

Single Elimination Tree

1. Commonly known as "Sweet 16" or "Sweet 8", entry is often determined by a Round Robin or other tourney format, with either 4, 8 or 16 fighters being seeded into the "Sweet" tournament, usually by highest number of wins.

2. Seeding the Tournament

Confirm with the MIC - but commonly, pairing is done top to bottom.

Fighter 1: person entering with the highest wins from the preceding tourney

Fighter 2: person entering with the second wins from the preceding tourney and so on, until you reach

Fighter 16: person entering with the lowest wins from the preceding tourney

If there is a tie, confirm with the MIC how the tied fighters should be seeded fighting rank, e.g., a Knight would come before a squire, a Don before a cadet alphabetically by SCA name

3. Enter the pairings on the first round. If it's seeded in order of wins, and paired top to bottom, then

Fighter 1 meets fighter 16

Fighter 2 meets fighter 15

Round

1	
16	

4. When the bouts are reported, the victor would be written into the next tourney bracket.

Round

1	Guido
16	Warrick

2	Godfrey
15	Kian

Quarter Finals

Guido
Godfrey

5. Step 4 is reported until the final bout has been fought.

Event/Tourney: _____

Date: _____

Field: _____

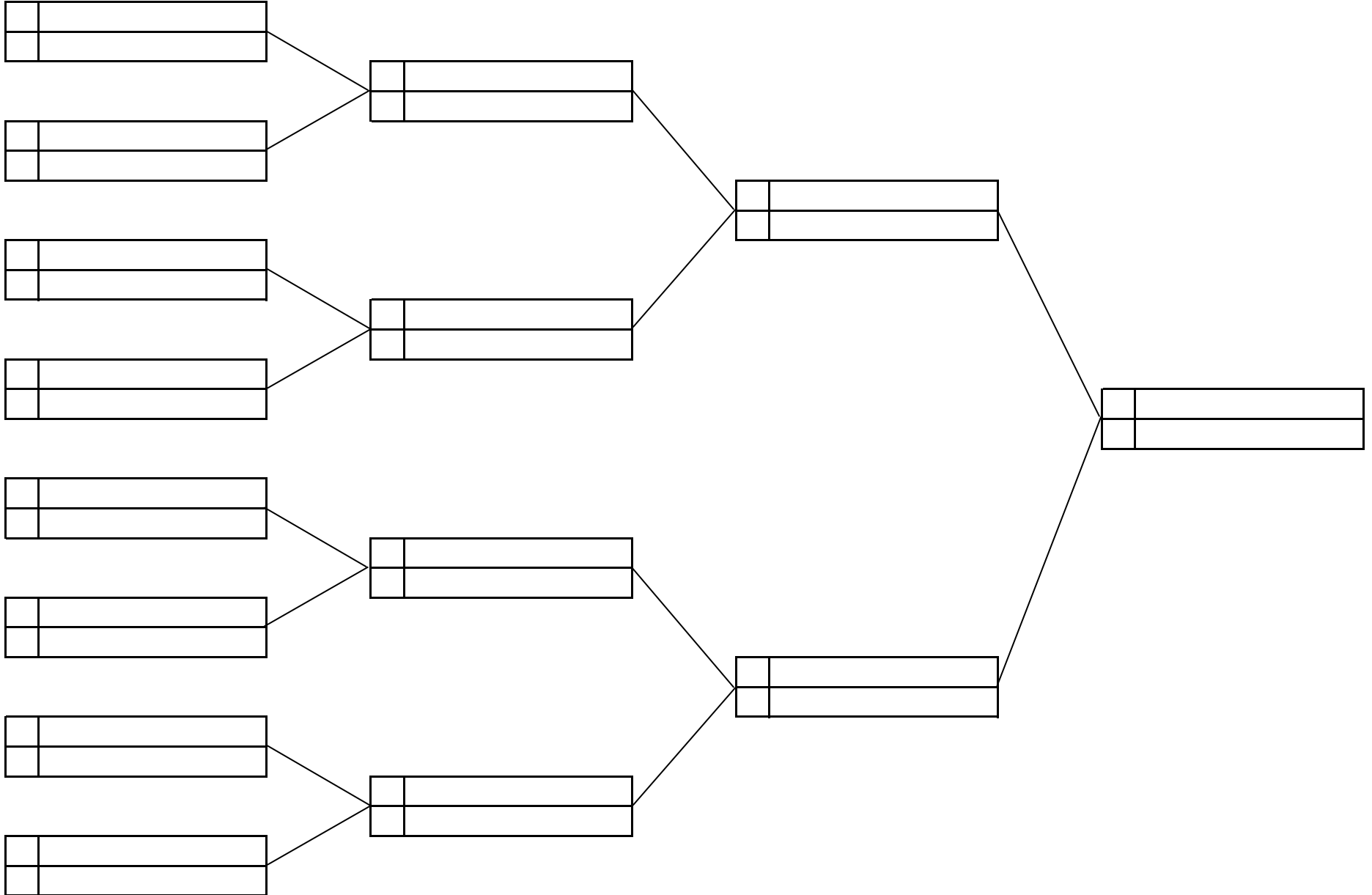
Lists Kept By: _____

Round

Quarter Finals

Semi-Finals

Finals



Event/Tourney: _____
Date: _____

Field: _____
Lists Kept By: _____

Quarter Finals

Semi-Finals

Finals

