All Things List Field presents:

Round-Robins!

by Duchess Kaylah the Cheerful, MSCA, MoD, OP
A Handbook for those who Love a Well Run List

Winter 2026

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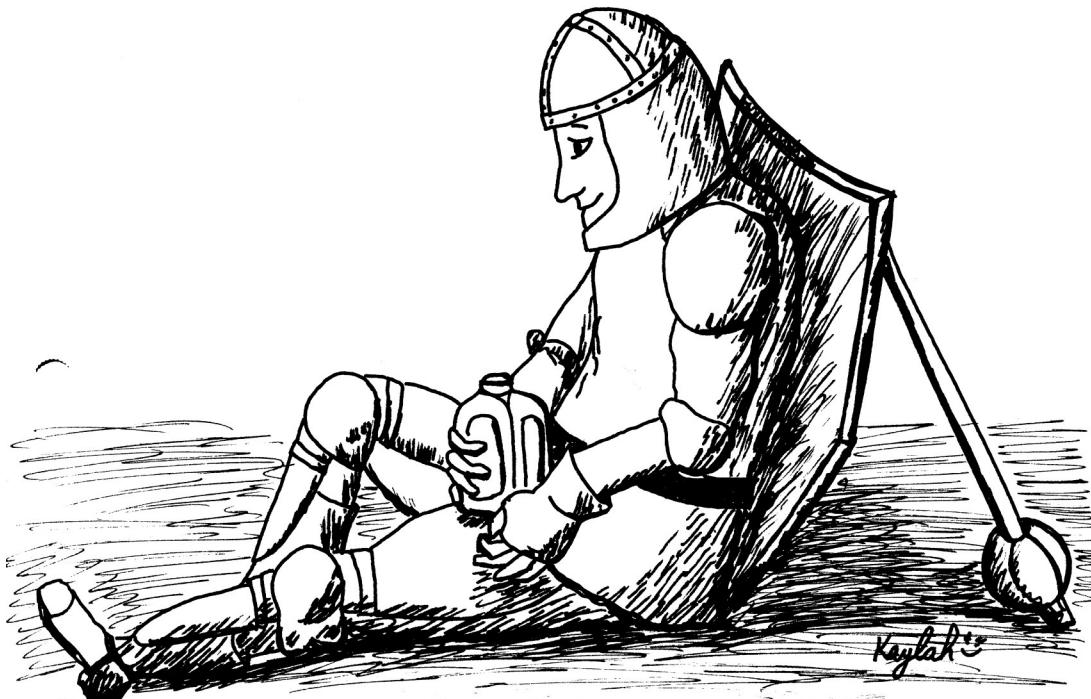
"Fighter Couchant" is a popular heraldic position after "Fighter Rampant"

First published on actual paper in 1991.
Revised regularly for the past 3 decades.
Major revision and updating 2026.

It's the eternal quest for perfect tournament lists!

Round-Robins : Everyone Fights - A Lot!
Table of Contents:

All Things List Field: Introduction

I love combat. Fencing, fighting, fun!

Round-Robins let you fight everyone!

But list table beware: it can be challenging to keep up with the flow of excited fighters reporting the results of their bouts. And inquiring about who they still need to fight.

The purpose of this manual is to give you the tools to keep the good times rolling, while accurately recording the efforts of the combatants who have participated in good faith. Those combatants are eagerly anticipating an accurate accounting!

In this manual you will find pre-set fight schedules for formal tournaments, and of course you can always run a casual round-robin where the fighters decide who to fight in what order and only need report to you for recording.

Enjoy your tournaments!

