

# APPENDIX O

## 2014 Super Grands/Amateur Int'ls Seeding

**DEFINITION OF SEEDING** - A player's position in a league's rating system becomes known as a seed when that ranked position is used to place a player in certain preferred positions in a competition. (For example, if a player is a number three in the final NBL or SKIL rankings, he/she would have a third place seed in the Super Grands. This would not mean that a player would compete third from the last, however, as this seeded position only identifies the sequence order, not the exact numbered position of competition from the end of the division. For example, a player seeded in second place in the NBL may compete twelfth from last at the Super Grands, because there may be more than one second-seeded player in their division. However, someone ranked tenth in SKIL may compete last at the Amateur Internationals because higher seeded players will likely be participating in other age divisions.

### AMATEUR INT'LS

**SEEDING QUALIFICATIONS** - A player may enter as many divisions in the Amateur Internationals as he/she wishes no matter whether he/she is ranked (seeded) or not. If a player is SKIL ranked, he/she will be seeded if they pre-register properly. A player need not be SKIL ranked to enter the Amateur Internationals.

**SEEDING - NON NBL COUNTRIES** - Players attending from any country that does not have a SKIL qualifying tournament in their country will be given a complimentary ranking of 24 points in all Amateur Internationals divisions and be placed at the equivalent seeding (ranking) of 24 points.

### SKIL FORMS SEEDING

**ORDER OF PERFORMANCE:** The Amateur Internationals forms competition has one (1) segment of competition.

**UNSEEDED PLAYERS** - Unseeded players will compete first by luck of the draw.

**SEEDED PLAYERS** - The player with the least amount of SKIL points will be next to compete after the unseeded players finish. The player with the second least amount of points in their division will go next, then the player with the third amount of points, and so on. The order of seeds will continue in this fashion until all the players have competed. The SKIL player with the most amount of points in that SKIL Amateur Internationals division will go last.

**SKIL RANKING TIES** - SKIL ranking ties will be broken with the preferred placement going to the player with the highest international ranking. If still tied - the highest national ranking; still tied - then by state ranking.

### SKIL SPARRING SEEDING

**ORDER OF PERFORMANCE:** The Amateur Internationals sparring competition has up to two (2) segments of competition.

**UNSEEDED PLAYERS** - The first segment will have the unseeded players competing in a preliminary round using the "first round bye system" that will separate players by school and country for the first round only (if the players' card is filled in properly). The winner of the unseeded segment will advance and be the first to fight in the seeded players segment.

**SEEDED PLAYERS** - The second segment is the seeded round of play. The seeded player with the least amount of points will be paired against the unseeded winner (if there was one). The winner competes against the seeded player with the second least amount of points. That winner competes against the seeded player with the third least amount of points, etc. The seeded player with the most amount of points will compete in the last match-up. Because of set positions of seeding, no players can be purposely separated who are from the same school or same country in any given match-up of the seeded portion of the Amateur Internationals.

- The last two players eliminated before leaving the two players for first and second place will be paired off in a single match to determine who wins third and fourth place.

- The final two players who have not lost will enter into a double elimination series where the first player to win two matches is awarded first place, while the other player gets second place.

**SKIL RANKING TIES** - (same as SKIL Forms Seeding).

### SUPER GRANDS

**SEEDING QUALIFICATIONS** - A player may enter as many divisions in the Super Grands as he/she has and purchases seeds for, but he/she can only compete once per division despite how many seeds (rankings) they have earned during the competition season. The NBL National Conference seeded players will be the first to be given any byes in each round of seeded play (sparring) and compete last in each seeded round of competition (forms) at the Super Grands. If a player enters the Super Grands with a regional conference seed, he/she will receive a preferred regional conference placement if he/she has a national seed(s) or additional regional seeds in the same division. This applies only if the player writes that national or regional seed(s) (ranking) on their player card when registering for the Super Grands.

**SEEDING - NON NBL COUNTRIES** - Players attending from any country that does not have an NBL qualifying tournament in their country will be given a single complimentary first place regional conference seed with no preferred seeding.

### NBL FORMS SEEDING

**ORDER OF PERFORMANCE** - The Super Grand forms competition has up to two (2) segments of competition.

**UNSEEDED PLAYERS** - The first segment is for "Wild Cards" (unseeded) players. All wild card players compete by luck of the draw. The winner will compete first in the second segment (with the seeded players).

**SEEDED PLAYERS** - The second segment starts with the unseeded winner then the fifth place seeded (ranked) players. The fifth place regionally seeded players will compete first by luck of the draw unless one (or any) of them have preferred seeding (see below). Any fifth place nationally seeded players will go last in this round by luck of the draw unless one (or any) of them has other seedings which will give them preferred seeding (see below). This process will then be repeated for the fourth, then third, then second and finally, the first place seeded players, with the national conference seeded players going last in each round. (See NBL seeding chart (next page) for SG divisional sequence for reverse order of competition).

**PREFERRED SEEDING** - In all rounds, a seeded player may be placed higher (closer to the end of competition) than other players with the same seed (instead of "luck of the draw" to break tied seeds) if the player has backup seeds (rankings) in other conferences and has them properly entered on their player card. In all cases, a backup national seed (ranking) will take precedence over a backup regional seed even if it is lower. Only two additional national and/or regional seeds will be taken into consideration for preferred seeding. See NBL Preferred Seeding Chart. (This will not, however, in any round, place a regionally seeded player above a nationally seeded player with the same initial seed rank.)

**NBL PREFERRED SEEDING TIES** - Additional rankings up to the remaining three allowed on the players card can be used to break preferred seeding ties between two players for the same preferred seeded position. After that the tie will be broken by "luck of the draw".

# NBL SPARRING SEEDING

**ORDER OF PERFORMANCE** - The Super Grands sparring has up to six (6) segments of competition (one wild card segment and up to five seeded segments).

**WILD CARD (UNSEEDED) PLAYERS** - The first segment will have the unseeded ("Wild Card") players competing in a preliminary round using the first round bye system that will separate players by school and country for the first round only (if the players' cards are filled properly). The final winner receives a fifth place seeded position for the second segment of competition. There is no double eliminations in the "wild card" round of competition, however the winner of the "wild card" round becomes a seeded player and will be awarded the right to a double elimination when he/she competes against the seeded players in the next round, who all have the right of double eliminations.

**SEEDED PLAYERS** - The remaining segments (up to five) are for seeded players and are run-off as double eliminations that will eventually determine the winner in the final segment of competition.

- Segment 2: Each NBL conference's lowest (least favorable) seeded (ranked) of a division with the same seed (Fifth place seeds if there are any. If not then fourth if there are any. If not, third, etc.) shall be paired off to spar until only one player with that seed remains. All players will have to lose twice to be eliminated. The winner of Segment 2 advances to the next segment.
- Following Segments: Each following segment (up to 3 more possible) will be run in the same fashion as Segment 2. (These are the remaining seeded rounds with a higher seeding).
- Last segment: The last segment will include all the 1st place seeded players and the single remaining winner of the previous segments. Players will continue to spar in paired-off elimination rounds. Players who lose twice will be eliminated.
- The final two players of each division will compete in the Super Grands Grand Finale. One player will have lost once, while the other player may or may not have lost a match, so there may be one or two matches in the Grand Finale to determine the world champion.
- The last two players eliminated before leaving the two players to go into the Grand Finale will be paired off in a single match to determine third and fourth place.

**PREFERRED SEEDING - BYES** - (same as forms with the following additions) - Byes shall be selected in each seeded segment before match-ups are chosen. In the first segment that a bye is needed, the bye shall be given to the highest seeded player (lowest number under SG divisional sequence according to the chart below). In the next round of the same segment that requires a bye, the bye will go to the second highest seeded player (lowest number), etc. In the last segment that includes the first place seeded players, all national conference first place seeded players will receive a bye in the first round (Players with a number of 16.0 or less). In all following rounds, any byes will rotate amongst any national first place seeded players in attendance, starting with the player with the best seed (lowest number).

**NBL RATING TIES** - (same as NBL Forms Seedings)

**MATCH-UP** - In each subsequent segment, the winning player from the previous segment shall be randomly matched against one of the incoming higher placed seeded players. All the remaining match-ups shall be randomly paired except in subsequent rounds when they have sparred each other previously. If this happens and if one of the players brings it to the attention of the Scorekeeper, they shall be immediately re-matched against a player who they have not previously been paired with. No players can be purposely separated who are from the same school in any given matchup.

**COUNTRIES SEPARATED** - In all rounds, players from the same country shall not be paired against each other if there is an opponent from another country to be paired against (unless this contradicts required seeding). This takes precedence over whether any players have fought each other in previous rounds.

## NBL PREFERRED SEEDING CHART

To determine a player's sequence of competition (preferred seeding) at the Super Grands, look up their best final ranking (seeding) in the first column, their second best in the second column, and their third best in the third column. Their Super Grands sequence number (preferred seeding) will follow.

*Note: The Super Grands divisional sequence does not indicate the exact sequence number in line that a player will compete at because this list contains all possible combinations. For example, if there are five possible national conference 1st place winners (if there were five national conferences), there will be only five players with sequence numbers 1 through 16. Depending on how many ranked players show up for a division, even players with high sequence numbers may wind up competing as one of the last 10 players of a division. The divisional sequence numbers are only a sorting method to determine all players' sequence order, not the exact number in a sequence line.*

Player's Best Ranking (Seeding)	Player's 2nd Best	Player's 3rd Best	SG Divisional Sequence in reverse order (Preferred Seeding)				
1st Nat	1st Nat	1st-5th Nat	1 . 1 to 5	2nd Reg	3rd Nat	2nd-5th Reg or (none)	45 . 2 to 5 (6)
1st Nat	1st Nat	1st-5th Reg or (none)	2 . 1 to 5 (6)	2nd Reg	4th Nat	4th-5th Nat	46 . 4 to 5
1st Nat	2nd Nat	2nd-5th Nat	3 . 2 to 5	2nd Reg	4th Nat	2nd-5th Reg or (none)	47 . 2 to 5 (6)
1st Nat	2nd Nat	1st-5th Reg or (none)	4 . 1 to 5 (6)	2nd Reg	5th Nat	5th Nat	48 . 5
1st Nat	3rd Nat	3rd-5th Nat	5 . 3 to 5	2nd Reg	5th Nat	2nd-5th Reg or (none)	49 . 2 to 5 (6)
1st Nat	3rd Nat	1st-5th Reg or (none)	6 . 1 to 5 (6)	2nd Reg	2nd Reg	2nd-5th Reg or (none)	50 . 2 to 5 (6)
1st Nat	4th Nat	4th-5th Nat	7 . 4 to 5	2nd Reg	3rd Reg	3rd-5th Reg or (none)	51 . 3 to 5 (6)
1st Nat	4th Nat	1st-5th Reg or (none)	8 . 1 to 5 (6)	2nd Reg	4th Reg	4th-5th Reg or (none)	52 . 4 to 5 (6)
1st Nat	5th Nat	5th Nat	9 . 5	2nd Reg	5th Reg	5th Reg or (none)	53 . 5 (6)
1st Nat	5th Nat	1st-5th Reg or (none)	10 . 1 to 5 (6)	2nd Reg	(none)	(none)	54
1st Nat	1st-Reg	1st-5th Reg or (none)	11 . 1 to 5 (6)	3rd Nat	3rd Nat	3rd-5th Nat	55 . 3 to 5
1st Nat	2nd-Reg	2nd-5th Reg or (none)	12 . 2 to 5 (6)	3rd Nat	3rd Nat	3rd-5th Reg or (none)	56 . 3 to 5 (6)
1st Nat	3rd-Reg	3rd-5th Reg or (none)	13 . 3 to 5 (6)	3rd Nat	4th Nat	4th-5th Nat	57 . 4 to 5
1st Nat	4th-Reg	4th-5th Reg or (none)	14 . 4 to 5 (6)	3rd Nat	4th Nat	3rd-5th Reg or (none)	58 . 3 to 5 (6)
1st Nat	5th-Reg	5th Reg or (none)	15 . 5 (6)	3rd Nat	5th Nat	5th Nat	59 . 5
1st Nat	(none)	(none)	16	3rd Nat	5th Nat	3rd-5th Reg or (none)	60 . 3 to 5 (6)
1st Reg	2nd Nat	2nd-5th Nat	17 . 2 to 5	3rd Nat	3rd Reg	3rd-5th Reg or (none)	61 . 3 to 5 (6)
1st Reg	2nd Nat	1st-5th Reg or (none)	18 . 1 to 5 (6)	3rd Nat	4th Reg	4th-5th Reg or (none)	62 . 4 to 5 (6)
1st Reg	3rd Nat	3rd-5th Nat	19 . 3 to 5	3rd Nat	5th Reg	5th Reg or (none)	63 . 5 (6)
1st Reg	3rd Nat	1st-5th Reg or (none)	20 . 1 to 5 (6)	3rd Nat	(none)	(none)	64
1st Reg	4th Nat	4th-5th Nat	21 . 4 to 5	3rd Reg	4th Nat	4th-5th Nat	65 . 4 to 5
1st Reg	4th Nat	1st-5th Reg or (none)	22 . 1 to 5 (6)	3rd Reg	4th Nat	3rd-5th Reg or (none)	66 . 3 to 5 (6)
1st Reg	5th Nat	5th Nat	23 . 5	3rd Reg	5th Nat	5th Nat	67 . 5
1st Reg	5th Nat	1st-5th Reg or (none)	24 . 1 to 5 (6)	3rd Reg	5th Nat	3rd-5th Reg or (none)	68 . 3 to 5 (6)
1st Reg	1st Reg	1st-5th Reg or (none)	25 . 1 to 5 (6)	3rd Reg	3rd Reg	3rd-5th Reg or (none)	69 . 3 to 5 (6)
1st Reg	2nd Reg	2nd-5th Reg or (none)	26 . 2 to 5 (6)	3rd Reg	4th Reg	4th-5th Reg or (none)	70 . 4 to 5 (6)
1st Reg	3rd Reg	3rd-5th Reg or (none)	27 . 3 to 5 (6)	3rd Reg	5th Reg	5th Reg or (none)	71 . 5 (6)
1st Reg	4th Reg	4th-5th Reg or (none)	28 . 4 to 5 (6)	3rd Reg	(none)	(none)	72
1st Reg	5th Reg	5th Reg or (none)	29 . 5 (6)	4th Nat	4th Nat	4th-5th Nat	73 . 4 to 5
1st Reg	(none)	(none)	30	4th Nat	4th Nat	4th-5th Reg or (none)	74 . 4 to 5 (6)
2nd Nat	2nd Nat	2nd-5th Nat	31 . 2 to 5	4th Nat	5th Nat	5th Nat	75 . 5
2nd Nat	2nd Nat	2nd-5th Reg or (none)	32 . 2 to 5 (6)	4th Nat	5th Nat	4th-5th Reg or (none)	76 . 4 to 5 (6)
2nd Nat	3rd Nat	3rd-5th Nat	33 . 3 to 5	4th Nat	4th Reg	4th-5th Reg or (none)	77 . 4 to 5 (6)
2nd Nat	3rd Nat	2nd-5th Reg or (none)	34 . 2 to 5 (6)	4th Nat	5th Reg	5th Reg or (none)	78 . 5 (6)
2nd Nat	4th Nat	4th-5th Nat	35 . 4 to 5	4th Nat	(none)	(none)	79
2nd Nat	4th Nat	2nd-5th Reg or (none)	36 . 2 to 5 (6)	4th Reg	5th Nat	5th Nat	80 . 5
2nd Nat	5th Nat	5th Nat	37 . 5	4th Reg	5th Nat	4th-5th Reg or (none)	81 . 4 to 5 (6)
2nd Nat	5th Nat	2nd-5th Reg or (none)	38 . 2 to 5 (6)	4th Reg	4th Reg	4th-5th Reg or (none)	82 . 4 to 5 (6)
2nd Nat	2nd Reg	2nd-5th Reg or (none)	39 . 2 to 5 (6)	4th Reg	5th Reg	5th Reg or (none)	83 . 5 (6)
2nd Nat	3rd Reg	3rd-5th Reg or (none)	40 . 3 to 5 (6)	4th Reg	(none)	(none)	84
2nd Nat	4th Reg	4th-5th Reg or (none)	41 . 4 to 5 (6)	5th Nat	5th Nat	5th Nat	85 . 5
2nd Nat	5th Reg	5th Reg or (none)	42 . 5 (6)	5th Nat	5th Nat	5th Reg or (none)	86 . 5 (6)
2nd Nat	(none)	(none)	43	5th Nat	5th Reg	5th Reg	87 . 5
2nd Reg	3rd Nat	3rd-5th Nat	44 . 3 to 5	5th Nat	(none)	(none)	88
				5th Reg	5th Reg	5th Reg or (none)	89 . 5 (6)
				5th Reg	(none)	(none)	90