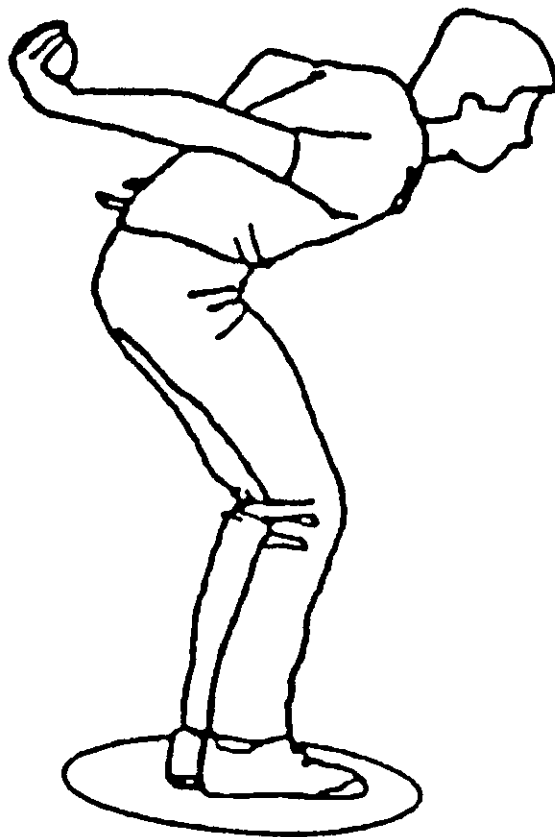


# **SECTION B**

## **ORGANISING SUCCESSFUL TOURNAMENTS**



**WELLINGTON PETANQUE ASSOCIATION INC**

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# TOURNAMENT FORMATS

## 1. SINGLE ELIMINATION

The greatest appeal of the Single Elimination tournament is its simplicity. Losers are eliminated, and winners advance to the next round until there is only one contestant left, the tournament champion. the Single Elimination tourney is valuable when the number of entries is very large, time is short, and the number of playing areas is limited. Of all the tournaments, this one requires the fewest games; however, half of the participants are eliminated after one game, and only one quarter of the participants remain after the second round. When more extensive participation is important and more playing areas and time are available, the use of this tourney is not advisable.

Probably the best use for this type of tournament is for playoffs at the end of a Round Robin. Seeding for the Single Elimination would then be determined by the standings at the conclusion of the previous playing period.

### **ADVANTAGES:**

- *Format is easy to understand*
- *Accommodates large number of entries*
- *Requires few games*
- *Requires few playing areas*

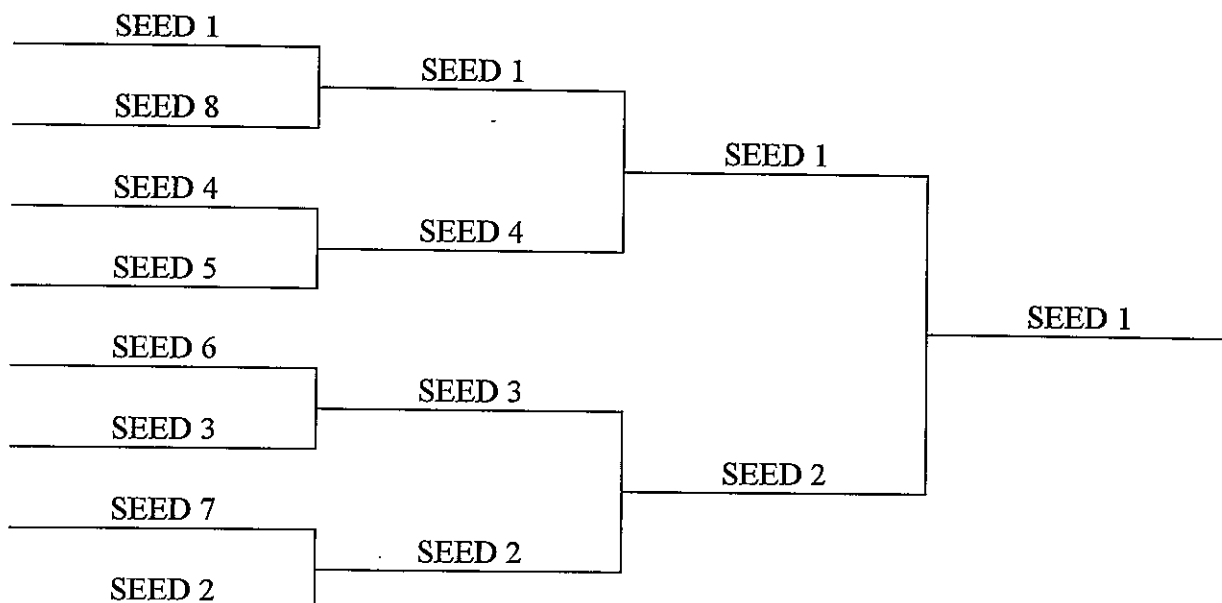
### **DISADVANTAGES:**

- *Each entrant is guaranteed only one game*
- *Accurate seeding is crucial*
- *Does not maximise use of multiple playing areas*

### **BEST USE:**

- *Playoff games following a longer tournament such as a Round Robin.*

Implementation of the Single Elimination is quite straightforward. Once players have been seeded, they can be entered on the draw sheets as suggested by the seeding tables. Then the appropriate schedule is selected, and play can get under way.



*Single Elimination tournament with eight entries*

## 2. DOUBLE ELIMINATION

The Double Elimination tournament is designed to deal with two problems inherent in the Single Elimination tournament. The first is that one of the best entries may have a bad first game or have been poorly seeded in the Single Elimination draw; if that occurs in a Single Elimination tournament, that entry is eliminated too soon. Having a losers' bracket gives such an entry an opportunity to play in the finals. The second problem with the Single Elimination is that half of the entries play only one game. The Double Elimination tournament ensures that all entries play at least two games.

However, this tournament type is often over-rated because of these strengths. It also has weaknesses, and there are good alternatives. The major difficulty with the double elimination is that second and third seeded players end up playing many games, particularly in the final rounds of the tournament, and this tournament type takes many rounds to complete. The double Elimination's major benefit is in situations in which the number of playing areas is limited, time is at a premium, final standings are important, and all entries are to be awarded a minimum of two games.

Probably the best use for this type of tournament is for playoffs at the end of a Round Robin. Seeding for the Double Elimination would then be determined by the standings at the conclusion of the previous playing period.

### ADVANTAGES:

- *Each entrant is guaranteed 2 games*
- *An entrant who loses once can still win the tournament*
- *Requires few playing areas*

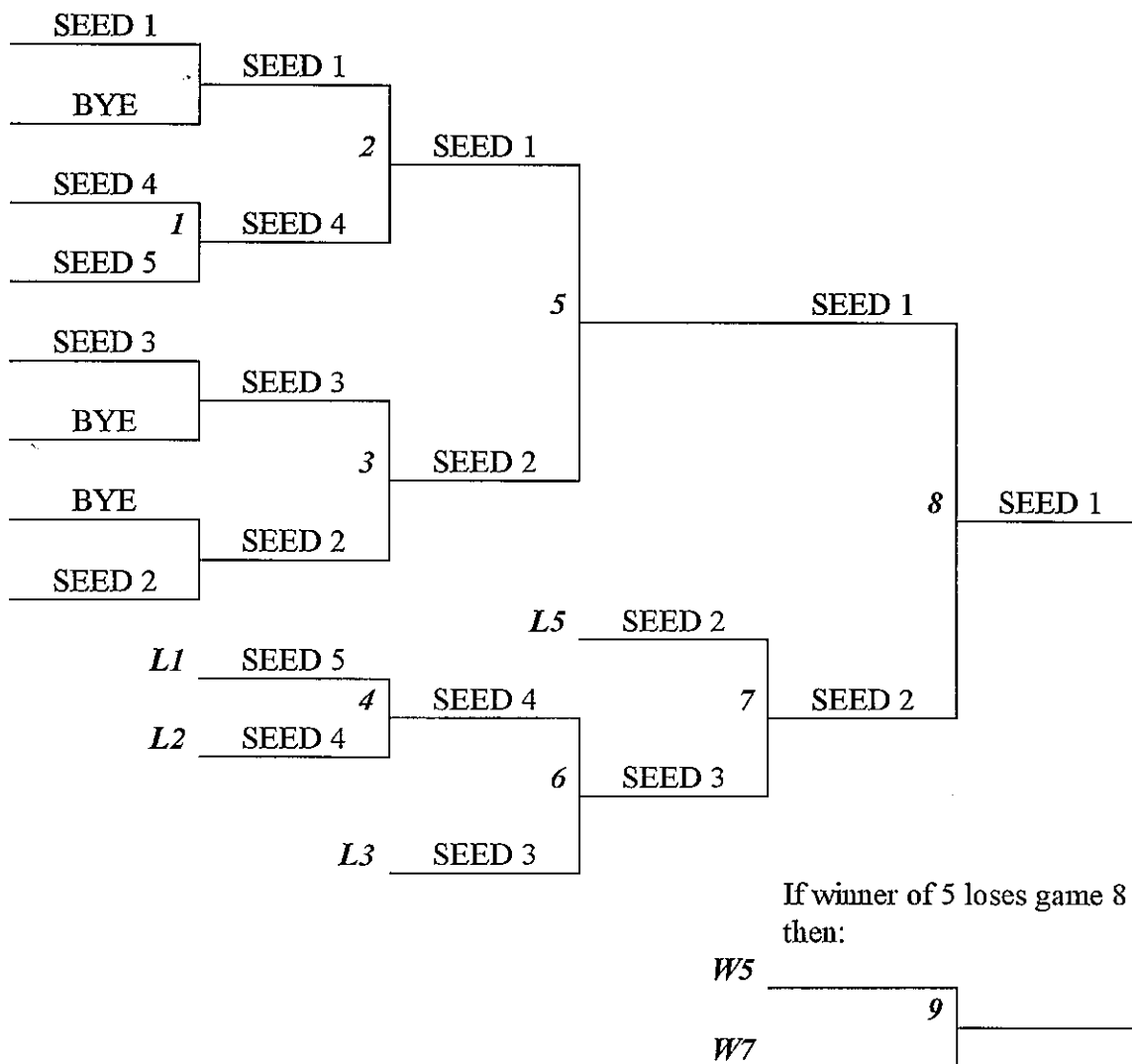
- *Is a better measure of ability than Single elimination*

### DISADVANTAGES:

- *Some players play many games; others play few*
- *Accurate seeding is crucial*
- *Takes many rounds to complete*

**BEST USE:**

- *Situations where time and playing areas are limited and final standings are important. Playoff games following a longer tournament such as a Round Robin.*



### Double Elimination tournament with five entries

The top level of the Double Elimination tournament is very much the same as that of a Single elimination tournament, with only the final game being slightly different. seeding is the same as for Single Elimination. The first time an entry loses a game, the entry simply moves down to the appropriate position on the losers' bracket. Those who lose on the losers' bracket are eliminated (see above example). The ultimate winner of the losers' bracket has lost only one game and can be eliminated only after losing twice. Therefore, the winner moves up to play

the winner of the winners' bracket. If the winner of the losers' bracket wins this game, one more game must be played because the winner of the winners' bracket has lost only one game. This type of tournament requires many rounds, because for every round played on the winners' bracket, two must be played in the losers' bracket.

### 3. ROUND ROBIN

The Round Robin tournament consists of splitting the entries into a number of pools. Following the play within the pools, the top two or three (more depending on the size of the pools) from each pool participate in playoffs (Single or Double Elimination) to determine the overall winner. The drawback for this type of tournament is that proper seeding becomes very important. For example, if the top three seeds are placed in one pool and only the top two from each pool advance to the playoffs, then (if entries perform consistent with their seedings) the third seed cannot play in the playoffs.

#### **ADVANTAGES:**

- *Each entrant is guaranteed a specific number of games*
- *Excellent for preceding elimination type playoffs*
- *No one is eliminated until the playoffs*
- *Uses multiple playing areas effectively.*
- *Is a better measure of ability than elimination tournaments*

#### **DISADVANTAGES:**

- *Accurate seeding is crucial*
- *Many games may be lopsided*

#### **BEST USE:**

- *For longer tournaments preceding elimination playoffs*

Calculation of the number of games per pool:

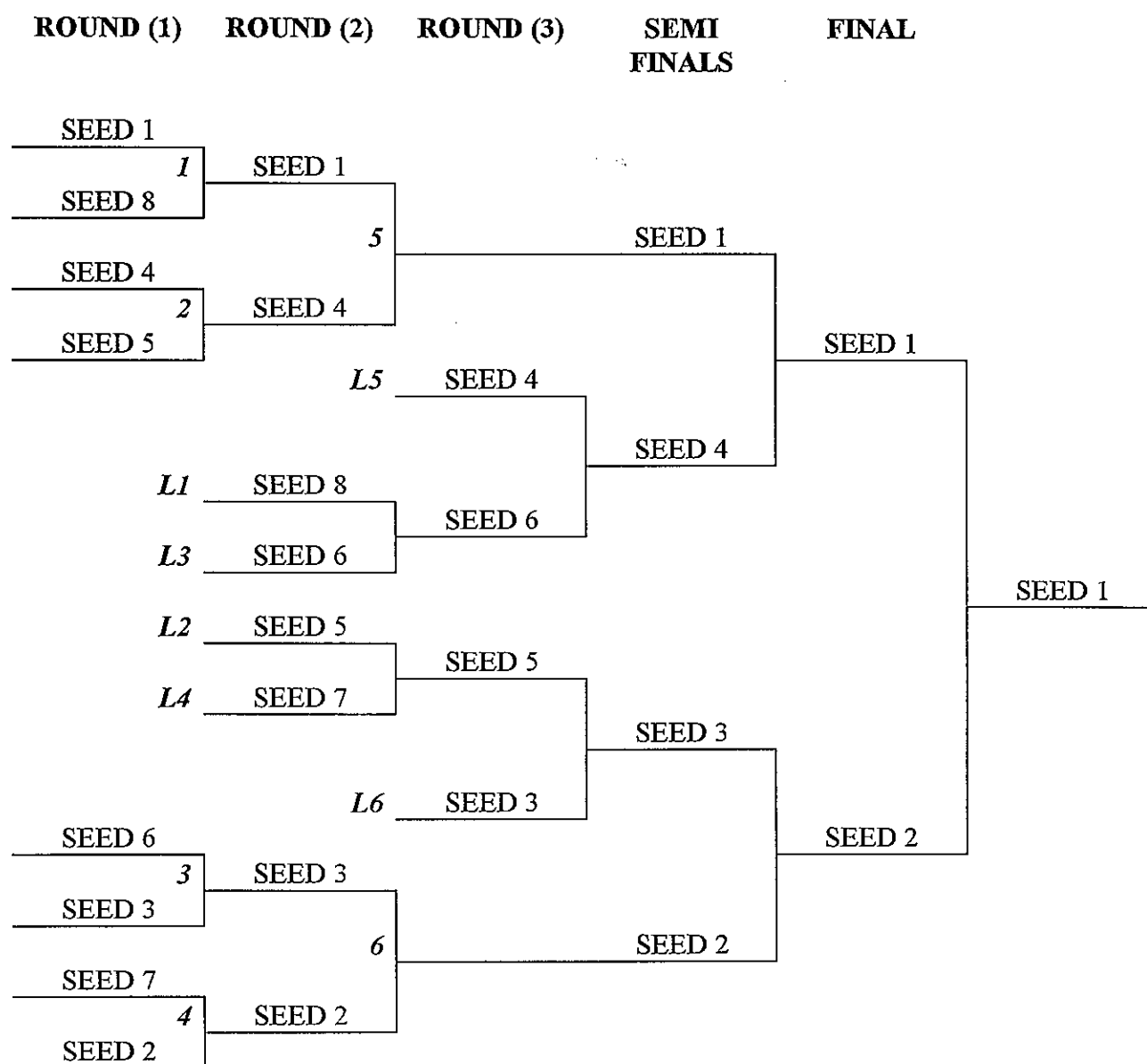
$$[\text{Teams per pool} \times (\text{Teams per pool} - 1)] / 2 = \text{Games per pool}$$

eg. 6 teams per pool

$$\text{Games per pool} = [6 \times (6 - 1)] / 2 = 15$$

## 4. DOUBLE KNOCKOUT

The Double Knock Out format allows for teams who lose one game in the first or second round of a tournament to get a second chance to make the semi finals. Basically first round losers go into a separate recharge series and the winners continue on meeting up with other winners in the semi finals. The simplest way to demonstrate this is by the following table which only show eight teams but can be expanded to cater for any number of teams.



First round winners go directly forward to the next round while the losers go to a recharge series in Round (2).

The winner from the winners section goes ahead to the semi finals whilst the losers join the winner of the losers section in a recharge to determine the two teams to join the others in the semis. Teams defeated in the losers section are eliminated from the competition. It is important that the draw be arranged so that teams which meet in early rounds tend not to meet each other until the last encounter possible.

The Loftus Knock Out format is a more sophisticated form of the Double Knock Out format. The differing feature is that it ensures all teams receive a minimum of three games, however the system of teams advancing in the competition is not as straight forward as in the other format.

[illegible]

The qualifying round. Teams and/or byes are placed in their respective positions on the draw.



### Round (2):

Note that the losers at the top end of the draw proceed to the bottom end of the draw. The four winners get to play against the four losers in Round (2). From here the winners commence to play against each other, while the losers start to be eliminated or proceed to a contest for entry into the semis.

### Round (3):

This round sees the the competition split into a losers contest while the winners continue through to the main finals series.

From this point, teams begin to be eliminated having all played at least three games.

### Semi Finals and Final:

From the results of Rounds (3) and (4) the composition of the semi finals is determined. Winners from Round (3) progress straight to the semis while the other two teams had to survive Round (4).

From this point on the two winners will compete in the final.

## 6. ROLLING KNOCKOUT

The Rolling Knockout format is a variation on the Single Elimination format. The basic difference between the two is that in the Single Elimination when a team is beaten it is out of the competition, whereas in the Rolling Knockout all teams play the same number of games but those who lose a game drop down the order in which they can finish.

| ROUND 1 |     | ROUND 2 |     | ROUND 3 |     | ROUND 4 | PLACINGS |
|---------|-----|---------|-----|---------|-----|---------|----------|
| G1      | G9  | W1      | G17 | W9      | G25 | W17     | 1        |
|         |     | W2      |     | W10     |     | W18     | 2        |
| G2      | G10 | W3      | G18 | W11     | G26 | L17     | 3        |
|         |     | W4      |     | W12     |     | L18     | 4        |
| G3      | G11 | W5      | G19 | L9      | G27 | W19     | 5        |
|         |     | W6      |     | L10     |     | W20     | 6        |
| G4      | G12 | W7      | G20 | L11     | G28 | L19     | 7        |
|         |     | W8      |     | L12     |     | L20     | 8        |
| G5      | G13 | L1      | G21 | W13     | G29 | W21     | 9        |
|         |     | L2      |     | W14     |     | W22     | 10       |
| G6      | G14 | L3      | G22 | W15     | G30 | L21     | 11       |
|         |     | L4      |     | W16     |     | L22     | 12       |
| G7      | G15 | L5      | G23 | L13     | G31 | W23     | 13       |
|         |     | L6      |     | L14     |     | W24     | 14       |
| G8      | G16 | L7      | G24 | L15     | G32 | L23     | 15       |
|         |     | L8      |     | L16     |     | L24     | 16       |

16 Team Rolling Knockout Format  
(G = Game; W = Winner; L = Loser)

In the example of a 16 team format Team A loses but wins its other 3 games it will come 9th. Team B wins its first game loses its next three it will be placed 8th.

The principle is that in a Single Elimination, in any round, one of the teams who gets knocked out would have been better than the others who were similarly knocked out in that round. Whilst teams having lost can not climb up the results table any higher than the “equal” placing they would have achieved in a Single Elimination, this format does allow them to play more games than in the Single Elimination.

This type of format is not recommended where uneven numbers may require the use of byes.

## 7. BARRAGE

The Barrage format is not too dissimilar to a Round Robin in that teams are drawn into pools. However, the order of play is quite different and all teams do not always get the same number of games.

The objective in the Barrage format is for teams to get two wins at this “preliminary” stage and hence qualify for the main “deciding” stage (knockout). In very large tournaments, perhaps over two days, the Barrage format could be used as a second “eliminator” stage.

Ideally pools containing 4 teams should be used for a Barrage format. However an odd number of entries may require the use of pools of 3 teams. Pools of 6 are not used in a Barrage format.

### PLAYING ORDER WITHIN A BARRAGE POOL

|              |           |            |   |            |
|--------------|-----------|------------|---|------------|
| 4 Team Pool: | Round (1) | A v B      |   | C v D      |
|              | Round (2) | Winner A/B | v | Winner C/D |
|              |           | Loser A/B  | v | Loser C/D  |

After Round (2) one team will have 2 wins and so will have qualified and one team will have no wins so will be eliminated into a subsidiary event.

Round (3)                      Play off the two 1 win teams.

|              |           |       |         |
|--------------|-----------|-------|---------|
| 3 Team Pool: | Round (1) | A v B | C rests |
|              | Round (2) | A v C | B rests |

If after Round (2) A has won both games that team will have qualified and Round (3) will be:

Round (3)                      B v C

However if after Round (2) two teams have 1 win the pool plays Round (3) like a 3 team Round Robin.

Round (3)                      B v C                      A rests

In the first option the team to win Round (3) will also qualify with team A. In the second option the pool will be decided by wins first and then by points differential etc, with the top 2 teams qualifying.

It is worth noting that in using a Barrage format, two subsidiary events could be run, as some teams will be eliminated after Round (2) and can go straight onto a subsidiary event. Other teams will not get eliminated until after Round (3) when they can go into a subsidiary event.

# TOURNAMENT SELECTION

| TOURNAMENT TYPE    | NUMBER OF GAMES | EQUAL NUMBER OF GAMES FOR ALL ENTRIES | TIME TAKEN TO COMPLETE TOURNAMENT | NUMBER OF NON-CLOSE GAMES | IMPORTANCE OF ACCURATE SEEDING |
|--------------------|-----------------|---------------------------------------|-----------------------------------|---------------------------|--------------------------------|
| SINGLE ELIMINATION | Very few        | Very poor                             | Short                             | Many                      | Very important                 |
| DOUBLE ELIMINATION | Few             | Poor                                  | Long                              | Few                       | Important                      |
| ROUND ROBIN        | Many            | Good                                  | Long                              | Many                      | Important                      |
| DOUBLE KNOCK OUT   | Few             | Poor                                  | Medium                            | Few                       | Important                      |
| TRIPLE KNOCK OUT   | Few             | Average                               | Medium                            | Few                       | Not important                  |

# SEEDING

The concepts of seeding are important to understand in preparing a successful tournament. In seeding a tournament, the most important principle is to ensure that the top two entries should meet in the final game. To do this simply start at the final where the top two teams meet, ie. 1 v 2, and then progress backwards to the semi finals, then the quarter finals and so on.

## 1. SEEDING ELIMINATION TOURNAMENTS

An example of a 16 team seeded draw is below:

| ROUND (1) | QUARTERS | SEMI FINALS | FINAL |
|-----------|----------|-------------|-------|
| 1 v 16    | 1 v 8    |             | 1 v 2 |
| 8 v 9     |          |             |       |
| 4 v 13    |          |             |       |
| 5 v 12    |          |             |       |
| 2 v 15    | 2 v 7    |             |       |
| 7 v 10    |          |             |       |
| 3 v 14    |          |             |       |
| 6 v 11    |          |             |       |
|           | 3 v 6    | 2 v 3       |       |

To check the draw and that the seedings and team numbers per round are correct simply add the seeds together. They should add up to the number of teams in that round plus one extra.

Round (1): 16 teams plus one.  
The seeds when added together should add up to 17.  
eg. 1 v 16 = 17; 8 v 9 = 17; 4 v 13 = 17; 5 v 12 = 17 etc.

