

6: Best-of-one, each person plays each other person twice (five rounds). To make it efficient, players play two games in succession against each opponent, using a 36-minute time limit for the two games.

Name	Rank	r1 game score	r2 game score	r3 game score	r4 game score	r5 game score	Record	Deck	1st Pick
01: _____	<input type="radio"/>								
02: _____	<input type="radio"/>								
03: _____	<input type="radio"/>								
04: _____	<input type="radio"/>								
05: _____	<input type="radio"/>								
06: _____	<input type="radio"/>								

1 **1** _____ **vs** **6** _____ **2** _____ **vs** **5** _____ **3** _____ **vs** **4** _____

games won: _____ games won: _____ games won: _____ games won: _____ games won: _____ games won: _____

2 **1** _____ **vs** **5** _____ **4** _____ **vs** **6** _____ **2** _____ **vs** **3** _____

games won: _____ games won: _____ games won: _____ games won: _____ games won: _____ games won: _____

3 **1** _____ **vs** **4** _____ **3** _____ **vs** **5** _____ **2** _____ **vs** **6** _____

games won: _____ games won: _____ games won: _____ games won: _____ games won: _____ games won: _____

4 **1** _____ **vs** **3** _____ **2** _____ **vs** **4** _____ **5** _____ **vs** **6** _____

games won: _____ games won: _____ games won: _____ games won: _____ games won: _____ games won: _____

5 **1** _____ **vs** **2** _____ **3** _____ **vs** **6** _____ **4** _____ **vs** **5** _____

games won: _____ games won: _____ games won: _____ games won: _____ games won: _____ games won: _____

DETERMINING PLAYER RANKING

1. Rank players by game record. If there are draws, the relative values are: a match win is worth 3, a draw 1, a loss 0.

2. Opponents' win percentage. (Do not use this if the round robin was finished and everyone played everyone else.) For each of the tied players, add up the win percentages of their opponents (if an opponent's win percentage is less than 33%, set it to 33% for this calculation). To calculate player's win percentage, add their wins (and draws, which count as a third of a win) and divide that sum by the total number of games they played, then multiply it by 100.

3. Win resistance (Game win percentage of the people the player defeated). For each win a player has, they get points equal to the number of games that opponent won. Add those points to get win resistance. (Draws are still worth a third of a win.)

4. Opponents' opponents' game win percentage. (Do not use this if the round robin was finished and everyone played everyone else.) Same as step 2, but using opponents' opponents' game wins.

5. Win resistance resistance. For each win a player has, they get points equal to that opponent's win resistance (as calculated in step 2).

6. Random rolls. It's very unlikely that it will come to this.

Sample scenario 1 (from the example in lower right):

Derek Jeter 5-4-1
Jorge Posada 5-4-1

They finished all the rounds, so opponents' win percentage is useless. Next is win resistance. For each of their 6 wins, assign points equal to the wins that opponent had. Derek beat Tino (3.6666), Mariano (1.3333) twice, Scott (8.3333), and Andy (5), giving him a win resistance of 19.6666. Jorge beat Derek (5.3333) twice, Andy (5), Tino (3.6666), and Mariano (1.3333), giving him a win resistance of 20.6666. Jorge places ahead of Derek.

Sample scenario 2 (from a 6-person pod that went through all the rounds):

Player A 6-4
Player B 6-4

They finished all the rounds, so opponents' win percentage is useless. Next is win resistance. For each of their 6 wins, assign points equal to the wins that opponent had. They both beat each other once, so each gets an initial 6 points. The other people A beat had 3 wins, 4 wins (beat them twice), 3 wins, and 5 wins. This gives player A a win resistance score of $6 + 3 + 4 + 4 + 3 + 5 = 25$. The other people B beat had 4 wins (beat them twice), 3 wins (beat them twice), and 4 wins. This gives player B a win resistance score of $6 + 4 + 4 + 3 + 3 + 4 = 24$. The ranking is A, B.

Sample scenario 3 (from a 6-person pod that did not go through all the rounds):

Player A 5-3
Player B 5-3

They did not finish all the rounds, so use opponents' win percentage. Player A's opponents had records of 5-3 (62.5%), 3-5 (37.5%), 4-4 (50%), and 3-5 (37.5%), for a total of 15-17, or a win percentage of $15/32$ (46.875%). Player B's opponents had records of 5-3 (62.5%), 4-4 (50%), 4-4 (50%), and 3-5 (37.5%), for a total of 16-16, or a win percentage of $16/32$ (50%). The ranking is B, A.

