

## Round Robin Directions

1. Begin by filling out the event information such as event name, date, MoL completing the sheet (first MoL spot), assisting MoL's name or MoL-IT's name (second MoL spot), the name of the MoL-IC, and the MIC
2. Enter each fighter's name in the upper block with one fighter per line.
3. Each fighter's name will correspond with the number to the left of the name.
4. Find the appropriate column on the lower half of the page. As example, if the Round Robin has 8 fighters, use the 8 Fighter column.
5. For an odd number of fighters, use the next higher number. As example, for 9 fighters use the 10 Fighter column. When doing so, place an X over the missing fighter.
6. Fighters that fight an X get a bye.
7. Each round of fights corresponds with a Rd. number.
8. In each round, the top and bottom numbers fight each other.
9. After the fighter or marshal reports, circle the winner's number in each fight.
10. After the final round is completed, add up each fighter's wins by counting the number of circles they have.
11. Fighter's placing is based on the number of wins (circles) they have.
12. Place winning fighter's name in the Winner box below.
13. Return sheet to the MoL-IC.