Quarters: 8 teams plus one.  
The seeds when added together should add up to 9  
eg. 1 v 8 = 9; 4 v 5 = 9; 2 v 7 = 9; 3 v 6 = 9

Semis: 4 teams plus one.  
The seeds when added together should add up to 5  
eg. 1 v 4 = 5; 2 v 3 = 5

Final: 2 teams plus one.

The seeds when added together should add up to 3  
eg. 1 v 2 = 3

Byes: In a seeded draw the number of teams participating is irrelevant as byes can be installed in a draw to represent a seeded team.

## 2. SEEDING ROUND ROBIN TOURNAMENTS

Seeding teams for a Round Robin format is logically the same as for the Elimination format. That is place 1 v 2 in the final and work backwards. It is then just a matter of placing the top eight teams in the correct place.

Using the example of 16 teams and four teams per pool, the pool seeds should add up to double the teams in the pool plus two.

| FINAL    | 1 v 2  |        |        |        |
|----------|--------|--------|--------|--------|
| SEMIS    | 1 v 4  |        | 2 v 3  |        |
| QUARTERS | 1 v 8  | 4 v 5  | 2 v 7  | 3 v 6  |
|          | POOL 1 | POOL 2 | POOL 3 | POOL 4 |
|          | 1      | 4      | 2      | 3      |
|          | 5      | 8      | 6      | 7      |
|          | 12     | 9      | 11     | 10     |
|          | 16     | 13     | 15     | 14     |

16 teams: The total of each pool seeds should add up to 34 ie.  $16 \times 2 + 2$

Pool 1: Seeds 1, 5, 12, 16 = 34

Pool 2: Seeds 4, 8, 9, 13 = 34

Pool 3: Seeds 2, 6, 11, 15 = 34

Pool 4: Seeds 3, 7, 10, 14 = 34

The quarter finals, semi final and final seeds are arranged as per the Elimination draw.

The construction of the seedings would be the same if there were no quarter finals but only semi finals where the winners of each group meet each other. In addition if the two top seeds falter initially within their pool and finish second, they will still only meet in the final if they remain undefeated through the semis series.

From time to time you may not have the information to know the exact calibre of each entry, and specific seeding would then be difficult. The best solution to this problem is to rank the top quarter of the entries and then to divide the remaining entries in half, classifying one group as "average" the other "weak".

For example, suppose there are eight entries and the top two can be clearly identified. The remaining six can be divided into two groups:



- three in the average group and
- three in the weak group

It is especially important to seed the top teams, while the remaining entries can be seeded as best as possible.

Another example:

16 teams with eight teams per pool. The top four from each pool qualify for the playoff. The top eight teams are seeded and the remaining teams placed as best as possible (non seeded).

| FINAL    | 1 v 2  |       |        |       |
|----------|--------|-------|--------|-------|
| SEMIS    | 1 v 4  |       | 2 v 3  |       |
| QUARTERS | 1 v 8  | 4 v 5 | 2 v 7  | 3 v 6 |
|          | POOL 1 |       | POOL 2 |       |
|          | S1     |       | S2     |       |
|          | S4     |       | S3     |       |
|          | S6     |       | S5     |       |
|          | S7     |       | S8     |       |
|          | N/S    |       | N/S    |       |
|          | N/S    |       | N/S    |       |
|          | N/S    |       | N/S    |       |
|          | N/S    |       | N/S    |       |

S = Seeded; N/S = Non Seeded

The total of each pool seeds should add up to 18 ie.  $8 \times 2 + 2$

Pool 1: Seeds 1, 4, 6, 7 = 18

Pool 2: Seeds 2, 3, 5, 6 = 18

### 3. SEEDING COMBINED ROUND ROBIN / ELIMINATION TOURNAMENTS

Example: 32 teams, playing two rounds of pool play and a 16 team Single Elimination playoff (or Double Elimination).

Number of teams seeded: 16

The key to this format is ensuring the seeded teams enter the first round of the Single Elimination in the correct order.

The seeds should add up to 17 ie.  $1 \vee 16 = 17$ ;  $8 \vee 9 = 17$ ;  $4 \vee 13 = 17$  etc

Placement of the teams in the pool rounds does not follow the formula for seeding pools. Because there are 8 pools in Round (1) and 4 in Round (2) the teams in

Round (2) are positioned to ensure the seeded teams enter the Single Elimination correctly. The other factor to consider in Round (2), is to try and ensure the makeup of the pools is different from Round (1).

Round (1): 8 pools of 4 teams.  
Top 3 teams qualify for Round (2).

