Quantuum Magic - 9/10 Players Draft

No	Players	QM-Number

Location

Draft No

Adress

Date (dd-mm-jj)

2 0

Format

Referee

QM-Number

More information

OP SUPPORT

1 2 3 4 5

Seating

10 9 8 7 6

Seat	Players	Points and resistance			Total
1		-	-	-	-
2		-	-	-	-
3		-	-	-	-
4		-	-	-	-
5		-	-	-	-
6		-	-	-	-
7		-	-	-	-
8		-	-	-	-
9		-	-	-	-
10		-	-	-	-

ROUND 1 — Score

A	1	6	-
B	2	7	-
C	3	8	-
D	4	9	-
E	5	10	-

Resistance
First look at games won, then look at games lost. When these results are both tie, the winner is the one who first won a match.
5-4 > 4-2
4-2 > 4-3

ROUND 2 — Score

F	Won A	Won C	-
G	Won B	Won D	-
H	Won E	Lost B	-
I	Lost A	Lost D	-
J	Lost C	Lost E	-

ROUND 3 — Score

K	Won F	Won G	-
L	Won H	Lost G	-
M	Won I	Won J	-
N	Lost H	Lost F	-
O	Lost I	Lost J	-

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Setup round 3: If at L, M or N the players already played against each other, 2 players have to be switched with equal points. Fot that reason wait until everybody is ready.

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