

## ELIMINATION PROCEDURES - INDIVIDUAL COMPETITION

I. DOUBLE ELIMINATION (STRAIGHT) - Each competitor competes until he/she has lost twice or is the last person left in the division. A player may compete against the same opponent as many as three times. Usually pre-numbered brackets are used - a winners bracket and a losers bracket. The matches should be run in the same order that they are numbered, with the exception that some rounds in the losers bracket may need to be shifted slightly (if there are a large number of byes) so that a competitor does not have to compete without a reasonable rest between matches.

### II. MODIFIED DOUBLE ELIMINATION -

a. There are several ways to modify the "straight double elimination system". The main purpose for modification is to have a "true winner" (i.e.: a champion that has lost to no-one in that competition). The most common modification is to use brackets similar to the "straight double" but eliminating the match where the winner of the losers bracket fights the winner of the winner's bracket and associated potential rematch of those two players. In this system the first place winner has no losses, second place has one loss and third place is the last person in the division to accumulate a second loss. There are fewer matches fought in each division with this system as compared to the "straight double elimination" system yielding a shorter tournament.

b. Another type of modified double elimination uses cards (similar to the Bad Point System to be described below) instead of the bracket sheets. In this system there is either one (or zero) byes in the first round depending on whether there are an odd (or even) number of competitors in the division. However, additional byes may be required in subsequent rounds. Usually players are not matched against the same opponent more than once in the tournament. To avoid such repeat matches there cannot be re-determined paths through the division as there are in the bracket systems. Usually players from the same club/area/etc. are only "guaranteed" separation from their teammates for the first round or possibly two rounds. Sometimes results of the first match between two players is automatically carried over to the second time they are to come up against each other (instead of fighting a second time) if they have fought everyone else left in the division.

III. REPECHAGE (STRAIGHT) - This system is currently used for many international championships. It provides a "true winner" and gives those who lose to both 1ST and 2ND place winners a chance to compete for 3RD place. Usually two 3RD places are awarded. A drawback of this system is that it is quite possible that one of the 3RD place finishers is better than the 2ND place finisher (and perhaps others if the pools are "lopsided"). The division is divided into 2 pools (A and B). Single elimination is run for each pool. After completion of the pool, each player who lost to the winner of his pool fights (in the same order as the pool winner fought them). This is the repechage bracket and the winner takes 3RD. One from each pool leads to 2 third places. The winners of the two pools (A and B) then fight with the winner taking 1ST and the loser taking 2ND.

IV. BRAZILIAN REPECHAGE - The Brazilian Repechage is set up and starts the same as the standard "Straight" Repechage system. When there are only four players left (that is, the winner of pool A, the winner of pool B, the winner of Repechage A, and the winner of Repechage B) the following matches occur to determine 1ST, 2ND and 3RD: 1) Match F1 - the winner of pool A fights the winner of Repechage B; 2) Match F2 - the winner of pool B fights the winner of Repechage A; 3) Match F3 - the loser of Match F1 and loser of Match F2 fight and the winner is 3RD Place; 4) Match F4 - the winner of Match F1 and winner of Match F2 fight and the winner is 1ST Place and the loser is 2ND Place. When compared to the "Standard" Repechage System, the Brazilian Repechage System reduces the importance of the Draw and provides a better determination of 2nd and 3rd place finishes. One negative result of the Brazilian System, however, is that it is possible for the 1st Place winner to have lost to someone else in the division earlier in the competition.

V. DOUBLE REPECHAGE - The Double Repechage is also set up and starts the same as the standard "Straight" Repechage system. Competition continues normally until there are 4 undefeated players in the division (2 in pool A and 2 in pool B). Four repechage brackets are then fought by all losers to each of the 4 undefeated

players, resulting in 4 repechage winners. The two undefeated players in pool A then compete yielding a pool A winner with the loser of that match competing against the winner of a match between the 2 pool A repechage winners for a 3rd place. The same sequence is followed for pool B, resulting in another 3rd place. The final match is between the winner of pool A and the winner of pool B to determine first and second places in the division.

VI. DOUBLE BRAZILIAN REPECHAGE - Same as Double Repechage until there are only 4 players left and then the same series of matches are conducted as detailed above in section IV (BRAZILIAN REPECHAGE). Other variations could call for the "cross-over" when there are 6 players left in the division.