S = Seeded; N/S = Non Seeded

| POOL 1 | POOL 2 | POOL 3 | POOL 4 | POOL 5 | POOL 6 | POOL 7 | POOL 8 |
|--------|--------|--------|--------|--------|--------|--------|--------|
| S1     | S5     | S4     | S8     | S2     | S6     | S3     | S7     |
| S16    | S12    | S13    | S9     | S15    | S11    | S14    | S10    |
| N/S    | N/S    | N/S    | N/S    | N/S    | N/S    | N/S    | N/S    |
| N/S    | N/S    | N/S    | N/S    | N/S    | N/S    | N/S    | N/S    |

Round (2): 4 pools of 6 teams.  
Top 4 teams qualify for the Single Elimination Playoff.

| POOL 1 |          | POOL 2 |          | POOL 3 |          | POOL 4 |          |
|--------|----------|--------|----------|--------|----------|--------|----------|
| S1     | 1st (P1) | S4     | 1st (P3) | S2     | 1st (P5) | S3     | 1st (P7) |
| S5     | 1st (P2) | S8     | 1st (P4) | S6     | 1st (P6) | S7     | 1st (P8) |
| S9     | 2nd (P4) | S12    | 2nd (P2) | S10    | 2nd (P8) | S11    | 2nd (P6) |
| S13    | 2nd (P3) | S16    | 2nd (P1) | S14    | 2nd (P7) | S15    | 2nd (P5) |
| N/S    | 3rd (P5) | N/S    | 3rd (P7) | N/S    | 3rd (P1) | N/S    | 3rd (P3) |
| N/S    | 3rd (P6) | N/S    | 3rd (P8) | N/S    | 3rd (P2) | N/S    | 3rd (P4) |

Single Elimination Playoff:

Note: Seeds from Pools 1 & 2 are on one side of the draw and the seeds from Pools 3 & 4 are on the other.

|          |          |          |          |          |          |          |          |
|----------|----------|----------|----------|----------|----------|----------|----------|
| S1 ∨ S16 | S8 ∨ S9  | S4 ∨ S13 | S5 ∨ S12 | S2 ∨ S15 | S7 ∨ S10 | S3 ∨ S14 | S6 ∨ S11 |
| 1st (P1) | 2nd (P2) | 1st (P2) | 2nd (P1) | 1st (P3) | 2nd (P4) | 1st (P4) | 2nd (P3) |
| ∨        | ∨        | ∨        | ∨        | ∨        | ∨        | ∨        | ∨        |
| 4th (P2) | 3rd (P1) | 4th (P1) | 3rd (P2) | 4th (P4) | 3rd (P3) | 4th (P3) | 3rd (P4) |
| S1 ∨ S8  |          | S4 ∨ S5  |          | S2 ∨ S7  |          | S3 ∨ S6  |          |
| S1 ∨ S4  |          |          |          | S2 ∨ S3  |          |          |          |
| S1 ∨ S2  |          |          |          |          |          |          |          |
| S1       |          |          |          |          |          |          |          |

Another example: 20 teams, playing two rounds of pool play and a 8 team Single Elimination playoff (or Double Elimination).

Number of teams seeded: 16

Round (1): 4 pools of 5 teams.  
Top 4 teams qualify for Round (2).

S = Seeded; N/S = Non Seeded

| POOL 1 | POOL 2 | POOL 3 | POOL 4 |
|--------|--------|--------|--------|
| S1     | S4     | S2     | S3     |
| S8     | S6     | S7     | S5     |
| S10    | S12    | S9     | S11    |
| S15    | S14    | S16    | S13    |
| N/S    | N/S    | N/S    | N/S    |

Round (2): 4 pools of 4 teams.  
Top 2 teams qualify for the Single Elimination Playoff.  
Note: The positioning of the seeds in the Round (2) Pools follow the seeding formula ie the seeds add up to 34 in each Pool.

| POOL 1 |          | POOL 2 |          | POOL 3 |          | POOL 4 |          |
|--------|----------|--------|----------|--------|----------|--------|----------|
| S1     | 1st (P1) | S4     | 1st (P2) | S2     | 1st (P3) | S3     | 1st (P4) |
| S5     | 2nd (P4) | S8     | 2nd (P1) | S6     | 2nd (P2) | S7     | 2nd (P3) |
| S12    | 3rd (P2) | S9     | 3rd (P3) | S11    | 3rd (P4) | S10    | 3rd (P1) |
| S16    | 4th (P3) | S13    | 4th (P4) | S15    | 4th (P1) | S14    | 4th (P2) |

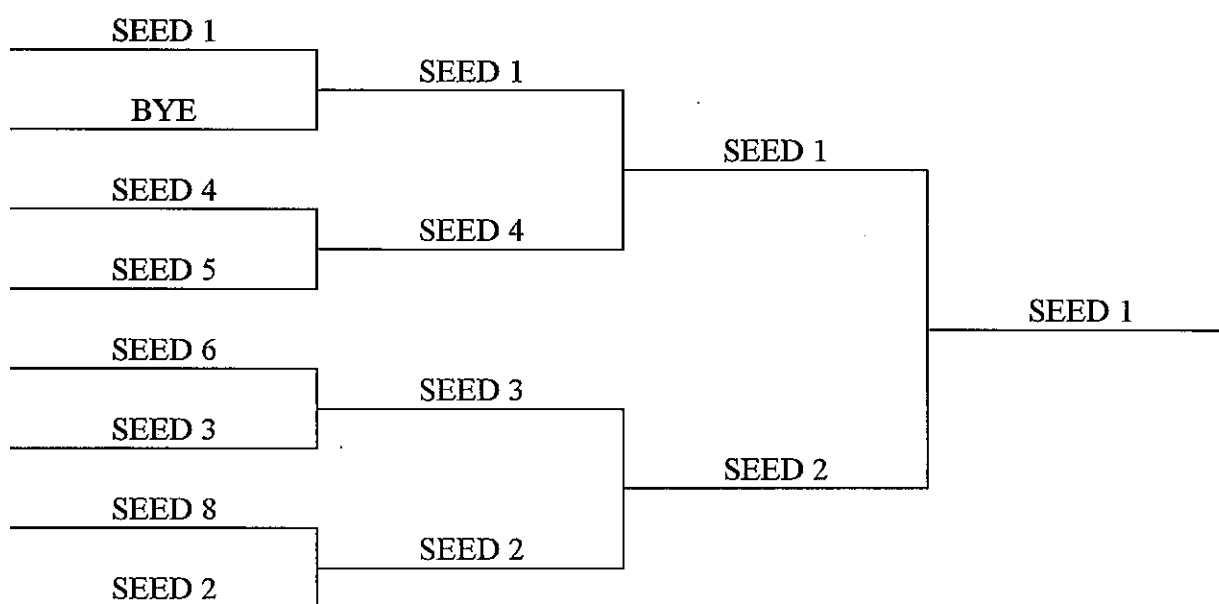
Single Elimination Playoff:

|                                |                                |                                |                                |
|--------------------------------|--------------------------------|--------------------------------|--------------------------------|
| S1 v S8<br>1st (P1) v 2nd (P2) | S4 v S5<br>1st (P2) v 2nd (P1) | S2 v S7<br>1st (P3) v 2nd (P4) | S3 v S6<br>1st (P4) v 2nd (P3) |
| S1 v S4                        |                                |                                | S2 v S3                        |
| S1 v S2                        |                                |                                |                                |
|                                | S1                             |                                |                                |

# BYES

Two principles are usually applied in awarding a bye. First, the number one seed or the higher seeds should be overcome by skillful play, not by exhaustion that can come from a difficult schedule. second, lower calibre players benefit most from more experience and playing with those of similar ability. Therefore, byes are usually awarded to the higher ranked entries.

This illustrated in Figure (1) using a Single elimination draw sheet for seven entries. If a single Elimination tournament with six entries is being prepared then two entries receive byes. These should be the number one and number two seeds.



*Figure (1) Single Elimination tournament with seven entries*

The process of awarding byes is slightly different in round Robin play. In a regular Round Robin, when there is an odd number of entries, each entry has one bye built into the schedule. If the pools are not all the same size, entries in smaller pools play fewer games; this is not normally referred to in terms of byes, but byes are essentially what these entries are receiving.

# TIEBREAKING PROCEDURES FOR TOURNAMENTS

Tiebreaking procedures need to be used only when the outcome of a game determines which entry advances or when the final standings are necessary, particularly in Round Robin tournaments. In these tournaments the finishing order of the teams is determined by:

- If two teams are tied, the team that has defeated the other tied team will be ranked higher.
- If three or more teams are tied, the number of wins and the positive points differential only or the number of wins and the combined positive and negative points differential

| TEAM A |        | TEAM B |        | TEAM C |        | TEAM D |        | TEAM E |        |
|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|
| SCORE  | POINTS | SCORE  | POINTS | SCORE  | POINTS | SCORE  | POINTS | SCORE  | POINTS |
| 13-9   | 4      | 9-13   | -4     | 13-9   | 4      | 9-13   | -4     | 7-13   | -6     |
| 13-2   | 11     | 10-13  | -3     | 2-13   | -11    | 11-13  | -2     | 13-10  | 3      |
| 13-11  | 2      | 13-12  | 1      | 12-13  | -1     | 13-12  | 1      | 12-13  | -1     |
| 13-7   | 6      | 13-5   | 8      | 4-13   | -9     | 5-13   | -8     | 13-4   | 9      |

| TEAM | WINS | POSITIVE<br>POINTS<br>DIFFERENTIAL<br>ONLY | POSITIVE &<br>NEGATIVE<br>POINTS<br>DIFFERENTIAL |
|------|------|--------------------------------------------|--------------------------------------------------|
| A    | 4    | 23                                         | 23                                               |
| B    | 2    | 9                                          | 2                                                |
| C    | 1    | 4                                          | -17                                              |
| D    | 1    | 1                                          | -13                                              |
| E    | 2    | 12                                         | 5                                                |

Using the number wins and the positive points differential the finishing order would be: A, E, B, C & D

Using the number wins and the combined positive and negative points differential the finishing order would be: A, E, B, D & C