In Service,
Kaylah

Parallax   by Duchess Kaylah the Cheerful

Victoria's secret.
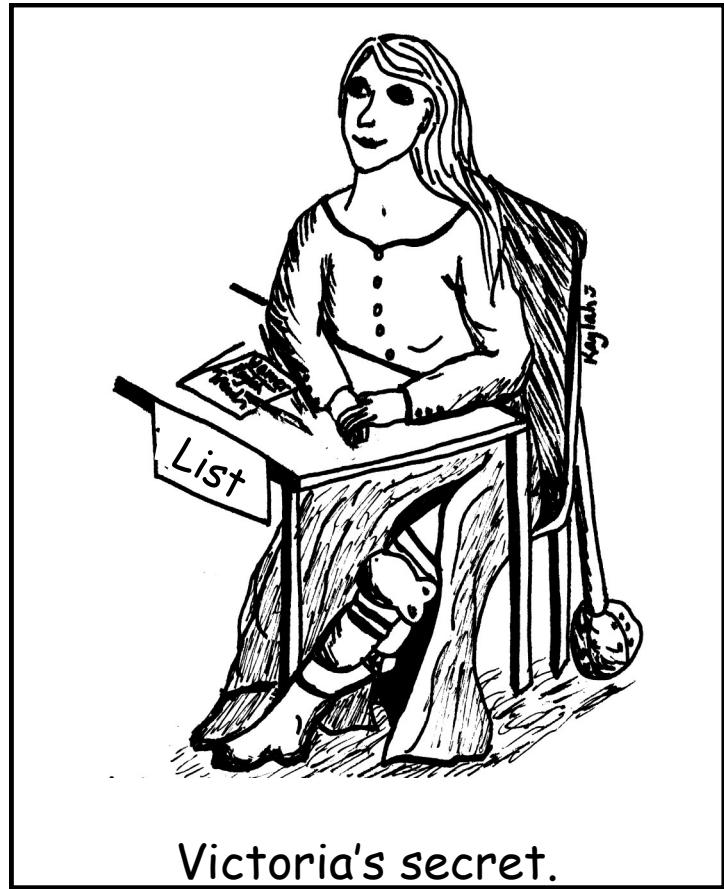
Accessibility

The list field is a busy place. Participants are eager to know what is going on with the tournament. The more the fighter knows about how the tournament is proceeding, the more smoothly it will go.

Visual Accessibility:

When possible, use a **black Sharpie Marker** to fill in the trees, grids and scorecards.

The larger you can neatly print, the better!

Fighters are not wearing their reading glasses!

Hearing Accessibility:

Always announce the "Called to the Lists" in the traditional order.

Always announce the "Salutes" in the traditional order.

Avoid speaking and spinning at the same time. Limit your words to only what is necessary.

When possible, the field herald should face the participants and speak directly to the participants who are up next.

Fighters are not wearing their hearing aides, the hall is noisy, the helmet is well padded with foam.

Parallax   by Duchess Kaylah the Cheerful

Old age happens to us all.
Polishing your helm
with joint pain remedy
only happens to a few.
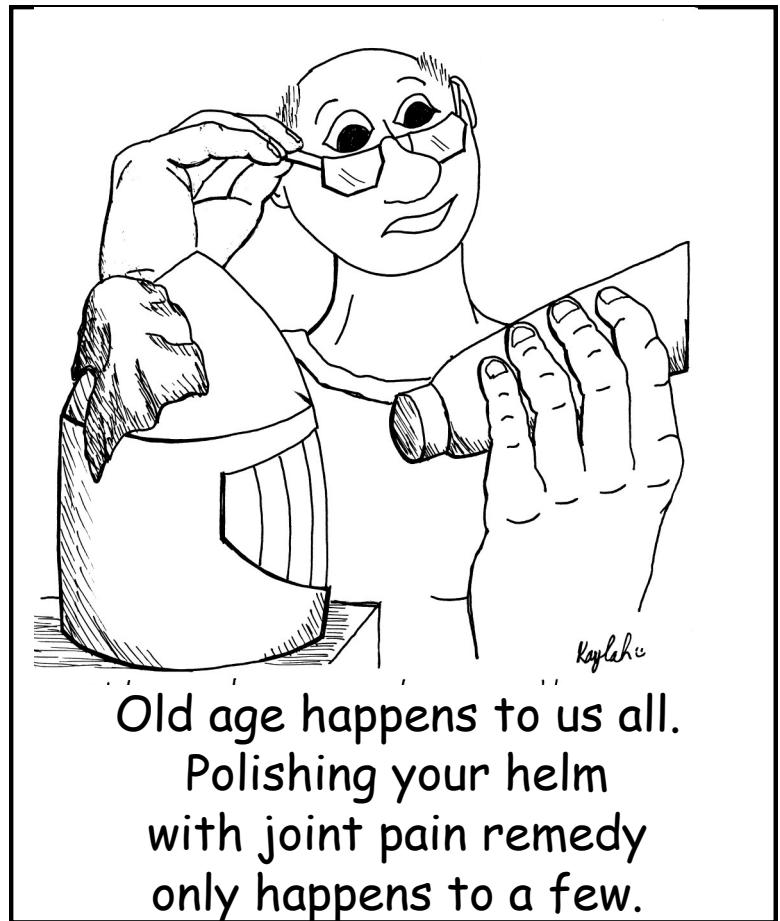
Get Thee a Field Herald

Formal Round-Robin: Using a pre-set Fight Schedule

A Field Herald is only necessary for a formal Round-Robin, where the fighters are following a pre-set Fight Schedule. In that case, the fighters need to be called to the list, the same as with a double elimination tournament style. See "Cheat Sheet Cards" on the next page.

Casual Round-Robin: Record a "Fight Record"

For a casual Round-robin, where the fighters choose their own opponents at their own pace, a field herald is not necessary.

The fighters will report the results of their fight to the list.

