

Running A Debate Tournament

For Team Cross-Examination Debate

January '99

HOME SCHOOL
LEGAL DEFENSE
ASSOCIATION



Registration

You will want to set up tournament pre-registration so that you have a definite number of teams to plan around when you match teams and judges for the preliminary rounds. For example, you may want to consider having teams pay a small registration fee and turn in a signed form to commit themselves to coming. When teams pre-register, have them give you the names of both debaters and the speaker positions of each debater so that the people in the tab room can fill out the scoring sheets in advance.

Information Table

The information table is the all-purpose meeting point of the debate round. All information, ballots, results, directions, and help should be given out from the information table. You should have at least one person who stays at the information table at all times and at least one other person who can run back and forth between the information table and the tab room.

Information Packets

Before the tournament, you should put together information packets for every team with the following materials (*see samples included*):

- A list of teams present at the tournament and their team codes,
- A list of judges present at the tournament,
- A schedule for round one,
- A schedule for the tournament, and
- A time schedule for a single debate round.

Tab Room

The tabulation room, or "tab room," is where the results of each round are tabulated. This is an important room and must be kept secure to ensure the integrity of the debate tournament. Designate someone to run the tab room during the entire tournament. This person should tabulate the results of each round and determine which teams will advance into the quarterfinals. The person running the tab room will probably need one or two people to help with these tasks during the tournament. No one is allowed in the tab room except one or two official runners from the information table and the people who are actually working in the tab room. No judges, debaters, coaches, parents, or spectators may enter the tab room at any time.

Running the Tab Room

Running the tab room is one of the busiest jobs at a debate tournament. The people who run the tab room are responsible for preparing all of the ballots for each round, tabulating the results of each round by filling out the scoring sheets for every team, determining which teams will advance to the outrounds, matching teams and judges for the outrounds, determining the final winner of the tournament, and dividing up the ballots for each team to take home with them after the tournament.

Preparing the ballots.

Before the tournament begins, you should fill out the ballots for the judges of the first six rounds. To prepare the ballots, fill in the judge's name, the teams and their side for the round, the room number, and the round number on the top right-hand corner of the ballot. You can do this for the first six rounds in advance. You will have to fill out ballots for the outrounds during the tournament. Ballots must be kept in the tab room for safety and only taken out when they are needed before the next round. You should designate a box or tray on the information table for the judges to turn in their ballots. If you are running behind schedule and need to tabulate the ballots quickly, you may want to have a runner collect the ballots from the judges and turn in the ballots to the tab room, either all at once, or as they come in, depending on your schedule.

Tabulating the results.

As the ballots start coming in after a round, you should immediately begin to fill out the scoring sheets for each team. It is very important to fill out the scoring sheets carefully and double-check the completed scoring sheets against the ballots. You may want to have one person fill them out and another person double-check them.

A sample scoring sheet has been included in this packet. At the top of the sheet, write down the team's code and the names of the debaters.

Code: Team A

Names: John Smith & Jane Doe

The first column, labeled "Round," is used to record which side the team debated in the round and whether they won or lost. Each box in this column has a number in it to indicate the round number. In this example, Team A was negative in round one and lost, affirmative in round two and won, and negative in round three and won.

Round	Opponent	Opp. Record	Rank		Speaks		Record
			1: _____	2: _____	1: _____	2: _____	
N ¹ L							
A ² W							
N ³ W							

The second column, labeled "Opponent," is used to record the team code of the opposing team. In round one, Team A debated Team H; in round two, Team A debated Team F; and in round three, Team A debated Team D.

Round	Opponent	Opp. Record		Rank 1: _____ 2: _____		Speaks 1: _____ 2: _____		Record
N 1 L	Team H							
A 2 W	Team F							
N 3 W	Team D							

The third column, labeled "Opponent Record," is used to record the opposing team's record. In round one, Team H (Team A's opponent) won, so their record is 1-0 and is written down in the box on the left of that column.

