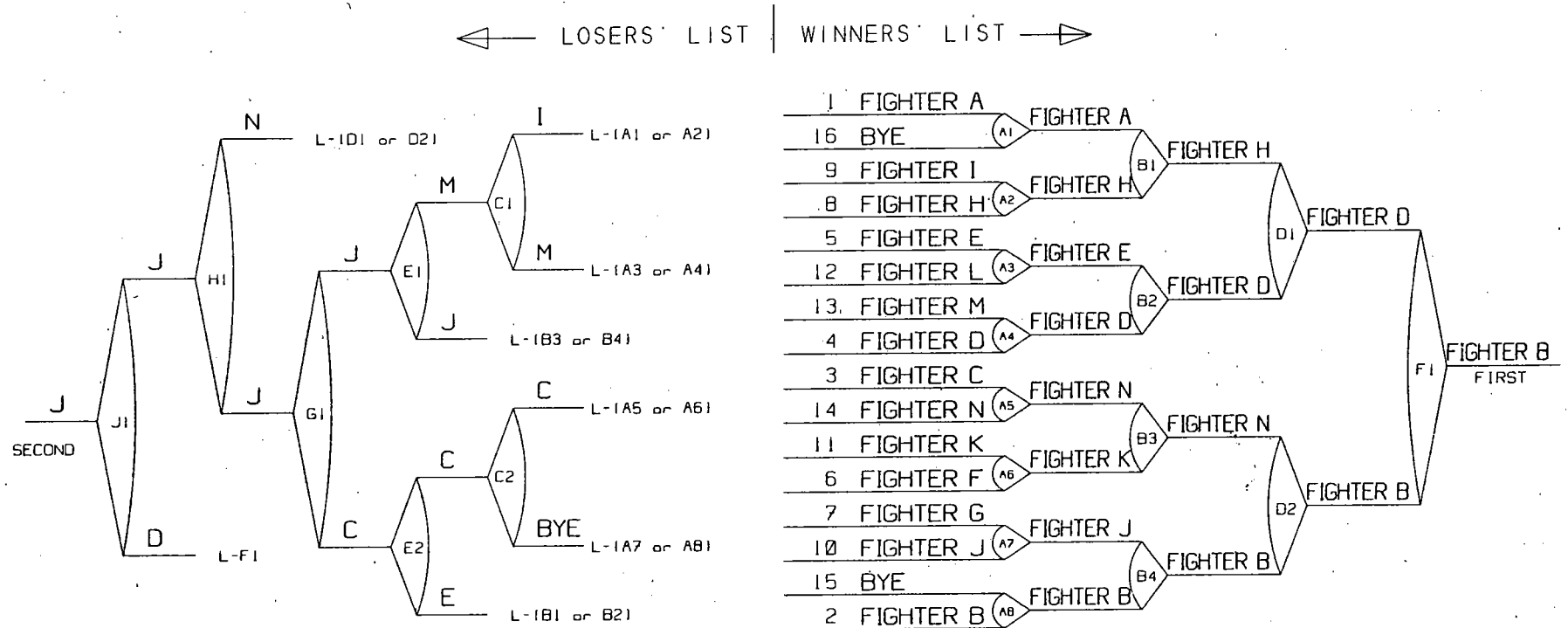


FIGURE 5: Fourteen fighter example of a Piggy-Back Elimination list. Fighter B come in first and Fighter J come in second. A Finals set could be fought between them, if desired.

DOUBLE ELIMINATION:

- 1) Select the needed bracket and determine what type of Semi-finals and Finals you will be using.
- 2) Fill the bracket as described above.
- 3) Run all bouts starting with a given letter (for example, "A") before moving on to those starting with the next letter (in this case, "B").
- 4) A fighter in the Winners' List who loses is moved to the Losers' List in the indicated space.
- 5) A fighter who loses in the Losers' List is eliminated.
- 6) A fighter who wins moves to the next round.
- 7) Figure 6 is an 11 fighter example of this type of list.

ROUND ROBIN:

- 1) Refer to the Round Robin Chart and draw one with the number of names that you need.
- 2) Fill the chart as described above.
- 3) Run all bouts in any convenient order.
- 4) Note the winner of each bout in the box at the intersection of the row and column with the fighters' names.
- 5) Figure 7 is a 5 fighter example of this type of list.

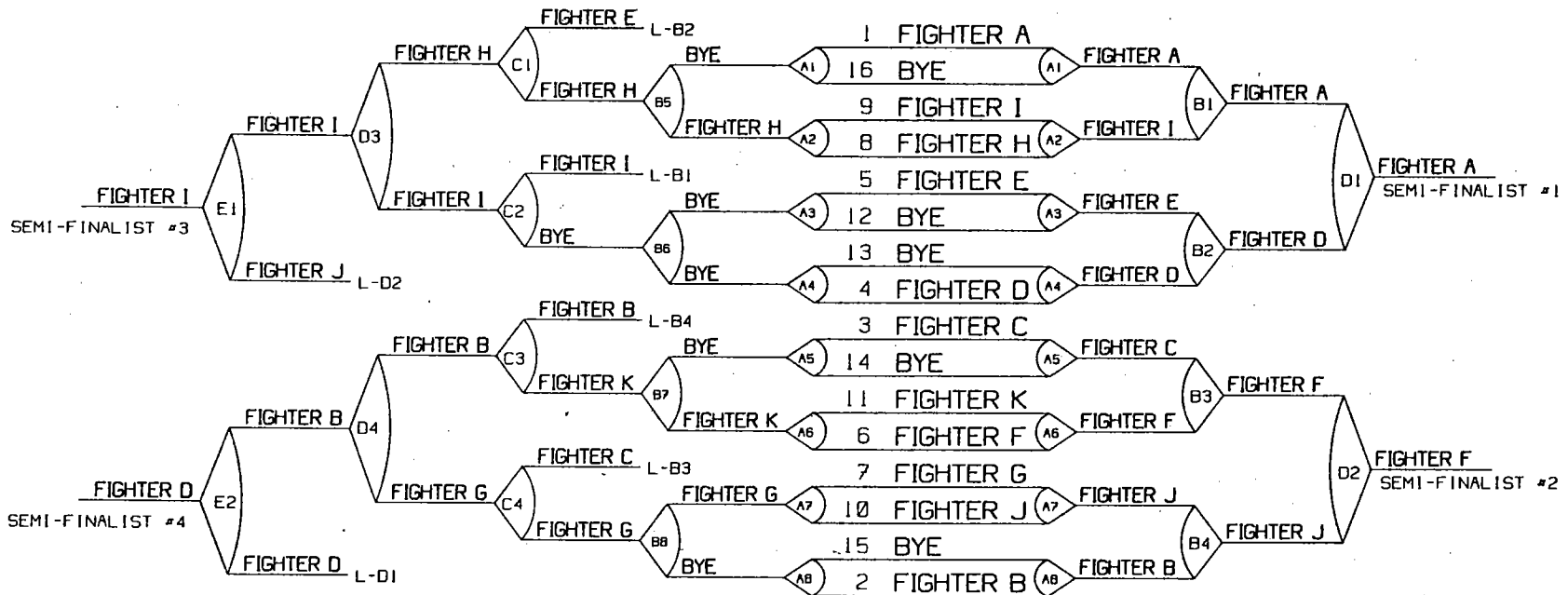
BLACK-MARK LIST:

- 1) Refer to the "Black Mark" Chart and draw one with the number of names that you need.
- 2) Fill the chart as described above.
- 3) Run all bouts in any convenient order, using challenges or random draws to assign the pairs. Avoid duplicate pairings if possible.
- 4) If you have an odd number of fighters, one of them will have a Bye in the first round.
- 5) Whenever someone has a Bye, that fighter and an opponent for that fighter will be the only fighters in a special Bye round, fought before the next round. The opponent will get a Bye in the next round following for fighting this Bye bout.
- 6) Whenever an even number of people in a given round have Byes, they should be paired against each other in the Bye round, if possible, to eliminate the Byes. In such a case, neither of the fighters would get a Bye in the following round.
- 7) After each bout note who won and who lost.
- 8) At the end of each round, determine if a fighter has accumulated the limit of black marks. If he/she has, cross the name off of the chart. That fighter is eliminated from the tournament.
- 9) Figure 8 is an 6 fighter example of this type of list, using two black marks.

16 FIGHTER --

DOUBLE ELIMINATION

← LOSERS' LIST | WINNERS' LIST →



SEMI-FINALS

S-F #1 FIGHTER A

S-F #3 FIGHTER I

S-F #1 FIGHTER A

S-F #3 FIGHTER I

IF NEEDED

S-F #2 FIGHTER F

S-F #4 FIGHTER D

S-F #2

NOT NEEDED

S-F #4

IF NEEDED

FINALS

FIGHTER I

FIGHTER F

FIGHTER I

FIGHTER F

FIGHTER I

FIGHTER F

FIGURE 6: Eleven fighter example of a Double Elimination list. Fighter F is the winner.

Note the behaviour of the Byes, especially when one Bye "fights" another Bye.

	FIGHTER E	FIGHTER D	FIGHTER C	FIGHTER B
FIGHTER A	A	D	C	B
FIGHTER B	E	B	B	
FIGHTER C	E	D		
FIGHTER D	E			

Bouts to be fought: A vs E: A vs D: A vs C: A vs B: B vs E: B vs D: B vs C: C vs E: C vs D: D vs E.

These bouts can be fought in any order. The winner's names have been written in the intersections of the chart above. Fighter B and Fighter E have tied for the win and should be treated as finalists. If there was a single fighter with more wins than any other, that fighter would be the winner.

FIGURE 7: FIVE FIGHTER ROUND ROBIN

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5		
FIGHTER A	WON	WON	LOST	BYE	WON		
FIGHTER B	LOST	WON	BYE	LOST	X	X	
FIGHTER C	LOST	WON	WON	WON	BYE		
FIGHTER D	WON	LOST	WON	BYE	LOST	X	
FIGHTER E	WON	LOST	LOST	X	X	X	
FIGHTER F	LOST	LOST	X	X	X	X	

First Round Bouts to be fought: A vs B: C vs D: E vs F. No one eliminated.
 Second Round Bouts to be fought: A vs C: B vs E: D vs F. F is eliminated.
 Third Round Bouts to be fought: A vs D: C vs E. B gets a BYE. E is eliminated.
 Fourth Round: This round is just for B, who had a BYE in Round 3. C was randomly selected from the
 that B hasn't fought yet. Because of this extra fight, C will get a BYE in round 5. B is eliminated.
 Fifth Round: Only one bout, A vs D. D is eliminated.
 Sixth Round: Only one fight in this round, between A and C. Since each of them has lost once before,
 whoever wins the Sixth Round wins the tourney.

FIGURE 8: SIX FIGHTER BLACK MARK TOURNEY WITH TWO BLACK MARKS ALLOWED.

BEAR PIT:

STANDARD:

- 1) Refer to the Bear Pit Chart and draw one with the number of names that you need.
- 2) Fill the chart as described above.
- 3) Randomly select one pairing to start each bear pit (i.e. fighting list).
- 4) Allow the rest of the fighters to form lines at whichever bear pit they prefer.
- 5) After each bout, the winner stays in the bear pit and the loser leaves to rest or get in another line as desired.
- 6) Fighters can leave a line, or get in back of a line at any time with no penalty.
- 7) The winner of a given bout is awarded 2 points, the loser is awarded 1 point.
- 8) I have not included an example of this type of list.

BIRKA BEAR PIT:

The Birka Bear Pit system is very similar to the standard form, with an extra initial step (Step 0) and a different scoring system.

- 0) Divide the fighters into three categories: Masters, Journeymen, and Apprentices. Masters are those fighters who are members of the Order of Chivalry or Royal Peers (by their own hand). Apprentices are the novice fighters (typically those who have fought less than a year and have not won a tournament, use your local definition). Journeymen are the remaining fighters.

- 7) Use the chart below to determine the number of points each fighter receives. The number to the left of the "\ " is the loser's score, the number to the right is that received by the winner. Example: "1\2" means that the winner gets 2 points and the loser gets 1.

		W I N N E R		
		M	J	A
L O S E R	M	1\2	0\3	-1\4
	J	1\1	1\2	0\3
	A	1\0	1\1	1\2

INSTRUCTIONS

- (1) WRITE THE FIRST FIGHTER'S NAME IN THE SPACE LABELED "A", THE SECOND FIGHTER'S NAME IN THE SPACE LABELED "B", ETC.
- (2) SELECT THE PAIRINGS IN ANY FAIR MANNER DESIRED.
- (3) RUN THE BOUTS IN ANY ORDER.
- (4) WITH AN ODD NUMBER OF PEOPLE, ONE PERSON WILL NOT FIGHT IN A GIVEN ROUND. THAT PERSON SHOULD FIGHT TWICE IN THE NEXT ROUND.
- (5) NOTE DOWN IF A FIGHTER WINS OR LOSES IN EACH BOUT.
- (6) WHEN A FIGHTER HAS ENOUGH LOSSES, SHE/HE IS ELIMINATED.

BLACK MARK CHART

(4 FIGHTER CHART SHOWN -- FOR MORE OR FEWER FOLLOW THE SAME PATTERN.)

	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5
FIGHTER A					
FIGHTER B					
FIGHTER C					
FIGHTER D					

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INSTRUCTIONS

- (1) WRITE THE FIRST FIGHTER'S NAME IN THE SPACE LABELED "A". THE SECOND FIGHTER'S NAME IN THE SPACES LABELED "B". ETC.
- (2) THE INTERSECTION OF A ROW AND A COLUMN INDICATES A BOUT.
- (3) RUN THE BOUTS IN ANY ORDER.
- (4) WRITE THE NAME OF THE WINNER OF THE BOUT IN THE INTERSECTION.
- (5) THE FIGHTER WHOSE NAME APPEARS MOST OFTEN IS THE WINNER OF THE TOURNAMENT.

ROUND ROBIN CHART

(6 FIGHTER CHART SHOWN -- FOR MORE OR FEWER FOLLOW THE SAME PATTERN.)

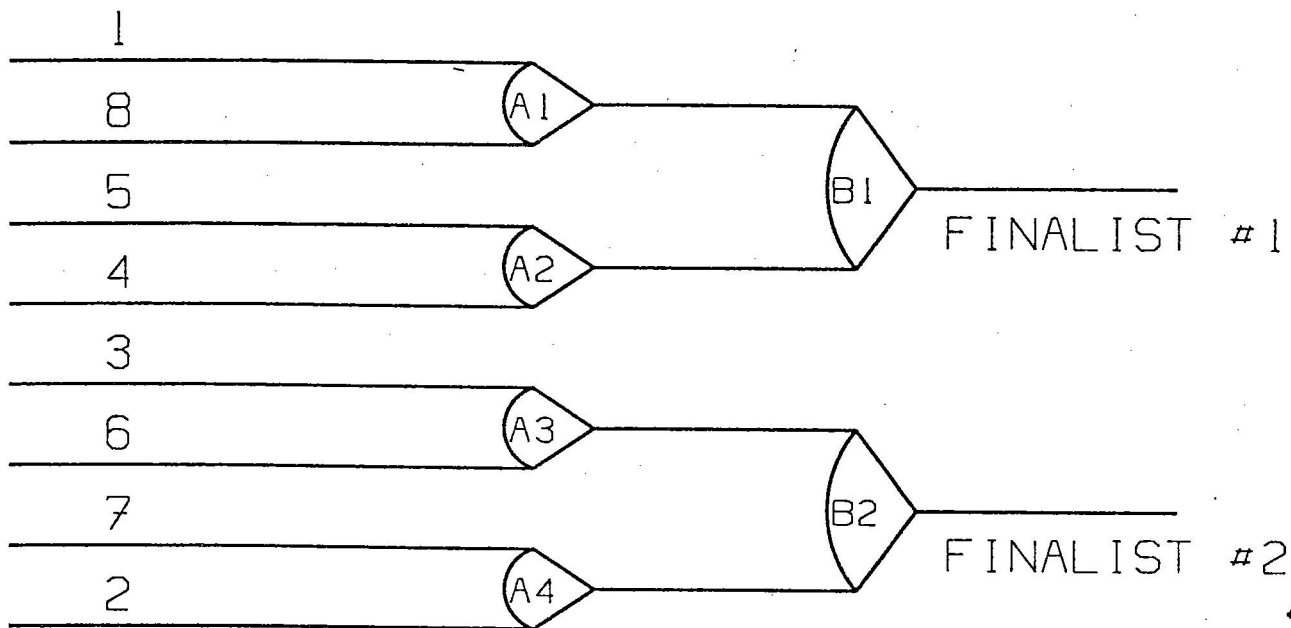
	FIGHTER F	FIGHTER E	FIGHTER D	FIGHTER C	FIGHTER B
FIGHTER A					
FIGHTER B					
FIGHTER C					
FIGHTER D					
FIGHTER E					

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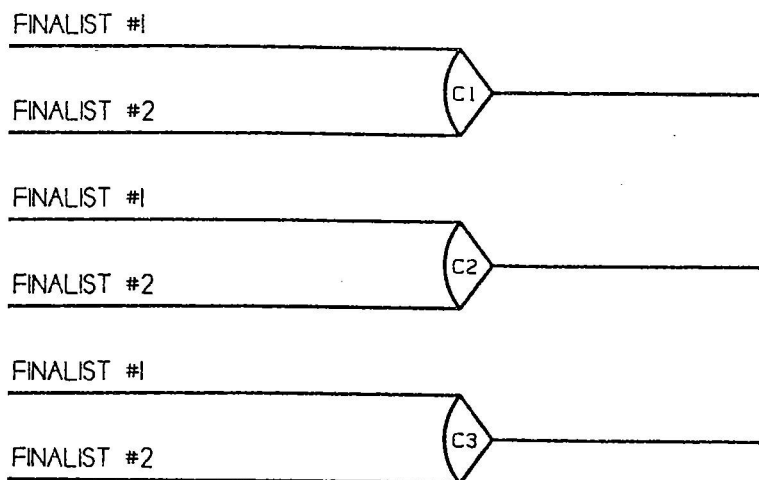
INSTRUCTIONS

- (1) WRITE THE FIRST FIGHTER'S NAME ON THE LINE LABELED "1", THE SECOND FIGHTER'S NAME ON THE LINE LABELED "2", ETC.
- (2) ANY LINES NOT USED ARE "BYES".
- (3) RUN THE BOUTS IN ALPHABETICAL, THEN NUMERICAL ORDER.

8 FIGHTER -- SINGLE ELIMINATION



FINALS



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INSTRUCTIONS

- (1) WRITE THE FIRST FIGHTER'S NAME IN THE SPACE LABELED "A". THE SECOND FIGHTER'S NAME IN THE SPACE LABELED "B". ETC.
- (2) SELECT THE FIRST PAIRING IN EACH LIST IN ANY FAIR MANNER DESIRED.
- (3) IN EACH LIST, THE WINNING FIGHTER STAYS IN THE LIST AND THE LOSER EXITS AND GOES TO THE BACK OF ONE OF THE LINES WAITING TO FIGHT.
- (4) AFTER EACH BOUT, RECORD THE NUMBER OF POINTS SCORED BY EACH FIGHTER IN THAT BOUT.
- (5) NO ONE IS EVER ELIMINATED.

