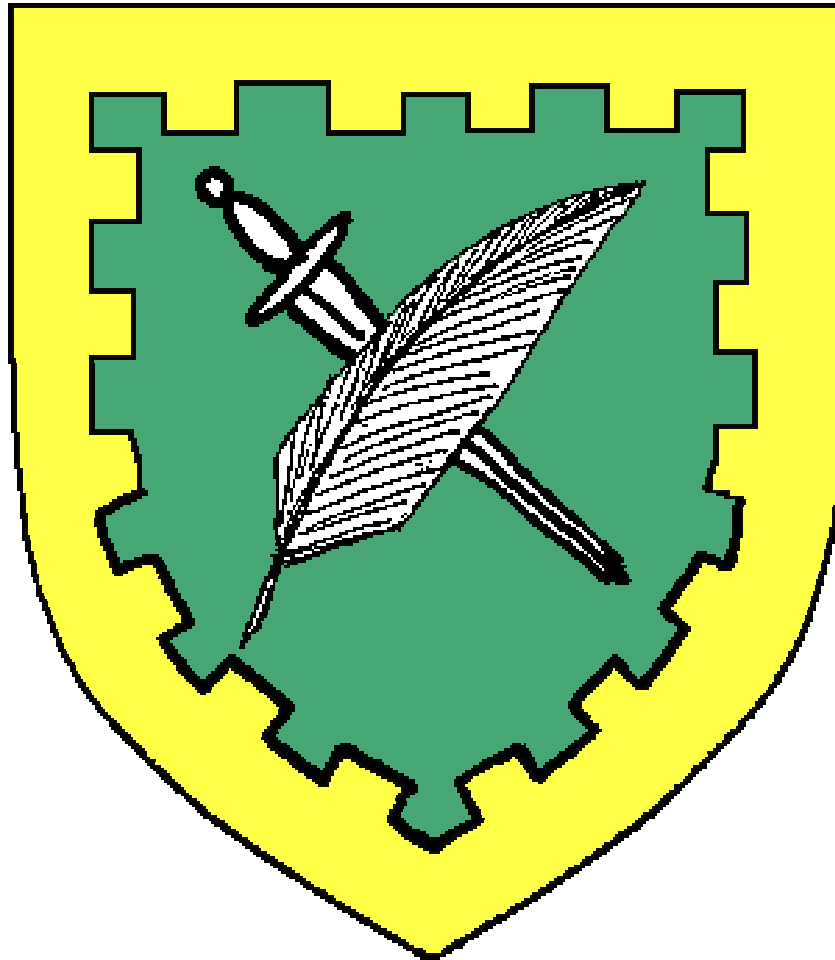


# Kingdom of the Outlands Minister of the Lists Handbook



Created by: Baroness Emma of Essex,  
Minister of the Lists, 2000

Creation Date: July 8, 2000

Revision Date: July 1, 2002

Please give any updates, corrections, or changes to the Minister  
of the Lists. Thank You!

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**It must be remembered by ALL List Officers that the integrity and impartiality Of the Lists is determined by the Minister of the List. It is imperative that the Minister of the List remains above reproach. You must treat all fighters Fairly, without regard to preferences. This is why we follow the rules.**

**If you make an exception for one fighter,  
you must make an exception for all fighters.  
Maintaining a reputation of fairness, keeping accurate records,  
and following the rules will ensure a good tournament  
for you and all other individuals involved.**

**Kingdom of the Outlands  
Policies and Procedures – Minister of the Lists**

**Copied from the Administrative Handbook  
Dated: March 2002, AS XXXIV**

H. POLICIES OF THE KINGDOM MINISTER OF THE LISTS

1. Local Ministers of the Lists shall report at least quarterly to the Kingdom Minister of the Lists. Reports should include results of any tournament, with verification that membership and fighting authorizations were duly checked.

**NOTE:** Currently reporting is required monthly. See Reporting on Page 19.

2. Anyone who intends to enter any tournament must be prepared with their SCA membership card and their fighting authorization card. These are to be presented to the Lists Officer in charge at every tournament. If the fighter's SCA membership card is not a "blue card", then that fighter must also sign a waiver in order to participate in the tournament.
3. The Kingdom List Officer's handbook is available from the Kingdom Minister of the Lists.

**Kingdom of the Outlands  
Policies and Duties – Minister of the Lists**

**Copied from the Kingdom Law of the Outlands  
Dated: May AS XXXV (2000)**

VII. KINGDOM OFFICES AND OFFICERS

F. The Lesser Officers of State shall be the Kingdom Hospitaller, the Marshall of Fence, the Archer General, the Equestrian Marshall, the Chamberlain, the Scribe, the Minister of the Lists and the Minister of Children.

G. All Lesser Officers of State shall:

1. Be responsible to a Great Officer of State.
2. Make contact with their corresponding Great Officer of State at least once every month by any communications method that is convenient and appropriate.
3. Maintain correspondence and a record of all activities carried on in the performance of their duties which is to be turned over, within thirty (30) days of relinquishment of the office to the successor in said office.

H. All Lesser Officers of State, with deputies or subordinates shall:

1. Maintain a current roster of subordinate officers.

I. Specific Duties:

3. The Earl Marshall shall:

e. Direct the Office of the Minister of the Lists who shall:

1. Maintain a list of the authorized fighters;
2. Maintain records from Kingdom tournaments;
3. Be responsible for the lists officer activity at Crown Tournament and Coronation;

## COMMONLY USED TERMS

**MoL** – Minister of the List, the person running the list, the “paperwork” aspect of the tournament. This person keeps track of the fighters, the wins and loses, and any other requested information.

**List** – The names of all fighters participating in the tournament.

**List Form / Sheet** – The piece of paper used to keep track of the fighters name, bouts in each round and the win or loss status of each fight.

**List Cards** – The index cards (or pieces of paper) that are given to the Herald so that they can call the bouts. These cards can be used to record wins and loses from each fight and then the information transferred to the List Sheet.

**Marshal in Charge (MIC)** – See below (Interactions with Other Officers/Others)

**Single Elimination (Single Elim)** – Once the fighter has lost one bout, they are out of the tournament.

**Double Elimination (Double Elim)** – Once the fighter has lost two bouts, they are out of the tournament.

**2 / 3 (2 out of 3)** – The winner of each bout is determined by winning 2 of the 3 fights. Unless otherwise requested to do so, the MoL usually tracks the overall winner, not the winner of each individual bout. Please clarify with the Marshall in Charge if you should track individual fight wins and loses.

**Line Tourney** – Fighters form 2 lines, facing each other and whoever is in front of them is the fighter they will fight. Once the fights are over the MoL can walk down the line and ask the individual fighters who won the fight, or have each fighter remember their wins and provide them to you later.

**Round Robin** – Every fighter in the tournament will fight every other fighter.

**Bye** – When there are an odd number of fighters, a bye is given. One of the fighters sits out that round. Sometimes, especially in Crown Tournaments, there is a designated Bye Fighter. In this case, each time there is a bye fight; the person drawing the bye fight will fight the designated bye fighter. If there is no designated bye fighter, the fighter simply sits out that round. Since bye fights are most often non-destructive and can provide an advantage in a tournament, you should be extra careful to only give a bye fight one time to any given fighter in the tournament.

**Bye, Non-Destructive** – When the bye fight, regardless of the outcome of the fight, does not result in a win or loss for the tournament fighter, nothing is recorded on the List Sheet except the bye.

## COMMONLY USED TERMS - Continued

**Bye, Destructive** – When the fighter loses the bye fight, this is recorded as a loss in the tournament. When the fighter wins the bye fight, this is recorded as a win in the tournament.

**Bear Pit** – Within a designated space, the initial fighter holds the field (fighting area). All challengers line up to fight for control of the field. The winner remains on the field to challenge the next fighter and the losing fighter goes to the back of the line to challenge the field again. This is also referred to as a **Speed Tourney**. Usually the MoL will track the number of wins each fighter has or the length of time each fighter holds the field.

**Speed or Lightning Tourney** – The winner is tournament is determined by the total number of wins within a specified time frame (e.g., 1 hour). The fighters line up, the first two combatants fight and the winner holds the field and the loser returns to the back of the line to fight again. Each person in line fights the person holding the field, the winner stays on the fighting field and the losing fighter returns to the line for another opportunity to win the field. The Herald announces to the MoL the winning fighter by name. The MoL records the wins only. Once the allotted time has passed, the tournament is finished and the total number of wins of each fighter is tallied. This is a very fast paced tournament. See also **Bear Pit**. Another variation of this tournament is that the winner is determined by the total length of time they held the field, not the number of wins.

