Date	Version	Comment
04/07/11	SuGO Double Elimination Brackets v110406	Initial release
08/08/11	SuGO Double Elimination Brackets v110808	Revised method of entering of Team Name; Added entry of SuGO Game Date; other cosmetic changes

Visit http://sugo.gearsinc.org/rules.shtml for official rules.

Welcome to SuGO Brackets!

There are two spreadsheet templates with brackets for competitions having 3 through 16 contestants. One [SuGO Double Elimination Brackets.xlt] will open with **Microsoft Excel®** software. If you don't have **Excel®** the second [SuGO Double Elimination Brackets.ots] may be opened using a FREEWARE program, **OpenOffice.org™ (OOo)** version 3.x.x that can be downloaded from http://www.openoffice.org/ for FREE. It is available for **Macintosh®** and/or **Windows®** operating systems. **OOo** includes a spreadsheet and other capabilities similar to **Microsoft Office®**.

The bracket templates are electronic, and can be used over and over.

Ways to populate a bracket template:
1) Bracket positions can be assigned as the teams register,
2) A standard random draw, i.e., place player Number/Names in a container and have an unbiased person draw the order to fill in the appropriate bracket, or
3) Any other manner as determined by the judge.

(If a random draw is used, numbers to determine the order of the players in the brackets is included in file [SuGO Drawing Numbers.pdf]. Simply enter the team names of the participants, cut the Number/Names apart, place in a container and draw!)

To populate the brackets select the “Teams” tab, enter the *SuGO Game Date*, enter *Team Names*, and if desired *Team Members*. Then choose the appropriate tab in this spreadsheet that represents the number of teams in your game. (You will notice that the team names have been automatically entered based on the information you entered in the “Teams” tab.) As the matches are played, the winning and losing teams automatically advance in the “Winners” and “Second Chance” brackets.

If you have access to a projector, the bracket can be projected on a screen for all participants to view.

If you want a paper copy to use for the match open [SuGO Double Elimination Brackets.pdf] and print as many brackets as desired. Note that the “Second Chance” brackets contain numbers denoted by R1, R2, etc. R1 indicates that the loser of match 1 is to be entered in this “Second Chance” bracket, and so forth.

The order of competition is shown by the match number within the brackets.

On the selected tab notice the shaded cells. The running score of the best of three matches is entered, as each match is completed. The first team to reach a score greater than or equal to four is the winner. As noted above, the team that wins the match is automatically advanced in the “Winner Bracket”; the loser is automatically entered in the “Second Chance” bracket.
(Note: It is possible to have scores greater than four at the end of three matches due to penalties, etc., and in this event and in accordance with the official rules as many new matches as necessary are conducted until one team is declared the winner by reaching a score of two greater than the opposing team.)

Since the game is double elimination each team is given a chance to continue participating until they have lost two best-of-three matches. As an example, consider the following:
Team 1 advances to the semi-finals without a loss. But...in the semi-final match with a team from the “Second Chance” bracket Team 1 loses. So, there must be a “Rematch” to give Team 1 a second chance.

An interesting variation for games with only 3, 4, or 5 teams is to enter each team twice in the “Teams” tab and select the corresponding 6, 8, or 10 team bracket. This effectively gives each team a third chance. In this case, it is possible that a team may end up pitted against itself! To handle this case simply declare that team to be the winner and continue the game.

If more than one game is to be played, you can clear scores from the open document. Or, if you wish, save the results of the current game and then open a new template to start a new game.

An exploration of the bracket is perhaps the best way to observe how the brackets works. So...enter as many teams as you wish in the “Teams” tab and open the corresponding bracket. Then enter fictitious scores and observe the manner in which the winners and losers are advanced.

Have FUN with your matches!