BEAR PIT CHART

(4 FIGHTER CHART SHOWN -- FOR MORE OR FEWER FOLLOW THE SAME PATTERN.)

FIGHTER A	
FIGHTER B	
FIGHTER C	
FIGHTER D	

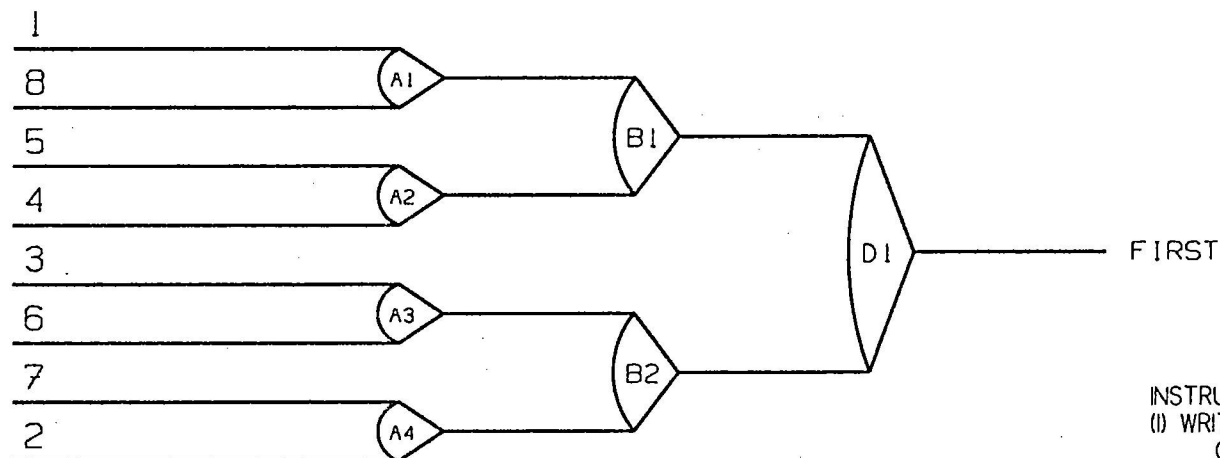
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8 FIGHTER --

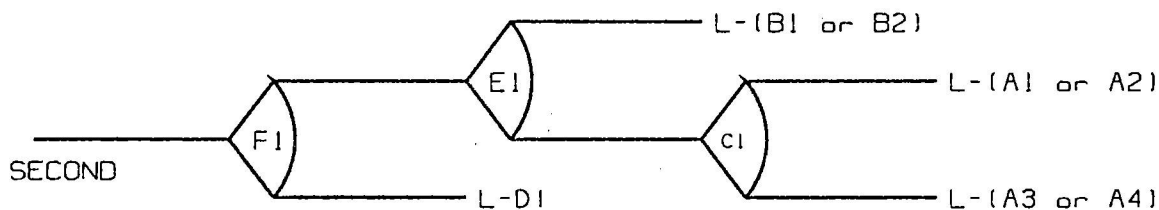
PIGGY-BACK ELIMINATION

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WINNERS' LIST →



← LOSERS' LIST



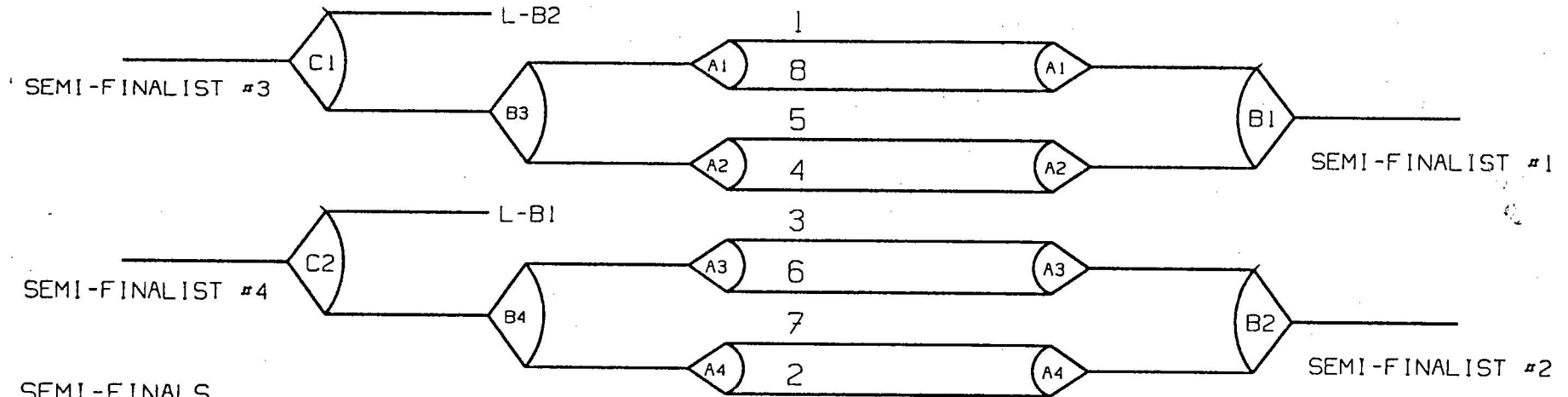
INSTRUCTIONS

- (1) WRITE THE FIRST FIGHTER'S NAME ON THE LINE LABELED "1". THE SECOND FIGHTER'S NAME ON THE LINE LABELED "2". ETC.
- (2) ANY LINES NOT USED ARE "BYES".
- (3) RUN THE BOUTS IN ALPHABETICAL THEN NUMERICAL ORDER.
- (4) THIS TYPE OF LIST DOESN'T USUALLY USE MULTIPLE SEMI-FINAL OR FINAL BOUTS. IF DESIRED, THE FIRST AND SECOND PLACE FIGHTERS COULD FIGHT A MULTIPLE BOUT FINAL.
- (5) "L-(A1 or A2)" INDICATES THAT EITHER THE LOSER OF BOUT A1 OR THE LOSER OF BOUT A2 MOVES TO THE LOSER'S LIST, DEPENDING ON WHICH OF THESE FIGHTERS LOST TO THE WINNER OF B1.