Round	Opponent	Opp. Record		Rank 1: _____ 2: _____		Speaks 1: _____ 2: _____		Record
N 1 L	Team H	1-0						
A 2 W	Team F	1-1						
N 3 W	Team D	1-2						

The fourth column, labeled "Rank," is used to record the speaker rank for the two debaters on the team. Smith is the first speaker and Doe is the second speaker, so their names are written down on the appropriate lines under rank. Then, the rank they were given by the judge is recorded in their individual boxes. In the first round, the judge ranked Smith the third speaker of the round and Doe the fourth speaker. In the second round, the judge ranked Smith first and Doe third. In the third round, the judge ranked Smith first and Doe second.

Round	Opponent	Opp. Record		Rank 1: <u>Smith</u> 2: <u>Doe</u>		Speaks 1: _____ 2: _____		Record
N 1 L	Team H	1-0		3	4			
A 2 W	Team F	1-1		1	3			
N 3 W	Team D	1-2		1	2			

The fifth column, labeled "Speaks," is used to record the speaker points given to each debater by the judge. In this example, Smith earned 24 speaker points and Doe earned 19 in the first round. In the second round, Smith earned 28 and Doe earned 21. In the third round, Smith earned 27 and Doe earned 24.

Round	Opponent	Opp. Record		Rank		Speaks		Record
				1: <u>Smith</u>	2: <u>Doe</u>	1: <u>Smith</u>	2: <u>Doe</u>	
N ¹ L	Team H	1-0		3	4	24	19	
A ² W	Team F	1-1		1	3	28	21	
N ³ W	Team D	1-2		1	2	27	24	

The last column, labeled "Record," is used to write down the record of the team on the card, in this case, Team A. In round one, Team A's record is 0-1. Next to the record, the speaker points are added together with the combined speaker rank on the bottom and the combined speaker points on the top. For round one, Team A had a combined rank of 7 (3 plus 4) and a combined speaker point total of 43 (24 plus 19). You will do the same thing on Team H's card and then write their speaker rank and point totals in the right box of the third column. Notice how the record for Team A changes with each round won or lost as the tournament progresses. However, the combined speaker points and ranks are not cumulative.

Round	Opponent	Opp. Record		Rank		Speaks		Record
				1: <u>Smith</u>	2: <u>Doe</u>	1: <u>Smith</u>	2: <u>Doe</u>	
N ¹ L	Team H	1-0	50/3	3	4	24	19	0-1 43/7
A ² W	Team F	1-1	45/6	1	3	28	21	1-1 49/4
N ³ W	Team D	1-2	41/7	1	2	27	24	2-1 51/3

Here is the completed scoring sheet for Team A after the preliminary rounds are finished.

Code: Team A

Names: John Smith + Jane Doe

Round	Opponent	Opp. Record		Rank		Speaks		Record
				1: Smith	2: Doe	1: Smith	2: Doe	
N 1 L	Team H	1-0	50/3	3	4	24	19	0-1 43/5
A 2 W	Team F	1-1	45/6	1	3	28	21	1-1 49/4
N 3 W	Team D	1-2	41/7	1	2	27	24	2-1 51/3
A 4 W	Team I	1-3	47/5	2	3	26	22	3-1 48/5
N 5 L	Team L	4-1	40/7	1	2	28	26	3-2 54/3
6 W	Team B	3-3	49/5	2	3	27	25	4-2 52/5

After the preliminary rounds are over, use the completed scoring sheets for each team to compile a comprehensive totals list. Here is an example, with each team listed in order from best to worst record:

Preliminary Round Totals

Team	Win-Loss	Speaks/ Rank	Speaker 1	Speaker 2
Team H	6-0	355 / 16	180 / 06	175 / 10
Team L	5-1	347 / 19	178 / 08	169 / 11
Team C	5-1	337 / 20	166 / 12	171 / 08
Team F	5-1	325 / 23	166 / 10	159 / 13
Team J	4-2	309 / 24	167 / 09	142 / 15
Team A	4-2	297 / 27	160 / 10	137 / 17
Team D	3-3	290 / 29	155 / 10	135 / 19
Team B	3-3	289 / 28	145 / 12	144 / 16
Team K	3-3	288 / 28	150 / 12	138 / 16
Team I	2-4	279 / 29	135 / 16	144 / 13
Team E	2-4	275 / 30	133 / 18	142 / 12
Team G	1-5	278 / 29	132 / 14	146 / 15

From this list of round totals, the following teams would break into the quarterfinals:

Team H	6-0
Team F	5-1
Team L	5-1
Team C	5-1
Team A	4-2
Team J	4-2
Team B	3-3
Team D	3-3

If two teams have matching win-loss records, then the speaker point totals are used to break the tie. If two teams have matching win-loss records and speaker point totals, then the speaker rank total is used to break the tie. Notice that although Team K has 3-3 record, they did not advance into the quarterfinals because only eight teams can advance. Team B and Team D were chosen over Team K because both teams had higher speaker point totals than Team K.

Then, you should figure out the top ten speakers of the tournament from the preliminary round totals. The reason outround speaker ranks and points are not used to determine the top speakers of the tournament is because not every speaker breaks into outrounds. In order to give every speaker an equal chance at winning a speaker award, the top speakers are based upon the preliminary round speaker points only. Here are the top ten speakers from the above list:

1. Team H, speaker 1 180 / 06
2. Team L, speaker 1 178 / 08
3. Team H, speaker 2 175 / 10
4. Team C, speaker 2 171 / 08
5. Team L, speaker 2 169 / 11
6. Team J, speaker 1 167 / 09
7. Team F, speaker 1 166 / 10
8. Team C, speaker 1 166 / 12
9. Team A, speaker 1 160 / 10
10. Team F, speaker 2 159 / 13

Notice that speakers 7 and 8 have the same speaker point total, 166, but the speaker from Team F is ranked higher because he or she has a better speaker rank than the speaker from Team C.

Advancing teams.

The 1999 HSLDA National Debate Tournament Rules cover the guidelines for determining which teams will advance into the quarterfinals, semi-finals, and final rounds. See Article IV, sections B-D.

6 7 8

Matching teams for the outrounds.

Please refer to the section on matching teams in this booklet.

Dividing the ballots.

The judge's ballots have two carbon copies. The top copy is kept in the tab room to tabulate the results, and the two carbon copies will be sent home with the debate teams who were judged on the ballot. For example, after Team A debates Team B in a round, the ballot will be divided up with the top copy for the tab room, one copy for Team A, and one copy for Team B. The debaters will benefit tremendously by being able to read the judge's comments on their ballots after the tournament, so that they will know what they did well and what they can improve. One of the main reasons for holding debate tournaments is so that debaters can receive critiques from the judges.

In the tab room, label and lay out a manilla envelope for each debate team. As the ballots come in, insert each team's ballots into the appropriate envelope. Then, when the tournament is over, the ballots will be sorted and ready to hand out to the teams. You may also want to include a photocopy of the team's scoring sheet along with their ballots.

Matching Teams

In order to make matching teams easy, you may use one of the schedules included in this packet. Schedules have been included for eight, nine, ten, eleven, twelve, thirteen, and fourteen teams. All you have to do is assign each team in your tournament a letter name (i.e., John Smith and Jane Doe=Team A) and then follow the prepared schedules for the first six rounds. These schedules adhere to the following guidelines for matching teams for the preliminary rounds:

- If possible, each team should switch sides every round during the first six rounds. In other words, Team A will debate round one as the affirmative team, round two as the negative team, round three as the affirmative team, and so forth. At the end of the first six rounds, each team should have been the affirmative team three times and the negative team three times.
- If possible, no team should debate the same team twice in the first six rounds.
- If two teams have to debate each other twice in the first six rounds, they should switch sides for the second round. In other words, if Team A was affirmative and Team B was negative the first time they met, then Team A should be negative and Team B should be affirmative the second time they meet. There are no exceptions to this rule.