The list staff write it down, creating a "Fight Record". That looks just like a fight schedule, but it's created during the tournament. The Fight Record is very useful for double checking the results, and gives the list staff time to fill in the grid in a more leisurely fashion.

Ideally, the list table should have a minimum of two persons: one for the "Fight-Record" and one for the Grid.

Making Salutes:

All tournament should be started with Salutes!

The field herald usually calls the salutes in the first round as well as the semi-final and final rounds as it lends more formality, pomp and circumstance to those glorious rounds.

The marshal may call "Make what salutes you may." in the middle rounds.

The ritual salutes are as follows: * It is important to call the salutes in order. The fighters have foam in their ears, the hall is loud, and we are not wearing our hearing aides.

1.Please **Salute the Crown of Ealdormere.**

2.Please **Salute the one who inspires you today.**

3.Please **Salute your most noble opponent.**

After the salutes, the marshal may ask if the fighters bear any offensive steel.
Then the marshal will call "On your guards, lay on".
The field herald does Not call the "lay on", that is the marshal's responsibility.

The Field Herald's Reference Sheet

Calling:

The field herald will call three sets of names. The standard formula for calling the list is as follows:

1.**"Called to the List":** fighters **names** entering the list <u>right now</u>

2.**"On Deck":** fighters **names** standing ready because they are <u>up next</u>

3.**"Preparing to Arm":** fighters **names** who will be up soon, <u>get ready</u>

Making Salutes:

The ritual salutes are as follows:

1.Please **Salute the Crown of Ealdormere**.

2.Please **Salute the one who inspires you today.**

3.Please **Salute your most noble opponent**.

After the salutes, the marshal will may ask if the fighters bear any offensive steel.

Then the marshal will call "On your guards, lay on".

The field herald does Not call the "lay on", that is the marshal's responsibility.

What's in a Name? Keep it Simple!

For the first round, semi-finals and finals, the full name and titles of the combatants can be used.
In the finals, the names of the consorts can also be mentioned.

The rest of the time, calling the list is for purely for function. Help the list run smoothly!

Use title and first name.
Note: In the case of Japanese personas, their personal name is listed last.

An example of a title really helping in a noisy hall: Two similar names for fighters
"On deck: Duke Trum*brand*"
"Preparing to arm: Sir *Brand*"

An example of *don't do this :* "Preparing to arm: Duke Trumbrand for Duchess Kaylah"
This is very confusing, as both combatant and consort are in the tourney.
Even if the consort isn't in the tourney, extra words are just clutter the message.
Remember: calling the list should be functional.

Tournament Sign Up

	Auth. Card	Inspection		Auth. Card	Inspection
1.			22.		
2.			23.		
3.			24.		
4.			25.		
5.			26.		
6.			27.		
7.			28.		
8.			29.		
9.			30.		
10.			31.		
11.			32.		
12.			33.		
13.			34.		
14.			35.		
15.			36.		
16.			37.		
17.			38.		
18.			39.		
19.			40.		
20.			41.		
21.			42.		

Round - Robin Tournaments

Round-robin tournaments may be one of the most fun ways to meet new combatants, test your mettle and stretch your comfort zone.

Each person will fight every single other person in the tournament!

It's definitely worth putting on your armour : lots of fighting and a wide of variety of opponents!

Round-robin tournaments can also be used to select the top fighters who will advance to a seeded list tree.

How to Run A Round-Robin Tournament

Casual Round-Robin: Participants find each other over the course of the allotted time, fighting at their own pace and choosing whom they will face next. It becomes a big game of "got him, got him, need him, got him…" Want to fight three in a row? Sure! Need to take a break? Sure! Want to start out with that big Duke while you're still fresh? Sure! It's up to the fighters to select their opponents, all they have to do is report the results to the list table. ***Write each fight down as they come in - circle the winner!*** Creating a Fight Record will help a lot when things are coming in fast and furious, and also acts as a double check against the accuracy of the grid.

Formal Round-Robin: Pre-set fights for formal tournaments, such as Crown, ensure that every fighter fights every single round, and opponents are matched in a predetermined manner.

a) Random Draw: The highest ranking person draws the names.
Write the number on each card as it is drawn.

b) Sequential List of Bouts is Created: Using the bout grid, the list table creates a fight schedule.
    In the example below, you can see how the bout grid is used to create the fight schedule.