Sample scenario 4 (from a 7-person pod that did not go through all the rounds):

Player A 4-2
Player B 4-2

They didn't play each other, and each played every other person, so their opponents' win percentage would be identical. So, win resistance is next. Player A beat players with 3, 0 (the bye), 2 and 5 wins, giving them a win resistance of 10. Player B beat players with 0 (the bye), 2, 3, and 3 wins, giving them a win resistance of 8. The ranking is A, B.

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6: Best-of-one, each person plays each other person twice (five rounds). To make it efficient, players play two games in succession against each opponent, using a 36-minute time limit for the two games.

Name	r1 <small>game score</small>	r2 <small>game score</small>	r3 <small>game score</small>	r4 <small>game score</small>	r5 <small>game score</small>	Record	Deck	1st Pick
Player 01: <u>Scott Brosius</u>	1 2-0	2-0	1-0-1	1-1	2-0	8-1-1	U/B/g	Temple Garden
Player 02: <u>Tino Martinez</u>	5 1-0-1	0-1-1	1-1	1-1	0-2	3-5-2	R/W	Master Warcraft
Player 03: <u>Derek Jeter</u>	3 0-2	1-0-1	2-0	1-1	1-1	5-4-1	R/W/G	Tolsimir Wolfsblood
Player 04: <u>Jorge Posada</u>	2 2-0	1-1	0-1-1	1-1	1-1	5-4-1	G/B	Glare of Subdual
Player 05: <u>Mariano Rivera</u>	6 0-1-1	0-2	0-2	0-2	1-1	1-8-1	R/W/g	Doubling Season
Player 06: <u>Andy Pettitte</u>	4 0-2	1-1	1-1	2-0	1-1	5-5	U/B	Dimir Doppelganger

1	<u>1 Scott</u> vs <u>6 Andy</u> <small>games won: 2</small>	<u>2 Tino</u> vs <u>5 Mariano</u> <small>games won: 1 1</small>	<u>3 Derek</u> vs <u>4 Jorge</u> <small>games won: 0</small>
2	<u>1 Scott</u> vs <u>5 Mariano</u> <small>games won: 2</small>	<u>4 Jorge</u> vs <u>6 Andy</u> <small>games won: 1</small>	<u>2 Tino</u> vs <u>3 Derek</u> <small>games won: 0 1</small>
3	<u>1 Scott</u> vs <u>4 Jorge</u> <small>games won: 1 1</small>	<u>3 Derek</u> vs <u>5 Mariano</u> <small>games won: 0</small>	<u>2 Tino</u> vs <u>6 Andy</u> <small>games won: 1</small>
4	<u>1 Scott</u> vs <u>3 Derek</u> <small>games won: 1</small>	<u>2 Tino</u> vs <u>4 Jorge</u> <small>games won: 1</small>	<u>5 Mariano</u> vs <u>6 Andy</u> <small>games won: 0 2</small>
5	<u>1 Scott</u> vs <u>2 Tino</u> <small>games won: 2</small>	<u>3 Derek</u> vs <u>6 Andy</u> <small>games won: 1</small>	<u>4 Jorge</u> vs <u>5 Mariano</u> <small>games won: 1</small>

DETERMINING PLAYER RANKING

1. Rank players by game record. If there are draws, the relative values are: a match win is worth 3, a draw 1, a loss 0.

2. Opponents' win percentage. (Do not use this if the round robin was finished and everyone played everyone else.) For each of the tied players, add up the win percentages of their opponents (if an opponent's win percentage is less than 33%, set it to 33% for this calculation). To calculate player's win percentage, add their wins (and draws, which count as a third of a win) and divide that sum by the total number of games they played, then multiply it by 100.

3. Win resistance (Game win percentage of the people the player defeated). For each win a player has, they get points equal to the number of games that opponent won. Add those points to get win resistance. (Draws are still worth a third of a win.)

4. Opponents' opponents' game win percentage. (Do not use this if the round robin was finished and everyone played everyone else.) Same as step 2, but using opponents' opponents' game wins.

5. Win resistance resistance. For each win a player has, they get points equal to that opponent's win resistance (as calculated in step 2).