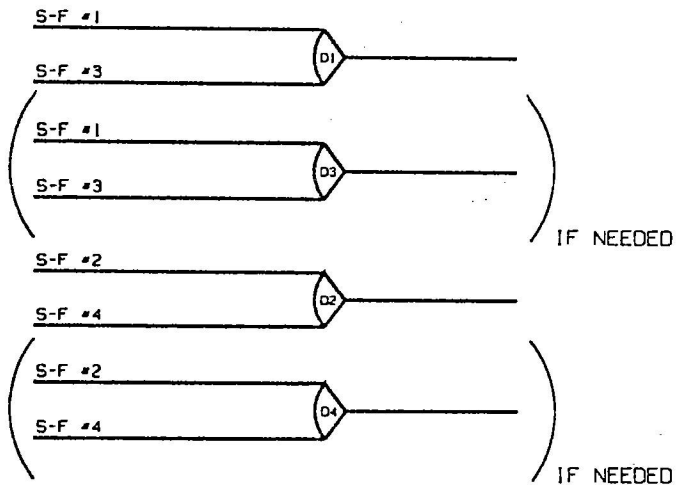
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8 FIGHTER -- DOUBLE ELIMINATION

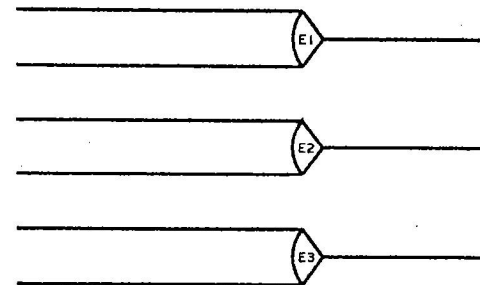
← LOSERS' LIST | WINNERS' LIST →



SEMI-FINALS



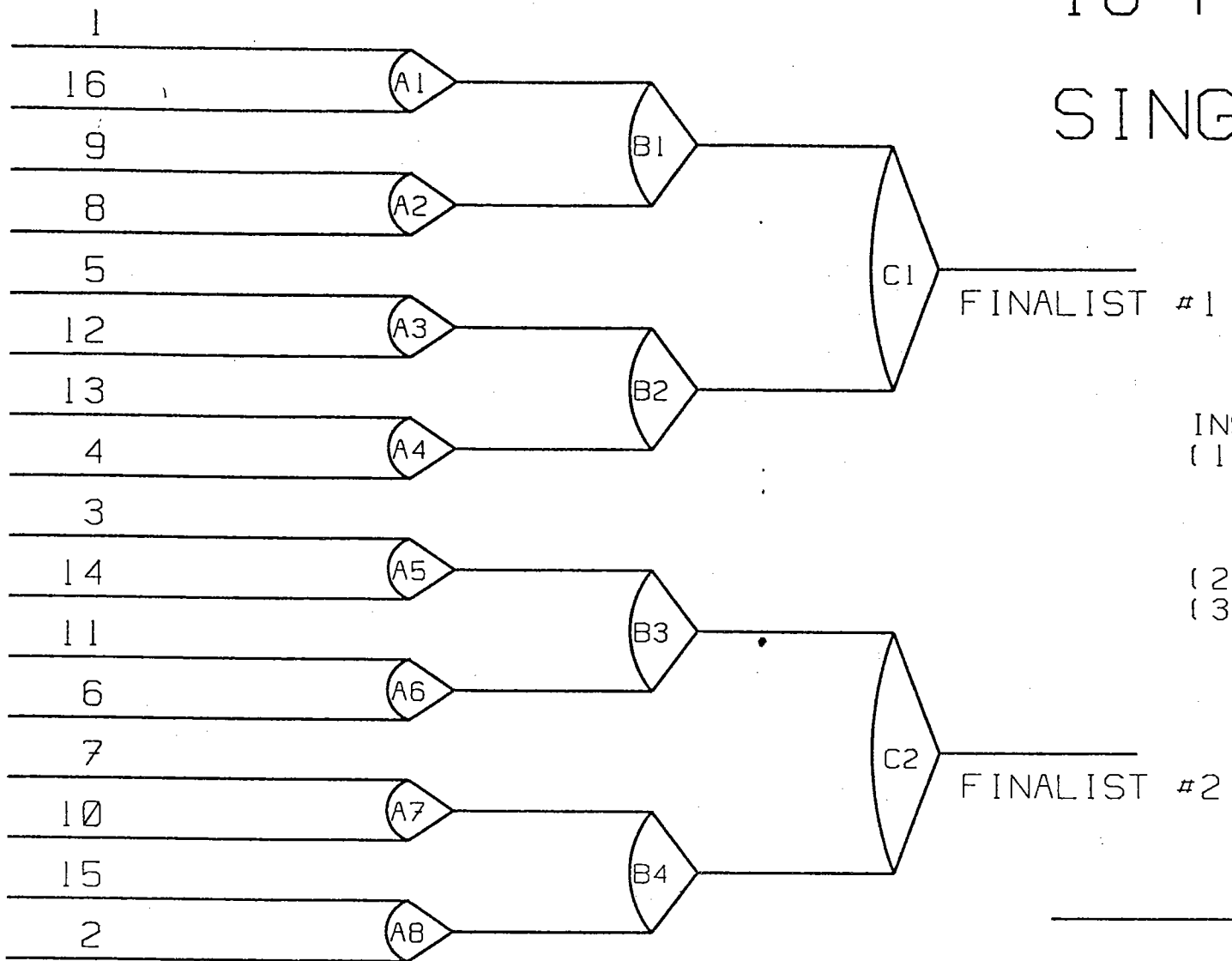
FINALS



INSTRUCTIONS

- (1) WRITE THE FIRST FIGHTER'S NAME ON THE LINE LABELED "1". THE SECOND FIGHTER'S NAME ON THE LINE LABELED "2". ETC.
- (2) ANY LINES NOT USED ARE "BYES".
- (3) RUN THE BOUTS IN ALPHABETICAL, THEN NUMERICAL ORDER.
- (4) "L-B2" INDICATES THE "LOSER OF BOUT B-2".
- (5) IN THE QUARTER-FINALS (LOSER'S LIST ONLY), THE SEMI-FINALS, AND FINALS THERE MAY BE REPEAT PAIRINGS.
- (6) IN THE SEMI-FINALS, IF THE FIGHTER FROM THE LOSER'S LIST WINS THE FIRST BOUT, A SECOND BOUT MUST BE FOUGHT TO DETERMINE WHO ADVANCES.