**Snowball Tournament** – This tournament works best with an even number of fighters. The first round is drawn and the fighters are paired off. Whoever wins the fight becomes the team leader and the losing fighter joins the winning fighters team, forming a two-man team. In the second round, the two-men teams are paired off, with the losing team joining the winning team, forming four-man teams, etc. This continues until there are only two teams left. The two teams then fight to determine the winner.

**First Blood** - This type of tournament is typically done for the light weapons fighters. The fight continues until the “blood” is drawn, (i.e., a blow is received in a non-fatal area such as an arm or leg). The fighter receives a loss when the wound is fatal.

**Cumulative Wounds** – Any “wounds” that a fighter receives during a fight are carried over to the next round. This means that if a fighter loses a limb, but wins the bout, in the next round that limb is still lost to the fighter.

**Double Kill** – Both fighters kill each other simultaneously. Once this occurs, it is up to the Marshall in Charge or the Ruling Nobility if the fight will be re-fought or if both fighters will receive a loss. If the decision is left to the MoL, we suggest that the fighters be given one additional opportunity to re-fight and after that it counts as a loss to both fighters.

## **AUTHORIZATIONS / MEMBERSHIP REQUIREMENTS FOR FIGHTING**

1. It is your responsibility to check the expiration date on every membership card to ensure the person is an active member. You should assume that the membership expires on the last day of the month listed on the membership card. If the participant does not have their membership card with them, the following are acceptable substitutions:
  - a. A current copy of the Kingdom Newsletter or Tournaments Illuminated with a mailing label that proves current membership.
  - b. A postcard stamped by Membership Services, addressed to the fighter, with Subscriber/YES indicated.
2. It is your responsibility to check the expiration date on every authorization card to ensure that the person is authorized to fight. It is not up to you to determine if the fighter is authorized in a particular weapons style, that is the responsibility of the Marshall. If the authorization has expired, work with the local Authorizing Marshall or Earl Marshall to ensure the person is authorized; they have the final say on fighter authorizations.
3. Authorizations from other Kingdoms will be honored in the Outlands. If you have any questions, check with the Earl Marshall or Marshall in Charge.
4. If questions arise over membership or authorization, you should work with the Earl Marshall or Marshall in Charge to clarify the situation.

## THE MoL AND THE AUTOCRAT

1. Contact should be made with the Autocrat(s) of upcoming events to determine if a MoL will be needed for the fighting activities. Often the Autocrat will leave the fighting up to the Marshall in Charge, and if that is the case, you should contact the Marshall in Charge to obtain the relevant information.
2. Event information relevant to the MoL is as follows:
  - a. The number of type of tournaments planned;
  - b. If more than one tournament is planned, will they be run concurrently?
  - c. The name of the Marshall in Charge;
  - d. The name of the Herald in Charge;
  - e. Location of fighting;
  - f. Time(s) the lists are scheduled to open;
  - g. Time(s) the tourney are scheduled to begin;
  - h. What will be available for the MoL to use, do you need to bring a table, chair, pavilion, etc?

(NOTE: Most Autocrats will include some type of shade and a table for the MoL to use, but you should not assume this will be the case. You should contact the Autocrat prior to the event and ask what is available. Some events will also provide a chair for your use. Remember that running the lists can take awhile, and for your own comfort, I suggest bringing your own chair. Some Autocrats will provide you with a snack or even a noon meal, but do not depend on this. The Autocrat has enough to worry about without adding you to their list, so please be as self-sufficient as possible.)

3. If tournaments are planned, and someone else has asked, or volunteered to run the list, you should check with that person prior to the event to ensure that they have the necessary supplies and experience to run the list. This is the perfect opportunity to train a less experienced MoL, or to share those tips that you have to help the list run effectively. This is also your opportunity to remind that person that they must report the tournament results to the local and kingdom MoL.
4. You should seek out the Autocrat (or Marshall-in-Charge) the day of the event and make sure they know you have arrived and to check in for any last minute changes, or general instructions.

## INTERACTIONS WITH OTHER OFFICERS / OTHERS

**Marshall-In-Charge:** This is the person in charge of the fighting for a specific tourney (or all tourneys) at that event. It is not necessarily the Kingdom Earl Marshall or even your local Knight Marshall, although both are always available to answer your questions. You must work with this person to help ensure a safe and fun event for all parties involved. Any fighting related questions should be directed to this person, including the division of the fighting field(s), the necessity for more than one fighting field, or the need for any bye fighters. They have the final word on the fighting related activities - so do not hesitate to ask.

**Field Herald:** This is the person who will make all public announcements, when the list is open, when closed, will call the bouts, and indicate the winner. Make sure you work closely with this person, as they are the voice of the tournament(s). Because they will be calling the tournament from the cards that you provide them, please make sure your cards are legible in the order of precedence for each pair of fighters (to the best of your ability).

**Runner:** This is the person who brings the cards to you from the fighting field. It is not practical for you to get your own cards, nor to have the herald run as well as herald. I suggest finding someone relatively new or a younger person to help with this task. It is a nice way for a new comer to become involved. Remember to give as much instruction to the Runner as necessary to complete the task.

## THE DAY OF THE EVENT

1. Before you leave for the event, ensure that you have all necessary supplies to run the list (see the list of suggested supplies in the Appendix), and the personal items that you will need to keep you comfortable.
2. Upon your arrival check in with the Autocrat, Marshall in Charge and Herald to coordinate schedules and information. You should arrive early enough to have time to seek everyone out and to set up the equipment you will need to run the list(s).
3. Check the location of the MoL spot. If it is too far away from the fighting field, a direct path between you and the field may be impossible, making it hard for the runners to return the cards to you. You should attempt to set up in a location that is convenient for the runner to return cards to you and for you to attend the ruling nobility if necessary.
4. You will need to concentrate on the tournament, so make sure any other obligations you have (taking care of your fighter / family / Peer / Local Nobility / Ruling Nobility) have been delegated for the duration of the tournament. Remember, it may not be possible to leave the table until the end of the tournament.
5. Advise the appropriate person (Autocrat / Local or Ruling Nobility) of the winner(s) of the tournament(s) upon completion of the tournament.
6. Pack your belongings, clean up your area, and enjoy the rest of the event.
7. Send in your report to the Kingdom Minister of the List.

## LISTING A TOURNAMENT – The Basics

**NOTE:** This is not the **ONLY** way to run a list. There are several **alternative ways that may work better for you. Look for the way that works best for you and use it.**

1. This is the general procedure for signing fighters up for the list and drawing the list.
  - a. Once the Herald has announced the list is open, fighters will begin showing up, if not before the Herald makes their announcement. Make sure you know the type of tournament being fought because the fighters are sure to ask you.
  - b. Ask the fighter for their Membership and Authorization Cards. If there are multiple tournaments scheduled for one day, or event, you need only see the membership and authorization cards once.
  - c. Use these cards to record the fighter's name on the list paper. Ask the fighter for the title that they wish to use if they have multiple titles, or if they have a title if you are unsure. Please note that the title "Squire", "Cadet" or "M'Lord / Lady" are not acceptable titles for a tournament.

In the Outlands, we use only one title. There are other kingdoms that use multiple titles. If you run into this situation, please gently let the fighter know that it is an Outlands tradition that we only use one title and to please choose the title that they are most comfortable with.
  - d. Completing the List Form.
    - 1) The List Form is a piece of paper upon which the fighters' name (including title) is listed in a column running down the left side of the page. Each line has a number associated with it. This number indicates the fighters starting position in this tournament. You will use this number to identify this fighter for the rest of this tournament. This is a time saving method for you.
    - 2) Across the top of the List Form are the round indicators. Most pages contain 9 rounds, although some tournaments can run longer than that.

## LISTING A TOURNAMENT – The Basics – Continued

3) Example List Form is as follows:

Name of Tournament:	Date of Tournament:						
Name	1	2	3	4	5	6	7
1 Sir Winnie-the-Pooh							
2 Lord Owl							
3 The Honorable Lord Christopher Robin							
4							
5							
6							

4) Across each row are blocks that are divided by a diagonal line. The top half of the block will be filled with the number of the fighter that person fights in that specific round and the bottom half will eventually contain a “W” for win, “L” for loss or “B” for a non-destructive bye.

5) See the Attachments for example list forms.

e. Prepare the list cards while there is a break in the fighters entering the list.

1) The list cards are what the Heralds will use to call the bouts, please make sure these cards are legible.

2) Each fighter in the tournament should have a list card. Creating a list card for the bye fighter is optional, it is up to you.

3) An example of a list card is below:

## (Fighter Number) – Fighter Name
R1 –
R2 –
R3 –
R4 –
R5 –
R6 –
R7 –
R8 –

## = The fighter number from the list form.

Fighter Name – The name, with title, of the fighter

R# - Round number

## LISTING A TOURNAMENT – The Basics – Continued

- f. Once the list is closed, pair up each of the fighters. This can be done in several ways, the most common are listed below:
- 1) Take the top card in the stack and the bottom card in the stack. This ensures that people who signed up together do not necessarily fight each other. Continue taking the top and bottom card until all fighters have been paired. If you have one card left over, assign that person the bye.
  - 2) Take the stack of cards and shuffle them thoroughly. Take the top two cards; this is your first pair. Continue taking two cards until all fighters have been paired together. If you have one card left over, assign that person the bye.
  - 3) Randomly, draw two cards and pair them up. Continue randomly drawing two cards at a time until all fighters are paired up. If you have one card left over, assign that person the bye.
  - 4) If appropriate, present the cards to the Crown, Local Nobility or Marshall-in-Charge for their review prior to completing noting each fight. This will allow a review of the pairings and a chance to change the pairings if appropriate.
  - 5) If a squire and their knight, or two fighters who always fight each other are paired, it is appropriate to reshuffle or redraw that fight, if appropriate.
- g. Once all of the fighters are paired, write the bouts on each card. This will act as a double check to ensure that fighters do not fight each other multiple times in the tournament, unless necessary. An example is as follows:

<b>1 – Sir Winnie-the-Pooh</b>
R1 – 2
R2 –
R3 –
R4 –

<b>2 – Lord Owl</b>
R1 – 1
R2 –
R3 –
R4 –

- h. Once all of the fighters are paired and the bouts have been recorded on the list cards, record the pairings on the List Form. This serves as a double check to ensure you have all fighters paired up and as a record of the fights.

## LISTING A TOURNAMENT – The Basics – Continued

- i. Many MoL's will record the bout order on the cards, along with the fighters. Adding an additional number or letter indicating which pair is first, second, etc can do this. An example is as follows:

<b>1 – Sir Winnie-the-Pooh</b>
R1 – C 2
R2 –
R3 –
R4 –

<b>2 – Lord Owl</b>
R1 – C 1
R2 –
R3 –
R4 –

The C indicates this was the third fight of this round.

- j. Once all of the information has been checked and recorded, look at each pair and ensure that they are stacked in precedental order, which is the person with the most precedence is the first of the two in the pairing. If you have any questions, ask the Local or Kingdom Herald present. Once you have reviewed the pairings, hand the cards to the Herald, and prepare to record the wins and losses of each fight.
- k. If multiple fields are being used, prior to handing the cards to the Herald, divide the pairings into the appropriate number for each field. If there are sixteen pairs and two fields, divide the stack into two groups of eight, if four fields, divide the stack into four groups of four, etc.
- l. Once you have handed the list cards to the Herald, the Herald will call all fighters to the field and announce the fights.
2. During the Tournament.
- a. Once each bout is completed, the list cards should be returned to you with the winner on top. If you are unsure of the winner, ask the fighters or the Herald on the field.
- b. Because there are sometimes questions on the field, the fight is re-fought, or other conditions arise that are beyond the scope of the MoL, you should wait to record the results of the bout until the cards have been returned to you. This practice may save you some confusion as you draw later rounds.

## LISTING A TOURNAMENT – The Basics – Continued

- c. Recording the wins and losses.
- 1) If this has not been done for you, record a “W” on the winning fighters card and an “L” on the losing fighters card next to the appropriate round. Then transfer this information to the List Form. Please the cards in a stack to draw the next round.
  - 2) An example of the list cards is as follows:

<b>1 – Sir Winnie-the-Pooh</b>
R1 – C 2 <b>W</b>
R2 –
R3 –
R4 –

<b>2 – Lord Owl</b>
R1 – C 1 <b>L</b>
R2 –
R3 –
R4 –

- 3) If there is any question regarding the outcome of the fight, PLEASE ASK the Marshall, Herald, or Fighters.
  - 4) Any fighters that have been eliminated during the round should have their cards removed from the stack of fighters and some type of mark should be made on the List Form to indicate they are no longer part of the tournament.
- d. You should begin drawing the next round while the current round is being fought, this will speed up the tournament run time. You can always wait until the end of the round to draw the pairing for the next round, it is up to you.
- e. Continue with this process until the tournament is completed.

## **A SINGLE ELIMINATION TOURNAMENT**

1. Following Steps 1 and 2 in the Listing a Tournament, the Basics section with one exception.
2. Once the fighter receives one loss, they are no longer able to fight in this tournament. Their List Card is removed from the pile and placed to the side, for use in a later tournament if possible. An indication is made on the List Form; this is usually a line that is drawn through the remainder of the rounds for that fighter.
3. The pool of fighters will continue to decrease as fighters with a loss are eliminated. Continue removing them as necessary.
4. Remind the Herald, Marshall in Charge and / or Local or Ruling Nobility when you are down to three to four fighters remaining in the tournament. This will allow everyone to gather for the semi-final and final rounds of the tournament.

## **A DOUBLE ELIMINATION TOURNAMENT**

1. Following Steps 1 and 2 in the Listing a Tournament, the Basics section with one exception.
2. Once the fighter receives two losses, they are no longer able to fight in this tournament. Their List Card is removed from the pile and placed to the side, for use in a later tournament if possible. An indication is made on the List Form; this is usually a line that is drawn through the remainder of the rounds for that fighter.
3. The pool of fighters will continue to decrease as fighters with two losses are eliminated. Continue removing them as necessary.
4. Remind the Herald, Marshall in Charge and / or Local or Ruling Nobility when you are down to three to four fighters remaining in the tournament. This will allow everyone to gather for the semi-final and final rounds of the tournament.

## A ROUND ROBIN TOURNAMENT

1. If there are more than 12 fighters entering a Round Robin Tournament, split the fighters into two fields to decrease the overall numbers. Too many fighters in a Round Robin Tournament means that the fighting will continue long into the night, since every fighter must fight every other fighter in the tournament. If it is not possible to split the fighters, suggest turning the tournament into a Line or Speed Tourney, or some other type of tournament.
2. This is probably one of the easiest tournaments to run because each of the bouts for every round are already paired on the Round Robin Tournament Sheets, located in the Appendix. All that you will need to do is assemble the cards according to the preprinted pairings and record the results.
3. Follow steps 1 and 2 in the Listing a Tournament, the Basics section with one exception. No fighter will be eliminated because each fighter will fight every other fighter on the field, no matter the number of wins or losses.
4. If a fighter has to drop out of a Round Robin Tournament before the completion of the tournament, you have a couple of options:
  - a) You can assign byes to each fighter that still had to fight this person.
  - b) You can redraw the list and repair all of the fighters, ensuring that each of the fighters fights everyone else.
  - c) Another option, although rarely used, is to allow a fighter to join in the tournament in the place of the fighter who had to withdraw. This person must accept the number of wins and losses of the fighter that they are replacing. This option is up to the discretion of you, the Marshall-In-Charge and the Local or Ruling Nobility.

## REPORTING

- Local MoL's need to report to the Kingdom MoL monthly, even if it is to note that there is nothing to report. You are welcome to report after each event in which tournaments were run, using the online report form. This form is located at:

<http://www.geocities.com/monstr12/TournamentReporting.html>.

- If you do not have access to the website, use the following report form to submit your monthly reporting information:

Name of Minister of the Lists:		
MoL Group Name:		
Name of Event:		
Date of Tourament:		
Name of Tournament:		
Number of Fighters:	Number of Marshalls:	
Name of Marshall in Charge:		
Name of Herald:		
Name of Chirugeon:		
Fight Style of Tourney: (if other, describe)	<input type="checkbox"/> Heavy <input type="checkbox"/> Fencing <input type="checkbox"/> Archery	<input type="checkbox"/> Equestrian <input type="checkbox"/> Boffer <input type="checkbox"/> Other
Type of Tourney: (if other, describe)	<input type="checkbox"/> Bear pit <input type="checkbox"/> Double Elim <input type="checkbox"/> Single Elim <input type="checkbox"/> Round Robin	<input type="checkbox"/> Snowball <input type="checkbox"/> 2 out of 3 <input type="checkbox"/> Melee <input type="checkbox"/> Other
1 <sup>st</sup> Place:		
2 <sup>nd</sup> Place:		
3 <sup>rd</sup> Place:		

## **SUGGESTED MoL SUPPLIES**

Contained below is a list of supplies that I commonly use and have with me while running tournaments. They have all come in handy at one time or another, but please feel free to add to remove items from this list:

1. List Forms
2. Note Cards
3. Pens, Pencils, Markers, High-liters
4. Paper weights (although I usually find rocks at the site or use drinking containers)
5. Duct Tape
6. Table Cloth
7. Sun Block
8. Paperclips / Binder Clips
9. Snacks and drinks
10. Sense of humor
11. Patience

## NOTES

Name of Tournament:

Date of Tournament:

	1	2	3	4	5	6	7	8	9
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									
15									
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17									
18									
19									
20									
21									
22									
23									
24									
25									
26									
27									
28									
29									
30									

Round Robin

2 out of 3

Double Elimination

Single Elimination

	1	2	3	4	5	6	7	8	9
31									
32									
33									
34									
35									
36									
37									
38									
39									
40									
41									
42									
43									
44									
45									
46									
47									
48									
49									
50									
51									
52									
53									
54									
55									
56									
57									
58									
59									
60									

Round Robin

2 out of 3

Double Elimination

Single Elimination



## ROUND ROBIN TOURNAMENT PAIRINGS

### 3 Person List

3	B
2	1

1	2
B	3

B	1
3	2

### 4 Person List

3	4
2	1

2	3
4	1

4	2
3	1

### 5 Person List

4	5
3	B
2	1

3	4
2	5
B	1

2	3
B	4
5	1

B	2
5	3
4	1

5	B
4	2
3	1

### 6 Person List

4	5
3	6
2	1

3	4
2	5
6	1

2	3
6	4
5	1

6	2
5	3
4	1

5	6
4	2
3	1

### 7 Person List

5	6
4	7
3	B
2	1

4	5
3	6
2	7
B	1

3	4
2	5
B	6
7	1

2	3
B	4
7	5
6	1

B	2
7	3
6	4
5	1

7	B
6	2
5	3
4	1

6	7
5	B
4	2
3	1

### 8 Person List

5	6
4	7
3	8
2	1

4	5
3	6
2	7
8	1

3	4
2	5
8	6
7	1

2	3
8	4
7	5
6	1

8	2
7	3
6	4
5	1

7	8
6	2
5	3
4	1

6	7
5	8
4	2
3	1

### 9 Person List

6	7
5	8
4	9
3	B
2	1

5	6
4	7
3	8
2	9
B	1

4	5
3	6
2	7
B	8
9	1

3	4
2	5
B	6
9	7
8	1

2	3
B	4
9	5
8	6
7	1

B	2
9	3
8	4
7	5
6	1

9	B
8	2
7	3
6	4
5	1

8	9
7	B
6	2
5	3
4	1

7	8
6	9
5	B
4	2
3	1

### 10 Person List

6	7
5	8
4	9
3	10
2	1

5	6
4	7
3	8
2	9
10	1

4	5
3	6
2	7
10	8
9	1

3	4
2	5
10	6
9	7
8	1

2	3
10	4
9	5
8	6
7	1

10	2
9	3
8	4
7	5
6	1

9	10
8	2
7	3
6	4
5	1

8	9
7	10
6	2
5	3
4	1

7	8
6	9
5	10
4	2
3	1

## ROUND ROBIN TOURNAMENT PAIRINGS

### 11 Person List

7	8	6	7	5	6	4	5	3	4	2	3	B	2	11	B	10	11	9	10	8	9
6	9	5	8	4	7	3	6	2	5	B	4	11	3	10	2	9	B	8	11	7	10
5	10	4	9	3	8	2	7	B	6	11	5	10	4	9	3	8	2	7	B	6	11
4	11	3	10	2	9	B	8	11	7	10	6	9	5	8	4	7	3	6	2	5	B
3	B	2	11	B	10	11	9	10	8	9	7	8	6	7	5	6	4	5	3	4	2
2	1	B	1	11	1	10	1	9	1	8	1	7	1	6	1	5	1	4	1	3	1

### 12 Person List

7	8	6	7	5	6	4	5	3	4	2	3	12	2	11	12	10	11	9	10	8	9
6	9	5	8	4	7	3	6	2	5	12	4	11	3	10	2	9	12	8	11	7	10
5	10	4	9	3	8	2	7	12	6	11	5	10	4	9	3	8	2	7	12	6	11
4	11	3	10	2	9	12	8	11	7	10	6	9	5	8	4	7	3	6	2	5	12
3	12	2	11	12	10	11	9	10	8	9	7	8	6	7	5	6	4	5	3	4	2
2	1	12	1	11	1	10	1	9	1	8	1	7	1	6	1	5	1	4	1	3	1

### 13 Person List

8	9	7	8	6	7	5	6	4	5	3	4	2	3	B	2	13	B	12	13	11	12	10	11	9	10
7	10	6	9	5	8	4	7	3	6	2	5	B	4	13	3	12	2	11	B	10	13	9	12	8	11
6	11	5	10	4	9	2	8	2	7	B	6	13	5	12	4	11	3	10	2	9	B	8	13	7	12
5	12	4	11	3	10	2	9	B	8	13	7	12	6	11	5	10	4	9	3	8	2	7	B	6	13
4	13	3	12	2	11	B	10	13	9	12	8	11	7	10	6	9	5	8	4	7	3	6	2	5	B
3	B	2	13	B	12	13	11	12	10	11	9	10	8	9	7	8	6	7	5	6	4	5	3	4	2
2	1	B	1	13	1	12	1	11	1	10	1	9	1	8	1	7	1	6	1	5	1	4	1	3	1

### 14 Person List

8	9	7	8	6	7	5	6	4	5	3	4	2	3	14	2	13	14	12	13	11	12	10	11	9	10
7	10	6	9	5	8	4	7	3	6	2	5	14	4	13	3	12	2	11	14	10	13	9	12	8	11
6	11	5	10	4	9	2	8	2	7	14	6	13	5	12	4	11	3	10	2	9	14	8	13	7	12
5	12	4	11	3	10	2	9	14	8	13	7	12	6	11	5	10	4	9	3	8	2	7	14	6	13
4	13	3	12	2	11	14	10	13	9	12	8	11	7	10	6	9	5	8	4	7	3	6	2	5	14
3	14	2	13	14	12	13	11	12	10	11	9	10	8	9	7	8	6	7	5	6	4	5	3	4	2
2	1	14	1	13	1	12	1	11	1	10	1	9	1	8	1	7	1	6	1	5	1	4	1	3	1

### 15 Person List

9	10	8	9	7	8	6	7	5	6	4	5	3	4	2	3	B	2	15	B	14	15	13	14	12	13	11	12	10	11
8	11	7	10	6	9	5	8	4	7	3	6	2	5	B	4	15	3	14	2	13	B	12	15	11	14	10	13	9	12
7	12	6	11	5	10	4	9	3	8	2	7	B	6	15	5	14	4	13	3	12	2	11	B	10	15	9	14	8	13
6	13	5	12	4	11	3	10	2	9	B	8	15	7	14	6	13	5	12	4	11	3	10	2	9	B	8	15	7	14
5	14	4	13	3	12	2	11	B	10	15	9	14	8	13	7	12	6	11	5	10	4	9	3	8	2	7	B	6	15
4	15	3	14	2	13	B	12	15	11	14	10	13	9	12	8	11	7	10	6	9	5	8	4	7	3	6	2	5	B
3	B	2	15	B	14	15	13	14	12	13	11	12	10	11	9	10	8	9	7	8	6	7	5	6	4	5	3	4	2
2	1	B	1	15	1	14	1	13	1	12	1	11	1	10	1	9	1	8	1	7	1	6	1	5	1	4	1	3	1