VII. POOL KNOCKOUT REPECHAGE - This system assures a greater number of matches for each participant. The division is separated into 3 and/or 4 person pools (all determined by the number of competitors in that particular division). A round robin competition is held within each pool and the top 2 players advance into pre-designated positions on a repechage bracket sheet. The tournament then essentially starts again and is run according to the repechage bracket sheets. Results from the pool competition are not carried forward and only determine which players are placed on the bracket sheets. The number of pools is determined as follows:

# competitors in division    bracket size    # pools    players/pool

6	4 man	2	(3,3)
7	4 man	2	(4,3)
8	4 man	2	(4,4)
9	8 man	3	(3,3,3)
10	8 man	3	(4,3,3)
11	8 man	3	(4,4,3)
12	8 man	3	(4,4,4)
13	8 man	4	(4,3,3,3)
14	8 man	4	(4,4,3,3)
15	8 man	4	(4,4,4,3)
16	8 man	4	(4,4,4,4)
17	16 man	5	(4,4,3,3,3)
18	16 man	6	(3,3,3,3,3,3)
19	16 man	6	(4,3,3,3,3,3)
20	16 man	6	(4,4,3,3,3,3)
21	16 man	7	(3,3,3,3,3,3,3)
22	16 man	7	(4,3,3,3,3,3,3)

23 16 man 7 (4,4,3,3,3,3,3)

24 16 man 8 (3,3,3,3,3,3,3,3)

etc.

V. GOOD POINT SYSTEM - This system is especially good for "development type" tournaments. The competitors are arranged in order according to some combination of age, weight, rank, etc. and divisions are determined AFTER weight-in. Divisions are best composed of 4 to 6 people all of whom compete against everyone else in the division regardless of the number of matches they win or lose. This approach gives all competitors in any given division the same amount of experience instead of (as in the other systems previously described) giving more experience (more matches) to the slightly better player who wins, especially the early rounds. Points are given for the type of win in each match, usually 10 points for an IPPON win, seven points for a WAZA-ARI win, five points for a YUKO win, four points for a KOKO win, and three points for a decision win. The place winners for each division may be determined in several ways (Note: the method should be made known to all participants before the start of the competition - normally noted on the tournament flyer). Often the points earned are simply totaled and the person with highest point total takes first/etc. This encourages winning by IPPON (good for development) but can be very confusing to players, parents and coaches when it is possible for the 1ST place winner to have lost to several others in the division. Likewise it is possible for a player who has won every match not to place first, or even second, if he wins his matches by decision or by lower scores. A different way of determining who places 1ST, 2ND, etc. is to first count the number of wins of each player. The player with the most wins is 1ST, second most wins is 2ND, etc.. If players are tied with the number of wins, then among the players who are tied, the player who has beaten his "tie opponent(s)" takes 1ST, etc.. If there is still not winner (i.e. 5 players in division - 3 are tied with 3 wins each (player A beats player B, player B beats player C, and player C beats player A) then the player (A, B or C) with the most points overall takes 1ST, etc.. If there is still a tie then only the points obtained between the tied players are considered. If there is still a tie then the tied players could compete another round robin or sometimes the lightest player will be given 1ST place/etc.. These procedures can be modified as desired as long as all participants know the final procedure before the competition starts.

VI. BAD POINT SYSTEM - Similar to the Good Point System, it places emphasis on winning by IPPON. This system used to be highly used; however, it does have several drawbacks. The most severe is that a player may be eliminated from the competition (not placing at all) without ever having lost a match. Points are awarded against a player as follow: win by IPPON - 0 point, any other type of win - 1 point, loss by IPPON - 3 points, any other type of loss - 2 points. Cards are used to represent each player. Players are matched according to their tournament number (random draw within the division). If there are an uneven number of competitors, the last competitor is given a bye in the first round. The players continue to competes until they have received 5 bad points and are then eliminated from the competition, unless there are not at least 3 people left after the end of that round. When there are only 3 people left in a division, those three fight off in a round robin (each fights the other two). If one player beats the other two in the round robin that player takes 1ST and 2ND place is the winner of the match between the two remaining players. If each person (A, B and C) wins one match (A beats B, B beats C, and C beats A), then the person with the lowest number of bad points in the round robin wins 1ST and 2ND goes to the winner of the match between the other two. If a tie still exist, the player with the lowest number of bad points including all matches is the 1ST Place and 2ND goes to the winner of the round robin match between the two remaining players. If the total points are even then the tie is broken by weight with the lightest person taking 1ST and 2ND going to the winner of the match between the two remaining players, as above.

**2 Person Division**

Division: \_\_\_\_\_ 1<sup>st</sup> Place: \_\_\_\_\_  
CATEGORY: \_\_\_\_\_  
# of Contestants in Division: 2 2<sup>nd</sup> Place: \_\_\_\_\_  
Date: \_\_\_\_\_

Event Name: \_\_\_\_\_

<b>Player #1 Name:</b>
<b>Player #1 Club:</b>
<b>Player #2 Name:</b>
<b>Player #2 Club:</b>

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**Competition Rounds:**

<b>Round # 1</b>	<b>W/L</b>	<b>Audit</b>
1.		
2.		

<b>Round # 2</b>	<b>W/L</b>	<b>Audit</b>
2.		
1.		

If the winner of Round #1 and winner of Round #2 are different then:

<b>Round # 3</b>	<b>W/L</b>	<b>Audit</b>
1.		
2.		

## Round Robin Elimination System – 3 Contestants

**Division:** \_\_\_\_\_  
**CATEGORY:** \_\_\_\_\_  
**# of Contestants in Division:** 3  
**Date:** \_\_\_\_\_

1<sup>st</sup> Place: \_\_\_\_\_  
 2<sup>nd</sup> Place: \_\_\_\_\_  
 3<sup>rd</sup> Place: \_\_\_\_\_

**Event Name:** \_\_\_\_\_

	Round 1			Round 2			Round 3			Totals		
	W	L	Pts.	W	L	Pts.	W	L	Pts.	W	L	Pts.
1.							X	X	X			
2.				X	X	X						
3.	X	X	X									

### Competition Rounds

Round # 1	W/L	Pts.	Audit
1.			
2.			

Round # 2	W/L	Pts.	Audit
1.			
3.			

Round # 3	W/L	Pts.	Audit
2.			
3.			

<p><b><u>Points System</u></b></p> <p>10 ← Ippon/ Opponent Hansoku Make</p> <p>7 ← Waza-Ari/ Opponent Keikoku</p> <p>5 ← Yuko/ Opponent Chui</p> <p>2 ← Koka/ Opponent Shido</p> <p>1 ← Yusei-gachi (Decision)</p>	<p><b><u>Winner is decided by:</u></b></p> <ol style="list-style-type: none"> <li>1. Most Wins</li> <li>2. Most Points</li> <li>3. In head to head, who beat whom</li> </ol>
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## Round Robin Elimination System – 4 Contestants

Division: \_\_\_\_\_  
 CATEGORY: \_\_\_\_\_  
 # of Contestants in Division: 4  
 Date: \_\_\_\_\_

1<sup>st</sup> Place: \_\_\_\_\_  
 2<sup>nd</sup> Place: \_\_\_\_\_  
 3<sup>rd</sup> Place: \_\_\_\_\_

Event Name: \_\_\_\_\_

	Round 1			Round 2			Round 3			Totals		
	W	L	Pts.	W	L	Pts.	W	L	Pts.	W	L	Pts.
1.												
2.												
3.												
4.												

### Competition Rounds

Round # 1	W/L	Pts.	Audit
1.			
2.			

Round # 1	W/L	Pts.	Audit
3.			
4.			

Round # 2	W/L	Pts.	Audit
1.			
4.			

Round # 2	W/L	Pts.	Audit
2.			
3.			

Round # 3	W/L	Pts.	Audit
1.			
3.			

Round # 3	W/L	Pts.	Audit
2.			
4.			

<u>Points System</u>	<u>Winner is decided by:</u>
10 ← Ippon/ Opponent Hansoku Make	1. Most Wins
7 ← Waza-Ari/ Opponent Keikoku	2. Most Points
5 ← Yuko/ Opponent Chui	3. In head to head, who beat whom
2 ← Koka/ Opponent Shido	
1 ← Yusei-gachi (Decision)	

## Round Robin Elimination System – 5 Contestants

Division: \_\_\_\_\_  
 CATEGORY: \_\_\_\_\_  
 # of Contestants in Division: 5  
 Date: \_\_\_\_\_

1<sup>st</sup> Place: \_\_\_\_\_  
 2<sup>nd</sup> Place: \_\_\_\_\_  
 3<sup>rd</sup> Place: \_\_\_\_\_

Event Name: \_\_\_\_\_

	Round 1			Round 2			Round 3			Round 4			Round 5			Totals		
	W	L	Pts	W	L	Pts	W	L	Pts	W	L	Pts	W	L	Pts	W	L	Pts
1.							X	X	X									
2.				X	X	X												
3.										X	X	X						
4.													X	X	X			
5.	X	X	X															

### Competition Rounds

Round # 1	W/L	Pts.	Audit
1.			
2.			

Round # 1	W/L	Pts.	Audit
3.			
4.			

Round # 2	W/L	Pts.	Audit
1.			
4.			

Round # 2	W/L	Pts.	Audit
3.			
5.			

Round # 3	W/L	Pts.	Audit
4.			
5.			

Round # 3	W/L	Pts.	Audit
2.			
3.			

Round # 4	W/L	Pts.	Audit
1.			
5.			

Round # 4	W/L	Pts.	Audit
4.			
2.			

Round # 5	W/L	Pts.	Audit
1.			
3.			

Round # 5	W/L	Pts.	Audit
5.			
2.			

### Points System

- 10 ← Ippon/ Opponent Hansoku Make
- 7 ← Waza-Ari/ Opponent Keikoku
- 5 ← Yuko/ Opponent Chui
- 2 ← Koka/ Opponent Shido
- 1 ← Yusei-gachi (Decision)

### Winner is decided by:

1. Most Wins
2. Most Points
3. In head to head, who beat whom



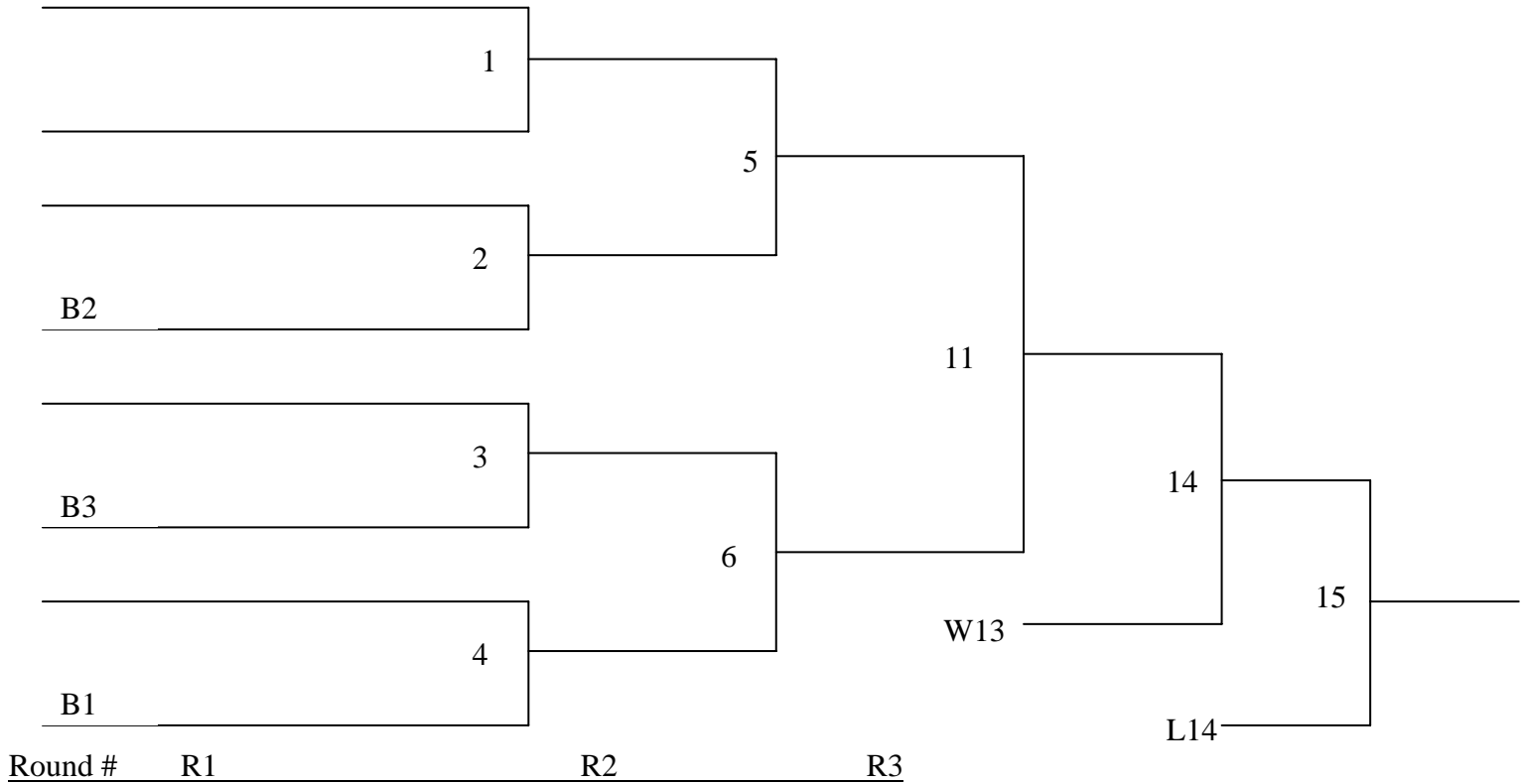


**Double Elimination System Bracket for 5 to 8 Contestants**  
**Position and order of Byes are indicated by B#**

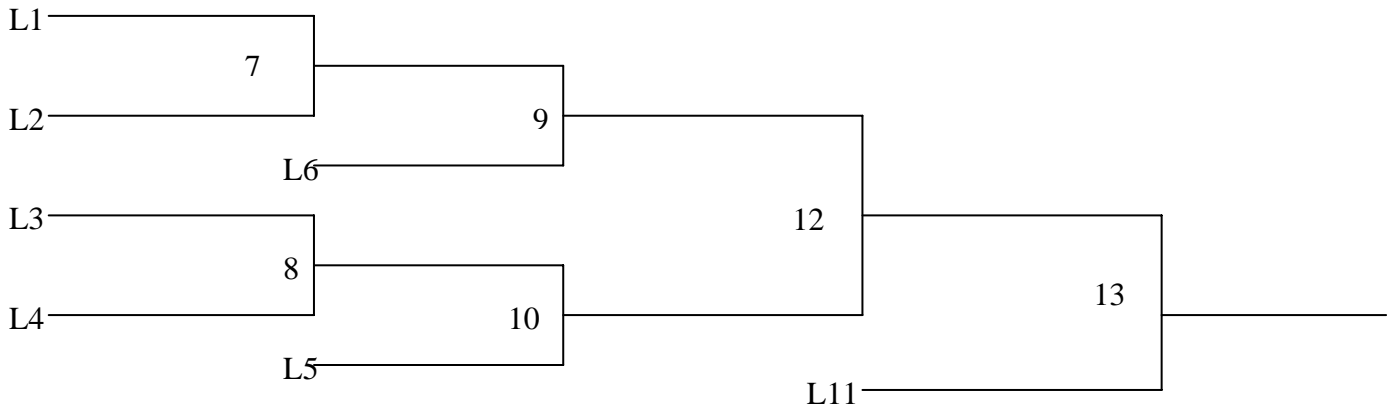
**Division:** \_\_\_\_\_  
**CATEGORY:** \_\_\_\_\_  
**# of Contestants in Division:** \_\_\_\_\_  
**Date:** \_\_\_\_\_

1<sup>st</sup> Place: \_\_\_\_\_  
 2<sup>nd</sup> Place: \_\_\_\_\_  
 3<sup>rd</sup> Place: \_\_\_\_\_

**Event Name:** \_\_\_\_\_



**LOSER'S POOL:**

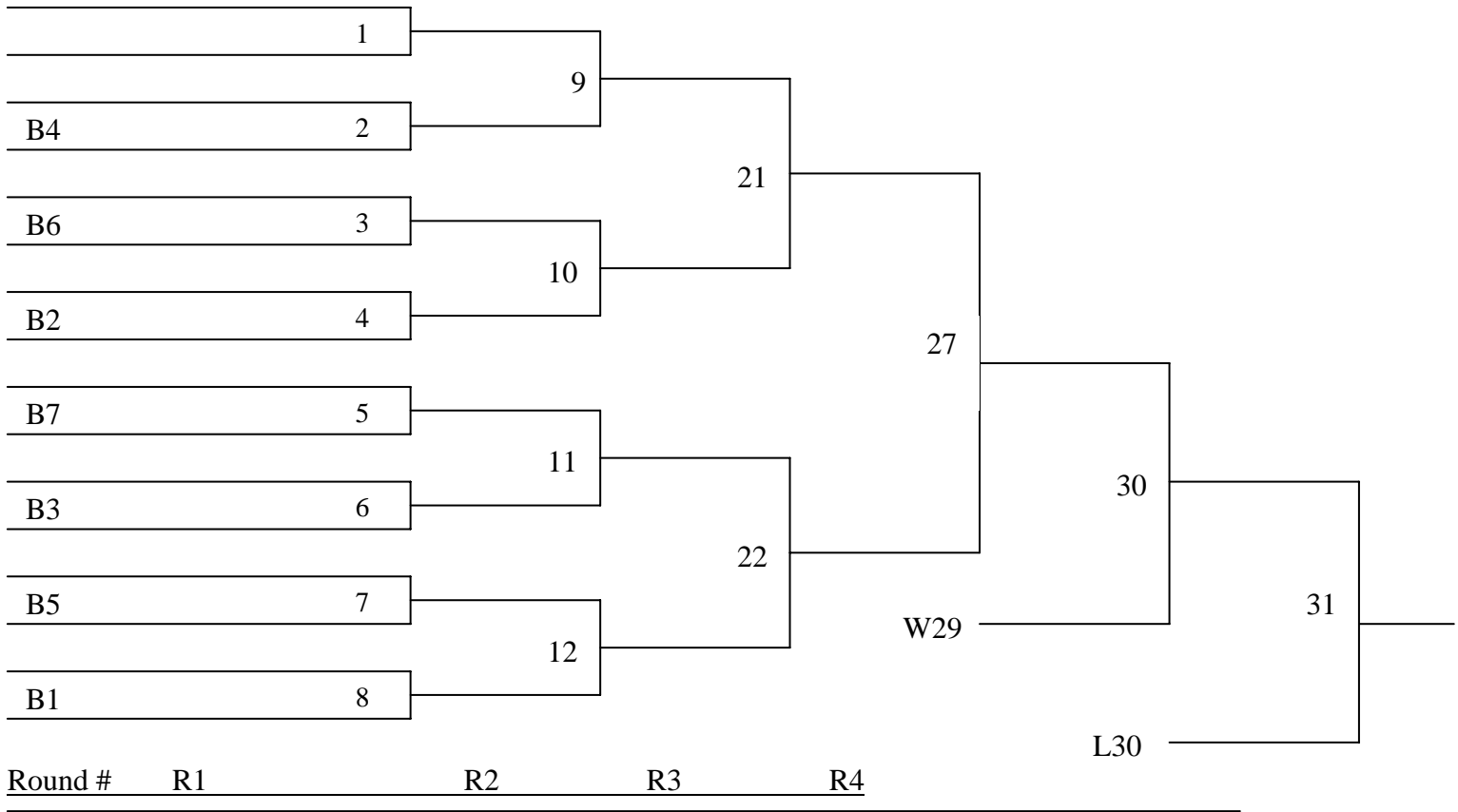


**Double Elimination System Bracket for 9 to 16 Contestants**  
**Position and order of Byes are indicated by B#**

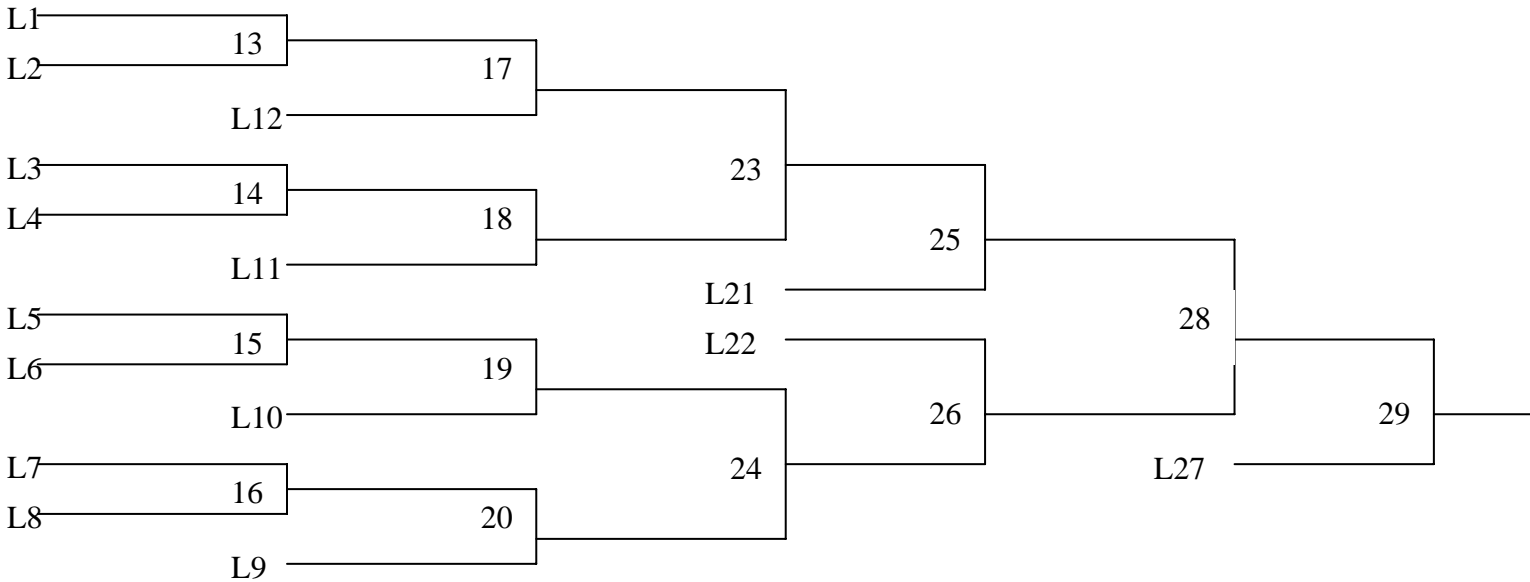
**Division:** \_\_\_\_\_  
**CATEGORY:** \_\_\_\_\_  
**# of Contestants in Division:** \_\_\_\_\_  
**Date:** \_\_\_\_\_

1<sup>st</sup> Place: \_\_\_\_\_  
 2<sup>nd</sup> Place: \_\_\_\_\_  
 3<sup>rd</sup> Place: \_\_\_\_\_

**Event Name:** \_\_\_\_\_



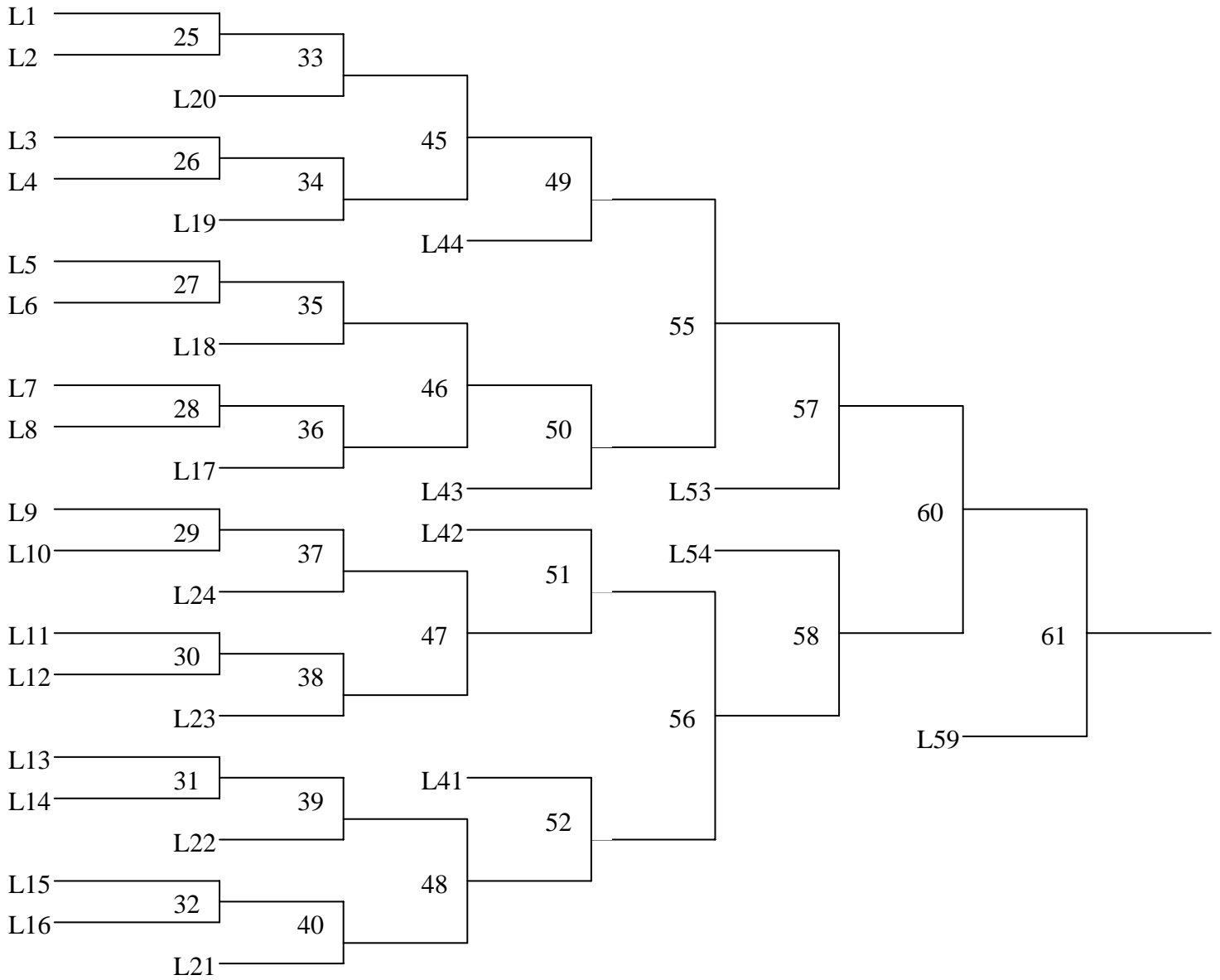
**LOSER'S POOL:**





Division: \_\_\_\_\_  
CATEGORY: \_\_\_\_\_

**LOSER'S POOL:**





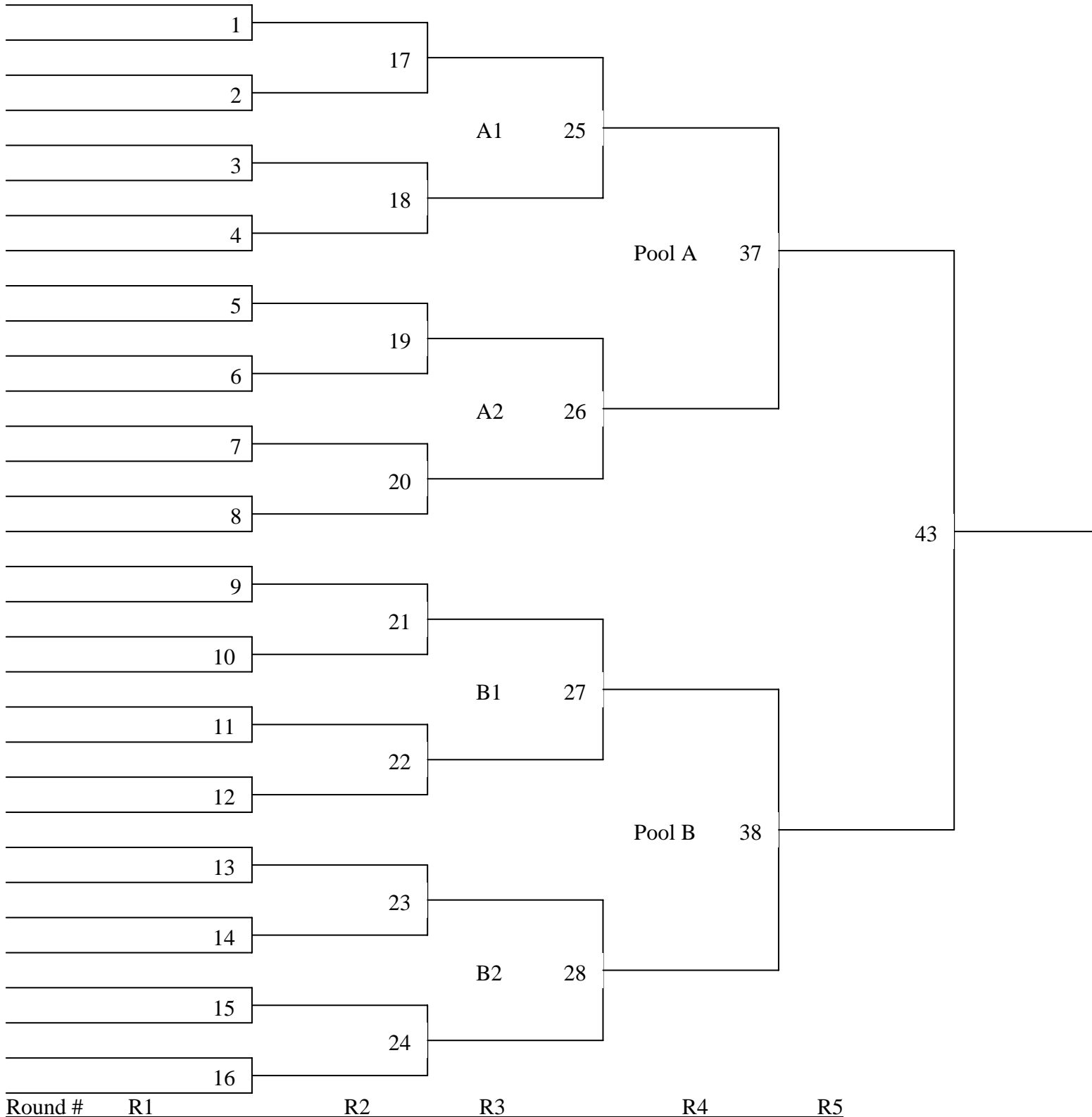


## Double Repechage Bracket for 17 to 32 Contestants

**Division:** \_\_\_\_\_  
**CATEGORY:** \_\_\_\_\_  
**# of Contestants in Division:** \_\_\_\_\_  
**Date:** \_\_\_\_\_

1<sup>st</sup> Place: \_\_\_\_\_  
 2<sup>nd</sup> Place: \_\_\_\_\_  
 3<sup>rd</sup> Place: \_\_\_\_\_  
 3<sup>rd</sup> Place: \_\_\_\_\_

**Event Name:** \_\_\_\_\_



Division: \_\_\_\_\_

CATEGORY: \_\_\_\_\_

**REPECHAGE:** The players who were DEFEATED by the WINNERS of A1, A2, B1, B2 advance into the repechage.