**** Take the time to fill in the Fight Schedule completely <u>before</u> starting the tourney!******

Grid for Converting to Fight Schedule		
<u>4-person</u> <u>Round-robin</u>	Bout One	Bout Two
1st Round	1 vs 2	3 vs 4
2nd Round	1 vs 3	2 vs 4
3rd Round	1 vs 4	2 vs 3

4-Person Round-robin Fight Schedule
1st Round: 1. _____ vs. 2. _____
                3. _____ vs. 4. _____
2nd Round: 1. _____ vs. 3. _____
                2. _____ vs. 4. _____
3rd Round: 1. _____ vs. 4. _____
                2. _____ vs. 3. _____

4-Person Round-robin Fight Schedule
1st Round: 1. Bob vs. 2. Mary
                3. John vs. 4. Robin

2nd Round: 1. Bob vs. 3. John
                2. Mary vs. 4. Robin
3rd Round: 1. Bob vs. 4. Robin
                2. Mary vs. 3. John

Recording the Results: Whether the tournament is casual or formal, the recording is the same.
Circle the winner on the fight schedule. Enter a W or an L in the correct space on the score grid.

4-Person Round-robin Fight Schedule
1st Round: 1. Bob   vs. 2. Mary
                3. John vs. 4. Robin

2nd Round: 1. Bob vs. 3. John
                2. Mary vs. 4. Robin

3rd Round: 1. Bob vs. 4. Robin
                2. Mary vs. 3. John

Opponent →
Fighter ↓

	Bob	Mary	John	Robin	Total Wins
1. Bob	▨	L	W	L	1 win for Bob
2. Mary	W	▨	W	W	3 wins for Mary
3. John	L	L	▨	L	0 wins for John
4. Robin	W	L	W	▨	2 wins for Robin

Score Grid

Scoring on the grid can be hectic when the fight results are coming in fast.
Use a ruler or a <u>carpenter's square</u> to ensure you're on the correct lines.
Use a fight schedule for a formal tourney.

For a casual tourney, create a "Fight Record": **write down each fight as it is reported, circle the winner**.   This acts as a double check to avoid list table error.

Round - Robin Score Grid : Every fight has 2 fighters. Record both the Win (W) **and** the Loss (L).

Opponent's Name →

Fighter	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12	13.	14.	15.	16.	17.	18.	19.	20.	Total # Wins:
1.	▓																				
2.		▓																			
3.			▓																		
4.				▓																	
5.					▓																
6.						▓															
7.							▓														
8.								▓													
9.									▓												
10.										▓											
11.											▓										
12.												▓									
13.													▓								
14.														▓							
15.															▓						
16.																▓					
17.																	▓				
18.																		▓			
19.																			▓		
20.																				▓	

Opponent →

Fighter →

6 Person Round - Robin

For your convenience, I have converted the grid to a schedule as illustrated below. The grid is simply included for those of you who would like to see how the Schedule is calculated.
You know who you are - you love to do the math!

6-man Round-robin Bout Grid

	Bout One	Bout Two	Bout Three
1st Round	1 vs 2	3 vs 4	5 vs 6
2nd Round	1 vs 3	2 vs 5	4vs 6
3rd Round	1 vs 4	3vs 5	2 vs 6
4th Round	1vs 5	2 vs 4	3 vs 6
5th Round	2 vs 3	4vs 5	1 vs 6

6–person Round-robin Fight Schedule

Write each fighter's name next to their randomly drawn number.
Circle the winner of each fight. Then fill in the score grid with a W or L.

1st Round
1. _____ vs. 2. _____
3. _____ vs. 4. _____
5. _____ vs. 6. _____

2nd Round
1. _____ vs. 3. _____
2. _____ vs. 5. _____
4. _____ vs. 6. _____

3rd Round
1. _____ vs. 4. _____
3. _____ vs. 5. _____
2. _____ vs. 6. _____

4th Round
1. _____ vs. 5. _____
2. _____ vs. 4. _____
3. _____ vs. 6. _____

5th Round
2. _____ vs. 3. _____
4. _____ vs. 5. _____
1. _____ vs. 6. _____

8 Person Round - Robin

For your convenience, I have converted the grid to a schedule as illustrated below. The grid is simply included for those of you who would like to see how the Schedule is calculated.
You know who you are - you love to do the math!

8-person Round-robin Bout Grid

	Bout One	Bout Two	Bout Three	Bout Four
1st Round	1 vs 2	3 vs 4	5 vs 6	7 vs 8
2ndRound	1 vs 3	2 vs 4	5 vs 7	6 vs 8
3rd Round	1 vs 4	2 vs 3	6 vs 7	5 vs 8
4th Round	2 vs 6	1 vs 5	3 vs 7	4 vs 8
5th Round	1 vs 6	2 vs 5	4 vs 7	3 vs 8
6th Round	1 vs 7	3 vs 5	4 vs 6	2 vs 8
7th Round	3 vs 6	4 vs 5	2 vs 7	1 vs 8

8–person Round-robin Fight Schedule

Write each fighter's name next to their randomly drawn number.
Circle the winner of each fight. Then fill in the score grid with a W or L .

