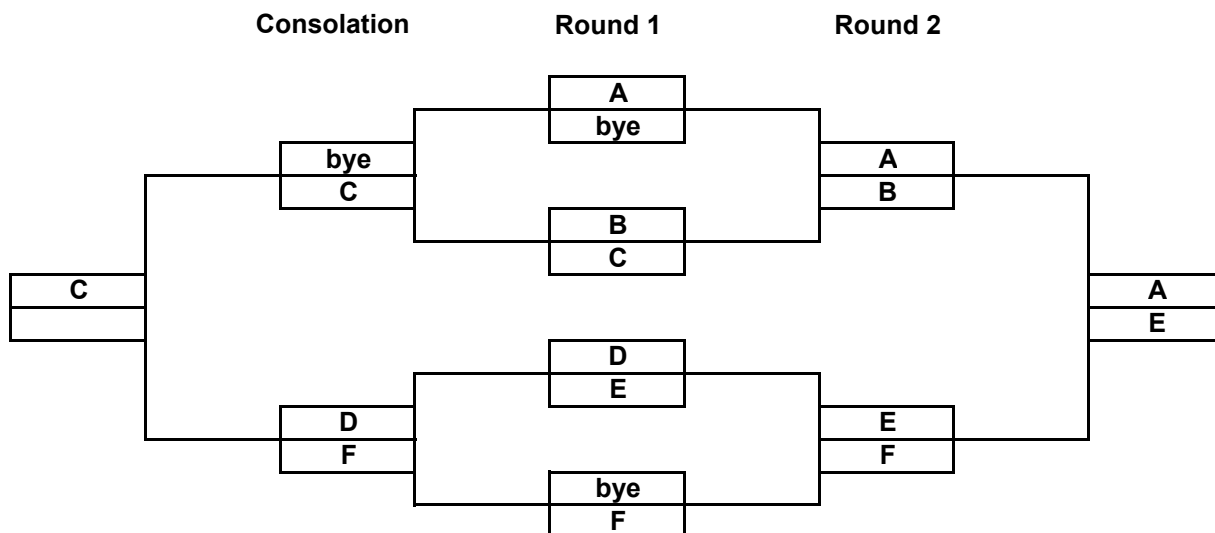


Example of forward/backward movement in a two-way knockout competition



Arrangements for seeds in a knockout - and where to put the byes

Start with a Basic Chart of 8 players on which all decisions are made

Basic Chart	8 players		7 players		6 players		5 players	
	Seeds	Byes	Seeds	1 Bye	Seeds	2 Byes	Seeds	3 Byes
1	1st	-	1st	-	1st	-	1st	-
8	5th =	-	-	Bye	-	Bye	-	Bye
5	5th =	-	5th =	-	5th =	-	5th	-
4	3rd =	-	3rd =	-	3rd =	-	3rd =	-
3	3rd =	-	3rd =	-	3rd =	-	3rd =	-
6	5th =	-	5th =	-	5th =	-	-	Bye
7	5th =	-	5th =	-	-	Bye	-	Bye
2	2nd	-	2nd	-	2nd	-	2nd	-

8 players play in places 1 - 8. Draw for 3rd = in places 3/4; draw for 5th = in places 5/8

7 players play in places 1 - 7. Draw for 3rd = in places 3/4; draw for 5th = in places 5/7

6 players play in places 1 - 6. Draw for 3rd = in places 3/4; draw for 5th = in places 5/6

5 players play in places 1 - 5. Draw for 3rd = in places 3/4; place 5th player in place 5

A full chart for 64 players is included in the Toolkit Template Pack