

# official event kit

# **TOURNAMENT FORMATS**

### **Round Robin**

In a Round Robin format tournament, each Blader is to BeyBattle each other Blader once. Once everyone has BeyBattled, the three Bladers have a Round Robin with each other. Each Blader is to play **five rounds.** The amount of rounds won by each Blader will decide to placement for the tournament.

## **Round Robin Block System**

If time is limited, or there are too many players for a Round Robin to be feasible, the Round Robin Block System should be used. In a Round Robin Block System event, Bladers are grouped into "blocks" of Bladers. These blocks have Round Robin tournaments within themselves, with the winners of each group moving onto the final.

The preferable amount of blocks is **three** because it makes placement for the final easier. In the case of a tournament with more than three blocks, the three Bladers with the most victories will move onto the final, with only the top Blader from each block being eligible. The final for Round Robin Block System is the same as standard Round Robin.

### **Tie-Breaking**

It is likely that two or more Bladers will have the same amount of victories. In this situation, the Bladers with tied victories are to play a Round Robin amongst themselves (in the case of just two Bladers, this would obviously be a single BeyBattle).

### **Double Elimination**

This format is only allowed if there are more than twenty entrants.

In a Double Elimination tournament, all of the Bladers are matched up into pairs of two and BeyBattle each other. The winners of each BeyBattle move onto the next round of the **A Bracket**. The losers of each BeyBattle are moved into the **B Bracket** and are paired up to battle each other.

After the first round of BeyBattles, a loss is an elimination from the tournament.

Once a winner for each bracket is decided, the losers of the final for each bracket BeyBattle each other, and the winner of that BeyBattle will be awarded Third Place. Then, the winners of each bracket are to BeyBattle each other for the First Place. The loser of this BeyBattle will be the Runner-Up for the tournament.

# RECORDING AND SUBMITTING RESULTS

At a WBO event, it should not be assumed that Bladers will report BeyBattle results for themselves. WBO officials should keep track of BeyBattles using the included **WBO BeyBattle Record;** however, you may record the results any way you wish, as long as they are all recorded accurately.

When recording the results, make sure that you track users by their WBO username.

If you do not have the ability to process BeyBattles yourself, you should **PM the results to Bey Brad on the WBO website.** You can either scan the BeyBattle Records you took, or you can type the results out.

When submitting typed results, you should submit them in this format:

Winner's Username / Loser's Username Winner's Username / Loser's Username Winner's Username / Loser's Username

etc ...

Always do your best to submit results in order!

# **WBO BeyBattle Record**

This sheet is for recording wins and losses for BeyPoints **only.** It is **not** to be used to measure progression in an event.

Winner	Loser

WBO Username of Judge: \_\_\_\_\_