

# SUGGESTIONS ON MAKING CHARTS

By P. V. GAHAN

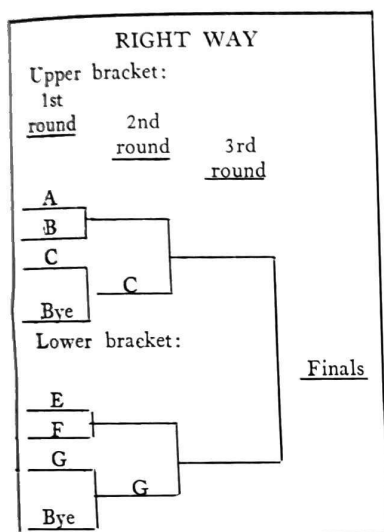
## FLORIDA STATE TOURNAMENT DIRECTOR

The following suggestions and methods are based on common practice and in use for many of our sports tournaments throughout the country. Shuffleboard is a sport, and its procedure regarding tournaments should follow those rules laid down for such events.

### 1—SIMPLE METHOD OF MAKING THE DRAW:

When the total number of entries is 2 or a *power* of 2 (4-8-16-32-64-128 and so on), then all the names can be written down in a single column, and two of the players will meet in the finals. It is when the total list of entries is *not* a power of 2 that difficulties arise.

It is then necessary to so arrange your *first* round that the number of players *thereafter* will equal a power of 2; otherwise, there would be 3 players left to compete in the finals. This is done by placing a certain proportion of the players in the second round. These are termed *Byes*, and have one less match to play than the other competitors. The diagrams below show the Right Way and the Wrong Way to bracket players. Let's say 6 players are entered—nearest power of 2 equals 8. Subtract 6 from 8, — 2. There are, therefore, 2 *Byes*. Place one in the upper half of the bracket, and one in the lower half.



Establishing the power of 2 in the 2nd round is a *Must*.

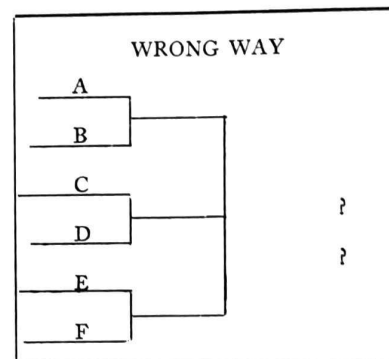
### 2—SEEDING PLAYERS:

In order to have the finals the *climax* of your tournament, it is necessary to *seed* the good players. By seeding is meant the placing the reputed to be best players as evenly as possible between the upper and the lower brackets, so that you build for a climax. If you place all the best players together, your climax comes in the 1st or 2nd round of play.

*Example of Seeding Players:*

There are 4 players to be seeded in a 16-Bracket Chart as follows:

- A—Prevailing State Champion. . . B—The prevailing Runner-up.  
C—The prevailing Third Place Winner. . . D—The prevailing National Champion.



### 3—OTHER FACTORS WHICH MAKE FOR A BETTER TOURNAMENT:

- A—Arrange, in copying the entries from the entry blanks for each event, that you compile the entire list under the Club or City. Then, in arranging the brackets, see that two players from the same Club or City do not play each other in the first round of play.
- B—Record on your chart opposite the players, the Court Number assigned for each match play. You can then easily see that a player does not play on this same court again.
- C—The *prevailing holders of championships* should have preference if there are any *Byes* to be given.
- D—If there are a large number of courts for use, have a Divisional Referee for each 10 or 12 courts. This will help in settling disputes and questionable decisions more quickly. He can also take care of play in his area, and then see that the score cards are returned to the Tournament Director immediately at the end of play.