6. Random rolls. It's very unlikely that it will come to this.

Sample scenario 1 (from the example 7-person pod at right):

Derek, Andy, and Bernie are all tied at 4-3.

Everyone played everyone else, so opponents' win percentage is useless. Next step is win resistance:

Derek beat Andy (4), Tino (5), Mariano (2), and the bye (0) for 11.

Andy beat the bye (0), Scott (6), Bernie (4), and Mariano (2) for 12.

Bernie beat Mariano (2), Derek (4), the bye (0), and Jorge (3) for 9.

The order is Andy, Derek, Bernie.

Sample scenario 2 (from a 6-person pod that went through all the rounds):

Player A 6-4

Player B 6-4

They finished all the rounds, so opponents' win percentage is useless. Next is win resistance. For each of their 6 wins, assign points equal to the wins that opponent had. They both beat each other once, so each gets an initial 6 points.

The other people A beat had 3 wins, 4 wins (beat them twice), 3 wins, and 5 wins.

This gives player A a win resistance score of 6 + 3 + 4 + 4 + 3 + 5 = 25.

The other people B beat had 4 wins (beat them twice), 3 wins (beat them twice), and 4 wins. This gives player B a win resistance score of 6 + 4 + 4 + 3 + 3 + 4 = 24.

The ranking is A, B.

Sample scenario 3 (from a 6-person pod that did not go through all the rounds):

Player A 5-3

Player B 5-3

They did not finish all the rounds, so use opponents' win percentage.

Player A's opponents had records of 5-3 (62.5%), 3-5 (37.5%), 4-4 (50%), and 3-5 (37.5%), for a total of 15-17, or a win percentage of 15/32 (46.875%).

Player B's opponents had records of 5-3 (62.5%), 4-4 (50%), 4-4 (50%), and 3-5 (37.5%), for a total of 16-16, or a win percentage of 16/32 (50%).

The ranking is B, A.

7: Best-of-one, each person plays each other person once (seven rounds). 20-minute time limits.										sfmagic dot org	
Name	r1	r2	r3	r4	r5	r6	r7	Record	Deck	1st Pick	
	win/loss/draw	win/loss/draw	win/loss/draw	win/loss/draw	win/loss/draw	win/loss/draw	win/loss/draw				
Player 01: <u>Scott Brosius</u>	1	w(b)	W	L	W	W	W	6-1	G/B	Watery Grave	
Player 02: <u>Tino Martinez</u>	2	W	W	L	w(b)	W	L	5-2	R/W	Sunforger	
Player 03: <u>Derek Jeter</u>	4	W	L	W	L	W	L	4-3	B/G	Shadow of Doubt	
Player 04: <u>Jorge Posada</u>	6	L	W	w(b)	W	L	L	3-4	R/W	Loxodon Gatekeeper	
Player 05: <u>Mariano Rivera</u>	7	W	L	L	L	L	w(b)	2-5	G/B/W	Woodwraith Corrupter	
Player 06: <u>Andy Pettitte</u>	3	L	w(b)	w	L	L	W	4-3	U/B	Phytohydra	
Player 07: <u>Bernie Williams</u>	5	L	L	W	w	w(b)	L	4-3	G/W	Dark Confidant	