16 FIGHTER -- SINGLE ELIMINATION



INSTRUCTIONS
 (1) WRITE THE FIRST FIGHTER'S NAME ON THE LINE LABELED "1". THE SECOND FIGHTER'S NAME ON THE LINE LABELED "2". ETC.
 (2) ANY LINES NOT USED ARE "BYES".
 (3) RUN THE BOUTS IN ALPHABETICAL, THEN NUMERICAL ORDER.

FINALS

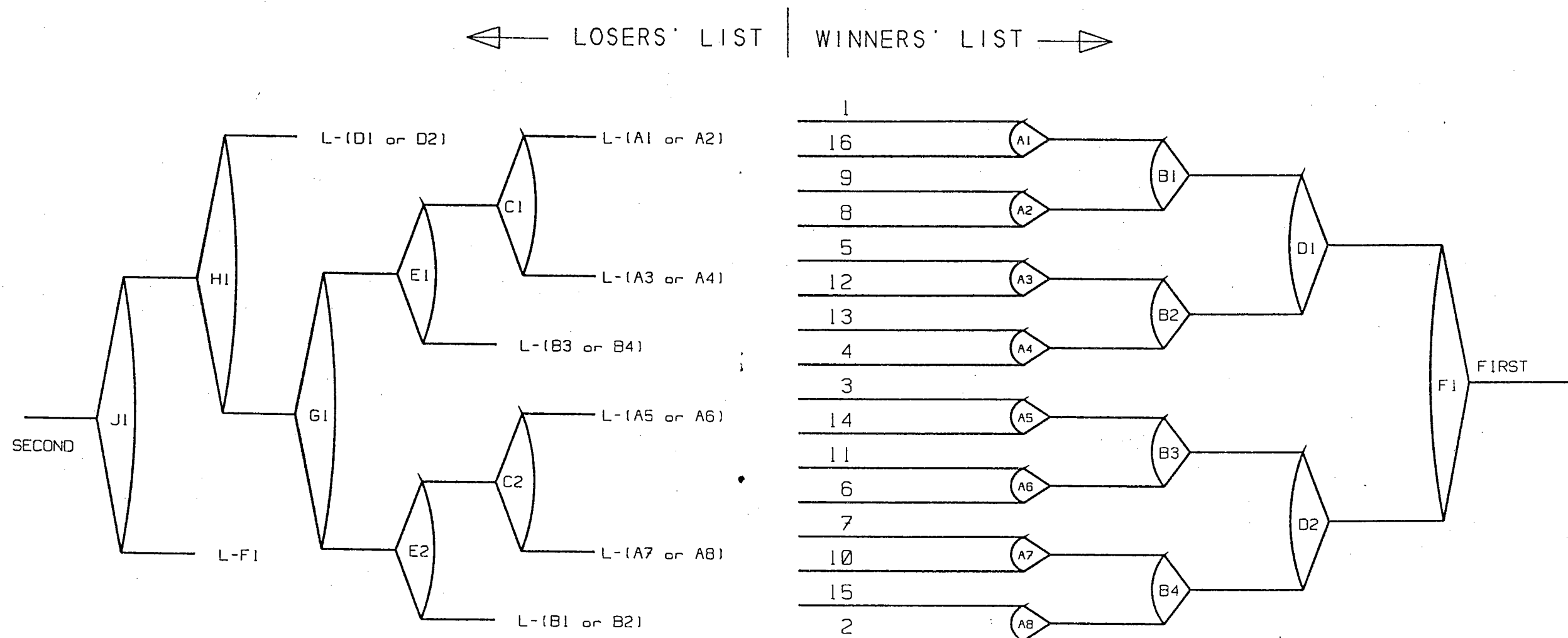
_____ D1 _____

_____ D2 _____

_____ D3 _____

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16 FIGHTER -- PIGGY-BACK ELIMINATION



INSTRUCTIONS

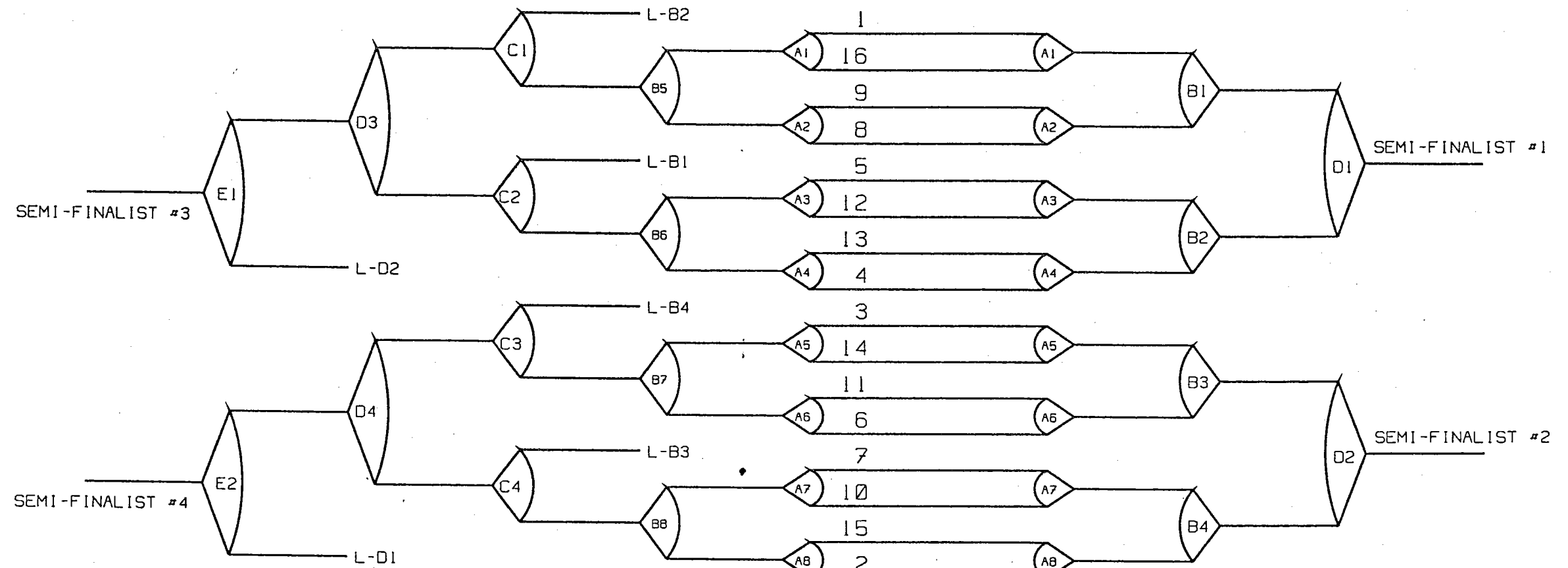
- (1) WRITE THE FIRST FIGHTER'S NAME ON THE LINE LABELED "1". THE SECOND FIGHTER'S NAME ON THE LINE LABELED "2". ETC.
- (2) ANY LINES NOT USED ARE "BYES".
- (3) RUN THE BOUTS IN ALPHABETICAL, THEN NUMERICAL ORDER.
- (4) THIS TYPE OF LIST DOESN'T USUALLY USE MULTIPLE SEMI-FINAL OR FINAL BOUTS. IF DESIRED, THE FIRST AND SECOND PLACE FIGHTERS COULD FIGHT A MULTIPLE BOUT FINAL.