No schedules have been included for the outbounds, since the first six rounds determine which teams advance to the outbounds, making it impossible to match teams for the outbounds before the tournament begins. No more than eight teams will advance to the outbounds. The following guidelines apply to the outbounds:

- If possible, try to match up teams who have never debated each other before.
- If two teams have met each other once, they should switch sides for the outbounds.
- If two teams have met each other twice, flip a coin to determine which side each team will debate.

Finding Judges

Judges must be at least 18 years old by January 1, 1999 (*see rules, Article VI, section B*). You do not have to have only former or current debaters or debate coaches as judges for your tournament. Other people who make good debate judges include lawyers, experts in the area of the debate topic, and local public officials. Any person who has the ability to think analytically and follow logical argumentation can judge a debate round, even if that person has no experience in debate, although some experience is recommended. HSLDA has provided a *Judge Instruction Manual* for potential debate judges. You should give a copy of the manual and a copy of the rules to every judge so that they will all judge consistently according to the rules.

Once you have made a list of potential judges, contact these people and let them know the debate schedule for all of the rounds. It may be difficult to find people who are willing to judge every round of the tournament; besides, it is nearly impossible to have the mental stamina to judge more than four consecutive rounds of debate. Ask people which rounds, if any, they would be available to judge. You may ask someone to judge for the whole tournament, for just a few rounds, or for only one round, depending on their schedule. As long as you have enough judges for each round, you can allow your judges some flexibility with the schedules. After a person makes the commitment to be a judge, you should mail them a reminder with the times, dates, and location of the rounds they will be judging. Most debate tournaments allot one judge to each preliminary round and three judges to each outround, although you are only required to have three judges for the final round [*see rules, Article IV, section D(2)(b)*]. The judges for the final round must also have previous or current debate experience.

Matching Judges

Make a list of the judges who have committed to judge each round (*see sample included*). Using this list of judges available for each round, match one judge with each debate for the first six rounds (*see sample schedule included*). The following guidelines apply when matching judges:

- Parents should never judge their own children. If at all possible, do not have parents of any of the debaters judge at the tournament.
- If a judge is a very good friend of a particular debater or debate team, try to avoid having that person judge a round with that debater or team. This will help avoid bias in the judging.
- If possible, no one should judge the same team twice.
- If a judge has to judge a debate team twice, you should make sure that the team is debating on the opposite side. On the sample debate tournament schedule, Judge White judged Team H in round four when Team H was affirmative and Team G was negative. In the quarterfinals, White judged Team H again, but this time, Team H was the negative team. It is very important that the same judge does not judge the same team on the same side, because that judge will have already made up his or her mind about that team's arguments and will not be able to impartially judge a second round.

Notice also on the sample debate tournament schedule that there are three judges for all of the out-
rounds. You do not have to have three judges for the quarterfinals and semi-finals if you cannot find
enough people, but you should have three judges for the final round.

To help make sure that a judge does not judge the same team twice, you should label a 5" x 7" index
card for each judge. On the card, make nine boxes labeled round one, round two, round three, round
five, round six, quarters, semis, and final. For each round, write down the teams that the person
judges and on which side the teams debated. Then, when you are assigning judges for the next
round, you can easily double-check each judge's card to see whom they have already judged (*see*
sample judging card).

Matching Rooms

To match rooms, simply assign a room to each debate round. If you are debating in a building that does
not have numbered classrooms (such as a church), post a number on each room for the tournament so
that judges and teams can easily find their rooms.

Room Set-Up

The ideal room for a debate round will have two tables, at least five chairs, a podium or lectern, and a
chalkboard or whiteboard. With this set-up, each team has a table in order to sit down, write down notes
during the round, and set up their filebox on the table to look through it for evidence. The five chairs
are for each of the debaters and the judge; extra chairs will be needed for spectators, timekeepers, or
extra judges in the outrounds. A podium or lectern will allow the debaters to set down their evidence
and notes while they are speaking. If there is no podium, at least provide a table so that the debaters
will have a place to set down their evidence and flow chart while they speak. The chalkboard or white-
board will allow the debaters to write their team, their names, and their positions so that the judge can
easily fill out the ballot.

Timekeepers

Every speech in a debate round is strictly timed. It is helpful for both judges and debaters if you can
provide timekeepers for each round. However, finding timekeepers can be a lengthy job that may not be
possible if you are extremely busy organizing the rest of the debate tournament. If you cannot provide
timekeepers, either the judge or the debaters can keep time during the round.

If you have the luxury of providing timekeepers, make a list of timekeepers available for each round,
just like the list of judges. Then, on your tournament schedule, simply list the timekeeper for each
round, along with the room and judge for each round (*see sample schedule*). Timekeepers should give
hand signals when keeping time for debaters so that the debater will know how much time he or she has
left to speak (*see sample time sheet*).

Orientation

You may want to consider having an orientation at the beginning of the tournament before the first round. You could explain how the tournament will be run, introduce the volunteers running the tab room and the rest of the tournament, and answer any questions that people may have. You may also want to have a concurrent or separate orientation for judges before the tournament begins.

Posting Round Information

You can prepare the round schedules for the first six rounds in advance. Make enough copies of each round schedule so that the information table can pass one out to each team and judge. You will also want a few extra copies to keep for the tab room and to post in several prominent places in the main area of the debate tournament. Do not post the schedule for a new round until all of the ballots have been turned in from the previous round. You want to make sure that all of the debates are over and the judges are done filling out their ballots before you get started on the next round. Usually, it takes about an hour and a half to debate one round and have all the ballots turned in.

Announcing Win-Loss Records

Teams will not find out their win-loss records until they receive their ballots after the debate tournament is over. Do not announce the winners or losers of a preliminary round during the debate tournament. A team will have to debate the first six rounds without knowing whether they won or lost. However, teams will know when they win or lose in the outrounds based upon whether or not they advance to the next round. Although not knowing the results of the preliminary rounds might seem frustrating at first, it actually works to the debater's advantage. It can be discouraging to find out that you have lost a round and then immediately have to debate another round. On the other hand, if a team finds out that they have just won a round, that knowledge may give them a false sense of confidence in the next debate round. By not knowing win-loss records during the preliminary rounds, every team is kept on equal footing and must keep diligently debating to the best of their ability no matter what the score.

Food

Many debate tournaments on the college level provide a complimentary continental breakfast on Saturday morning for the debaters and their coaches and charge a fee for providing lunch on Saturday afternoon. Of course, the decision to provide food is entirely up to you. If you cannot arrange to have food at the tournament, you should list area restaurants so that debaters can easily find places to eat.

You may also want to consider having some snack food and drinks available during the tournament for the volunteers and judges.

Code: _____ State: _____ Names: _____

Round	Opponent	Opp. Record		Rank		Speaks		Record
				1: _____	2: _____	1: _____	2: _____	
1								
2								
3								
4								
5								
6								

Code: _____ State: _____ Names: _____

Round	Opponent	Opp. Record		Rank		Speaks		Record
				1: _____	2: _____	1: _____	2: _____	
1								
2								
3								
4								
5								
6								

SAMPLE JUDGING CARD

To make a judging card:

- Use a 5" x 7" index card.
- Write the name of the judge on the top left-hand corner of the card, last name first so you can keep the cards in alphabetical order by last name.
- If there are any teams or debaters that a person cannot judge, write the team name in the top right-hand corner of the card so that you can avoid matching that judge with that team.
- Be sure to include the team names and their positions for every round judged by the person on the card.