1 <u>1 Scott</u> vs BYE	2 <u>Tino</u> vs 7 Bernie	3 <u>Derek</u> vs 6 Andy	4 <u>Jorge</u> vs 5 Mariano
W/L/D: <u>W</u> W/L/D: <u>L</u>	W/L/D: <u>W</u> W/L/D: <u>L</u>	W/L/D: <u>W</u> W/L/D: <u>L</u>	W/L/D: <u>L</u> W/L/D: <u>W</u>
2 <u>1 Scott</u> vs 7 Bernie	6 <u>Andy</u> vs BYE	2 <u>Tino</u> vs 5 Mariano	3 <u>Derek</u> vs 4 Jorge
W/L/D: <u>W</u> W/L/D: <u>L</u>	W/L/D: <u>W</u> W/L/D: <u>L</u>	W/L/D: <u>W</u> W/L/D: <u>L</u>	W/L/D: <u>L</u> W/L/D: <u>W</u>
3 <u>1 Scott</u> vs 6 Andy	5 <u>Mariano</u> vs 7 Bernie	4 <u>Jorge</u> vs BYE	2 <u>Tino</u> vs 3 Derek
W/L/D: <u>L</u> W/L/D: <u>W</u>	W/L/D: <u>L</u> W/L/D: <u>W</u>	W/L/D: <u>W</u> W/L/D: <u>L</u>	W/L/D: <u>L</u> W/L/D: <u>W</u>
4 <u>1 Scott</u> vs 5 Mariano	4 <u>Jorge</u> vs 6 Andy	3 <u>Derek</u> vs 7 Bernie	2 <u>Tino</u> vs BYE
W/L/D: <u>W</u> W/L/D: <u>L</u>	W/L/D: <u>W</u> W/L/D: <u>L</u>	W/L/D: <u>L</u> W/L/D: <u>W</u>	W/L/D: <u>W</u> W/L/D: <u>L</u>
5 <u>1 Scott</u> vs 4 Jorge	3 <u>Derek</u> vs 5 Mariano	2 <u>Tino</u> vs 6 Andy	7 <u>Bernie</u> vs BYE
W/L/D: <u>W</u> W/L/D: <u>L</u>	W/L/D: <u>W</u> W/L/D: <u>L</u>	W/L/D: <u>W</u> W/L/D: <u>L</u>	W/L/D: <u>W</u> W/L/D: <u>L</u>
6 <u>1 Scott</u> vs 3 Derek	2 <u>Tino</u> vs 4 Jorge	5 <u>Mariano</u> vs BYE	6 <u>Andy</u> vs 7 Bernie
W/L/D: <u>W</u> W/L/D: <u>L</u>	W/L/D: <u>W</u> W/L/D: <u>L</u>	W/L/D: <u>W</u> W/L/D: <u>L</u>	W/L/D: <u>W</u> W/L/D: <u>L</u>
7 <u>1 Scott</u> vs 2 Tino	3 <u>Derek</u> vs BYE	4 <u>Jorge</u> vs 7 Bernie	5 <u>Mariano</u> vs 6 Andy
W/L/D: <u>W</u> W/L/D: <u>L</u>	W/L/D: <u>W</u> W/L/D: <u>L</u>	W/L/D: <u>L</u> W/L/D: <u>W</u>	W/L/D: <u>L</u> W/L/D: <u>W</u>

8 players: Best-of-three, Swiss (three rounds). 50-minute time limits. Use the chart below.

Name	Rank	r1	r2	r3	Record		Deck	1st Pick
		game score	game score	game score	matches	games		
01: _____	<input type="radio"/>							
02: _____	<input type="radio"/>							
03: _____	<input type="radio"/>							
04: _____	<input type="radio"/>							
05: _____	<input type="radio"/>							
06: _____	<input type="radio"/>							
07: _____	<input type="radio"/>							
08: _____	<input type="radio"/>							

1

A	B	C	D
_____ vs _____	_____ vs _____	_____ vs _____	_____ vs _____
1	2	3	4
games won: _____	games won: _____	games won: _____	games won: _____
5	6	7	8
games won: _____	games won: _____	games won: _____	games won: _____

2

E	F	G	H
_____ vs _____	_____ vs _____	_____ vs _____	_____ vs _____
winnerA	winnerB	loserA	loserB
games won: _____	games won: _____	games won: _____	games won: _____
winnerC	winnerD	loserC	loserD
games won: _____	games won: _____	games won: _____	games won: _____

3

I	J	K	L
_____ vs _____	_____ vs _____	_____ vs _____	_____ vs _____
winnerE	winnerF	winnerG	loserG
games won: _____	games won: _____	games won: _____	games won: _____
loserE	loserF	winnerH	loserH
games won: _____	games won: _____	games won: _____	games won: _____

DETERMINING PLAYER RANKING

Seating: Determine seating randomly--draft order is not determined by seeding.

Pairings: Follow the brackets on the sheet. The only exception to this is when there's a draw, discussed below.

Time limits: 50 minutes. If a match goes over time, the players are awarded five extra turns as per DCI rules.

Best-of-three: The first person to win two games wins the match. If neither player has won two games, then the player who has won more games wins the match. If the players have won an equal amount of games, the match is a draw.

Draws: In the case of a draw, determine randomly which player goes into the winner and loser brackets for that match, and continue from there. If there is a draw in the first round, determine who goes in which bracket randomly, but if both of those players have the same record after the second round, the two of them swap brackets (this is to make sure that being "paired up" doesn't privilege one of them too much for tiebreaker purposes). If there are multiple draws, this does not apply, and instead players should be matched up on the basis of their records. Intentional draws are not allowed. For individual games, only note them if the game is started--in other words, if two players run out of time in their third game, the game score for each is 1-1-1. But if they never start their game, the game score for each is 1-1.

Tiebreakers

We use DCI tiebreakers, as follows:

1. Match record.
2. Opponents' Match-Win Percentages.
3. Game-Win Percentage.
4. Opponents' Game-Win Percentages.

1. Match Record

Assign each player 3 points for each of their wins and 1 point for each of their draws. If there are no draws, after three rounds there should be 1 player with 9 points, 3 players with 6 points, 3 players with 3 points, and 1 player with 0 points. A bye counts as a win, but doesn't count towards OMP or Game-Win Percentage.

2. Opponents' Match-Win Percentages

For each player with the same match record, add up the points from each of their opponents--but note that each opponent is worth a minimum of 3 points for OMP. In other words, if one opponent went 0-3, they are still worth 3 for OMP purposes. Then divide that total by the number of opponents the player had (almost always three, but if there was a bye for some reason, the bye does not count towards OMP at all, so then the player with the bye would have their total divided by two.) Then rank the tied players by their totals.

3. Game-Win Percentage.

(As stated above, byes are treated as if the game score is 0-0.) For each of the tied players, assign them 3 points for each game win and 1 point for each game draw. Then divide that total by the number of games they played. Then rank the tied players by their totals.

4. Opponents' Game-Win Percentage.

For each of the tied players, add up the Game-Win Percentage from each of their opponents. Note that as with OMP, the minimum possible value for any opponent is 33%. Then divide that total by the number of opponents the player had (almost always three, but if there was a bye for some reason, the bye does not count towards OGP at all, so then the player with the bye would have their total divided by two.) Then rank the tied players by their totals.

Sample scenario 1:

Derek, 2-1, 5-4, played a 2-1, a 2-1, and a 3-0.

Mariano, 2-1, 5-2, played a 0-3, a 2-1, and a 1-2.

Bernie, 2-1, 5-3, played a 2-1, a 0-3, and a 1-2.

They're all tied on points with six. Derek's opponents have points totals of 6, 6, and 9, totaling 21, divided by 3 is 7. Mariano's opponents have points totals of 3 (because a 0-3 player is counted as 1-2 for OMP), 6 and 3, totaling 12, divided by 3 is 4. Bernie's opponents have points totals of 6, 3, and 3, totaling 12, divided by 3 is 4. Derek is ahead of the others, while Bernie and Mariano go to Game-Win Percentage. Mariano won 5 out of (5+2=)7 games, so 15 points divided by 7, or 2.142. Bernie won 5 out of (5+3=)8 games, so 15 points divided by 8, or 1.875. The ranking is Derek, Mariano, Bernie.

FILLED-OUT SHEET EXAMPLE

8 players: Best-of-three, Swiss (three rounds). 50-minute time limits. Use the chart below.



Name	r1 game score	r2 game score	r3 game score	Record matches	Record games	Deck	1st Pick
Player 01: Scott Brosius	8	0-2	0-2	1-2	0-3	1-6	R/U/W Hunted Horror
Player 02: Tino Martinez	6	2-1	0-2	0-2	1-2	2-5	R/B/U/g Giant Solifuge
Player 03: Derek Jeter	2	2-1	2-1	1-2	2-1	5-4	G/W/b Glare of Subdual
Player 04: Jorge Posada	5	1-2	2-0	1-2	1-2	4-4	R/W/U/B Ghostway
Player 05: Mariano Rivera	3	2-0	1-2	2-0	2-1	5-2	G/B/U/w Char
Player 06: Andy Pettitte	7	1-2	0-2	2-1	1-2	3-5	B/U/r Hex (foil)
Player 07: Bernie Williams	4	1-2	2-0	2-1	2-1	5-3	R/G/w Dimir Doppelganger
Player 08: Roger Clemens	1	2-1	2-0	2-1	3-0	6-2	R/W/b Temple Garden

