

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

	Name	Rank	Record		Deck	1st Pick
			r1 game score	r2 game score		
01:						
02:						
03:						
04:						
05:						
06:						
07:						
08:						
09:						
10:						

1	A		B		C		D		E	
	vs		vs		vs		vs		vs	
	1	6	2	7	3	8	4	9	5	10
	games won:___	games won:___	games won:___	games won:___	games won:___	games won:___	games won:___	games won:___	games won:___	games won:___
2	F		G		H		I		J	
	vs		vs		vs		vs		vs	
	winnerA	winnerC	winnerB	winnerD	loserC	winnerE	loserA	loserD	loserB	loserE
	games won:___	games won:___	games won:___	games won:___	games won:___	games won:___	games won:___	games won:___	games won:___	games won:___
3	K		L		M		N		O	
	vs		vs		vs		vs		vs	
	winnerF	winnerG	winnerH	winnerI	winnerJ	loserF	loserG	loserH	loserI	loserJ
	games won:___	games won:___	games won:___	games won:___	games won:___	games won:___	games won:___	games won:___	games won:___	games won:___

There may be two players at 3-0 at the end, and two at 0-3. Use tiebreakers to determine ranking (see overleaf).

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. 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 points 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.

Sample scenaro 2 (from example at right):

Tino, 2-1, 5-4, played a 2-1, a 1-2, and a 1-2.

Jorge, 2-1, 5-4, played a 2-1, a 0-3, and a 2-1

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

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

Chuck, 2-1, 5-4, played a 2-1, a 2-1, and a 3-0

They're all tied on points with six. Tino's opponents have points totals of 6, 3, and 3, totaling 12, divided by 3 is 4. Jorge's opponents have points totals of 6, 3 (because a 0-3 player is counted as 1-2 for OMP), and 6, totaling 15, divided by 3 is 5. Mariano's opponents have points totals of 3, 3 (because a 0-3 player is counted as 1-2 for OMP), and 6, totaling 12, divided by 3 is 4. Bernie's opponents have points totals of 6, 6, and 3 because a 0-3 player is counted as 1-2 for OMP), totaling 15, divided by 3 is 5. Chuck's opponents have points totals of 6, 6, and 9, totaling 21, divided by 3 is 7. Chuck is ahead of the others, while Jorge and Bernie are tied, and Mariano and Tino are tied.

Jorge and Bernie go to game-win percentage, which is the same, and then to Opponent's Game Percentage. Jorge's opponents have game records of 5-4, 2-6, and 5-3, which translate to 5/9 = 55.55%, 2/8 is boosted to 33.33% (the minimum possible for OGP), and 5/8 = 62.5%, totaling 151.71, divided by 3 is 50.57%.

Bernie's opponents have game records of 5-4, 5-4, and 3-6, which translate to 5/9 = 55.55%, 5/9 = 55.55%, and 3/9 = 33.33%, totaling 144.43, divided by 3 is 48.143. Jorge places ahead of Bernie.

Mariano has a game-win percentage of 5/8 = 62.5%, placing ahead of Tino with 5/9 = 55.55%. The order is Chuck, Jorge, Bernie, Mariano, Tino.

FILLED-OUT SHEET EXAMPLE

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



	Name	Rank	r1 game score	r2 game score	r3 game score	Record matches games	Deck	1st Pick
01:	Scott Brosius	⑦	2-0	0-2	1-2	1-2 3-4	U/B/R	Dimir Doppelganger
02:	Tino Martinez	⑥	1-2	2-1	2-1	2-1 5-4	5C	Vulturous Zombie
03:	Derek Jeter	①	2-0	2-0	2-1	3-0 6-1	B/U	Dimir Cutpurse
04:	Jorge Posada	③	1-2	2-1	2-1	2-1 5-4	R/W	vergrown Tomb
05:	Mariano Rivera	⑤	2-0	2-1	1-2	2-1 5-3	W/B/G/u	Necroplasm
06:	Andy Pettitte	⑩	0-2	1-2	1-2	0-3 2-6	G/W/r	Sunforger
07:	Bernie Williams	④	2-1	1-2	2-1	2-1 5-4	G/B/u	Circu, Dimir Lobotomist
08:	Roger Clemens	⑨	1-2	1-2	1-2	0-3 3-6	G/W/b	Loxodon Hierarch
09:	Chuck Knoblauch	②	2-1	2-1	1-2	2-1 5-4	R/W/g	Char
10:	Paul O'Neill	⑧	0-2	0-2	2-1	1-2 2-5	B/U/g	Dimir Doppelganger

	A		B		C		D		E																		
1	Scott	vs	Andy	Tino	vs	Bernie	Derek	vs	Roger	Jorge	vs	Chuck	Mariano	vs	Paul												
	1		6	2		1	7		2	3		2	8		1	4		1	9		2	5		2	10		0
	games won: 2		games won: 0		games won: 1		games won: 2		games won: 2		games won: 1		games won: 2		games won: 1		games won: 2		games won: 2		games won: 2		games won: 1		games won: 0		
	F		G		H		I		J																		
2	Scott	vs	Derek	Bernie	vs	Chuck	Roger	vs	Mariano	Andy	vs	Jorge	Tino	vs	Paul												
	winnerA		winnerC	winnerB		winnerD	loserC		winnerE	loserA		loserD	loserB		loserE												
	games won: 0		games won: 2	games won: 1		games won: 2	games won: 1		games won: 2	games won: 1		games won: 2	games won: 2		games won: 1												
	K		L		M		N		O																		
3	Derek	vs	Chuck	Mariano	vs	Jorge	Tino	vs	Scott	Bernie	vs	Roger	Andy	vs	Paul												
	winnerF		winnerG	winnerH		winnerI	winnerJ		loserF	loserG		loserH	loserI		loserJ												
	games won: 2		games won: 1	games won: 1		games won: 2	games won: 2		games won: 1	games won: 2		games won: 1	games won: 1		games won: 2												

There may be two players at 3-0 at the end, and two at 0-3. Use tiebreakers to determine ranking (see left).