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OpenOffice.org is a registered trademark of Oracle and/or its affiliates.
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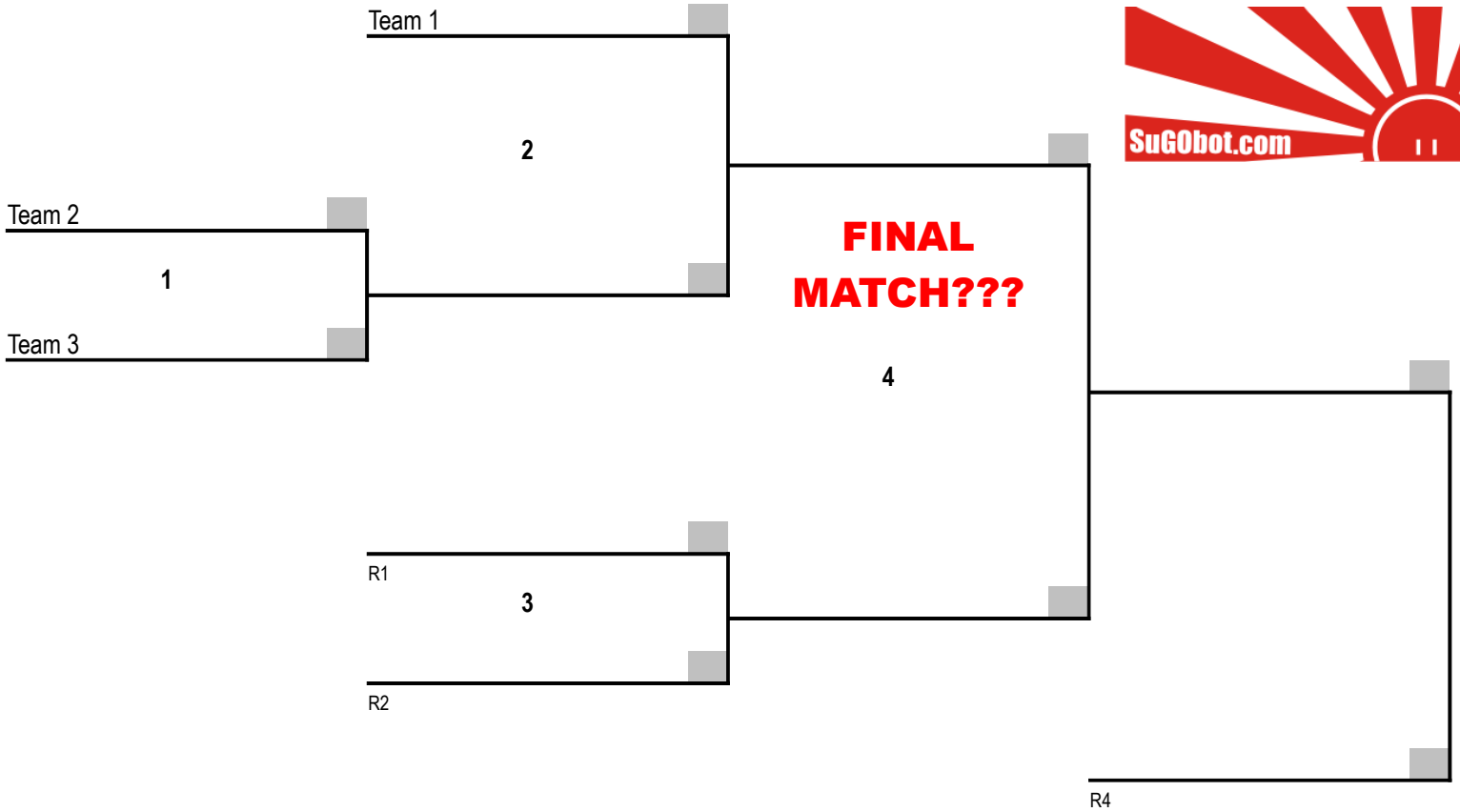
SuGO Game Date:

	Team Name	**Team Members** (Optional)			
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

SuGO Game Date:



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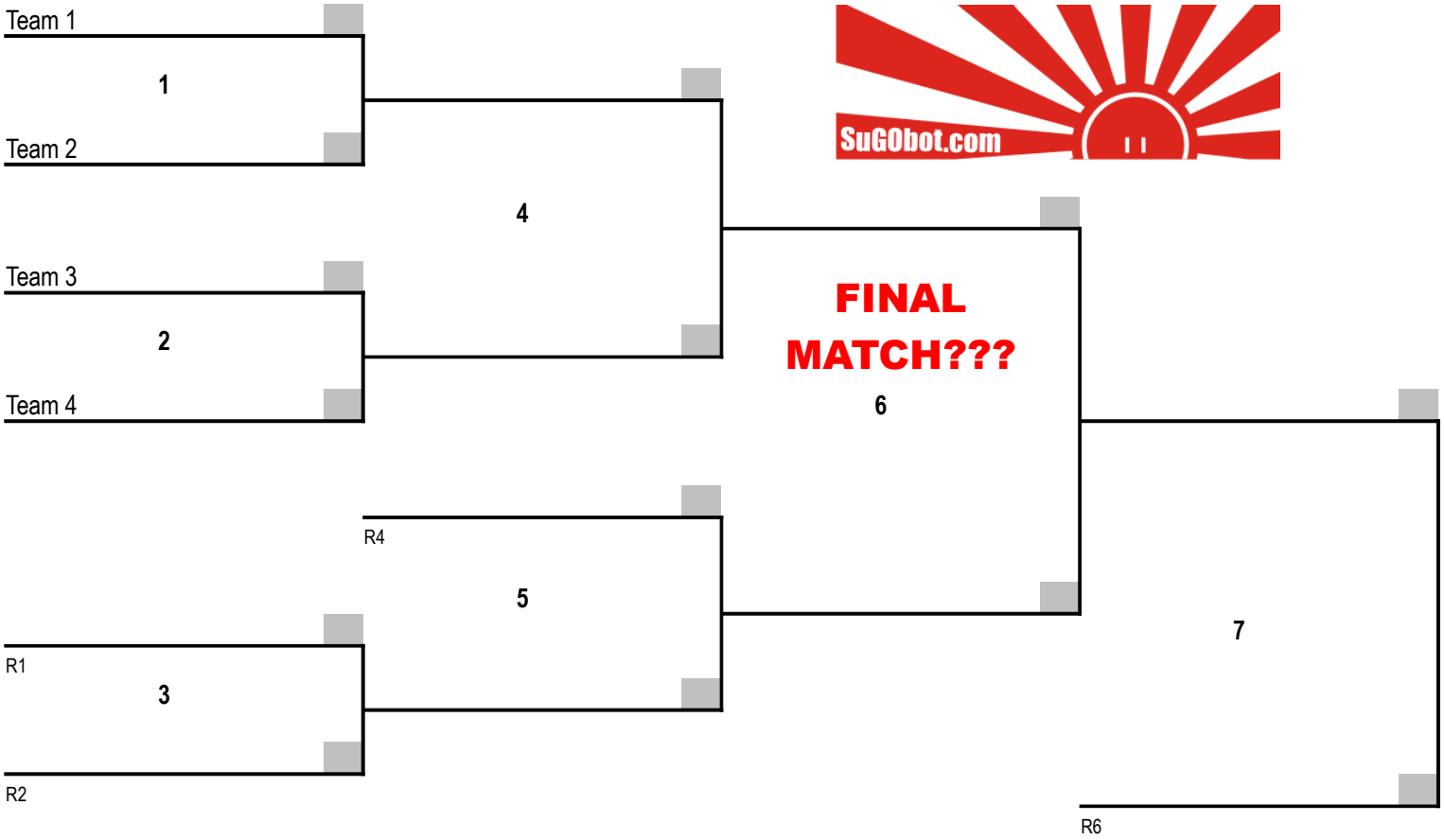

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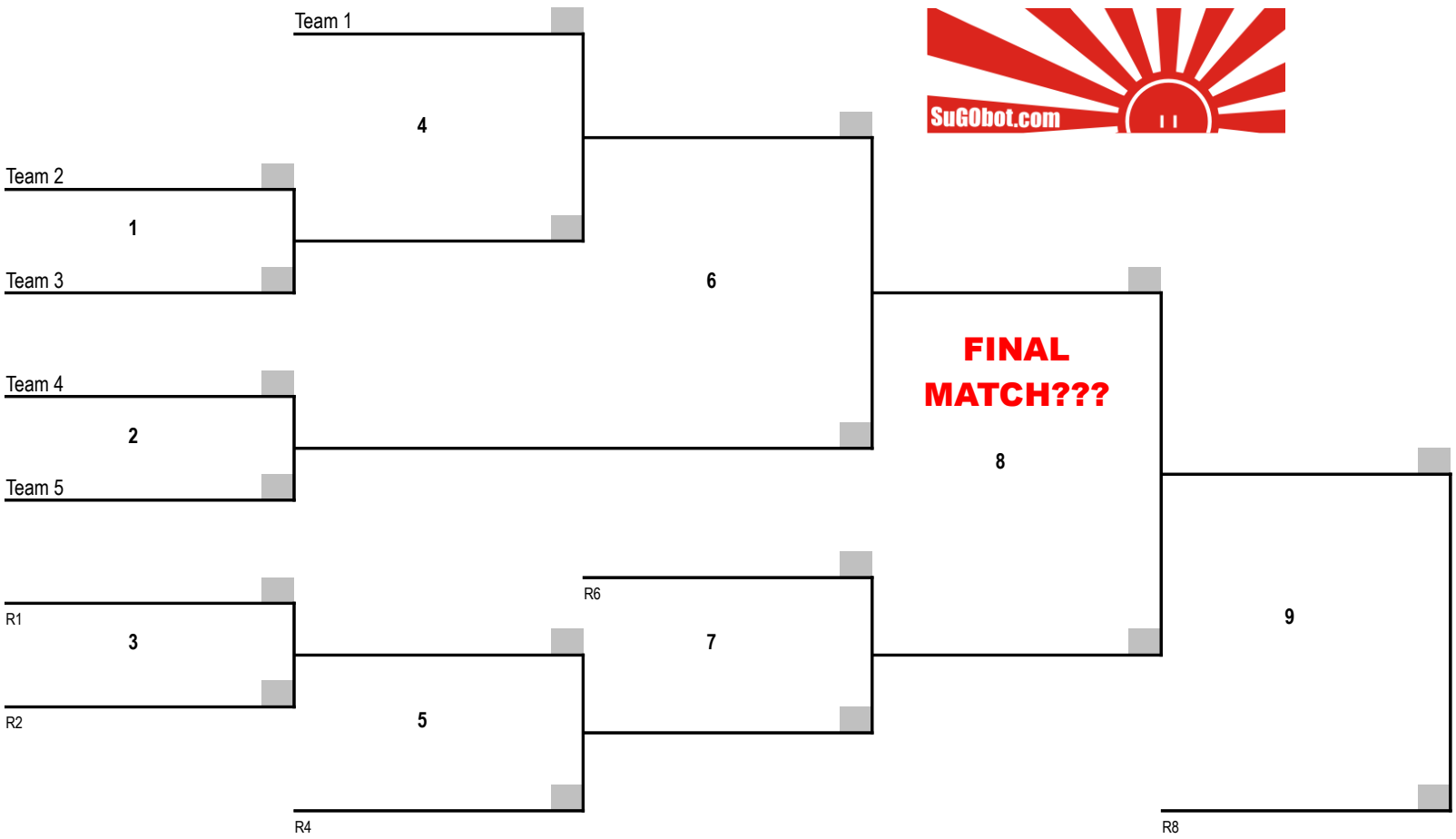

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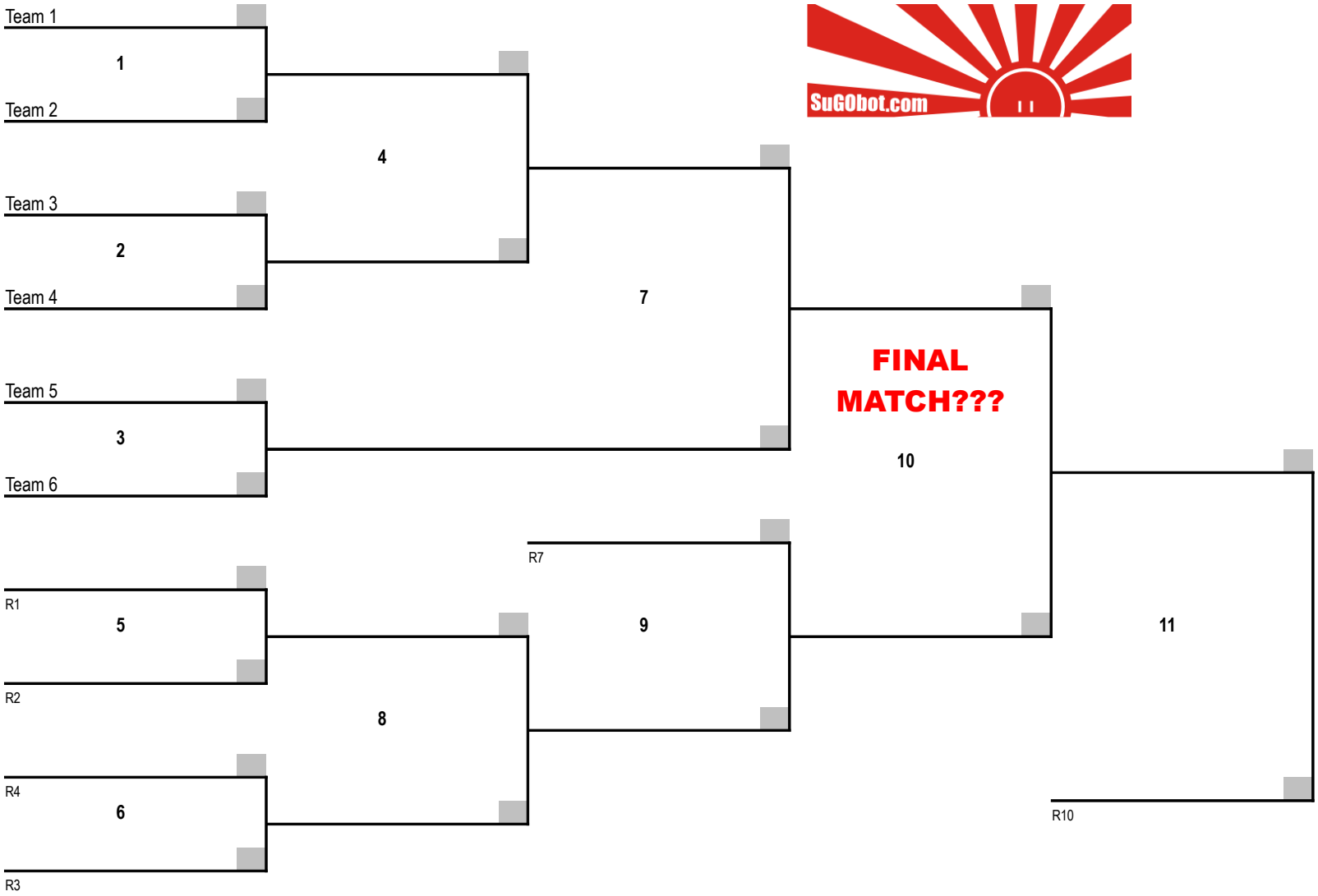


SuGO Game Date:

Team 1

1

Team 2

5

Team 3

2

Team 4

9

Team 5

3

Team 6

6

Team 7

FINAL MATCH???

12

R9

11

R6

7

R1

4

R2

10

13

R5

8

R3

R12

SuGO Game Date:

Team 1

1

Team 2

7

Team 3

2

Team 4

11

Team 5

3

Team 6

8

Team 7

4

Team 8

FINAL MATCH???

14

R11

13

R8

9

15

R1

5

R2

12

R7

10

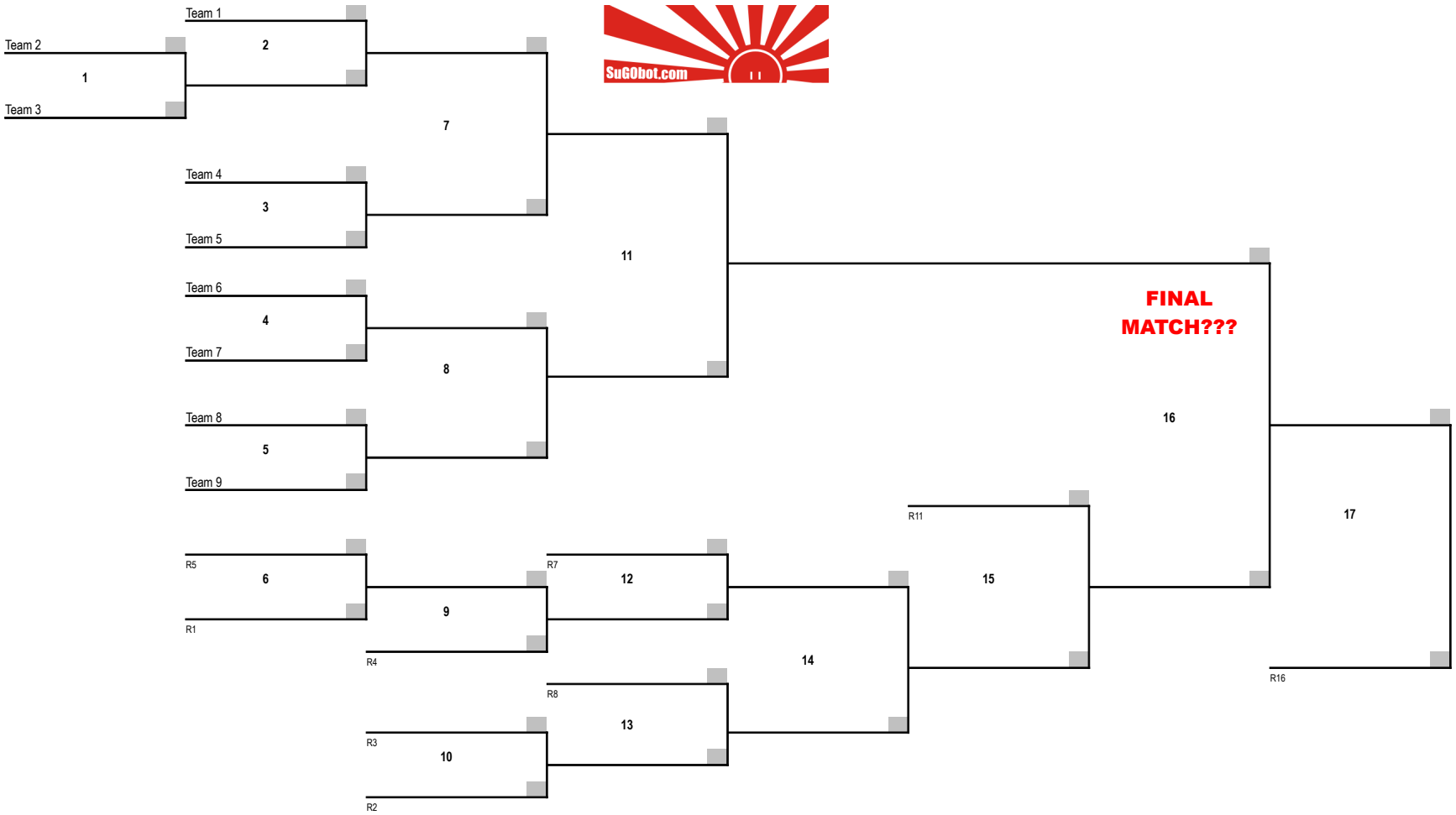
R3

6

R4

R14

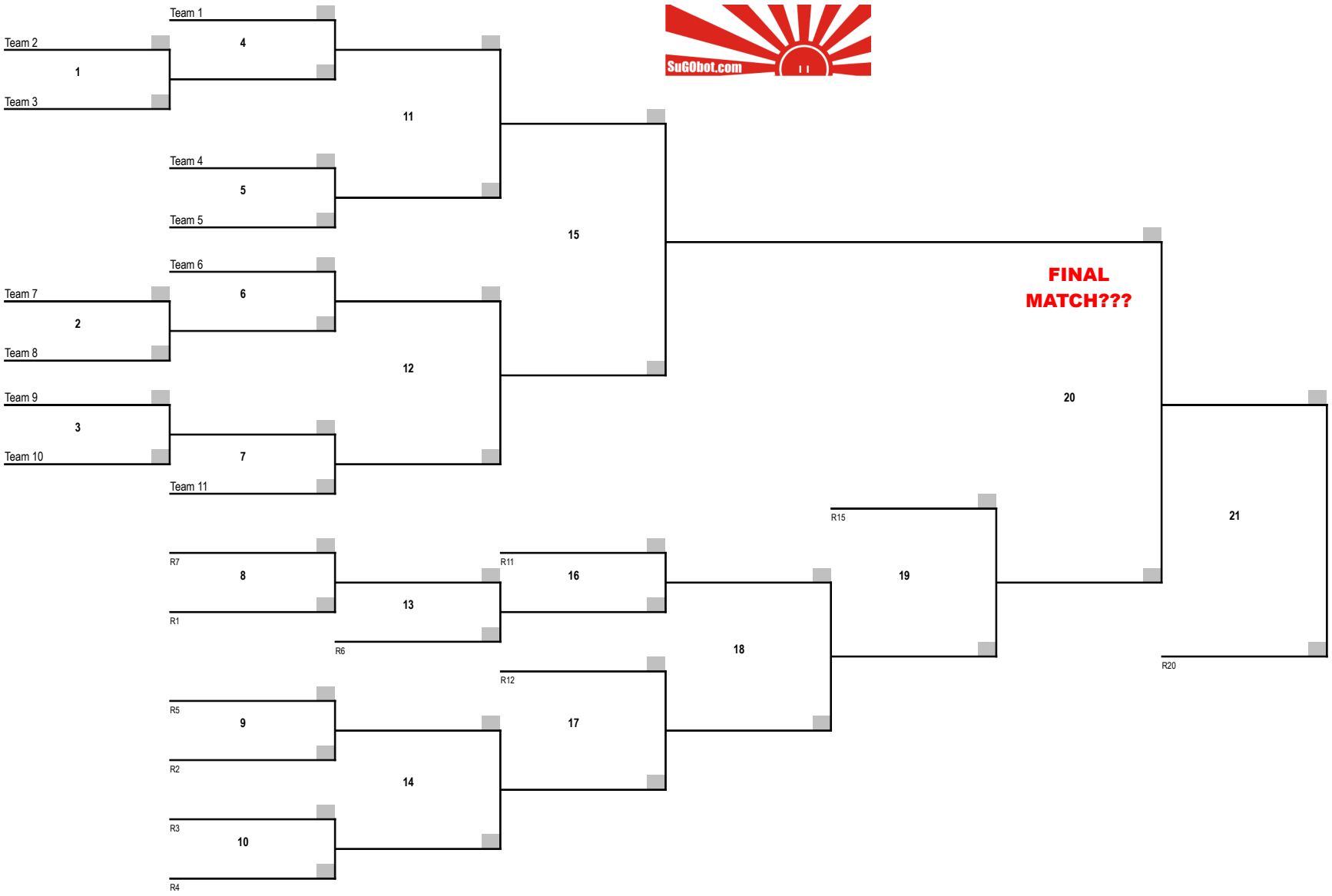
SuGO Game Date:



SuGO Game Date:

Team 1
Team 2
1
Team 3
3
9
Team 4
4
Team 5
13
Team 6
5
Team 7
10
Team 8
2
Team 9
6
Team 10
FINAL MATCH???
18
19
R13
17
R6
7
R1
R9
14
11
R5
16
R10
15
R4
12
R2
8
R3
R18

SuGO Game Date:



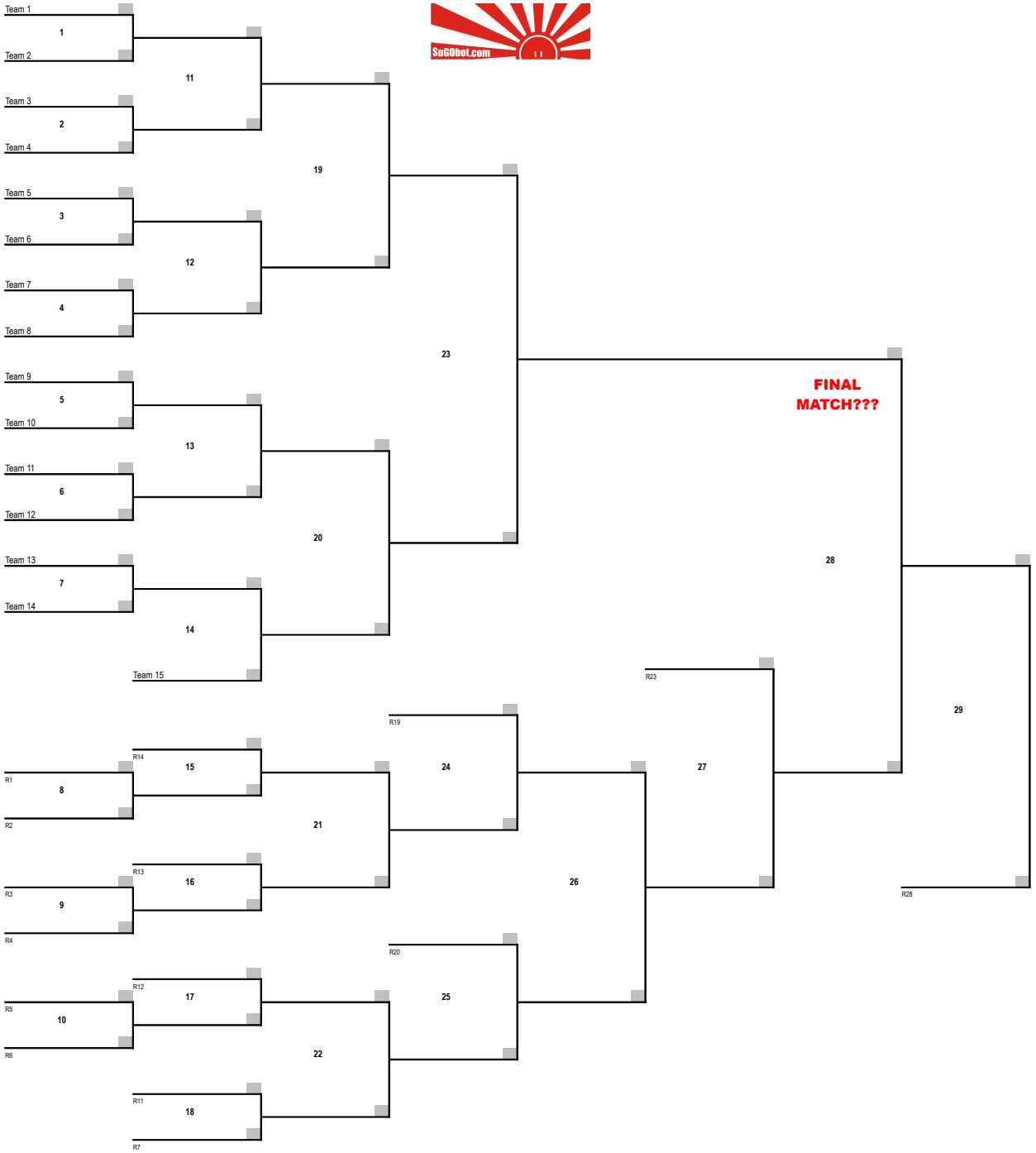
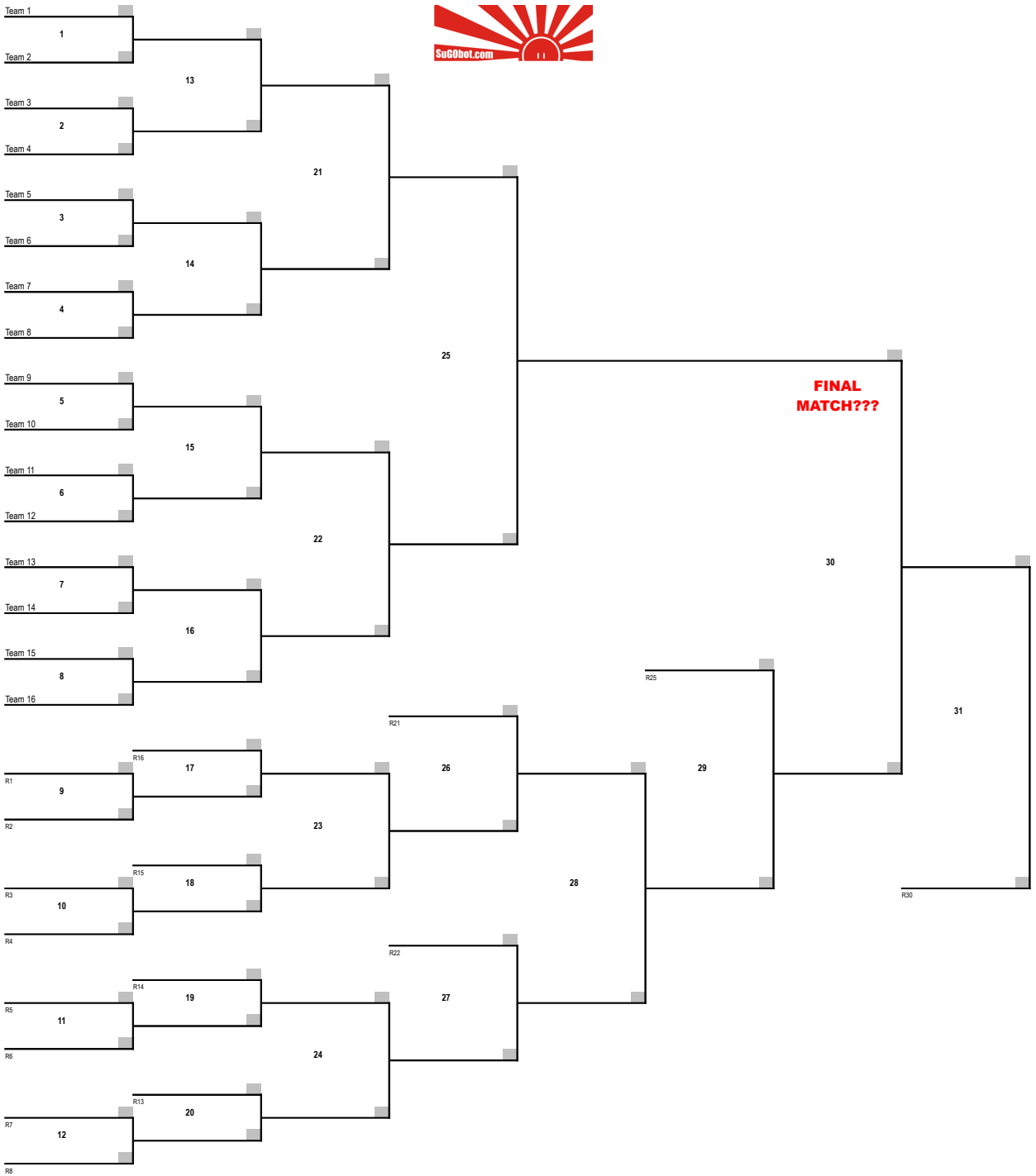
SuGO Game Date:

Team 1
Team 2
1
Team 3
5
Team 4
2
Team 5
6
Team 6
13
Team 7
Team 8
3
Team 9
7
Team 10
4
Team 11
8
Team 12
14
17
FINAL MATCH???
22
23
R22
R8
9
R1
R7
10
R2
15
R13
18
R17
21
R6
11
R3
R4
12
R5
16
R14
19
20

SuGO Game Date:

SuGO Game Date:

SuGO Game Date:



SuGO Game Date: