

B. 1: Pool Stage Format Calculator

BISFed preferred formats are highlighted in yellow, other formats may be used but must adhere to principles described in the table (i.e. pool size, total KO entry and ratio).

Entry	No. Pools	Max. Pool Size	Direct KO per pool	Total Direct KO	Point Qualifier	Total KO Entry	Ratio	No. Pool Matches
2	1	2	-	-	-	-	-	2
3	1	3	-	-	-	-	-	3
4	1	4	-	-	-	-	-	6
5	1	5	-	-	-	-	-	10
6	1	6	-	-	-	-	-	15
6	2	3	2	4	0	4	67%	10
7	1	7	-	-	-	-	-	21
7	2	4	2	4	0	4	57%	9
8	2	4	2	4	0	4	50%	12
9	2	5	2	4	0	4	44%	16
9	3	3	1	3	1	4	44%	9
10	2	5	2	4	0	4	40%	20
10	3	4	1	3	1	4	40%	12
11	3	4	1	3	1	4	36%	15
12	3	4	1	3	1	4	33%	18
12	4	3	1	4	0	4	33%	12
12	4	3	2	8	0	8	67%	12
13	3	5	1	3	1	4	31%	22
13	4	4	1	4	0	4	31%	15
14	3	5	2	6	2	8	57%	26
14	4	4	2	8	0	8	57%	18
15	3	5	2	6	2	8	53%	30
15	4	4	2	8	0	8	53%	21
15	5	3	1	5	3	8	53%	15
16	4	4	2	8	0	8	50%	24
16	5	4	1	5	3	8	50%	18
17	4	5	2	8	0	8	47%	28
17	5	4	1	5	3	8	47%	21
18	4	5	2	8	0	8	44%	32
18	5	4	1	5	3	8	44%	24
18	6	3	1	6	2	8	44%	18
19	4	5	2	8	0	8	42%	36
19	5	4	1	5	3	8	42%	27
19	6	4	1	6	2	8	42%	21
20	4	5	2	8	0	8	40%	40
20	5	4	1	5	3	8	40%	30
20	6	4	1	6	2	8	40%	24
21	5	5	1	5	3	8	38%	34
21	6	4	1	6	2	8	38%	27
21	7	3	1	7	1	8	38%	21
22	5	5	1	5	3	8	36%	38
22	6	4	1	6	2	8	36%	30
22	7	4	1	7	1	8	36%	24
23	5	5	1	5	3	8	35%	42
23	6	4	1	6	2	8	35%	33
23	7	4	1	7	1	8	35%	27
24	5	5	1	5	3	8	33%	46
24	6	4	1	6	2	8	33%	36
24	7	4	1	7	1	8	33%	30
24	8	3	1	8	0	8	33%	24

Entry	No. Pools	Max. Pool Size	Direct KO per pool	Total Direct KO	Point Qualifier	Total KO Entry	Ratio	No. Pool Matches
25	6	5	1	6	2	8	32%	40
25	7	4	1	7	1	8	32%	33
25	8	4	1	8	0	8	32%	27
26	6	5	1	6	2	8	31%	44
26	7	4	1	7	1	8	31%	36
26	8	4	1	8	0	8	31%	30
27	6	5	2	12	4	16	59%	48
27	7	4	2	14	2	16	59%	39
27	8	4	2	16	0	16	59%	33
27	9	3	1	9	7	16	59%	27
28	6	5	2	12	4	16	57%	52
28	7	4	2	14	2	16	57%	42
28	8	4	2	16	0	16	57%	36
28	9	4	1	9	7	16	57%	30
29	6	5	2	12	4	16	55%	56
29	7	5	2	14	2	16	55%	46
29	8	4	2	16	0	16	55%	39
29	9	4	1	9	7	16	55%	33
30	6	5	2	12	4	16	53%	60
30	7	5	2	14	2	16	53%	50
30	8	4	2	16	0	16	53%	42
30	9	4	1	9	7	16	53%	36
30	10	3	1	10	6	16	53%	30
31	7	5	2	14	2	16	52%	54
31	8	4	2	16	0	16	52%	45
31	9	4	1	9	7	16	52%	39
31	10	4	1	10	6	16	52%	33
32	7	5	2	14	2	16	50%	58
32	8	4	2	16	0	16	50%	48
32	9	4	1	9	7	16	50%	42
32	10	4	1	10	6	16	50%	36
33	7	5	2	14	2	16	48%	62
33	8	5	2	16	0	16	48%	52
33	9	4	1	9	7	16	48%	45
33	10	4	1	10	6	16	48%	39
33	11	3	1	11	4	16	48%	33
34	7	5	2	14	0	16	47%	66
34	8	5	2	16	0	16	47%	56
34	9	4	1	9	7	16	47%	48
34	10	4	1	10	6	16	47%	42
34	11	4	1	11	5	16	47%	36
35	7	5	2	14	2	16	46%	70
35	8	5	2	16	0	16	46%	60
35	9	4	1	9	7	16	46%	51
35	10	4	1	10	6	16	46%	45
35	11	4	1	11	5	16	46%	39
36	8	5	2	16	0	16	44%	64
36	9	4	1	9	7	16	44%	54
36	10	4	1	10	6	16	44%	48
36	11	4	1	11	5	16	44%	42
36	12	3	1	12	4	16	44%	36

B. 2: Match Order Structure

For pools of three, the following structure should be used:

	Match 1	Bye
Round 1	1 v 3	2
	Match 2	Bye
Round 2	2 v 3	1
	Match 3	Bye
Round 3	1 v 2	3

For pools of four, the following structure should be used:

	Match 1	Match 2
Round 1	1 v 4	2 v 3
	Match 3	Match 4
Round 2	1 v 3	2 v 4
	Match 5	Match 6
Round 3	1 v 2	3 v 4

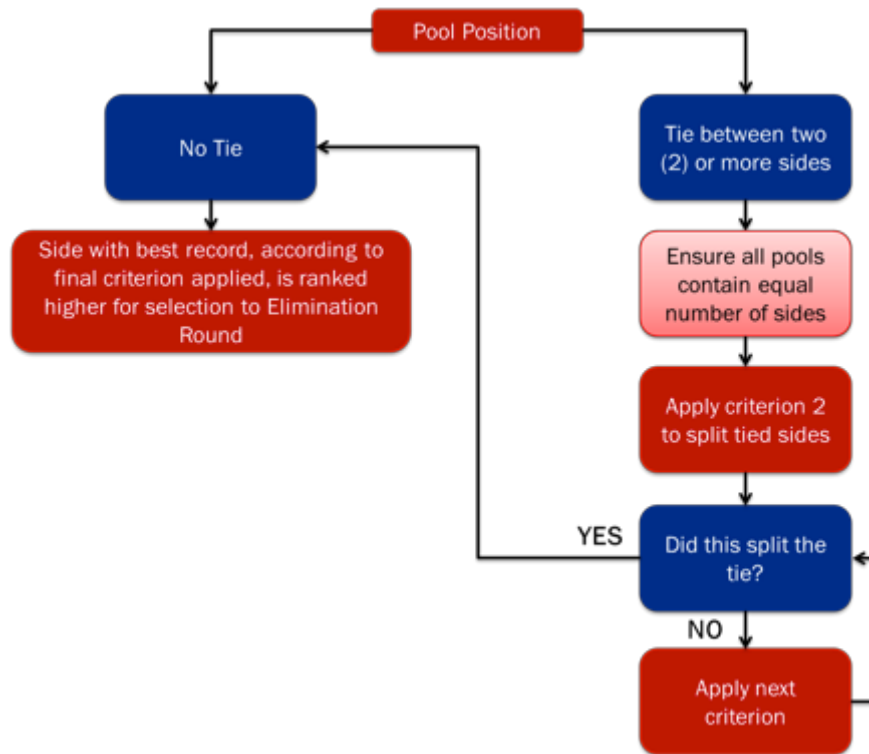
For pools of five, the following structure should be used:

	Match 1	Match 2	Bye
Round 1	1 v 5	2 v 4	3
	Match 3	Match 4	Bye
Round 2	1 v 4	3 v 5	2
	Match 5	Match 6	Bye
Round 3	1 v 3	2 v 5	4
	Match 7	Match 8	Bye
Round 4	2 v 3	4 v 5	1
	Match 9	Match 10	Bye
Round 5	1 v 2	3 v 4	5

For pools of six, the following structure should be used:

	Match 1	Match 2	Match 3
Round 1	1 v 6	2 v 4	3 v 5
	Match 4	Match 5	Match 6
Round 2	1 v 5	2 v 3	4 v 6
	Match 7	Match 8	Match 9
Round 3	1 v 4	2 v 5	3 v 6
	Match 10	Match 11	Match 12
Round 4	1 v 3	2 v 6	4 v 5
	Match 13	Match 14	Match 15
Round 5	1 v 2	3 v 4	5 v 6

B. 4: Points Qualifier Flowchart Example



The flowchart depicts the process described in 2.2.3. Starting with pool position (criteria 1 in Table 9) the flowchart describes the process of resolving any ties. Following the right hand side of the flowchart, each box provides a prompt about what decision to make.

To bring this process to life, the following example described the steps identified in the flowchart. In an event where there are six pools and 16 slots in the Elimination Round, there are two Direct Qualifiers from each pool and four Points Qualifiers. The Direct Qualifiers are the sides ranked 1st and 2nd from each pool at the end of the Pools Stage.

The Points Qualifiers are identified by ranking all of the remaining sides based on where they are ranked at the end of the Pools Stage (Criterion 1). This would eliminate all sides ranked 4th (i.e. 6 sides).

There would be 6 sides remaining (i.e. all sides ranked 3rd) and the number of wins that each side achieved would be used to rank the sides (Criterion 2).

If at this stage, it is possible to rank the sides in descending order to identify the 4 sides for the Points Qualifier slots, then the sides ranked 1st – 4th on this list would be advanced. If it is not possible to do this at this stage, then the process is repeated with each criterion until it is possible.