	A	B	C	D
1	Scott vs Mariano 1 games won: 0 5 games won: 2	Tino vs Andy 2 games won: 2 6 games won: 1	Derek vs Bernie 3 games won: 2 7 games won: 1	Jorge vs Roger 4 games won: 1 8 games won: 2
	E	F	G	H
2	Mariano vs Derek winnerA games won: 1 winnerC games won: 2	Tino vs Roger winnerB games won: 0 winnerD games won: 2	Scott vs Bernie loserA games won: 0 loserC games won: 2	Andy vs Jorge loserB games won: 0 loserD games won: 2
	I	J	K	L
3	Derek vs Roger winnerE games won: 1 winnerF games won: 2	Mariano vs Tino loserE games won: 2 loserF games won: 0	Bernie vs Jorge winnerG games won: 2 winnerH games won: 1	Scott vs Andy loserG games won: 1 loserH games won: 2

DETERMINING PLAYER RANKING

1. Rank players by game record. If there are draws, the relative values are: a match win is worth 3, a draw 1, a loss 0.

2. Opponents' win percentage. (Do not use this if the round robin was finished and everyone played everyone else.) For each of the tied players, add up the win percentages of their opponents (if an opponent's win percentage is less than 33%, set it to 33% for this calculation). To calculate player's win percentage, add their wins (and draws, which count as a third of a win) and divide that sum by the total number of games they played, then multiply it by 100.

3. Win resistance (Game win percentage of the people the player defeated). For each win a player has, they get points equal to the number of games that opponent won. Add those points to get win resistance. (Draws are still worth a third of a win.)

4. Opponents' opponents' game win percentage. (Do not use this if the round robin was finished and everyone played everyone else.) Same as step 2, but using opponents' opponents' game wins.

5. Win resistance resistance. For each win a player has, they get points equal to that opponent's win resistance (as calculated in step 2).

6. Random rolls. It's very unlikely that it will come to this.

Sample scenario 3 (from the example 11-person pod at right):

Scott and Mariano are tied for 1st at 5-1-1. They didn't play each other. Next step is opponents' win percentage:

Scott's opponents: 0-7 (33.33%), 1-5-1 (33.33%), 5-2 (71.42%), 2-4-1 (33.33%), 4-3 (57.14%), 5-2 (71.42%), 3-3-1 (47.57%), 49.648%.

Mariano's opponents: 4-3 (57.14%), 3-3-1 (47.57%), 1-6 (33.33%), 4-2-1 (61.86%), 1-5-1 (33.33%), 2-4-1 (33.33%), 5-2 (71.42%), 48.282%.

Scott is 1st, Mariano 2nd.

Bernie and Paul are tied for 3rd. They didn't play each other. Next step is opponents' win percentage:

Bernie's opponents: 3-3-1, 1-6, 4-2-1, 1-5-1, 2-4-1, 5-1-1, 5-1-1, for 21-22-6, 23/49, 46.94%.

Paul's opponents: 4-3, 0-7, 5-1-1, 4-3, 3-3-1, 4-3, 4-2-1, for 24-22-3, 25/49, 51.02%
Paul is 3rd, Bernie 4th.

Tino is 5th. Derek and Roger are tied for 6th.

Roger beat Derek in round 2, so Roger is 6th, Derek 7th.

Sample scenario 2 (from a 6-person pod that went through all the rounds):

Player A 6-4

Player B 6-4

They finished all the rounds, so opponents' win percentage is useless. Next is win resistance. For each of their 6 wins, assign points equal to the wins that opponent had. They both beat each other once, so each gets an initial 6 points.

The other people A beat had 3 wins, 4 wins (beat them twice), 3 wins, and 5 wins.

This gives player A a win resistance score of 6 + 3 + 4 + 4 + 3 + 5 = 25.

The other people B beat had 4 wins (beat them twice), 3 wins (beat them twice), and 4 wins. This gives player B a win resistance score of 6 + 4 + 4 + 3 + 3 + 4 = 24.

The ranking is A, B.

Sample scenario 3 (from a 6-person pod that did not go through all the rounds):

Player A 5-3

Player B 5-3

They did not finish all the rounds, so use opponents' win percentage.

Player A's opponents had records of 5-3 (62.5%), 3-5 (37.5%), 4-4 (50%), and 3-5 (37.5%), for a total of 15-17, or a win percentage of 15/32 (46.875%).

Player B's opponents had records of 5-3 (62.5%), 4-4 (50%), 4-4 (50%), and 3-5 (37.5%), for a total of 16-16, or a win percentage of 16/32 (50%).

The ranking is B, A.

FILLED-OUT SHEET EXAMPLE											11: Best-of-one, each person plays each other person once (11 rounds), 18-minute time limits.		sfmagic101.org	
Name	r1	r2	r3	r4	r5	r6	r7	r8	r9	r10	r11	Record	Deck	1st Pick
Player 01: <u>Scott Brosius</u>	1	W(b)	D	W	W	W	L					5-1-1	W/B	Nezumi Shortfang
Player 02: <u>Tino Martinez</u>	5	W	D	L	L	W	W(b)	W				4-2-1	G/W	Kentaro, the Smiling Cat
Player 03: <u>Derek Jeter</u>	7	L	L	W	W	L	W	W				4-3	G/B	Keiga, the Tide Star
Player 04: <u>Jorge Posada</u>	11	L	L	L	L	W(b)	L	L				1-6	U/B	Ryusei, the Falling Star
Player 05: <u>Mariano Rivera</u>	2	W	D	W	W	W	W	L				5-1-1	R/W	Kokusho, the Evening Star
Player 06: <u>Andy Pettitte</u>	8	W	D	L	W(b)	L	L	W				3-3-1	G/B	Isamaru, Hound of Konda
Player 07: <u>Bernie Williams</u>	4	L	W	W	W	L	W					5-2	U/R	Kuro, Pitlord
Player 08: <u>Roger Clemens</u>	6	L	W	W(b)	L	L	W	W				4-3	B/W	Eight-and-a-half Tails
Player 09: <u>Chuck Knoblauch</u>	9	W	D	W	L	L	L	L				2-4-1	G/B	Time Stop
Player 10: <u>Paul O'Neill</u>	3	W	W(b)	L	W	W	W	L				5-2	U/R	Iwamori of the Open Fist
Player 11: <u>Alfonso Soriano</u>	10	L	D	L	L	L	L	W(b)				1-5-1	U/W/r	Masako, the Humorless

1	1 Scott vs BYE	2 Tino vs 11 Alfonso	3 Derek vs 10 Paul	4 Jorge vs 9 Chuck	5 Mariano vs 8 Roger	6 Andy vs 7 Bernie
2	1 Scott vs 11 Alfonso	10 Paul vs BYE	2 Tino vs 9 Chuck	3 Derek vs 8 Roger	4 Jorge vs 7 Bernie	5 Mariano vs 6 Andy
3	1 Scott vs 10 Paul	9 Chuck vs 11 Alfonso	8 Roger vs BYE	2 Tino vs 7 Bernie	3 Derek vs 6 Andy	4 Jorge vs 5 Mariano
4	1 Scott vs 9 Chuck	8 Roger vs 10 Paul	7 Bernie vs 11 Alfonso	6 Andy vs BYE	2 Tino vs 5 Mariano	3 Derek vs 4 Jorge
5	1 Scott vs 8 Roger	7 Bernie vs 9 Chuck	6 Andy vs 10 Paul	5 Mariano vs 11 Alfonso	4 Jorge vs BYE	2 Tino vs 3 Derek
6	1 Scott vs 7 Bernie	6 Andy vs 8 Roger	5 Mariano vs 9 Chuck	4 Jorge vs 10 Paul	3 Derek vs 11 Alfonso	2 Tino vs BYE
7	1 Scott vs 6 Andy	5 Mariano vs 7 Bernie	4 Jorge vs 8 Roger	3 Derek vs 9 Chuck	2 Tino vs 10 Paul	11 Alfonso vs BYE
8	1 Scott vs 5 Mariano	4 Jorge vs 6 Andy	3 Derek vs 7 Bernie	2 Tino vs 8 Roger	9 Chuck vs BYE	10 Paul vs 11 Alfonso
9	1 Scott vs 4 Jorge	3 Derek vs 5 Mariano	2 Tino vs 6 Andy	7 Bernie vs BYE	8 Roger vs 11 Alfonso	9 Chuck vs 10 Paul
A	1 Scott vs 3 Derek	2 Tino vs 4 Jorge	5 Mariano vs BYE	6 Andy vs 11 Alfonso	7 Bernie vs 10 Paul	8 Roger vs 9 Chuck
B	1 Scott vs 2 Tino	3 Derek vs BYE	4 Jorge vs 11 Alfonso	5 Mariano vs 10 Paul	6 Andy vs 9 Chuck	7 Bernie vs 8 Roger