

Step 1: Team A and team B secretly choose their defender and reveal them simultaneously.



TEAM A
REMAINING PLAYERS



TEAM B
REMAINING PLAYERS



TEAM A

TEAM A

TEAM A

TEAM A

TEAM A

TEAM A

TEAM A

TEAM A

PAIRING 1

PAIRING 2

PAIRING 3

PAIRING 4

PAIRING 5

PAIRING 6

PAIRING 7

PAIRING 8

TEAM B

TEAM B

TEAM B

TEAM B

TEAM B

TEAM B

TEAM B

TEAM B

Step 4: At this point, two defenders know their attackers; this identifies two games. Log this on the score sheet. The Team with the “table choice” token lets his defender **choose the table first followed** by the defender who's team didn't have the table choice token. **Two tables are now no longer available.**



TEAM A
REMAINING PLAYERS



TEAM B
REMAINING PLAYERS



TEAM A

TEAM A

TEAM A

TEAM A

TEAM A

TEAM A



PAIRING 3

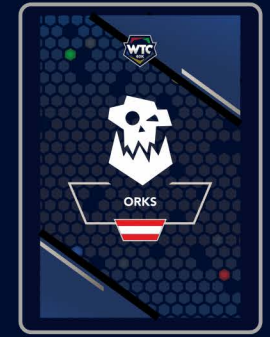
PAIRING 4

PAIRING 5

PAIRING 6

PAIRING 7

PAIRING 8



TEAM B

TEAM B

TEAM B

TEAM B

TEAM B

TEAM B

Step 5: Repeat Step 1 to 4 with the difference that the Team without the "table choice" token now becomes the owner of this token throughout this pairing step.



TEAM A
REMAINING PLAYERS



TEAM B
REMAINING PLAYERS



TEAM A

TEAM A

TEAM A

TEAM A

TEAM A

TEAM A



PAIRING 3

PAIRING 4

PAIRING 5

PAIRING 6

PAIRING 7

PAIRING 8



TEAM B

TEAM B

TEAM B

TEAM B

TEAM B

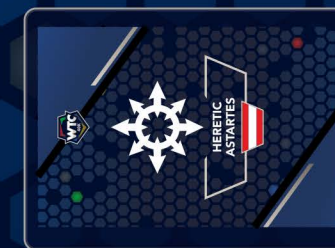
TEAM B



TEAM A
REMAINING PLAYERS



TEAM B
REMAINING PLAYERS



TEAM A

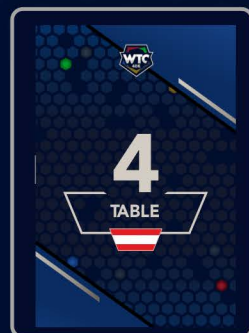
TEAM A

TEAM A

TEAM A

TEAM A

TEAM A



PAIRING 3

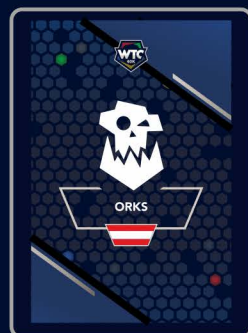
PAIRING 4

PAIRING 5

PAIRING 6

PAIRING 7

PAIRING 8



TEAM B

TEAM B

TEAM B

TEAM B

TEAM B

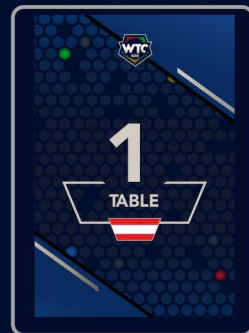
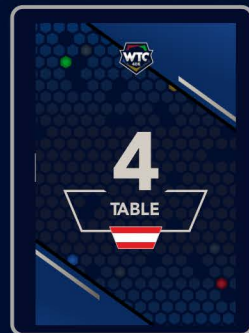
TEAM B



TEAM A
REMAINING PLAYERS



TEAM B
REMAINING PLAYERS



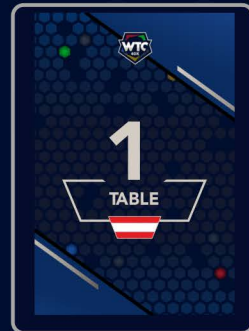
Step 6: The following steps will identify the remaining 4 games: 2 games “attacker vs. defender”, 1 game between refused attackers and 1 game with the remaining players. (The initial 4 pairings have already chosen their tables at this stage. 4-Four tables are no longer available)



TEAM A
REMAINING PLAYERS



TEAM B
REMAINING PLAYERS



Step 7: Team A and team B secretly choose their defender and reveal them simultaneously. After that, Team A and team B secretly choose their two attackers for the given defender and reveal them simultaneously. At this point there is only one last player available remaining in each team. These are automatically designated as being the last matchup. Each team immediately notes this on their round pairing log-sheet.



**TEAM A
REMAINING PLAYERS**



**TEAM B
REMAINING PLAYERS**

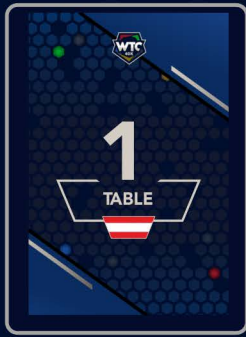


TEAM A

TEAM A

TEAM A

TEAM A

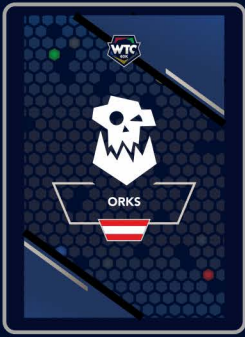


PAIRING 5

PAIRING 6

PAIRING 7

PAIRING 8



TEAM B

TEAM B

TEAM B

TEAM B

Step 8: Team A takes the two attackers given by team B, and secretly chooses which one is refused. Team B does the same with the two attackers selected by team A. The refused Attackers are revealed simultaneously. They will automatically be designated to play the 7th game of the round and face each other. Defenders know their attackers; this identifies two matches. Log this on the score sheet. Team with the "table choice" token let his defender choose the table and then teams **alternate choosing the remaining four tables**, starting with the defending players first.



				TEAM A	TEAM A	TEAM A	
				PAIRING 5	PAIRING 6	PAIRING 7	PAIRING 8
				TEAM B	TEAM B	TEAM B	

WTC Marker shows which team choses the table for that pairing.
It doesn't necessarily show who actually holds the table choice token at that specific point.