1st Round
1. _____ vs. 2. _____
3. _____ vs. 4. _____
5. _____ vs. 6. _____
7. _____ vs. 8. _____

2nd Round
1. _____ vs. 3. _____
2. _____ vs. 4. _____
5. _____ vs. 7. _____
6. _____ vs. 8. _____

3rd Round
1. _____ vs. 4. _____
2. _____ vs. 3. _____
6. _____ vs. 7. _____
5. _____ vs. 8. _____

4th Round
2. _____ vs. 6. _____
1. _____ vs. 5. _____
3. _____ vs. 7. _____
4. _____ vs. 8. _____

5th Round
1. _____ vs. 6. _____
2. _____ vs. 5. _____
4. _____ vs. 7. _____
3. _____ vs. 8. _____

6th Round
1. _____ vs. 7. _____
3. _____ vs. 5. _____
4. _____ vs. 6. _____
2. _____ vs. 8. _____

7th Round
3. _____ vs. 6. _____
4. _____ vs. 5. _____
2. _____ vs. 7. _____
1. _____ vs. 8. _____

10 Man Round - Robin

10 –man Round-robin Fight Schedule : Write each fighter's name next to their randomly drawn number. Circle the winner of each fight. Then fill in the score grid with a W or L .

1st Round

1. _____ vs. 2. _____
3. _____ vs. 4. _____
5. _____ vs. 6. _____
7. _____ vs. 8. _____
9. _____ vs. 10. _____

2nd Round

1. _____ vs. 3. _____
2. _____ vs. 4. _____
5. _____ vs. 7. _____
6. _____ vs. 9. _____
8._____ vs. 10. _____

3rd Round

1. _____ vs. 4. _____
2. _____ vs. 5. _____
3. _____ vs. 6. _____
8. _____ vs. 9. _____
7._____ vs. 10. _____

4th Round

1. _____ vs. 5. _____
2. _____ vs. 3. _____
4. _____ vs. 8. _____
7. _____ vs. 9. _____
6._____ vs. 10. _____

5th Round

2. _____ vs. 7. _____
1. _____ vs. 6. _____
3. _____ vs. 8. _____
4. _____ vs. 9. _____
5._____ vs. 10. _____

6th Round

1. _____ vs. 7. _____
2. _____ vs. 6. _____
3. _____ vs. 9. _____
5. _____ vs. 8. _____
4._____ vs. 10. _____

7th Round

1. _____ vs. 8. _____
2. _____ vs. 9. _____
4. _____ vs. 5. _____
6. _____ vs. 7. _____
3._____ vs. 10. _____

8th Round

1. _____ vs. 9. _____
3. _____ vs. 5. _____
4. _____ vs. 7. _____
6. _____ vs. 8. _____
2._____ vs. 10 ._____

9th Round

3. _____ vs. 7. _____
4. _____ vs. 6. _____
1. _____ vs. 10. _____
2. _____ vs. 8. _____
5._____ vs. 9._____

12 Man Round - Robin

12 –man Round-robin Fight Schedule : Circle the winner of each fight. Fill in the score grid with a W or L .

1st Round

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

2nd Round

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

3rd Round

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

4th Round

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

5th Round

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

6th Round

2. _____ vs. 10. _____
1. _____ vs. 7. _____
3. _____ vs. 8. _____

6th Round continued

4. _____ vs. 9. _____
5. _____ vs. 11._____
6. _____ vs. 12._____

7th Round

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

8th Round

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

9th Round

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

10th Round

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

11th Round

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

14 Person Round - Robin

14 –person Round-robin Fight Schedule : Write each fighter's name next to their randomly drawn number. Circle the winner of each fight. Fill in the score grid with a W or L .

1st Round
1. _____ vs. 2. _____
3. _____ vs. 4. _____
5. _____ vs. 6. _____
7. _____ vs. 8. _____
9. _____ vs. 10. _____
11. _____ vs. 12._____
13. _____ vs. 14._____

2nd Round
1. _____ vs. 3. _____
2. _____ vs. 4. _____
5. _____ vs. 7. _____
6. _____ vs. 8. _____
9._____ vs. 11. _____
10. _____ vs. 13. _____
12. _____ vs. 14. _____

3rd Round
1. _____ vs. 4. _____
2. _____ vs. 3. _____
5. _____ vs. 8. _____
6. _____ vs. 9. _____
7._____ vs. 10. _____
12. _____ vs. 13. _____
11. _____ vs. 14. _____

4th Round
1. _____ vs. 5. _____
2. _____ vs. 6. _____
3. _____ vs. 7. _____
8. _____ vs. 9. _____
11._____ vs. 13._____
4. _____ vs. 12. _____
10. _____ vs. 14._____

5th Round
1. _____ vs. 6. _____
2. _____ vs. 5. _____
3. _____ vs. 12. _____
4. _____ vs. 7. _____
10._____ vs. 11. _____
8. _____ vs. 13._____
9. _____ vs. 14. _____

6th Round
1. _____ vs. 7. _____
2. _____ vs. 11._____
3. _____ vs. 5_ _____
4. _____ vs. 10. _____
6._____ vs. 12. _____
9. _____ vs. 13. _____
8. _____ vs. 14._____

7th Round
1. _____ vs. 8._____
2. _____ vs. 12._____
3. _____ vs. 10._____
4. _____ vs. 9._____
5._____ vs. 11._____
6. _____ vs. 13._____
7. _____ vs. 14._____

8th Round
1. _____ vs. 9. _____
3. _____ vs. 8. _____
5. _____ vs. 12. _____
2. _____ vs. 10._____
4._____ vs. 11. _____
7. _____ vs. 13._____
6. _____ vs. 14._____

9th Round
1. _____ vs. 10._____
4. _____ vs. 5._____
6. _____ vs. 7._____
8. _____ vs. 11._____
9._____ vs. 12._____
2. _____ vs. 13._____
3. _____ vs. 14._____

10th Round
1. _____ vs. 11._____
3. _____ vs. 9._____
2. _____ vs. 8._____
6. _____ vs. 10. _____
7. _____ vs. 12._____
4. _____ vs. 13._____
5. _____ vs. 14._____

11th Round
1. _____ vs. 12._____
2. _____ vs. 9._____
3. _____ vs. 6._____
7. _____ vs. 11._____
8._____ vs. 10._____
5._____ vs. 13._____
4. _____ vs. 14._____

12th Round
1. _____ vs. 13._____
3. _____ vs. 11._____
4. _____ vs. 6._____
7. _____ vs. 9. _____
5. _____ vs. 10._____
8. _____ vs. 12._____
2. _____ vs. 14._____

13th Round
3. _____ vs. 13._____
4. _____ vs. 8. _____
2. _____ vs. 7._____
5. _____ vs. 9. _____
6. _____ vs. 11._____
10. _____ vs. 12._____
1. _____ vs. 14._____

16 Man Round - Robin

16 –man Round-robin Fight Schedule : Circle the winner of each fight. Fill in the score grid with a W or L .

1st Round
1. _____ vs. 2. _____
3. _____ vs. 4. _____
5. _____ vs. 6. _____
7. _____ vs. 8. _____
9. _____ vs. 10. _____
11. _____ vs. 12. _____
13. _____ vs. 14. _____
15. _____ vs. 16. _____

2nd Round
1. _____ vs. 3. _____
2. _____ vs. 4. _____
5. _____ vs. 7. _____
6. _____ vs. 8. _____
9. _____ vs. 11. _____
10. _____ vs. 12. _____
13. _____ vs. 15. _____
14. _____ vs. 16. _____

3rd Round
1. _____ vs. 4. _____
2. _____ vs. 5. _____
3. _____ vs. 6. _____
7. _____ vs. 9. _____
8. _____ vs. 10. _____
12. _____ vs. 14. _____
11. _____ vs. 15. _____
13. _____ vs. 16. _____

4th Round
1. _____ vs. 5. _____
2. _____ vs. 6. _____
3. _____ vs. 7. _____
4. _____ vs. 8. _____
9. _____ vs. 15. _____
10. _____ vs. 13. _____
11. _____ vs. 14. _____
12. _____ vs. 16. _____

5th Round
1. _____ vs. 6. _____
2. _____ vs. 7. _____
3. _____ vs. 8. _____
4. _____ vs. 9. _____
5. _____ vs. 10. _____
12. _____ vs. 13. _____
14. _____ vs. 15. _____
11. _____ vs. 16. _____

6th Round
1. _____ vs. 7. _____
2. _____ vs. 3. _____
4. _____ vs. 5 _____
6. _____ vs. 14. _____
8. _____ vs. 9. _____
11. _____ vs. 13. _____
12. _____ vs. 15. _____
10. _____ vs. 16. _____

7th Round
1. _____ vs. 9. _____
4. _____ vs. 6. _____
3. _____ vs. 13. _____
5. _____ vs. 15. _____
7. _____ vs. 12. _____
10. _____ vs. 14. _____
2. _____ vs. 11. _____
8. _____ vs. 16. _____

8th Round
1. _____ vs. 10. _____
2. _____ vs. 15. _____
3. _____ vs. 11. _____
4. _____ vs. 13. _____
5. _____ vs. 12. _____
6. _____ vs. 9. _____
8. _____ vs. 14. _____
7. _____ vs. 16. _____

9th Round
1. _____ vs. 8. _____
3. _____ vs. 12. _____
4. _____ vs. 15. _____
5. _____ vs. 11. _____
6. _____ vs. 10. _____
7. _____ vs. 13. _____
9. _____ vs. 14. _____
2. _____ vs. 16. _____

10th Round
1. _____ vs. 14. _____
2. _____ vs. 13. _____
3. _____ vs. 5. _____
4. _____ vs. 7. _____
6. _____ vs. 11. _____
8. _____ vs. 12. _____
10. _____ vs. 15. _____
9. _____ vs. 16. _____

11th Round
1. _____ vs. 11. _____
2. _____ vs. 12. _____
3. _____ vs. 9. _____
4. _____ vs. 10. _____
5. _____ vs. 13. _____
7. _____ vs. 14. _____
8. _____ vs. 15. _____
6. _____ vs. 16. _____

12th Round
1. _____ vs. 12. _____
2. _____ vs. 8. _____
6. _____ vs. 7. _____
4. _____ vs. 14. _____
10. _____ vs. 11. _____
9. _____ vs. 13. _____
3. _____ vs. 15. _____
5. _____ vs. 16. _____

13th Round
1. _____ vs. 13. _____
5. _____ vs. 8. _____
7. _____ vs. 11. _____
2. _____ vs. 10. _____
9. _____ vs. 12. _____
6. _____ vs. 15. _____
3. _____ vs. 14. _____
4. _____ vs. 16. _____

14th Round
1. _____ vs. 15. _____
2. _____ vs. 9. _____
4. _____ vs. 11. _____
5. _____ vs. 14. _____
6. _____ vs. 12. _____
7. _____ vs. 10. _____
8. _____ vs. 13. _____
3. _____ vs. 16. _____

15th Round
2. _____ vs. 14. _____
3. _____ vs. 10. _____
4. _____ vs. 12. _____
8. _____ vs. 11. _____
6. _____ vs. 13. _____
7. _____ vs. 15. _____
5. _____ vs. 9. _____
1. _____ vs. 16. _____

Trouble-Shooting Guide and FAQs for Round-Robin Tournaments

Too many participants?	See options for "shark pools" included in this manual. Consider adding a semi-finals and finals round to integrate those two pools.
What if I have an uneven number? (ie. 7, 9, 11)	Use the chart for the even number that is one higher, (8,10,12)
	Instead of drawing a name to assign to the highest number, assign either a "bye" or a "rest".
	If you're pressed for time, or every single fighter is in the tournament, use the "rest" and don't fight the "byes". No one likes fighting a bye with someone they will later actually fight in the tournament.
	If you have extra people standing around who aren't in the tournament, and you have the time, run the "byes" because more fighting = more fun!
What if someone drops out partway through the tournament?	This can really affect the score! It is essential to remove the drop-out's tally, event though it will be frustrating to folks who have already expended energy on fighting the drop-out.
	Strike a line through the drop-out's grid spaces. Nobody counts either their W or their L against that opponent.
The results are coming in so quickly! I can't keep up on the Score Grid!	Always run a list with a buddy! Or two… Don't panic! Just **circle the winner's name on the fighting schedule** and fill in the Grid when you have a moment.
	If you don't have a formal fight schedule, write down the names or numbers of each fighter that reports and circle the winner. Now you have created your own fight schedule, and can refer to it later to fill in the grid.
	Also, it really helps to have a ruler too. **Better yet, use a carpenter's square!**
A fighter has just finished a bout, and they are on deck again. They want to rest.	Depending on how fast the tournament is going, or if it's very hot day, fighters can get fatigued.
	If a fighter <u>really</u> needs a rest, just hold off on their fight. Let another pair go ahead.
	However… if the fight is delayed too long, the fight schedule backs up and that fighter will end up with multiple back-to-back fights towards the end of the tournament.
How do I calculate the number of fights in a round-robin tournament?	The number of fights = (# of fighters -1) x (# of fighters / 2) For a 10 person tournament: # of fights equals: = (10 -1) x (10/2) $\qquad\qquad\qquad$ = 9 x 5 $\qquad\qquad\qquad$ = 45 fights total
How are numbers assigned? How do I remember which number was assigned to which fighter?	Put a piece of tape on each fighter's helm. Write the number in marker.
	In a formal tourney, the royalty or other VIP randomly draws the cards and hands them to you. Write the correct number on the cards as you go, then issue matching tape numbers.
	For an informal tourney, use the number from the sign-up sheet.

Help! I Have One Too Many Participants!

Beware having too many participants.

Look at the number of fighters. How much time you have for the tourney? How many list fields can run all at once? How are the weather conditions? If it's really hot or cold, a shorter tourney is safest.

With regards to numbers: if there are more than 20 participants, divide up into two "shark pools". Hopefully there is space for two list fields (minimum).
The top two scores from each pool move on for a semi-finals and finals.

A shark pool of 10 fighters gives everyone 9 fights, plus a few more for the finalists.

While I have included an expansion for up to 20 participants, it is rare that many folks will be able to complete the tournament. That's 19 fights per person! Exhausting!
Inevitably, some participants will drop out before fighting all 19 challengers, leading to sadness all around.

Best 2 of 3 fights is an option for the semis & finals.

However, the participants may be exhausted and prefer just "One and Done"

Semi-finals best 2 of 3

Pool #1_____vs. Pool #2_____

1. _____
2. _____
3. _____

Semi-finals best 2 of 3

Pool #1_____vs. Pool #2_____

1. _____
2. _____
3. _____

Finalist #1

Finalist #2

Finals: Best 2 of 3 Sets

1. _____

2. _____

3. _____

Victor
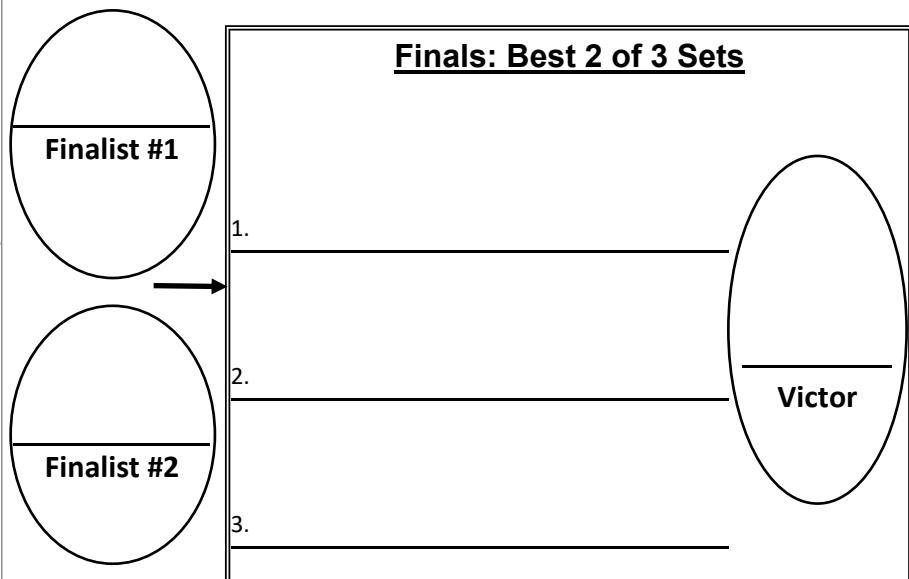
Shrewsbury Circle : Scoring Sheet

In the Circle Center: **Challenger**

Around the edges of the Circle **Defender** ⟶

Challenger Total

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.										
2.										
3.										
4.										
5.										
6.										
7.										
8.										
9.										
10.										

Shrewsbury Circle

This fun circular tournament is a bit like a round-robin. Everyone gets to fight everyone! Because the Challenger is in one long continuous position of action, recommended maximum is a circle of 10 participants. If you have more than ten, simply form two circles and then have a semi-finals & finals with the top scores for each circle.

How to run a Shrewsbury Circle Tournament

Note: all participants will keep their helms on, and weapons ready to use throughout this tournament.

1. Form a circle (or two) on the fighting field. This is the list field, using people instead of ropes. The circle should be large enough to accommodate a good fight.

2. Person #1 enters the circle. They are the Challenger.

3. Person #2 joins them in the circle. Person #2 is the Defender. Fight. Record Person #1's result (W or L).

4. Person #2 returns to their place in the circle. Now Person #3 enters the circle to fight Person #1.

5. Continue until Person #1 has fought everyone in the circle.

6. After fighting everyone in the circle, Person #1 returns to their place in the circle, and Person #2 enters as the Challenger. They will fight Person #3.

Person #1 gets to rest a bit while Person #2 goes around the circle, but eventually, Person #1 will fight Person #2 as they complete the circle.

6. Repeat until everyone has had a turn as the Center Challenger.

Shrewsbury Circle Example Scoring:

Score straight across as each Center Challenger goes around the circle.
The Defender does not get any marks in the tally sheet.

Circle **Defender** ⟶

Circle Center Challenger		Battle Bob	Squire Suzy	Lady Mary	Sir Invincible	Master Fred	Total
	Battle Bob		L	L	L	L	0
	Squire Suzy	L		W	L	W	2
	Lady Mary	L	W		L	W	2
	Sir Invincible	W	W	W		W	4
	Master Fred	W	W	W	L		3

Unlike the standard round-robin, do not mark the scores twice.
In the example, note that Battle Bob lost to Squire Suzy in the first round of the circle when it was his turn in the center as Challenger. But when it was Squire Suzy's turn as Challenger, Battle Bob defended and won.
Poor Battle Bob did not win any of his fights in the center, but as a Circle Defender he did great, causing two of the Challengers to record a Loss.