- (5) "L-(A1 or A2)" INDICATES THAT EITHER THE LOSER OF BOUT A1 OR THE LOSER OF BOUT A2 MOVES TO THE LOSER'S LIST, DEPENDING ON WHICH OF THESE FIGHTERS LOST TO THE WINNER OF B1.

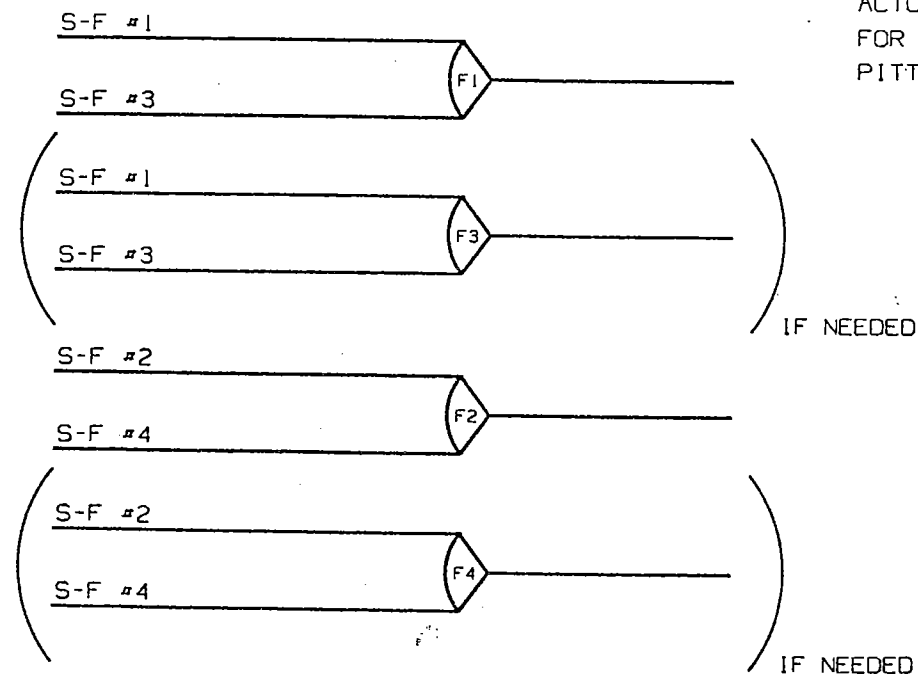
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16 FIGHTER -- DOUBLE ELIMINATION

← LOSERS' LIST | WINNERS' LIST →

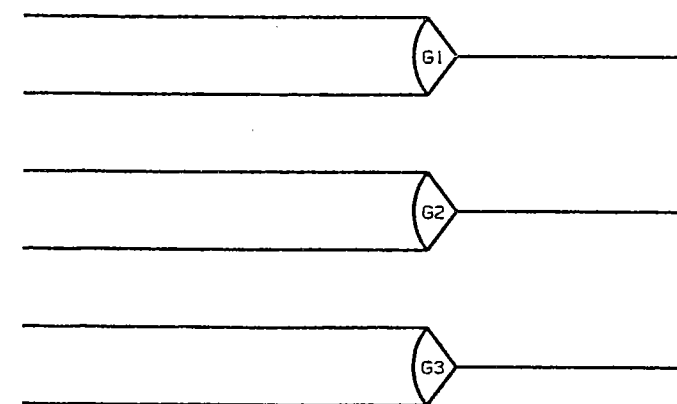


SEMI-FINALS



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FINALS



INSTRUCTIONS

- (1) WRITE THE FIRST FIGHTER'S NAME ON THE LINE LABELED "1". THE SECOND FIGHTER'S NAME ON THE LINE LABELED "2", ETC.
- (2) ANY LINES NOT USED ARE "BYES".
- (3) RUN THE BOUTS IN ALPHABETICAL, THEN NUMERICAL ORDER.
- (4) "L-B2" INDICATES THE "LOSER OF BOUT B-2".
- (5) IN THE QUARTER-FINALS (LOSER'S LIST ONLY), THE SEMI-FINALS, AND FINALS THERE MAY BE REPEAT PAIRINGS.
- (6) IN THE SEMI-FINALS, IF THE FIGHTER FROM THE LOSER'S LIST WINS THE FIRST BOUT, A SECOND BOUT MUST BE FOUGHT TO DETERMINE WHO ADVANCES.

