

Schedule

Global data

Date:

Location:

HJ:

FJ:

Number of players:

Number of rounds:

Planning

This is an estimate. If a round ends earlier or later than expected, the whole planning moves along with it. Scratch out unnecessary round. The maximum of rounds is 10 + top 8. In this manual, I stopped at 5 as this is the most common number of rounds and so the schedule stays on one page.

Opening store:

Placing table numbers:

Registering players:

Putting up pairings:

Head judge announcement:

Collecting decklists:

Start first round:

Time:

Effective end of round:

Putting up pairings:

Start second round:

Time:

Effective end of round:

Putting up pairings:

Start third round:

Time:

Effective end of round:

Putting up pairings:

Start fourth round:

Time:

Effective end of round:

Putting up pairings:

Start fifth round:

Time:

Effective end of round:

Announcement top 8 + giving out prizes:

Start top 8: