

INTRODUCTION

A LEADSLLC bracket is an automated bracket. Teams are automatically promoted throughout the bracket simply by entering a W or L for the first team listed in the match. The bracket also automates the management of the Field of Play. This ensures the most efficient management of tournament possible.

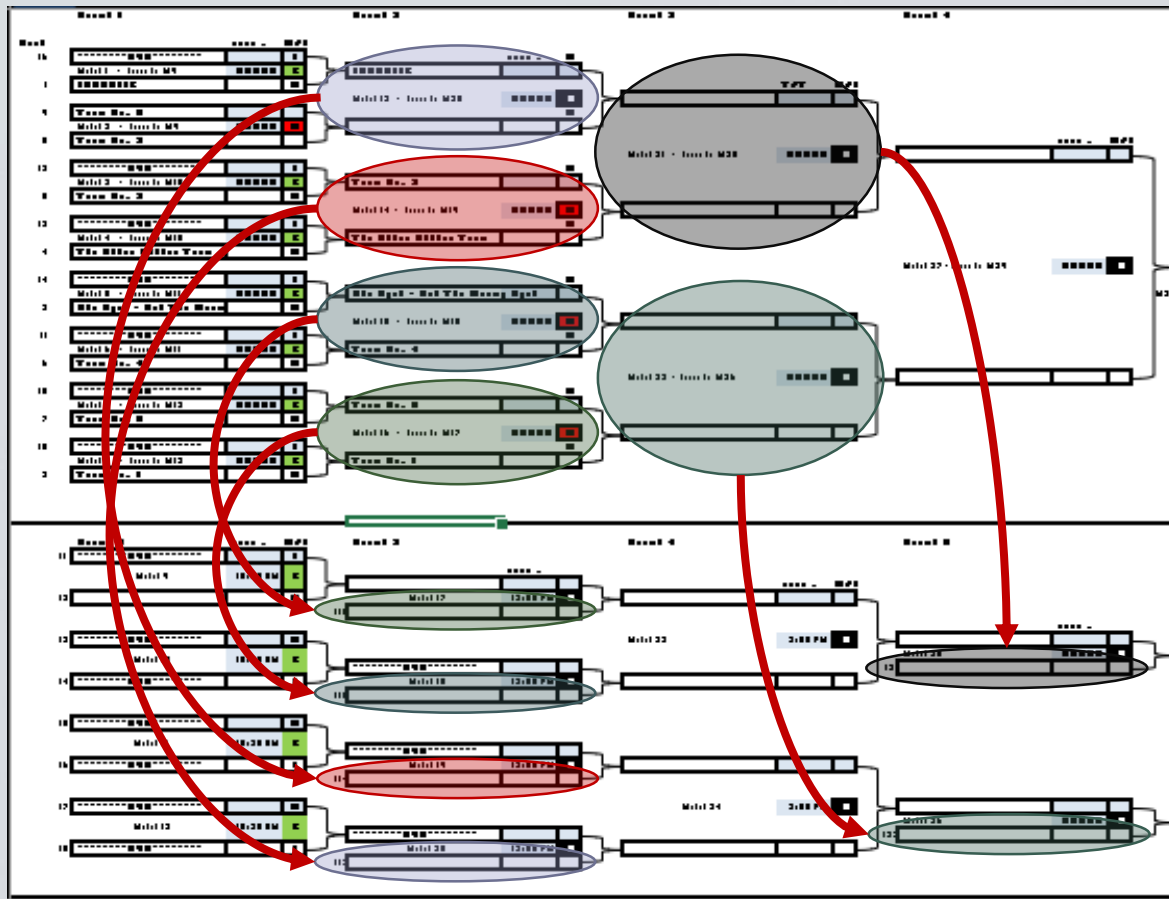
Each of these LEADSLLC brackets are good for a certain number of teams or contestants (5-8; 9-16; 17-32, 33-64, etc.). Brackets are labeled with the highest number of teams they can accommodate. You can push a seeded or random list to the bracket. It is a double elimination bracket that is automated to the extent that you will only type the names of the teams or players once. Data entry is minimized for your convenience. Additionally, it is a non-regional tournament. This means that to the extent possible losers are placed in the Losers Bracket such that they will not play the Winner that put them there until late in the tournament. A regional bracket would keep players within their region cluster of 4 or 8 teams. In a regional bracket it would be very likely to play the same team twice relatively early in the tournament.

LEADS_LEADS_Bracket_
Double_xx.xlsm
How It Works

Double Elimination
Brackets

HINT: We've seen differences in the way losers are transferred to the losers bracket. We believe we've adapted the most common methodology. Be careful if you've printed a bracket from another source. Validate that the Loser Bracket match position L-code (L13 - Loser of Match 13 goes in this position) matches the LEADS Bracket.

INSTRUCTIONS



Setup.

This bracket is good for 9 to 16 teams. This ensures that at least one match is necessary in the first round. This bracket is dual purpose as it will support Seeded and Unseeded tournaments.

Note: Light blue cells indicate data entry fields.

- Enter the team names in the "Team Name" area.
- If it is a seeded tournament, enter the appropriate seed value for each team in the "Seed" Column.
- Enter the type of Field of Play (FOP) (i.e. Table, Board, Diamond, etc.)
- Enter the number of FOPs/match. Ex. Some team pool tournaments use two tables per match.
- Enter how many FOPs will be used for the tournament.
- Unlock the three locks. These locks are there to ensure that the tournament manager doesn't accidentally resubmit teams to the bracket once the tournament begins. Also, hitting the Lock 1, Lock 2 and Lock 3 buttons recalculates the random numbers used to push the unseeded random list of teams to the bracket.
- Hit the "Seeded" button at the top of the sheet to send a seeded list of teams to the bracket.
- Hit the "Unseeded" button to send a random listing of the teams to the bracket.
- Hit the "Bracket" button to go to the Bracket.

INSTRUCTIONS

	A	B	C	D	E	F
				SEEDED	UNSEEDED	
1			#	Team Name	Seed	
2			1	Team No. 11	#	1
3			2	Team No. 1	#	2
4		Locked	3	Team No. 8	#	3
5			4	Team No. 10	#	4
6			5	Team No. 13	#	5
7		Locked	6	Team No. 9	#	6
8			7	Team No. 12	#	7
9			8	Team No. 7	#	8
10		Locked	9	Team No. 5	#	9
11			10	Team No. 14	#	10
12			11	Team No. 2	#	11
13			12	Team No. 6	#	12
14			13	Team No. 3	#	13
15			14	Team No. 4	#	14
16			15		#	15
17			16		#	16
18						
19						
20				Field of Play (FOP) Type	Board	
21				How many FOPs	8	
22				How many FOPs per match	1	
23				Tournament Title		
24				So-n-so's 5th annual something tournament		

Bracket.

- For each match, enter the Field of Play number at the beginning of the match.
- Match times are optional. They can be deleted or used for scheduling.
- At the end of each match enter "W" or "L" in the light blue cell for the first team listed. Did that first team listed in the bracket Win or Lose? The "W" or "L" will populate for the other team and both teams will be promoted to their next game automatically.

Seed	Team No.	FOP/Time	W/L
16	Team No. 2	1	W
	Match 1 - Loser to M9	9:00 AM	C
1	LEADSLLC	1	L
9	Team No. 7	2	W
	Match 2 - Loser to M9	9:00 AM	C
8	Team No. 6	2	L
12	Team No. 10	3	
	Match 3 - Loser to M10	9:00 AM	P
5	Team No. 3	3	
13	Team No. 11	4	L
	Match 4 - Loser to M10	9:00 AM	C
4	The Other Shifty's Team	4	W

FOPM (Field of Play Management)

The Field of Play (FOP) is the pool table, dart board, softball diamond or cricket uhh... whatever they play the game on, etc. Managing even the simplest configuration of number of FOPs and how to maximize time utilization by not having an FOP or set of FOPs matchless can be difficult. This bracket workbook solve that problem by providing a FOP Management (FOPM) solution. After going through the Setup process hit the FOPM button to use this feature. There are only two data entry fields (columns); the FOP number on the left and the match Win/Loss (WL) on the right. Both of the data entry cells are highlighted with the familiar light blue which signifies user data entry. The FOPM provides interaction and feedback on both the Bracket and the FOPM pages.

INSTRUCTIONS

How

I_T

Works

