All Things List Field presents:

Double Elimination: The Gold Standard of Tournaments

A Handbook for those who Love a Well Run List

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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!

Double Elimination: The Gold Standard of Tournaments

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Clip art of Gold Stars on the cover: https://clipart-library.com/free/transparent-gold-stars.html

All Things List Field: Introduction

I love combat. Fencing, fighting, fun!

You know what's not fun? Standing around and waiting to fight. Waiting while the list mistress struggles to determine who should fight whom. Based on math, whims, or reading tea leaves...

What else isn't fun? Unclear or changing victory conditions. We fight with honour and honesty. How discouraging to be participating in good faith, only to have the list mistress or marshal change up the tournament layout due to confusion with the math, whims, or those dang tea leaves...

After a particularly frustrating set of tournaments, I set about the task of designing list trees that will be impartial, fair, clearly laid out and easy for anyone to run. The year was 1991.

My goal : No more list-mistresses laboring over number sets in mystic secrecy, like medieval monks reading in biblical Latin while the common folk waited to hear the word in simple English. No more would lists be the esoteric province of the list table!

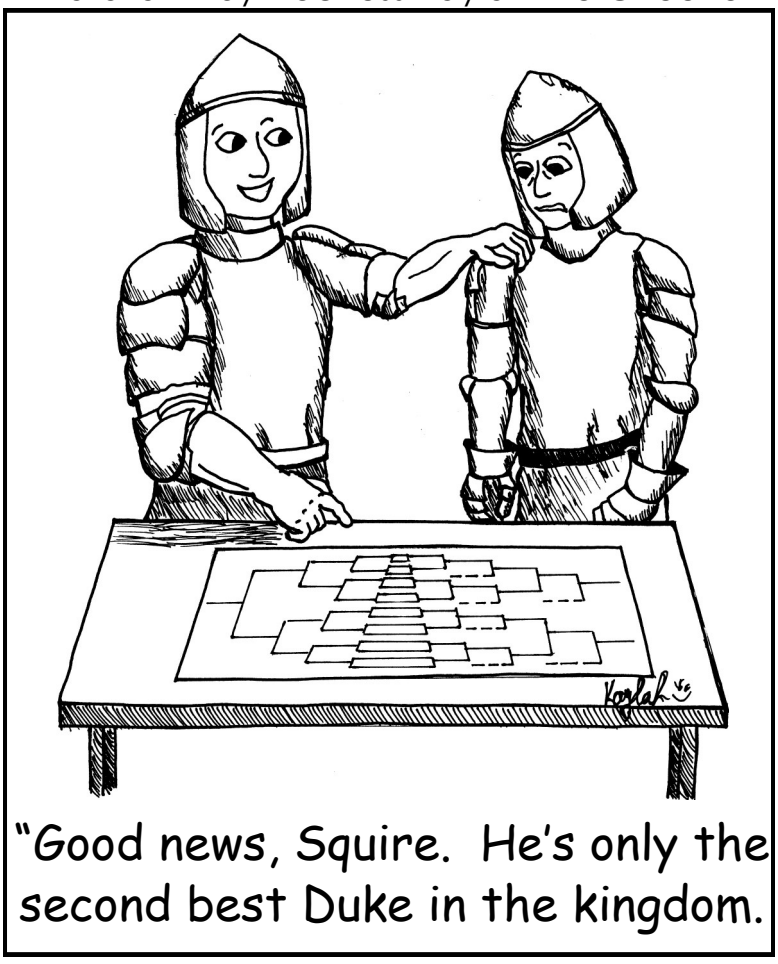
And eventually, my obsessive determination to educate everyone about lists seems to have worked!

I am quite gratified that over the decades the fighting community has become quite familiar and literate in reading list-trees. This book is another step in making lists accessible to everyone.

If there is a tournament format that you would like to see included in this book, please let me know! Enjoy your tournaments!

In Service,
Kaylah

Parallax by Duchess Kaylah the Cheerful



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.

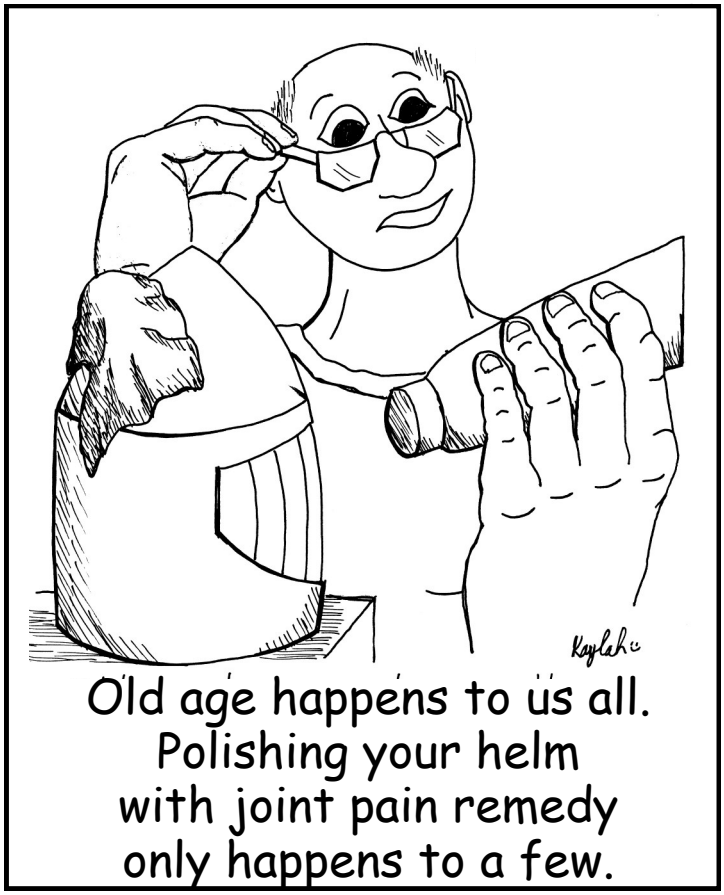
Always announce the “Salutes” in the traditional order.

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



The Field Herald's Reference Sheet of Tournament Ceremony

Calling to the List: A good field herald isn't just the fellow with the loudest voice.

A really good field herald knows some or all of the participants. They orient towards the participants who are up next, face directly at them, and then call their names. Sometimes this results in the field herald spinning around in the center of the field. Avoid calling while spinning.

In some situations, it is also effective for the field herald to quietly walk up to each group of participants and speak to them face to face to let them know who is fighting next.

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 who are entering the list right now
2. **"On Deck":** Fighters who should be standing ready because they are up next
3. **"Preparing to Arm":** Fighters who will be up soon so get ready

Reporting the Results : When the fight is over the marshal announces the victor. The field herald may echo this at a louder volume. This also helps the list table: "The victor, Sir Bob".

The herald then arranges the victor's name-card on top of the defeated card, and returns that pair to the list table. The list table is a busy place, but they can clearly see the winner's card on top.

Having received the completed cards from the Herald, the list table gives the Herald a fresh pair of cards. The Herald places the new cards under the current cards, and calls the names again, every pair moving up a place in the ritual, ie. those who were "On Deck" are now "Called to the List", those who were "Preparing to Arm" are now "On Deck" and the new pair of cards are "Preparing to Arm"

Sometimes the fighters are alert and will already be entering the list, having entered as soon as the previous pair vacated the list field, having finished their fight.
The field herald can change the call to "Now Entering the List: Master Fred and Sir Invincible".

Making 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 right now
2. **"On Deck":** fighters **names** standing ready because they are up next
3. **"Preparing to Arm":** fighters **names** who will be up soon, get ready

Making Salutes:

The ritual salutes are as follows:

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

Double Elimination Tournaments

The formal double elimination tree is the "Gold Standard" of tournaments.

Pomp and circumstance, heraldry and pageantry in a professionally organized format! Grab your copy of the list and follow along as the combatants battle it out, inspired by their loved ones.

Double Elimination Trees are wonderfully free from match manipulation:

- The initial random draw is placed on the tree.
- The tournament progresses in an orderly predetermined fashion.
- Fighting the same person twice is minimized
- Combatants can predict when their turn in the list is coming which speeds the entire tournament moving forward at reasonable pace.

How to Run A Double Elimination Tournament

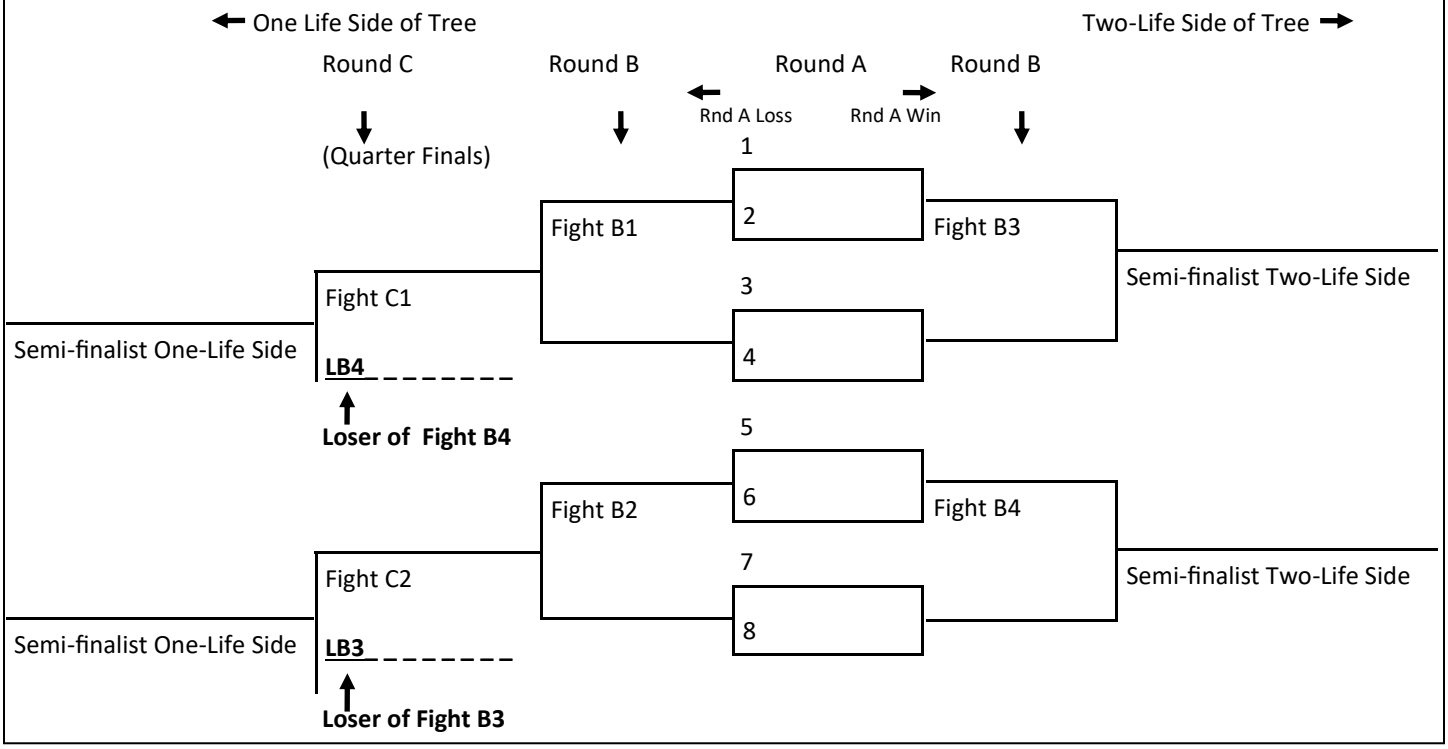
1. Place the Byes on the Tree: Don't randomly draw the Byes! Start by placing them on the 4's, and if necessary continue placing on even numbers.

2. Random Draw: Write the names of the participants on index cards. These are drawn randomly by a person of high rank and placed onto the tree. This is an excellent opportunity for the list person to pass the buck upward! No one can complain about their draw when the Queen did it!

3. Set the conditions for the Semi Finals & Finals : It is very important that everyone know how the Semis and Finals will proceed. Will the tree be fought down to two winners on each side, or just one? Will the crossover be randomly determined, or will every attempt be made to avoid duplicate fights? Will the person with only one life left have to win twice to cancel out their opponent's two lives? Will the finals by best of 3? Matched weapons forms or own choice?

4. Follow the Tree! : Start at Round A, and follow the tree round by round to the end.
Fight round A, then begin round B with "fight B1", continue to "fight B2" etc., then begin round C.

8 Person List Tree



What is a Bye?

A “Bye” is a placeholder on a tournament tree. With the use of “bye” fights, a 16-man tree can be used for less than a full compliment of fighters. Simply replace the missing names with “bye”.

Who Wins a Bye?

Those participants who are placed in a “bye” position are automatically advanced to the next round. A fighter cannot lose a ‘”bye”.

Why Fight the Byes, Can We Just Skip Them?

A “Bye” is more than just a convenience for the list table. By actually fighting the “bye” fights, the participants assigned to a “bye” still get their fair share of exercise. In our physical sport, this equalizes the energy expenditure so that each participant has completed the same number of fights. When exhaustion looms near the end of a tournament, this can become an important factor in the tournament outcome.

However, if you are really really pressed for time, the “bye” fights can be skipped. Just be aware that those fighters who fought their way all the way up the tree without a “bye” are now at a disadvantage. They are more tired than their opponents. Those who had a “bye” are more fresh, having effectively skipped a tournament round.

In a large round-robin, skipping the “byes” is advisable. Large round-robins are time consuming. Not acting out the “byes” saves time. Additionally, in a round-robin every participant gets the same opportunity for a rest round, or “bye”.

Placing Byes on the Tree

Never draw the “byes” randomly with the fighter names. Place the “byes” on the tree in a spaced out fashion. This avoids the awkward situation of a “bye” fighting a “bye.”

Who Should Be the Bye Fighter?

It is always preferable to have a designated “bye” fighter. Someone who is not in the tournament. No one wants to waste their best concentration and moves on an opponent who they will later encounter in the lists.

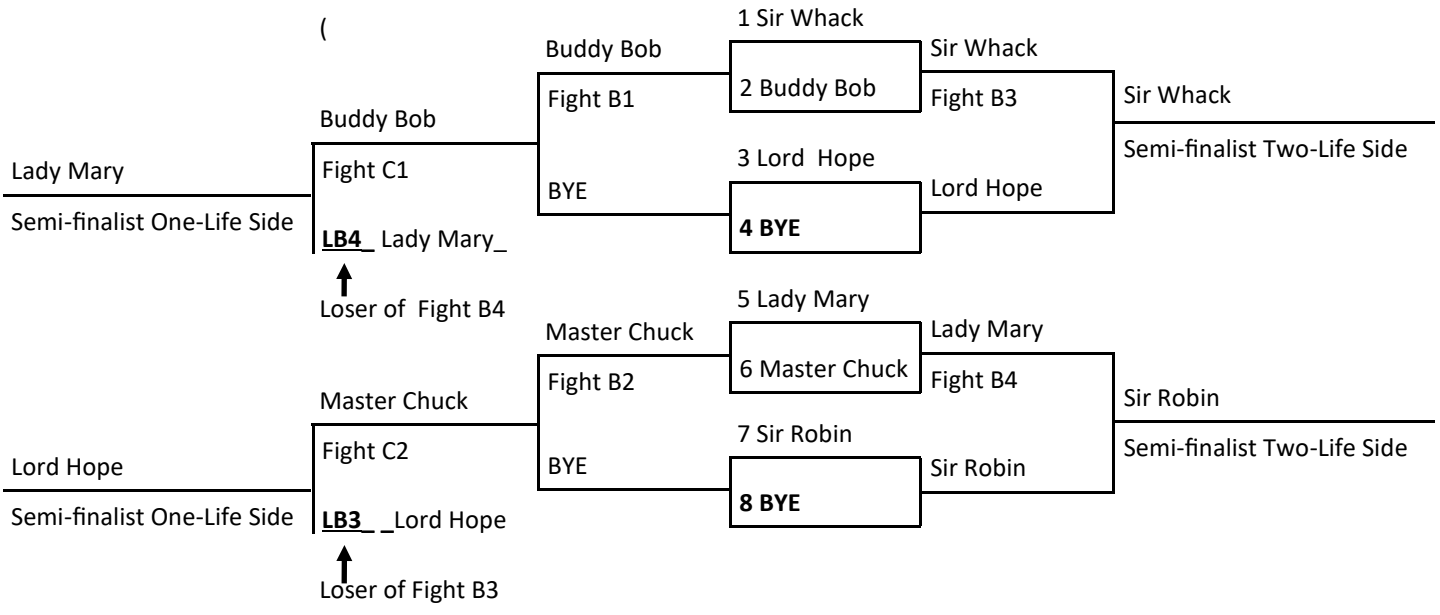
Example: Using an 8 Man List with 6 Fighters

The “Byes” are spaced out, one in each half of the tree. If there were more “byes”, place one in each quarter

Notice that only fighters 1vs2 and 5vs6 have real fights. The winners of those matches will also have real fights for the whole of the tourney.

The losers of the two real first fights automatically get “Byes”.

By the finals, only two fighters will have had real fights all the way through, Sir Whack and Lady Mary. They will be more physically and emotionally tired. By requiring the other participants to fight out the “byes” the physical exertion is equalized among all the fighters.



Semi-Finals
Decide prior to tourney if Quarter Finals will be random draw, or if every effort will be made to avoid fighting the same person twice.

8 Person List Tree

One Life Side of Tree ←

→ Two-Life Side of Tree

Round B (Quarter Finals)

Round B

1

Fight B1

2

Fight B3

Fight C1

3

Semi-finalist Two-Life Side

Semi-finalist One-Life Side

4

LB4 _____

Loser of Fight B4

5

Fight B2

6

Fight B4

Fight C2

7

Semi-finalist Two-Life Side

Semi-finalist One-Life Side

8

LB3 _____

Loser of Fight B3

Semi-finals

_____Vs. _____

1st set 2nd set 3rd set

1. 1. 1.
2. 2. 2.
3. 3. 3.

_____Vs. _____

1st set 2nd set 3rd set

1. 1. 1.
2. 2. 2.
3. 3. 3.

Finalist

Finalist

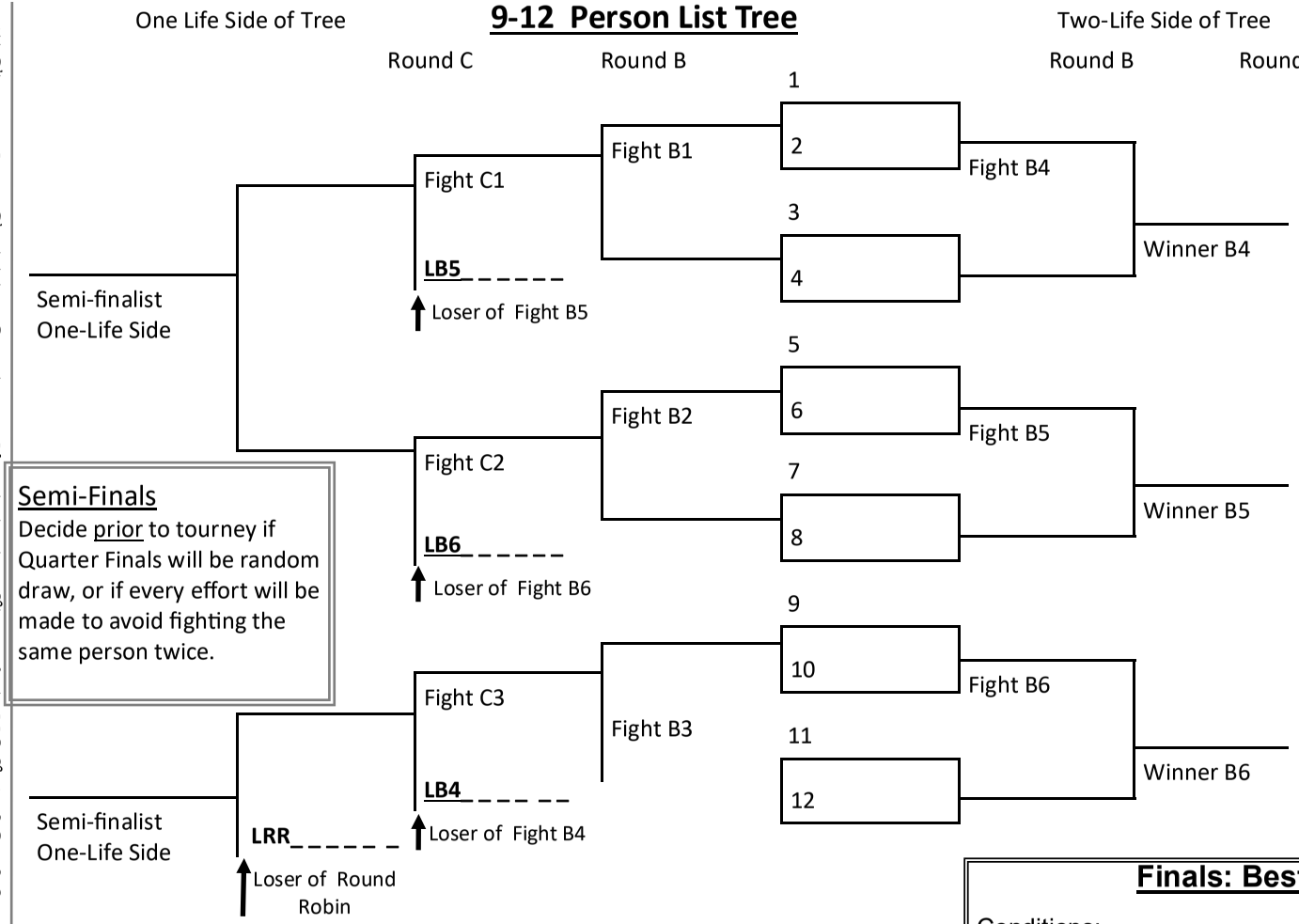
Finals: Best 2 of 3 Sets

Conditions:

1st Weapons:	2nd Weapons:	3srd Weapons
1.	1.	1.
2.	2.	2.
3.	3.	3.

Victor

9-12 Person List Tree



Round-Robin determines the 2 victors of the two-life side. The defeated fighter moves to LRR, (Loser of the Round-Robin) on the one life side.

Round- Robin

Winner B4

Winner B5

Winner B6

Winner B5

Winner B4

Winner B6

Semi-Finals

Decide prior to tourney if Quarter Finals will be random draw, or if every effort will be made to avoid fighting the same person twice.

Semi-finals

_____Vs. _____

1st set 2nd set 3rd set

1. 1. 1.
2. 2. 2.
3. 3. 3.

_____Vs. _____

1st set 2nd set 3rd set

1. 1. 1.
2. 2. 2.
3. 3. 3.

Finals: Best 2 of 3 Sets

Conditions:

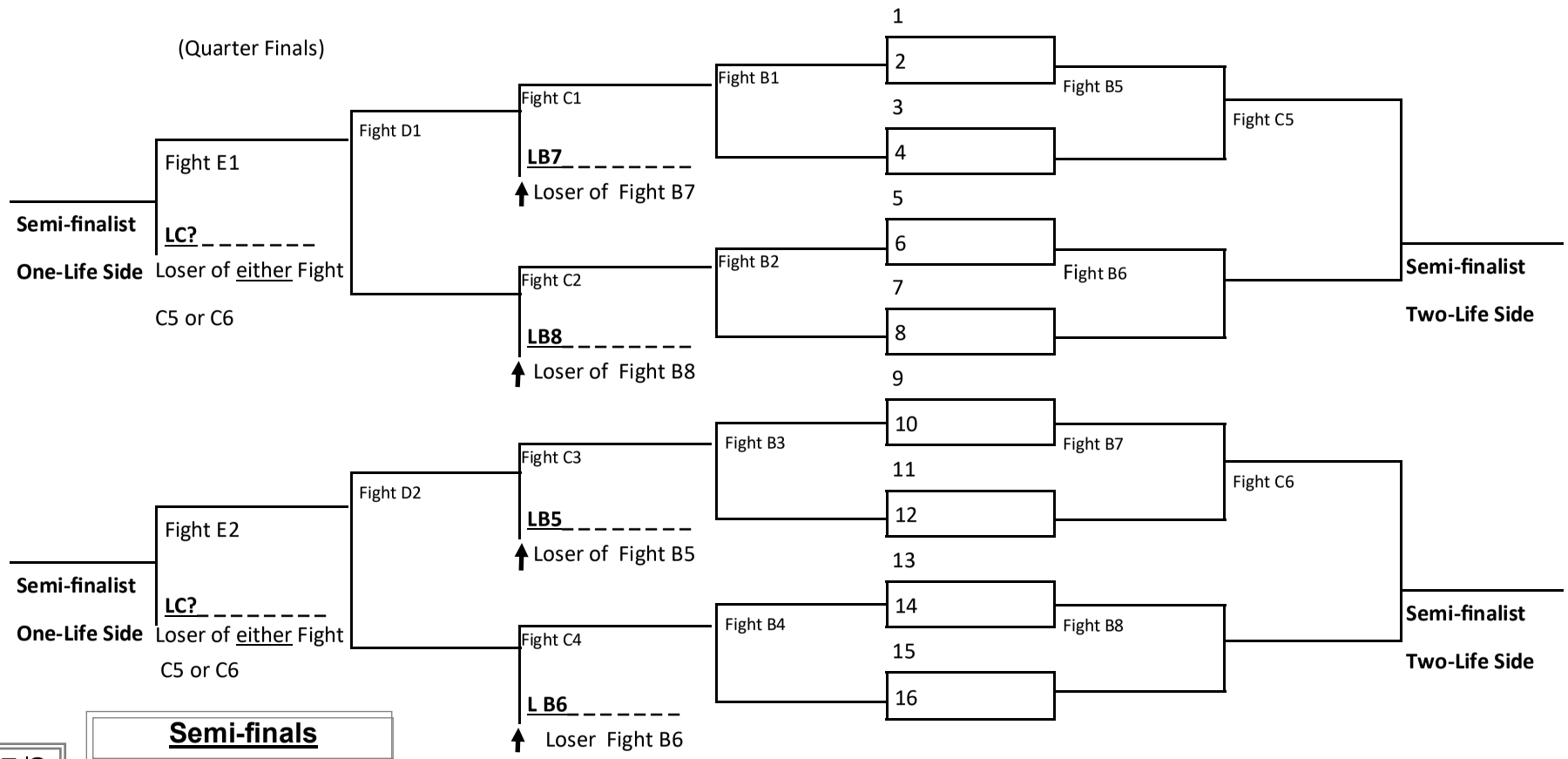
1st Weapons:	2nd Weapons:	3srd Weapons
1.	1.	1.
2.	2.	2.
3.	3.	3.

Victor

12 - 16 Person List Tree

One Life Side of Tree

Two-Life Side of Tree



Quarter Finals & Semi-Finals

Decide prior to tourney if these fights will be random draw, or if every effort will be made to avoid fighting the same person twice.

Semi-finals

___Vs. ____

1st set	2nd set
1.	1.
2.	2.
3.	3.

Finalist

____Vs. _____

1st set	2nd set
1.	1.
2.	2.
3.	3.

Finalist

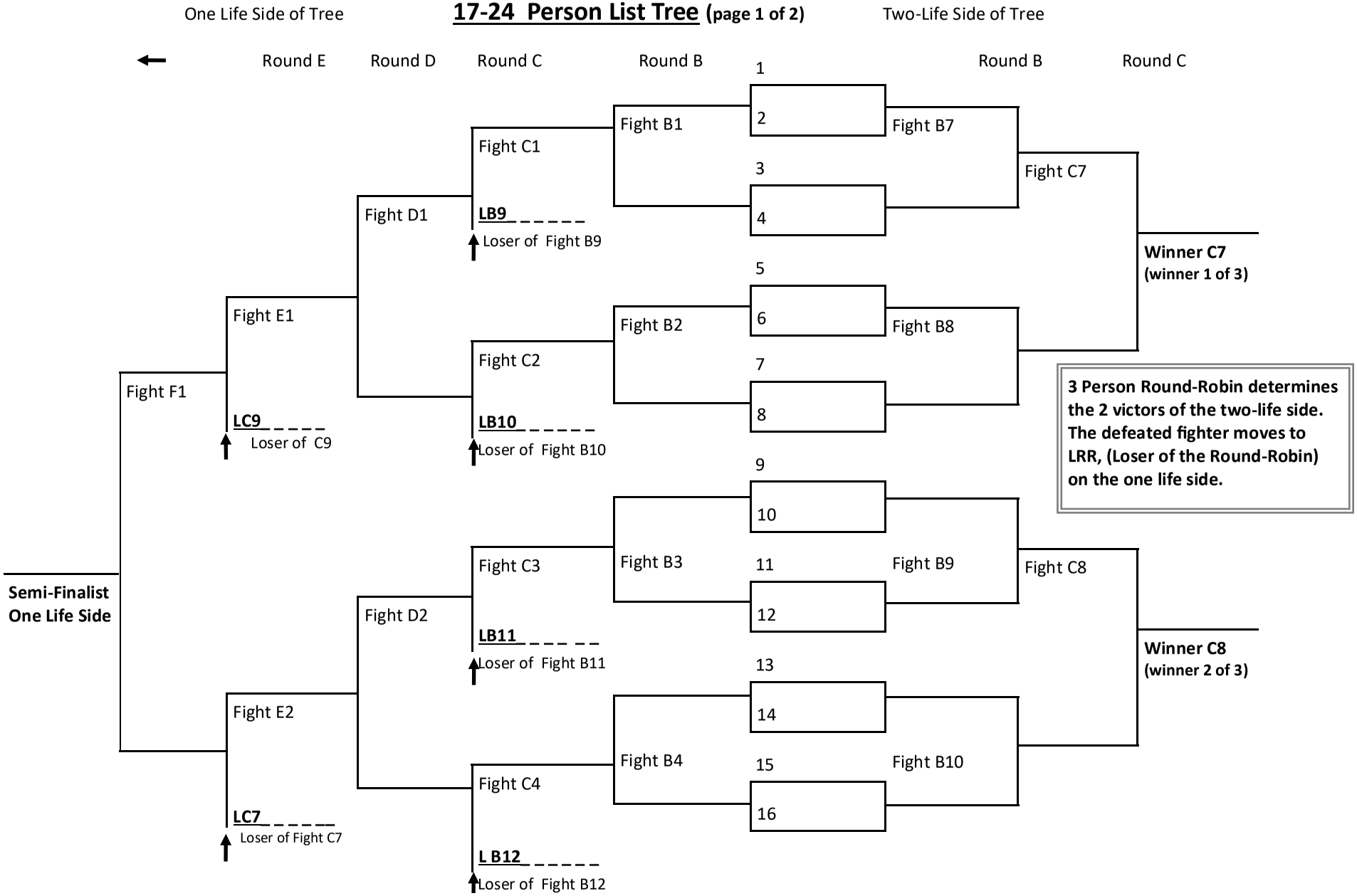
Finals: Best 2 of 3 Sets

Conditions:

1st Weapons:	2nd Weapons:	3srd Weapons
1.	1.	1.
2.	2.	2.
3.	3.	3.

Victor

17-24 Person List Tree (page 1 of 2)

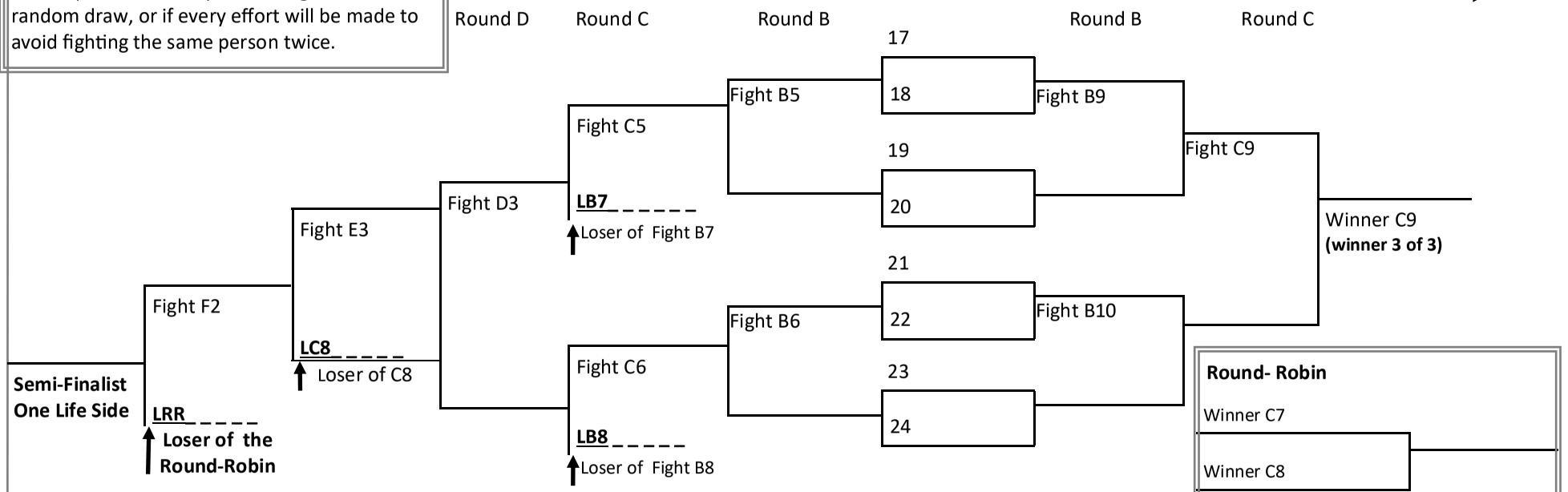


17-24 Person List Tree (page 2 of 2)

One Life Side of Tree ←

→ Two-Life Side of Tree

Quarter Finals & Semi-Finals
Decide prior to tourney if these fights will be random draw, or if every effort will be made to avoid fighting the same person twice.



Round- Robin

Winner C7

Winner C8

Winner C9

Winner C8

Winner C7

Winner C9

Semi-finals

___Vs. ___

1st set	2nd set
1.	1.
2.	2.
3.	3.

Finalist

____Vs. _____

1st set	2nd set
1.	1.
2.	2.
3.	3.

Finalist

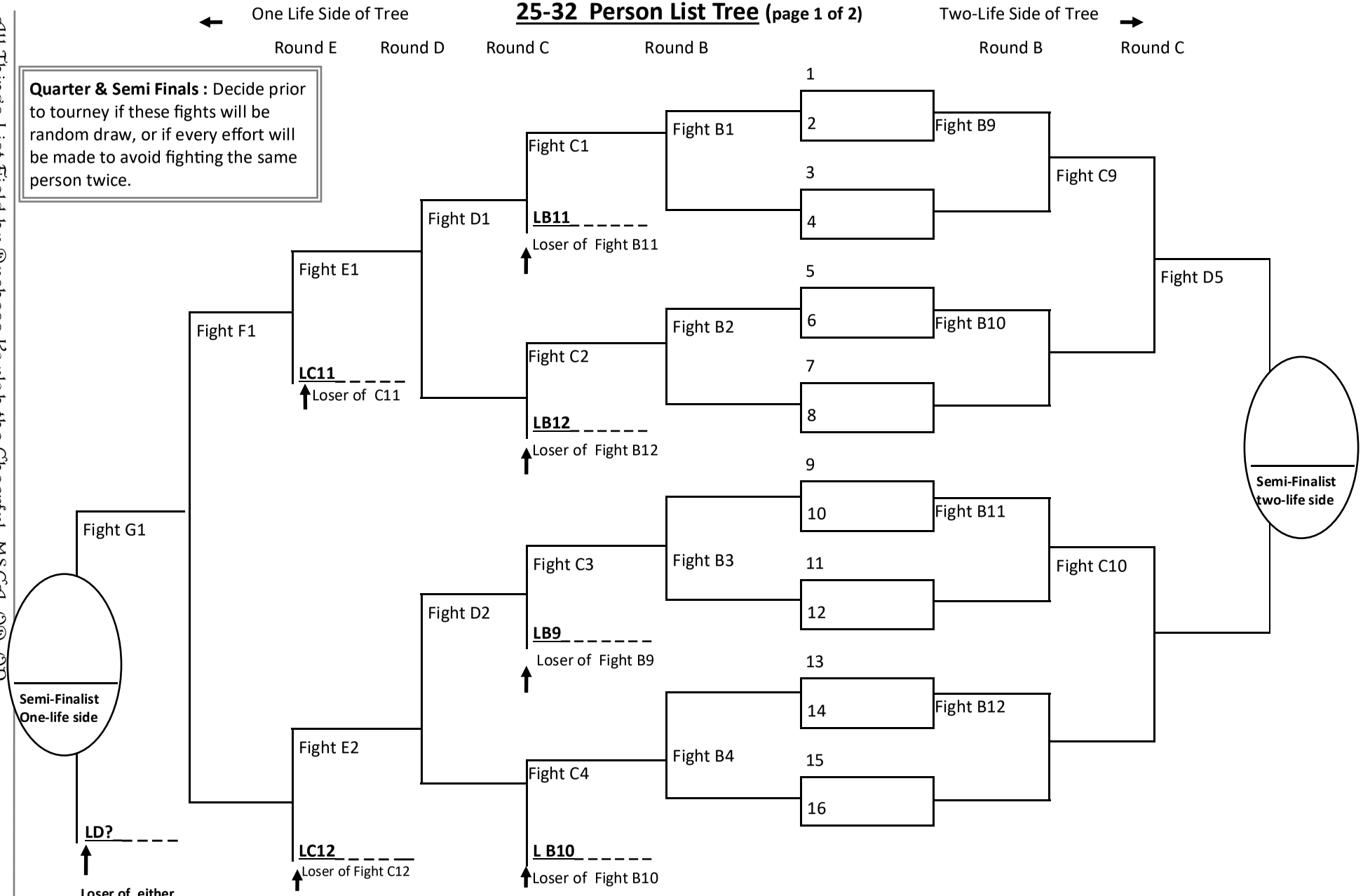
Finals: Best 2 of 3 Sets

Conditions:

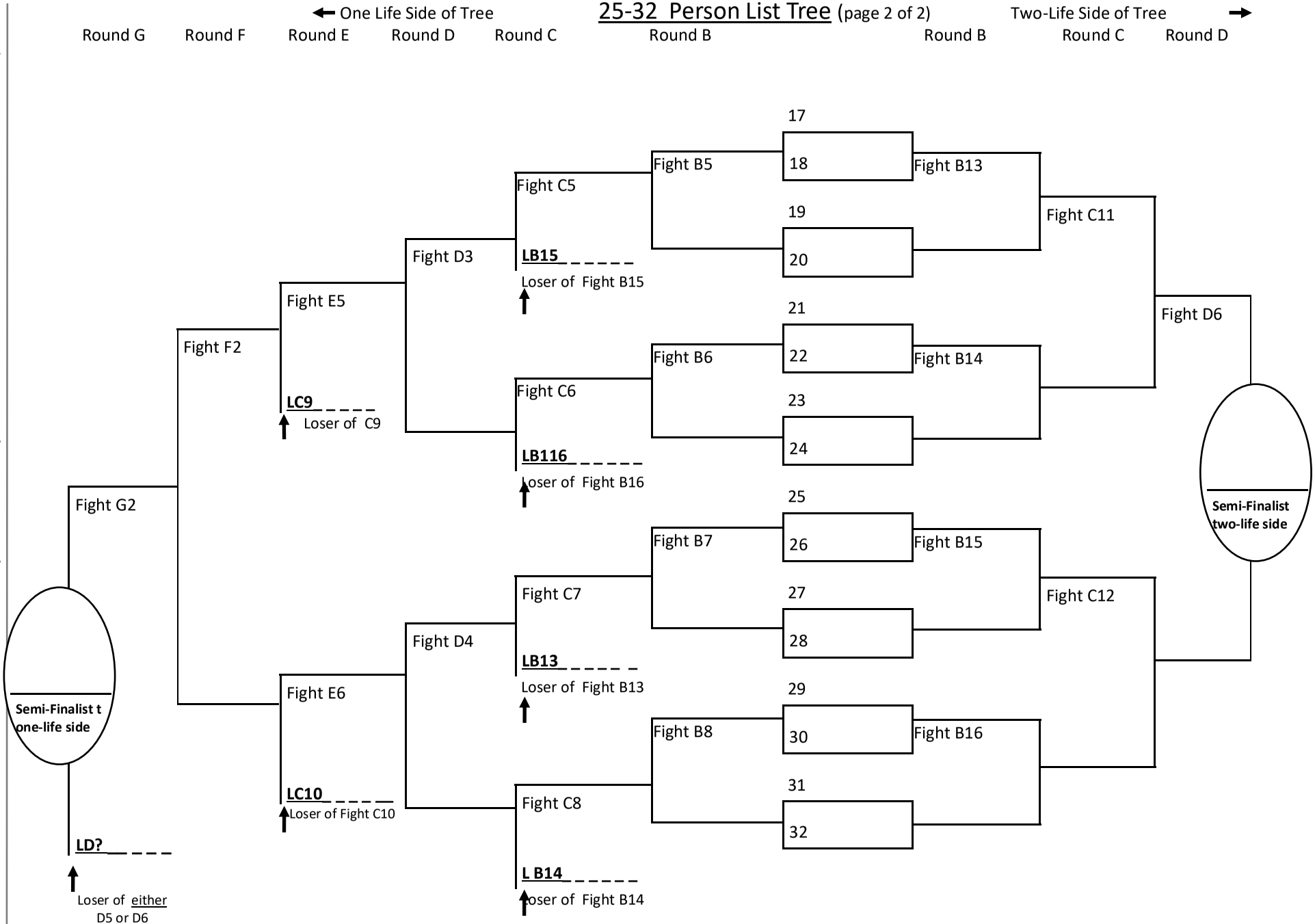
1st Weapons	2nd Weapons	3srd Weapons
1.	1.	1.
2.	2.	2.
3.	3.	3.

Victor

25-32 Person List Tree (page 1 of 2)



25-32 Person List Tree (page 2 of 2)



Semi-Finals & Finals: Best 2 of 3 Sets

All fights are best 2 of 3.

Semi-Finals: The undefeated fighter must win one full set of 2 of 3 fights to advance to the finals.
The fighter with only one life, must win 2 full sets 2 full sets to advance to the finals.

Sometimes, TRM will decide on the possible weapon forms, ***example*** below:
1st weapons form: the lower ranked fighter chooses the weapons, 2nd set chosen by higher rank, individual choice for 3rd set if required, not matched . Weapons may be: Sword & Shield, Mass Weapon & Shield, Pole Arm, Great Sword, Two weapon (a combination of two weapons), 6' Spear. TRM may decide if weapon forms can or cannot be repeated.

Semi-finals: _____Vs. _____

1st Weapons:	2nd Weapons:	3rd Weapons		1st Weapons:	2nd Weapons:	3rd Weapons	
1.	1.	1.	**Victor of First set**	1.	1.	1.	**Victor of 2nd set**
2.	2.	2.		2.	2.	2.	
3.	3.	3.		3.	3.	3.	

Semi-finals: _____Vs. _____

1st Weapons:	2nd Weapons:	3rd Weapons		1st Weapons:	2nd Weapons:	3rd Weapons	
1.	1.	1.	**Victor of First set**	1.	1.	1.	**Victor of 2nd set**
2.	2.	2.		2.	2.	2.	
3.	3.	3.		3.	3.	3.	

Finals: Best 2 of 3 Sets

_____Vs. _____

1st Weapons	2nd Weapons	3rd Weapons	
1.	1.	1.	**Tournament Victor**
2.	2.	2.	
3.	3.	3.	

Semis Best 2 of 3 : Finals Best 3 of 5 Sets

Each weapon form is best 2 of 3 fights. (In Crown Tourney, TRM will publish the list of acceptable weapons in advance.)

To advance into the finals, the fighter from the no-loss side must win one full set of 3 of 5.

The fighter with one life must win 2 full sets to advance to the finals.

If variety of weapons forms is being used, TRM may decide: *(example)*

Semis: 1st weapons higher rank choice, 2nd weapons lower rank choice, 3rd own choice, need not be matched.

Finals: The higher ranked fighter chooses the weapons for 1st & 3rd weapons forms, the lower ranked chooses 2nd &4th. The 5th fight if required is unmatched own choice.

Semi-finals: _____ Vs. _____

1st Weapons:	2nd Weapons:	3rd Weapons	Victor of First set	1st Weapons:	2nd Weapons:	3rd Weapons	Victor of 2nd set
1.	1.	1.		1.	1.	1.	
2.	2.	2.		2.	2.	2.	
3.	3.	3.		3.	3.	3.	

Semi-finals: _____ Vs. _____

1st Weapons:	2nd Weapons:	3rd Weapons	Victor of First set	1st Weapons:	2nd Weapons:	3rd Weapons	Victor of 2nd set
1.	1.	1.		1.	1.	1.	
2.	2.	2.		2.	2.	2.	
3.	3.	3.		3.	3.	3.	

Finals: _____ vs. _____

1st Weapon	2nd Weapon	3rd Weapon	4th Weapon	5th Weapon	Tournament Victor
1.	1.	1.	1.	1.	
2.	2.	2.	2.	2.	
3.	3.	3.	3.	3.	

Finals & Semi-Finals: Best 3 of 5 Sets

Each weapon form is best 2 of 3 fights. (In Crown Tourney, TRM will publish the list of acceptable weapons in advance.)

To advance into the finals, the fighter from the no-loss side must win one full set of 3 of 5.

The fighter with one life must win 2 full sets to advance to the finals.

If variety of weapons forms is being used, TRM may decide: The higher ranked fighter chooses the weapons for 1st & 3rd weapons forms, the lower ranked chooses 2nd &4th. The 5th fight if required is unmatched own choice.

Semi-Finals pairing _____ vs. _____

Victor _____

1st Weapon	2nd Weapon	3rd Weapon	4th Weapon	5th Weapon	1st Weapon	2nd Weapon	3rd Weapon	4th Weapon	5th Weapon
1.	1.	1.	1.	1.	1.	1.	1.	1.	1.
2.	2.	2.	2.	2.	2.	2.	2.	2.	2.
3.	3.	3.	3.	3.	3.	3.	3.	3.	3.

Semi-Finals pairing _____ vs. _____

Victor _____

1st Weapon	2nd Weapon	3rd Weapon	4th Weapon	5th Weapon	1st Weapon	2nd Weapon	3rd Weapon	4th Weapon	5th Weapon
1.	1.	1.	1.	1.	1.	1.	1.	1.	1.
2.	2.	2.	2.	2.	2.	2.	2.	2.	2.
3.	3.	3.	3.	3.	3.	3.	3.	3.	3.

Finals: _____ vs. _____

1st Weapon	2nd Weapon	3rd Weapon	4th Weapon	5th Weapon
1.	1.	1.	1.	1.
2.	2.	2.	2.	2.
3.	3.	3.	3.	3.

Tournament Victor _____

Help! I Have One Too Many Participants!

Eight is a magical number for double elimination tournaments. Unfortunately, participation does not always occur in multiples of 8. If there are too few participants, it is easy enough to add in some BYE fights. But what happens when you have One Too Many! This overabundance of participants is a real puzzler.

If you try to put 9 fighters onto a 16-man double-elim tree, there will be a ridiculous number of BYES, such that at some point BYE fights BYE.

(see example on the next page for this cornucopia of BYES)

One option for 9 fighters is to use the 12-man double-elim tree.

Or if you have 17 fighters, use the 24-man double-elim tree.
Yes, those trees end in a round-robin on the winner's side (due to basic math: three groups of 8). While not popular, they flow nicely.

However, sometimes it is your job to get those 9 fighters onto an 8-man tree, or those 17 fighters onto an 16-man tree.

Options for Accommodating Awkward Numbers

Round Robin: A great option if you have lots of time and energy.

Meets the double elim criteria for Crown, esp. if each fight is best two of three.

Everyone fights everyone else. Lots of fighting for everyone!

The person with the most losses does not continue onto the tree.

In the event of a tie, the fighters with the same number of losses fight it out.

Sudden Victory Round : A good option if time is limited.

Gives everyone a more than fair chance to enter the tree. The eliminated fighter will have had more than two fights against more than two opponents, so this meets the double elimination requirements for Crown Tournament.

1. Randomly draw and pair all participants.

2. The winners move into the random draw pile for the list tree.

3. Repeat until there is only a single fighter left.

This fighter is eliminated. They had at least 3 fighting attempts to gain entrance onto the tree, which satisfies most fighters who entered a double-elim and had the prospect of only two fights. Meets the double elim criteria for Crown, esp. if each fight is best two of three.

Blank trees for "Sudden Victory" are in the next few pages.

Challenging In:

The extra fighters with the lowest rank **challenge in on any fighter in round A**. If they win the fight, they are on the tree. If not, they try again on the one-life side of round B. If the challenger wins the fight, the person who was bumped out challenges in on the one-life side of round B.
Everyone has had 2 lives, the double elimination concept is intact.

Formal tourney: Random draw challenge-in. If you are really pressed for time, this option is possible. However the tournament flow is less than ideal. Not recommended. Do Sudden Victory instead.

1.To begin Round A, two names are drawn to fight for inclusion in a single list slot on the tree.

The winner goes onto the tree. The loser goes to the Round B 1-life side.

2. To begin Round B, two 1-life names are randomly drawn to fight for inclusion into a single list slot on the 1-life side of the tree (the loser from Round A is not included in this random draw).
The winner goes onto the tree. The loser is eliminated, having lost twice.

Blank trees for a formal "Challenging In" are in the next few pages.

Example of 9 participants on a 16 tree.
There are 16 BYES. Everyone gets 2 BYES, except for Joe,
who end up fighting his way through the entire tree without a single BYE!
And Bob, who only gets a single BYE. (even (even the BYE's get a BYE in Round B)

One Life Side of Tree ← → Two-Life Side of Tree

Round D | Round C | Round B | Round B | Round C

(Quarter Finals)

Bob — Semi-finalist One-Life Side
Fred — Semi-finalist One-Life Side

Bob — Fight E1 — LC? _ _ _ Mary _ _ — Loser of either Fight C5 or C6
Fred — Fight E2 — LC? _ _ _ Steve _ _ _ — Loser of either Fight C5 or C6

Bob — Fight D1
Zak — Fight D2
Fred — Fight D2
Tom — Fight D2

Bob — Fight C1 — LB7 _ _ _ Betty _ — Loser of Fight B7
BYE — Fight C2 — LB8 _ _ _ Zak _ _ — Loser of Fight B8
BYE — Fight C3 — LB5 _ _ Fred _ _ _ — Loser of Fight B5
BYE — Fight C4 — L B6 _ _ _ Tom _ — Loser of Fight B6

Bob — Fight B1 — BYE
BYE — Fight B2 — BYE
BYE — Fight B3 — BYE
BYE — Fight B4 — BYE

1 Bob
2 Joe — Fight B5 — Joe
3 Fred — Fight B6 — Fred
4 Mary — Fight B7 — Mary
5 Tom — Fight B8 — Tom
6 Betty — Fight B9 — Betty
7 Steve — Fight B10 — Steve
8 Cathy — Fight B11 — Cathy
9 Zak — Fight B12 — Zak
16 BYE

Joe — Fight C5 — Mary — Joe — Semi-finalist Two-Life Side
Steve — Fight C6 — Cathy — Cathy — Semi-finalist Two-Life Side

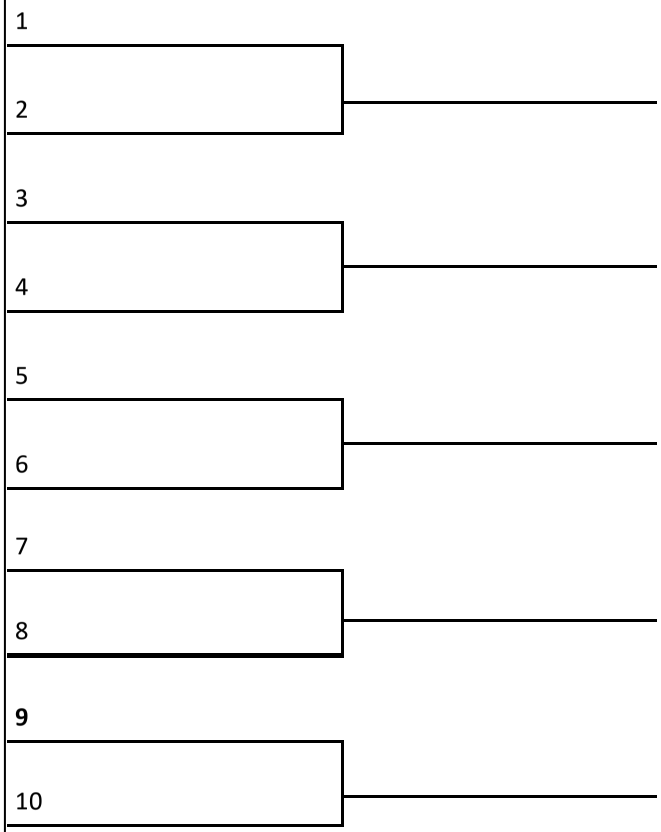
9-10 Person Sudden Victory Tree

Each fighter has Multiple Attempts to earn a Victory onto the next List Tree

Round A

Randomly draw participants into the tree

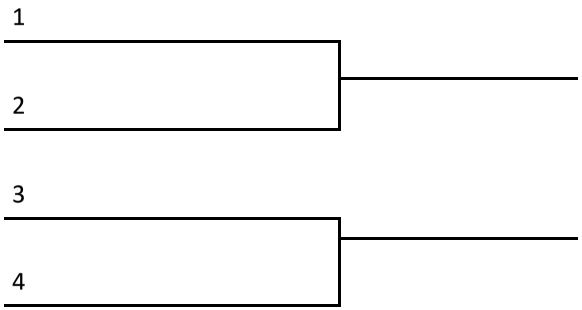
Victor goes to draw pile for the List Tree



Round B

Randomly draw and place defeated participants (from Round A) onto the tree

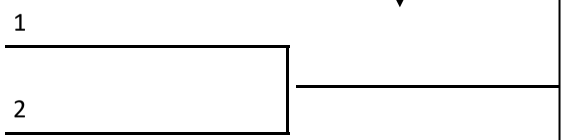
Victor goes to draw pile for the List Tree



Round C:

Victor goes to Draw Pile for the List Tree

Defeated is eliminated from the tournament having had 3 rounds to earn a continuation



17-18 Person Sudden Victory Tree

Each fighter has Multiple Attempts to earn a Victory onto the next List Tree.
Upon victory, their card goes into the draw pile for the list Tree.

Round A : Randomly draw participants onto the tree

Victor goes to List Tree Draw

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18

Round B

Randomly draw and place defeated participants (from Rnd A) onto the tree

Victor goes to List Tree Draw

1
2
3
4
5
6
7
8

Round C

Randomly draw and place defeated participants (from Rnd B) onto the tree

Victor goes to List Tree Draw

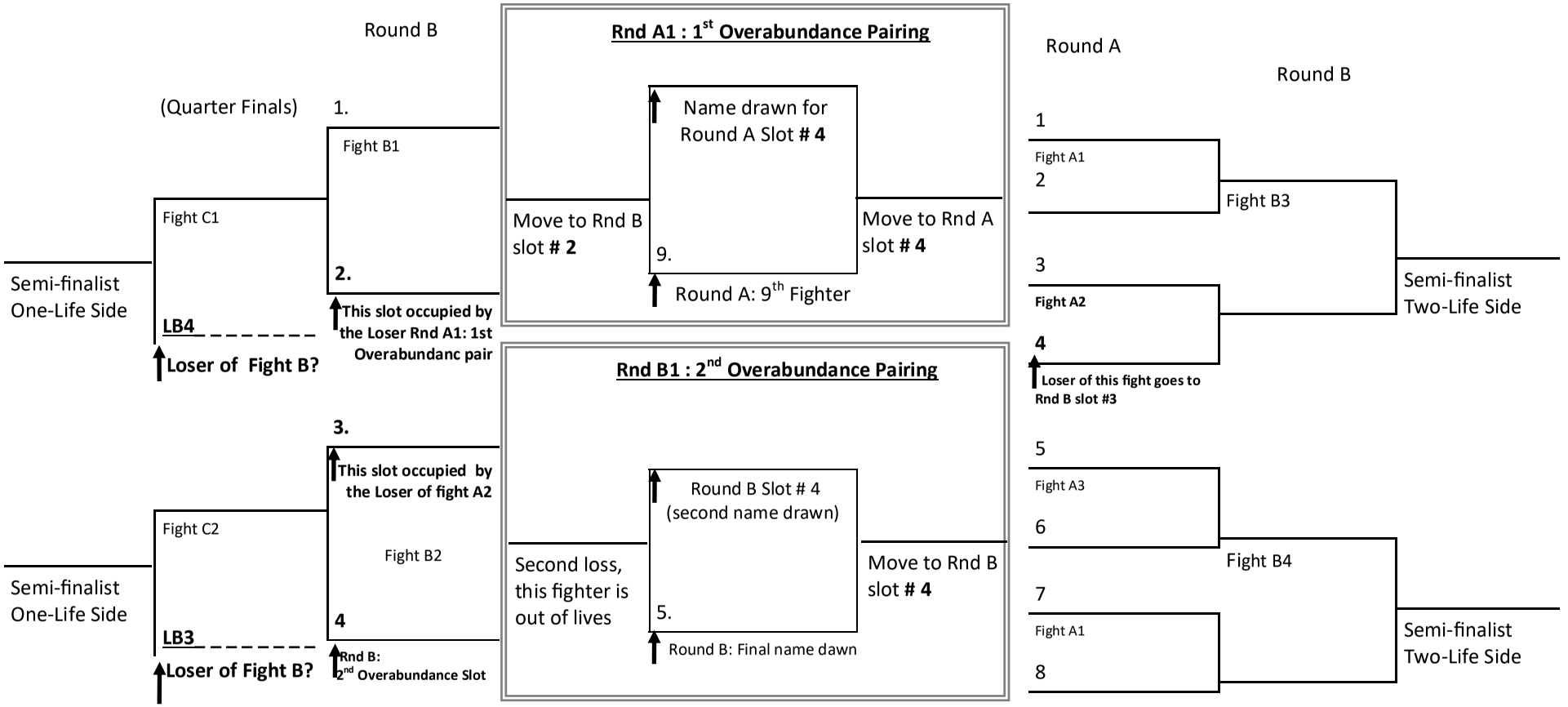
1
2
3
4

Round D:

Victor goes to List Tree Draw
Defeated is eliminated from the tournament having had 4 rounds to earn a continuation

1
2

Challenging in: Overabundance Tournament Start : **9 Fighters on a 8 Person List Tree**



If it's not a Crown tournament, let the lowest ranked person decide where they wish to challenge into the tree. This creates "round A1". Whoever loses that fight, gets to decide where to challenge in for Round B,creating round B1.. Whoever loses that fight has had two lives and is now eliminated.

Random Draw Challenging in:

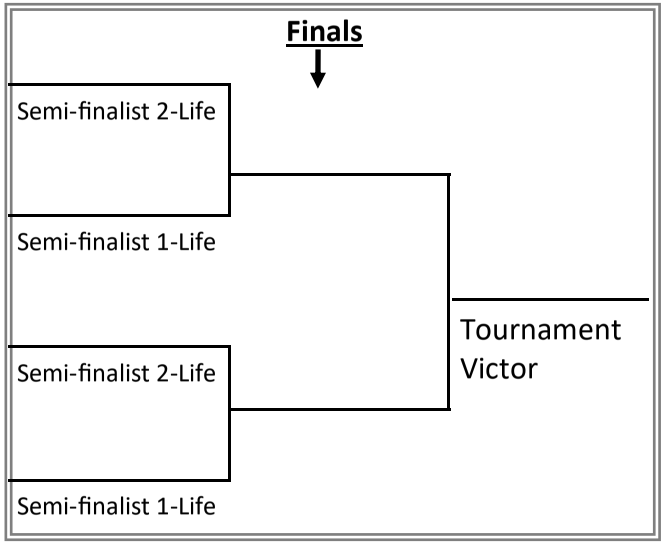
Step 1: Randomly Draw Rnd A names, place on tree in order drawn, place 4th & 9th fighter in 1st Overabundance pairing.

Step 2: Begin the tourney by Fighting the "1st Overabundance pairing", and then fight Round A as per usual.

Step 3: Randomly draw the three remaining Round B 1-life names, placing on tree in order drawn, skipping over the slots already occupied by the losers from the "1st overabundance fight" and Round A fight 2.
Place the 2nd and 3rd names drawn in the Round B: 2nd Overabundance pairing .

Step 4: Begin Round B by fighting the "Rnd B: 2nd Overabundance pairing", and then fight Round B, as per usual. Continue tourney as usual.

Step 5: For the Round C one-life Quarter-finals, cross over the fighters in such a way as to minimize anyone fighting the same person twice. If this is not possible, draw randomly.



What if I'm in a Hurry?

How to Squeeze a Double Elimination Tourney into a Time Limit

Simultaneous Fighting: A great option if you have the space and the marshals. This goes fast!

1. Call out the entire first round of pairs from the tree. ie. all of Round A

Send them all out into the field to fight each other. Yes, all at the same time!

2. Fighters report back to the tree. Their names are entered appropriately on to the tree.

3. Call out the next round of pairs. ie. all of Round B, or all the one-life side of round C

4. Send them all out into the field to fight each other. Yes, all at the same time!

Repeat as necessary to complete the tree.

It is nice to fight the semi-finals individually, but of course, if time is limited, they will have to fight at the same time.

Speed Tournament : Another great option if you have the space and the marshals.

This means that the tournament goes fast. It does not mean that the fighters must fight faster.

Remind the fighters to take their time and fight their best fights!

1. Line the fighters up in a single line.
2. Fold the line. That means that the fighter on each end of the line starts to walk outwards and towards each other. The rest of the line follows. Now the fighters are all facing each other. The person they are facing is their opponent.
3. Send them all out into the field to fight each other. Yes, all at the same time!
4. Winners, with two lives move toward the side of the field closest to the thrones. Folks with one life move to the other side of the field.
5. Fight the 1-life side first. Randomly decide if the line will fold into pairs, or if the fighters will pair up with the person on their left or right.
6. Send them all out into the field to fight each other. Yes, all at the same time!
7. Now fight the 2-life side.

Repeat as necessary until only 2 fighters remain on each side.

Enact a semi-finals, or take it down to 1:1 finals. Let the royalty decide.

That's the burden of the Crown.

An example of a Speed Tourney, complete with smiley pictures, is on the following pages.
In the next few pages you will also find a mathematical aid, or cheat sheet to assist with the rounds.

Because sometimes "math is hard",

Random Draw, Cards Only, No Tree: Not actually faster, but still fun.

It may appear faster. It's not. Each round comes to a complete grinding halt in order to redraw the next round. However, a "Cards Only Random Draw" is very versatile and can be used for single elim, double, triple elim, whatever you have time for. Just track the number of lives on each card and you're good to go. See full explanation page for more details.

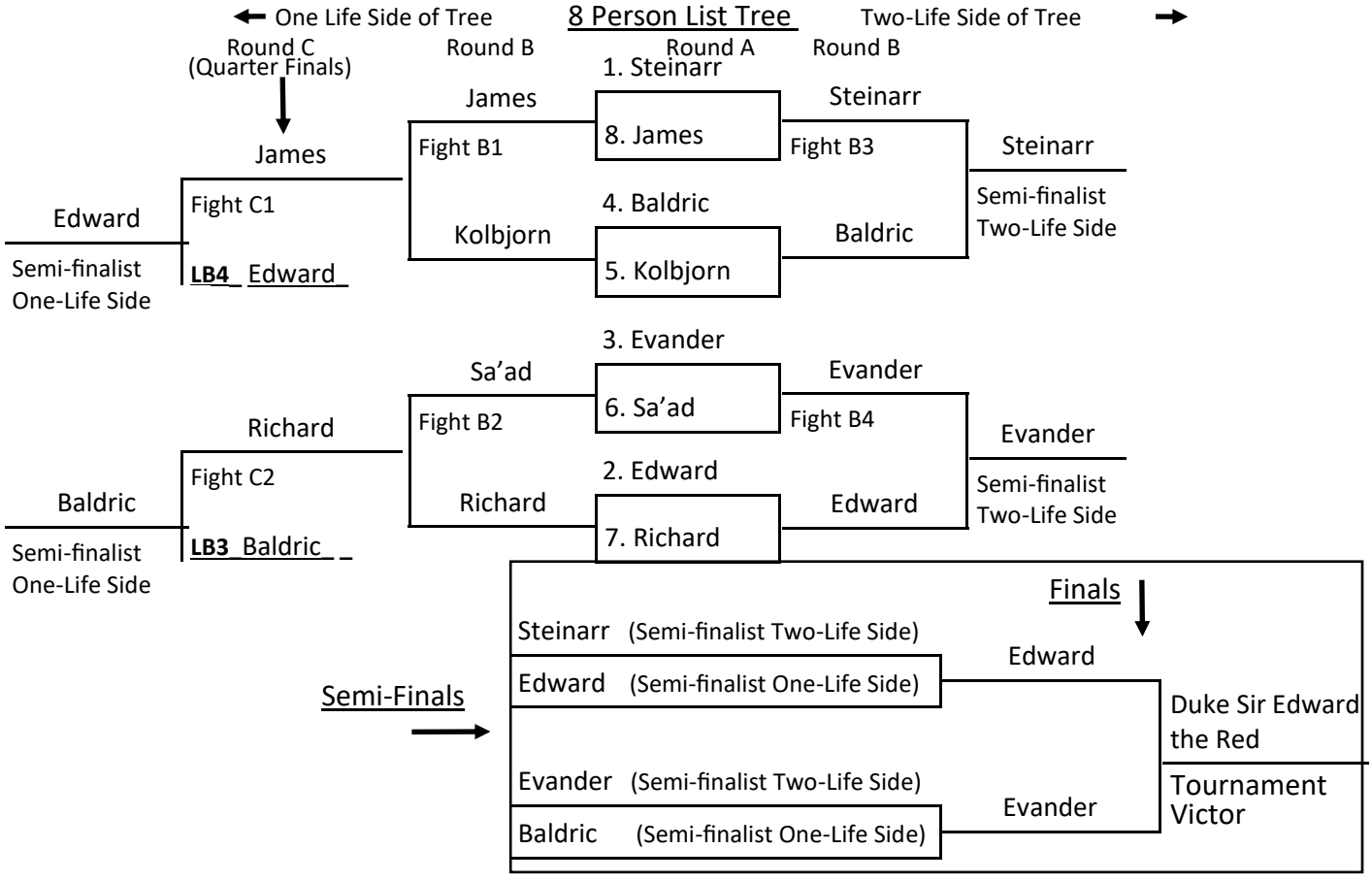
Seeding Double Elimination Tournaments

In a seeded tournament the fighters are ranked according to their skill level and receive tournament advantages based on rank. Seed is determined by a random draw round-robin tournament, or other contest held that day. Each participant earns a placement number based on their success that day.

The fighters are then seeded onto the double elimination list tree by that number. Ties in the round-robin are resolved by who beat whom when those two fighters met.

Below are the results of Spring 2017 Crown Tournament, as an example of seeding.

Fighter \ Opponent	Sa'ad	Evander	Shahid	Baldric	Steinarr	Edward	James	Richard	Kolbjorn	Total # of Wins:
Lord Sa'ad al Nizari		L	W	W	L	L	W	L	L	3
Syr Evander MacLauchlan	W		W	W	L	L	W	W	W	6
THL Baron Shahid al Hasan	L	L		L	L	L	W	W	L	2
Sir Baldric Leeman	L	L	W		L	L	W	W	W	4
Count Sir Steinarr Aggarson	W	W	W	W		W	W	W	W	8
Duke Sir Edward the Red	W	W	W	W	L		W	W	W	7
Lord James Edgarson	L	L	L	L	L	L		L	L	0
THL Baron Richard Larmer	W	L	L	L	L	L	W		L	2
Master Kolbjorn Skatkaupandi	W	L	W	L	L	L	W	W		4



Semi-Finals
Decide prior to tourney if Quarter Finals will be random draw, or if every effort will be made to avoid fighting the same person twice.

Seeded 8 Person List Tree

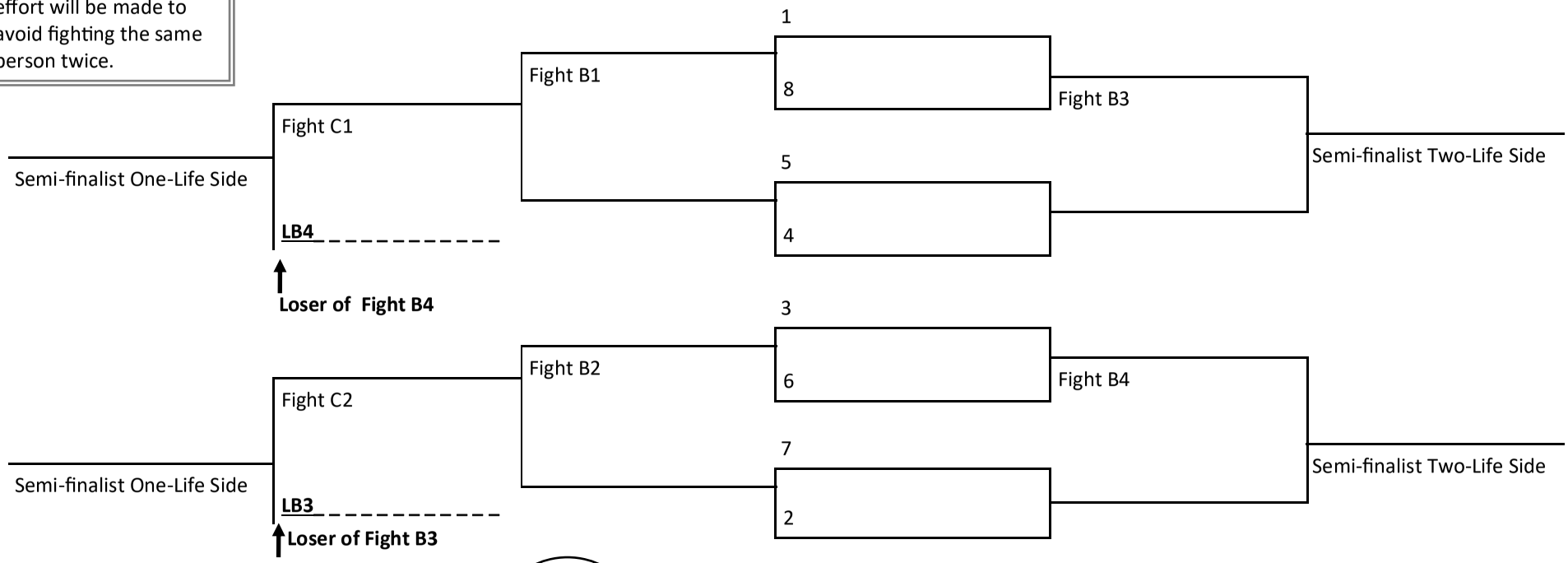
← One Life Side of Tree

Two-Life Side of Tree →

Round C (Quarter Finals)

Round B

Round B



Semi-finals

_____Vs. _____

1st set	2nd set	3rd set
1.	1.	1.
2.	2.	2.
3.	3.	3.

_____Vs. _____

1st set	2nd set	3rd set
1.	1.	1.
2.	2.	2.
3.	3.	3.

Finalist

Finalist

Finals: Best 2 of 3 Sets

Conditions:

1st Weapons:	2nd Weapons:	3srd Weapons
1.	1.	1.
2.	2.	2.
3.	3.	3.

Victor

SEEDED 9-12 Person List Tree

One Life Side of Tree

Two-Life Side of Tree

Round C

Round B

Round B

Fight C1

Fight C2

Fight C3

Fight B1

Fight B2

Fight B3

Fight B4

Fight B5

Fight B6

Winner B4

Winner B5

Winner B6

1

12

5

8

3

10

6

7

4

9

11

2

LB5_ _ _ _ _ _

Loser of Fight B5

LB6_ _ _ _ _ _

Loser of Fight B6

LB4_ _ _ _ _ _

Loser of Fight B4

Semi-finalist
One-Life Side

Semi-finalist
One-Life Side

LRR_ _ _ _ _ _

Loser of Round Robin

Round-Robin determines the 2 victors of the two-life side. The defeated fighter moves to LRR, (Loser of the Round-Robin) on the one life side.

Round- Robin

Winner B4

Winner B5

Winner B6

Winner B5

Winner B4

Winner B6

Semi-Finals

Decide prior to tourney if Quarter Finals will be random draw, or if every effort will be made to avoid fighting the same person twice.

Semi-finals

_____Vs. _____

1st set 2nd set 3rd set

1. 2. 3.

_____Vs. _____

1st set 2nd set 3rd set

1. 2. 3.

Finals: Best 2 of 3 Sets

Conditions:

1st Weapons:	2nd Weapons:	3srd Wea[ons
1.	1.	1.
2.	2.	2.
3.	3.	3.

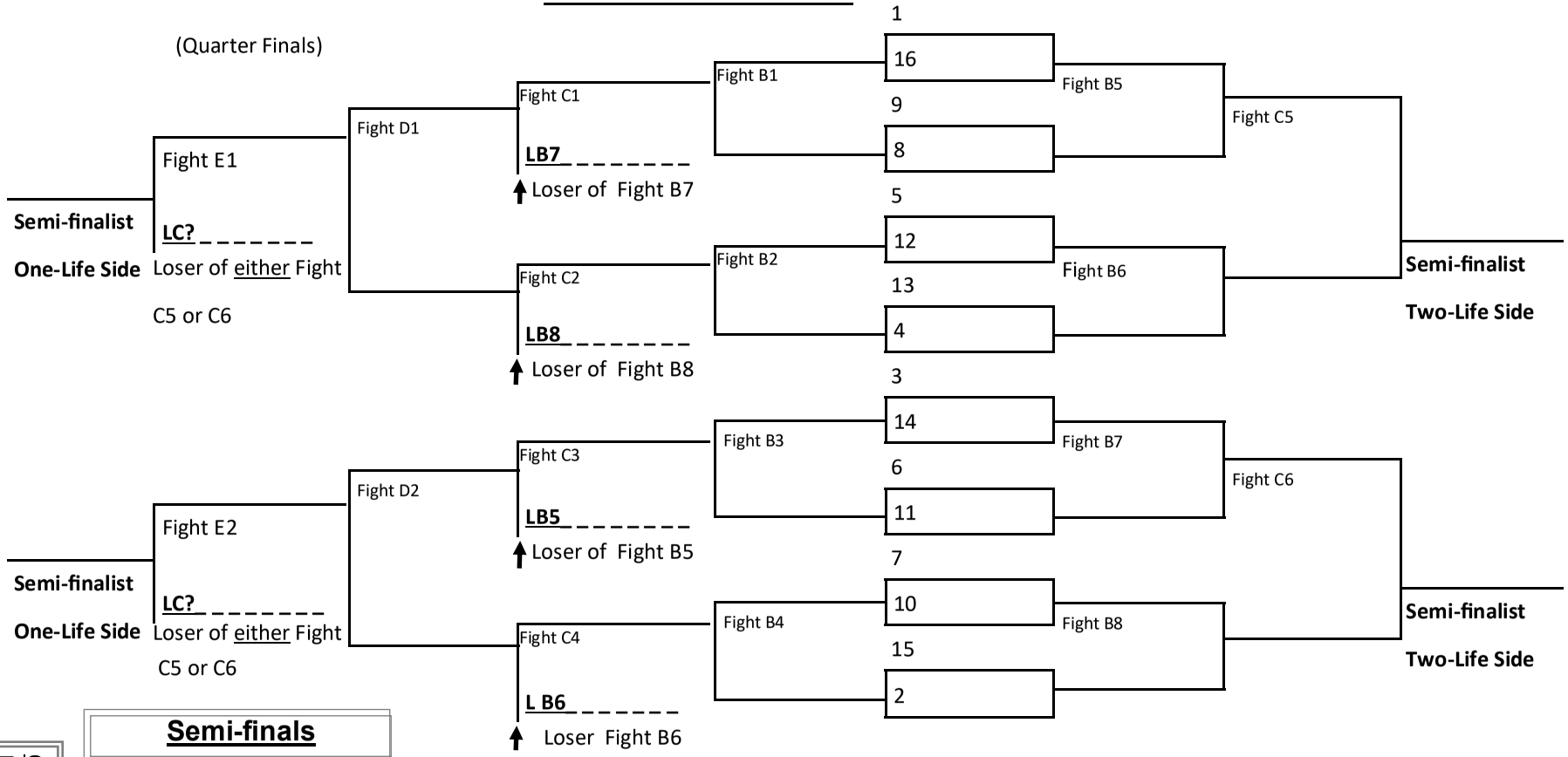
Victor

One Life Side of Tree

SEEDED 12 - 16 Person List Tree

Two-Life Side of Tree

(Quarter Finals)



Quarter Finals & Semi-Finals

Decide prior to tourney if these fights will be random draw, or if every effort will be made to avoid fighting the same person twice.

Semi-finals

___Vs. ____

1st set	2nd set
1.	1.
2.	2.
3.	3.

Finalist

____Vs. _____

1st set	2nd set
1.	1.
2.	2.
3.	3.

Finalist

Finals: Best 2 of 3 Sets

Conditions:

1st Weapons:	2nd Weapons:	3srd Wea[ons

Victor

Random Draw Tournaments

No list tree! Just a pile of cards. The emphasis here is on the word "Random". Yes, this will be very random. The byes will appear randomly. The fighters will fight random opponents which will be a mix of persons with different numbers of lives. You may fight the same person twice, or more. Let the randomness ensue!

Random Draw can be run with any number of lives, from 1 - 3, depending on the number of participants and their energy levels.

However, like the round-robin format, it's annoying if someone drops out mid-tournament. In this case, it's particularly frustrating because there's no way to get back your lives that you lost to the drop-out. So in practice, 3 lives is the most recommended.

How to Run a Random Draw Tournament

Random draw tournaments have the advantage that they can be run with any number of lives and any number of participants. The disadvantage is that the odds are good that someone in the tourney will complain that they have had to fight the same person twice.

1. Sign Up: Each participant's name goes onto a card. Mark the number of lives the participant has at the start. One easy method is write numbers on the card, each number is a life.

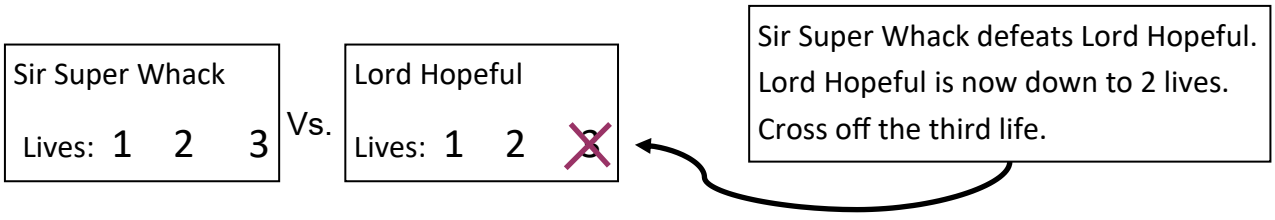
2. Shuffle & Draw: Give the cards a good shuffle. Now find someone with a high rank and ask them to take responsibility for the draw. This is useful for the list-person because you can always say "Not my fault you're fighting Super Duke this round. Her Majesty drew the cards." Yes, this is a great opportunity to pass the buck upwards!

   As the high ranking person draws the fights, remember keep the cards together in pairs!

3. Calling the List: Give the first three pairs of cards to the field-herald. A good list herald will announce the pairs as follows: The first set will be "Called to the List", the second set will be "now arming" and the third set will be "Preparing to Arm".

4. Marking the Results: After each bout, the field-herald will return the pair of cards to you with the victor on top. Or if you don't have a field herald, the loser will bring both cards to the list table. Cross off one of the lives from the card of the defeated fighter. Put both cards back into the shuffle pile.

**** If one of the participants is out of lives, remove their card to someplace safe where it won't accidentally get shuffled back into the tournament.****



5. Continuing the Round: Give the field-herald the next pair of cards.

6. End of the Round: When you are out of cards, everyone has fought this round.

Now return to Step 2 to re-shuffle and re-draw for the next round.

Why Bother with List Trees?
The Challenges of Random Draw Tournaments

The Twelfth Night season is a time for games! Folks cheerfully roll the dice and play the odds to win.

Frequently we hear combatants who have encountered each other in the lists say: "Oh no! What were the odds that we car pooled together to this event six hours away and we end up fighting each other?"

Well, in the Twelfth night spirit, let's do the math! Come on, it will be fun!

For those of you with advanced Engineering and Mathematics degrees, watching stick-jocks calculated probabilities could be a Twelfth night treat all in itself! I fully expect to hear from you if there are errors in the calculations in below !

(You—in the front row with your hand in the air saying "Ooo! Ooo!" Yes, for a single elimination tourney tree in which each combatant has a 50% chance of winning, the answer is $1/2^{n-1}$ where n represents the number of pairings.)

Why Do I Keep Fighting The Same Person Over and Over Again?

Fun With Numbers : Understanding Random Draw Statistics

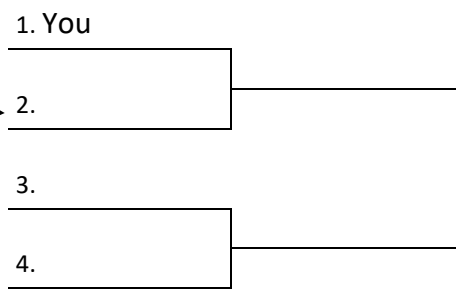
Random draw tournaments have the advantage that they can be run with any number of lives and any number of participants. The disadvantage is that the odds are good that someone in the tourney will complain that they have had to fight the same person twice.

So you drove six hours and you're going to enter the tournament. What are the odds that you will fight your carpool friend, "Battle Bob" from your home fight practice?

If there are 4 participants in a random draw tournament, the probability of meeting your buddy, Battle Bob in the first round can be calculated as:

P(fighting Battle Bob in any given round) = 1/(number of participants in tourney –1)

There are three slots available in the tournament, but only one of those slots results in you fighting Buddy Bob.



Once your name has already been drawn, there are three participants left in the hat.

The probability of drawing Battle Bob is 1 of 3, or 33%.

In a random draw tournament, each round is independent of the next round. Even if you get through the first round without meeting Battle Bob, the formula applies again for the second round.

If this was a two-life tourney, after the first round no one has yet been eliminated. So the odds of meeting in the second round are exactly the same as meeting in the first round! (ie. 1/3 or 33%)

What is the probability of you meeting Battle Bob in both the first and second rounds? Just multiply the two probabilities, 1/3 x 1/3 = 1/9, or 11%

Of course, we know that Lord Murphy has quite a sense of humour and it will feel like you meet Battle Bob a lot more than the mathematics would suggest.

Speed Tourney : Double Elimination without a List Tree

How to Run a Speed Tournament

The basic premise is that everyone starts with two-lives. The line folds randomly, and folks fight the person across from them. This creates two groups: 2-life and 1-life. The 1's fight each other, and folks with no lives left are eliminated. Then the 2's fight each other, which sends folks over to the 1-life side of the field,
Alternate these rounds until there is only a few fighters left, and enact a finals.

Example: 13 fighters with a 2vs.2 Crossover Finals

All the fighters start with 2 lives (green).

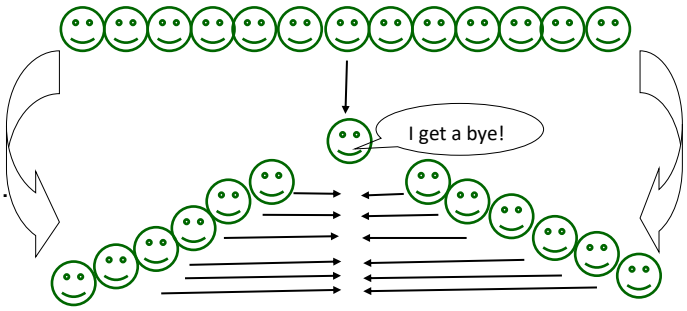
The marshal has chosen a fold to start the tourney.

The fighters at the end of the line walk out and forward to meet their partner.

Partners fight, all at the same time if the field has space.

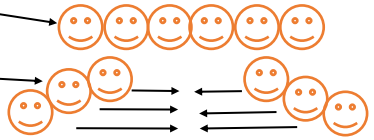
The odd man out gets a bye and moves immediately to the end of the field nearest the thrones.

This will be the 2-life side for the rest of the tourney.



After the first round there are 7 victors with 2-lives, and 6 fighters with 1-life, (yellow).

2-lives wait at throne end of the field while the 1-life side fights

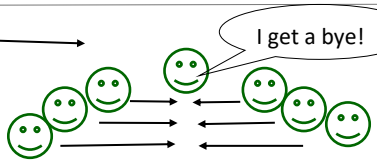


We wait while the 1's fight.

We won! we stay on the 1-life side of the field. There is no crossing back to the 2's side.

We are out of lives. Good-bye.

Next, the 2-lives fight.



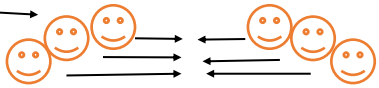
We waited while the 2's fought.

Victorious 2's remain at thrones.

Defeated fighters cross to the 1-life side

Now there are 4 victors with 2-lives, and 6 fighters with 1-life.

1-lives fight again

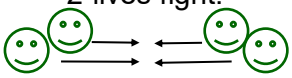


We wait while the 1's fight.

We won, we stay on the 1-life side.

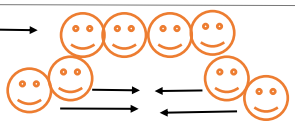
Remaining 1-lives fight a Round-robin removing one fighter,
And leaving a pair of 1-lives

2-lives fight.



Defeated fighters move to one-life side of field.

1-lives fight again



A pair of 2's ready for the semi-finals.

A pair of 1's ready for the semi-finals.

Speed Tourney : Cheat Sheet for 8 - 16 Fighters

Round #1	Start with: 8 fighters	9 Fighters +1 BYE	10 fighters	11 Fighters +1 BYE	12 fighters	13 Fighters +1 BYE	14 fighters	15 Fighters +1 BYE	16 fighters
#2	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 5 1 BYE Send 2 out	1-life side: Fight 5 1 BYE Send 2 out	1-life side: Fight 6 Send 3 out	1-life side: Fight 6 Send 3 out	1-life side: Fight 7 1 BYE Send 3 out	1-life side: Fight 7 1 BYE Send 3 out	1-life side: Fight 8 Send 4 out
#3	2-life side: Fight 4 Send 2 over	2-life side: Fight 5 1 BYE Send 2 over	2-life side: Fight 5 1 BYE Send 2 over	2-life side: Fight 6 Send 3 over	2-life side: Fight 6 Send 3 over	2-life side: Fight 7 1 BYE Send 3 over	2-life side: Fight 7 1 BYE Send 3 over	2-life side: Fight 8 Send 4 over	2-life side: Fight 8 Send 4 over
#4	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 5 1 BYE Send 2 out	1-life side: Fight 6 Send 3 out	1-life side: Fight 6 Send 3 out	1-life side: Fight 7 1 BYE Send 3 out	1-life side: Fight 7 1 BYE Send 3 out	1-life side: Fight 8 Send 4 out	1-life side: Fight 8 Send 4 out
#5	1-lifer side: Fight 2 Send 1 out	2-life side: Round Robin 3 Send 2 over	2-life side: Round Robin 3 Send 1 over	2-life side: Round Robin 3 Send 1 over	2-life side: Round Robin 3 Send 1 over	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-lifers, Fight 4 Send 2 out
#6	2-life side: Fight 2 Send 1 over	Fight 4 1-life side: Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	2-life side: Fight 4 Send 2 over	2-life side: Fight 4 Send 2 over	2-life side: Fight 4 Send 2 over	2-life side: Fight 4 Send 2 over
#7	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out
#8	Finals 1:1	Finals 1:1	2-life side: Fight 2 Send 1 over	2-life side: Fight 2 Send 1 over	2-life side: Fight 2 Send 1 over	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out
#9			1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	2-life side: Fight 2 Send 1 over	2-life side: Fight 2 Send 1 over	2-life side: Fight 2 Send 1 over	2-life side: Fight 2 Send 1 over
#10			Finals 1:1	Finals 1:1	Finals 1:1	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out
#11						Finals 1:1	Finals 1:1	Finals 1:1	Finals 1:1

Speed Tourney : Cheat Sheet for 17 - 24 Fighters

Round #1	Start with: 17 Fighters +1 BYE	18 Fighters	19 Fighters +1 BYE	20Fighters	21 Fighters +1 BYE	22 Fighters	23 Fighters +1 BYE	24 Fighters
#2	1-life side: Fight 8 Send 4 out	1-life side: Fight 9 1 BYE Send 4 out	1-life side: Fight 9 1 BYE Send 4 out	1-life side: Fight 10 Send 5 out	1-life side: Fight 10 Send 5 out	1-life side: Fight 11 1 BYE Send 5 out	1-life side: Fight 11 1 BYE Send 5 out	1-life side: Fight 12 Send 6 out
#3	2-life side: Fight 8 1 BYE Send 4 over	2-life side: Fight 9 1 BYE Send 4 over	2-life side: Fight 10 Send 5 over	2-life side: Fight 10 Send 5 over	2-life side: Fight 10 1 BYE Send 5 over	2-life side: Fight 11 1 BYE Send 5 over	2-life side: Fight 12 Send 6 over	2-life side: Fight 12 Send 6 over
#4	1-life side: Fight 8 Send 4 out	1-life side: Fight 9 1 BYE Send 4 out	1-life side: Fight 10 Send 5 out	1-life side: Fight 10 Send 5 out	1-life side: Fight 10 Send 5 out	1-life side: Fight 11 1 BYE Send 5 out	1-life side: Fight 12 Send 6 out	1-life side: Fight 12 Send 6 out
#5	1-life side: Fight 4 Send 2 out	1-life side: Fight 5 1 BYE Send 2 out	1-life side: Fight 5 1 BYE Send 2 out	1-life side: Fight 5 1 BYE Send 2 out	1-life side: Fight 5 1 BYE Send 2 out	1-life side: Fight 6 Send 3 out	1-life side: Fight 6 Send 3 out	1-life side: Fight 6 Send 3 out
#6	2-life side: Fight 4 1 BYE Send 2 over	2-life side: Fight 5 1 BYE Send 2 over	2-life side: Fight 5 1 BYE Send 2 over	2-life side: Fight 5 1 BYE Send 2 over	2-life side: Fight 6 Send 3 over	2-life side: Fight 6 Send 3 over	2-life side: Fight 6 Send 3 over	2-life side: Fight 6 Send 3 over
#7	1-life side: Fight 4 Send 2 out	1-life side: Fight 5 1 BYE Send 2 out	1-life side: Fight 5 1 BYE Send 2 out	1-life side: Fight 5 1 BYE Send 2 out	1-life side: Fight 6 Send 3 out	1-life side: Fight 6 Send 3 out	1-life side: Fight 6 Send 3 out	1-life side: Fight 6 Send 3 out
#8	2-life side: Round Robin 3 Send 2 over	2-life side: Round Robin 3 Send 1 over	2-life side: Round Robin 3 Send 1 over	2-life side: Round Robin 3 Send 1 over	2-life side: Round Robin 3 Send 1 over	2-life side: Round Robin 3 Send 1 over	2-life side: Round Robin 3 Send 1 over	2-life side: Round Robin 3 Send 1 over
#9	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out
#10	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out
#11	Finals 1:1	2-life side: Fight 2 Send 1 over	2-life side: Fight 2 Send 1 over	2-life side: Fight 2 Send 1 over	2-life side: Fight 2 Send 1 over	2-life side: Fight 2 Send 1 over	2-life side: Fight 2 Send 1 over	2-life side: Fight 2 Send 1 over
#12		1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out	1-life side: Fight 2 Send 1 out
#13		Finals 1:1	Finals 1:1	Finals 1:1	Finals 1:1	Finals 1:1	Finals 1:1	Finals 1:1

Speed Tourney : Cheat Sheet for 25 - 32 Fighters

Round #1	Start with: 25 Fighters +1 BYE	26 Fighters	27 Fighters +1 BYE	28 Fighters	29 Fighters +1BYE	30 Fighters	31 Fighters +1BYE	32 Fighters
#2	1-life side: Fight 12 Send 6 out	1-life side: Fight 13 1 BYE Send 6 out	1-life side: Fight 13 1 BYE Send 6 out	1-life side: Fight 14 Send 7 out	1-life side: Fight 14 Send 7 out	1-life side: Fight 15 1BYE Send 7 out	1-life side: Fight 15 1BYE Send 7 out	1-life side: Fight 16 Send 8 out
#3	2-life side: Fight 13 1 BYE Send 6 over	2-life side: Fight 13 1 BYE Send 6 over	2-life side: Fight 14 Send 7 over	2-life side: Fight 14 Send 7 over	2-life side: Fight 15 1BYE Send 7 over	2-life side: Fight 15 1BYE Send 7 over	2-life side: Fight 16 Send 8 over	2-life side: Fight 16 Send 8 over
#4	1-life side: Fight 12 Send 6 out	1-life side: Fight 13 1 BYE Send 6 out	1-life side: Fight 14 Send 7 out	1-life side: Fight 14 Send 7 out	1-life side: Fight 14 Send 7 out	1-life side: Fight 15 1BYE Send 7 out	1-life side: Fight 16 Send 8 out	1-life side: Fight 16 Send 8 out
#5	1-life side: Fight 6 Send 3 out	1-life side: Fight 7 1 BYE Send 3 out	1-life side: Fight 7 1 BYE Send 3 out	1-life side: Fight 7 1 BYE Send 3 out	1-life side: Fight 7 1 BYE Send 3 out	1-life side: Fight 8 Send 4 out	1-life side: Fight 8 Send 4 out	1-life side: Fight 8 Send 4 out
#6	2-life side: Fight 7 1 BYE Send 3 over	2-life side: Fight 7 1 BYE Send 3 over	2-life side: Fight 7 1 BYE Send 3 over	2-life side: Fight 7 1 BYE Send 3 over	2-life side: Fight 8 Send 4 over	2-life side: Fight 8 Send 4 over	2-life side: Fight 8 Send 4 over	2-life side: Fight 8 Send 4 over
#7	1-life side: Fight 6 Send 3 out	1-life side: Fight 7 1 BYE Send 3 out	1-life side: Fight 7 1 BYE Send 3 out	1-life side: Fight 7 1 BYE Send 3 out	1-life side: Fight 8 Send 4 out	1-life side: Fight 8 Send 4 out	1-life side: Fight 8 Send 4 out	1-life side: Fight 8 Send 4 out
#8	1-life side: Round Robin 3 Send 1 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out
#9	2-life side: Fight 4 Send 2 over	2-life side: Fight 4 Send 2 over	2-life side: Fight 4 Send 2 over	2-life side: Fight 4 Send 2 over	2-life side: Fight 4 Send 2 over	2-life side: Fight 4 Send 2 over	2-life side: Fight 4 Send 2 over	2-life side: Fight 4 Send 2 over
#10	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out	1-life side: Fight 4 Send 2 out
#11	Semi Finals Crossover 2:2	Semi Finals Crossover 2:2	Semi Finals Crossover 2:2	Semi Finals Crossover 2:2	Semi Finals Crossover 2:2	Semi Finals Crossover 2:2	Semi Finals Crossover 2:2	Semi Finals Crossover 2:2