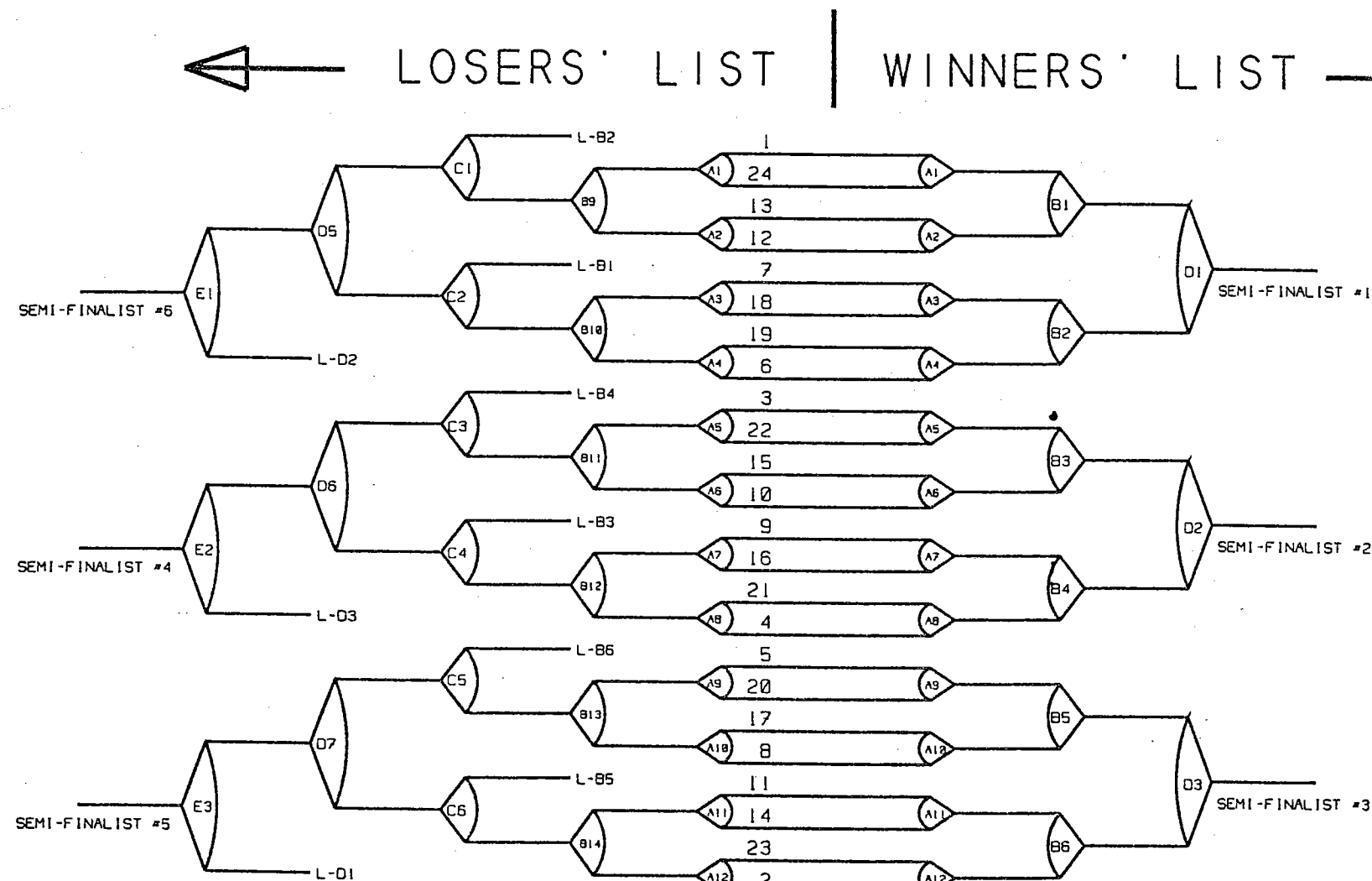
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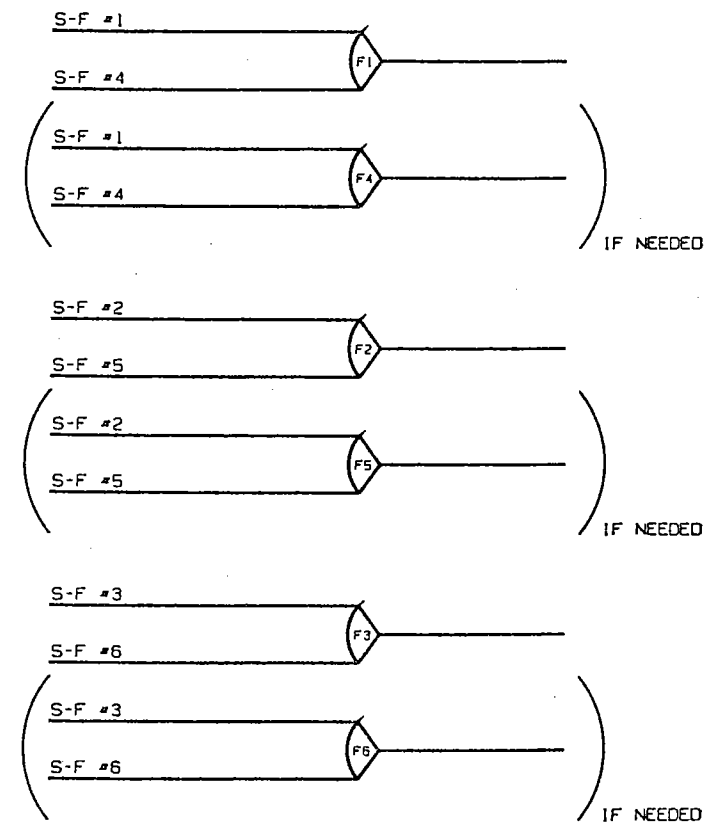
INSTRUCTIONS

- 1) WRITE THE FIRST FIGHTER'S NAME ON THE LINE LABELED '1'. THE SECOND FIGHTER ON LINE '2', ETC.
- 2) ANY UNUSED LINES ARE BYES.
- 3) 'L-B2' INDICATES THE LOSER OF BOUT B2.

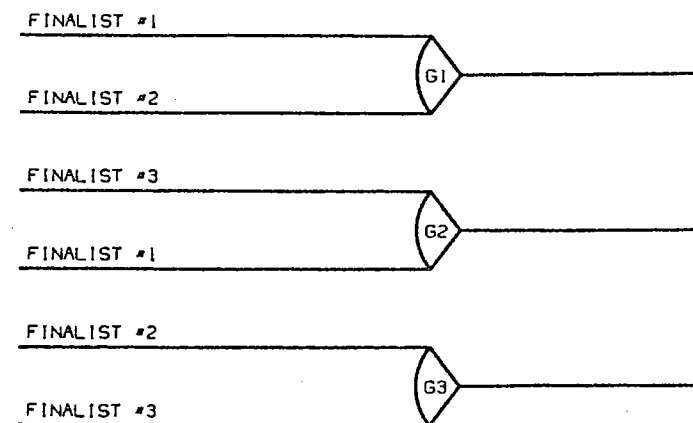
- 4) IN THE SEMI-FINALS, IF THE FIGHTER FROM THE LOSER'S LIST WINS THE FIRST BOUT, A SECOND MUST BE FOUGHT. THE LOSER OF THAT BOUT IS ELIMINATED.
- 5) IN THE QUARTER-, SEMI-, AND FINALS, REPEAT PAIRINGS MAY OCCUR.



SEMI-FINALS



FINALS



24 FIGHTER -- DOUBLE ELIMINATION