How to use the judging card:

- When you are matching judges with debate rounds, especially for outrounds during the tournament, use the judging cards to easily avoid matching a judge with a team they have already judged in a previous round. The judging cards allow you to see at a glance all of the teams that the person on the card has already judged.

An example:

White, Brian			Cannot judge: Team B
Round 1	Round 2	Round 3	
		Team I (aff)	
		Team F (neg)	
Round 4	Round 5	Round 6	
Team H (aff)	Team E (aff)	Team D (aff)	
Team G (neg)	Team J (neg)	Team K (neg)	
Quarters	Semis	Final	
Team A (aff)			
Team H (neg)			

Team Code: _____ Names: _____

Round	Ranks		Speaks		Record	Opponent	Opp. Record	Judge
	1:	2:	1:	2:				
1								
2								
3								
4								
5								
6								
Total Rank			High/Low	High/Low	T/High/Low			
			Total	Total	Team Total			

Team Code: _____ Names: _____

Round	Ranks		Speaks		Record	Opponent	Opp. Record	Judge
	1:	2:	1:	2:				
1								
2								
3								
4								
5								
6								
Total Rank			High/Low	High/Low	T/High/Low			
			Total	Total	Team Total			

How To Run A Debate Tournament

1. **Register Teams for the Tournament.** Once you have set a date and found a location, set up a way for teams to register for the tournament. You will want to make sure that all the people that express an interest in the tournament make a firm commitment to coming to the tournament, so you may want to consider having teams pay a small registration fee and turn in a signed form to commit themselves to coming. This way, you will have a definite number of teams to plan with when you are matching up teams and judges for preliminary rounds.

2. **Select Judges for the Tournament.** Most debate tournaments allot one judge to each preliminary round and three judges for each outround. You do not necessarily have to find people with debate experience to judge. Subject experts in the area of the resolution, lawyers, local elected officials, and other members of the community also make excellent judges. Judges should be at least 18 years old by January 1st, 2000. You may ask someone to judge for the whole tournament, for just a few rounds, or for only one round, depending on their schedule. As long as you have enough judges for each round, you can allow your judges some flexibility with the schedule. It is very difficult for a person to judge every single round of a debate tournament, so you may want to consider giving a break to some of the people who commit themselves to judging the whole tournament.

3. **Designate Someone to Run the Tabulation Room.** At the tournament, set aside a room to tabulate the results of the debate rounds. You should choose at least one person to run this room who will tabulate all of the results, match teams for future rounds, and match judges with rounds.

4. **Designate Someone to Run the Registration Table.** When the debaters first come in to the tournament, you should have a table set up with all of the information they will need for the duration of the tournament. This would include the debate schedule for the tournament, the locations of the debate rooms, and scoring sheets for the judges. It is very helpful to have someone stay at this table throughout the tournament to assist anyone in finding a debate round. Also, this person might have the responsibility to take back scoring sheets from the judges and turn them into the tab room after each round and hand out the new scoring sheets for each round.

Debate Team Matching

**The Preliminary Rounds
For 8 to 16 Teams**

Schedule for 8 debate Teams:

Round One:

Aff.		Neg.
Team A	v.	Team B
Team C	v.	Team D
Team E	v.	Team F
Team G	v.	Team H

Round Six:

Aff.		Neg.
Team D	v.	Team C
Team B	v.	Team A
Team H	v.	Team G
Team F	v.	Team E

Round Two:

Aff.		Neg.
Team B	v.	Team G
Team D	v.	Team A
Team F	v.	Team C
Team H	v.	Team E

Round Three:

Aff.		Neg.
Team G	v.	Team D
Team A	v.	Team F
Team C	v.	Team H
Team E	v.	Team B

Round Four:

Aff.		Neg.
Team D	v.	Team E
Team F	v.	Team G
Team H	v.	Team A
Team B	v.	Team C

Round Five:

Aff.		Neg.
Team E	v.	Team H
Team G	v.	Team B
Team A	v.	Team D
Team C	v.	Team F

Schedule for 10 debate teams:

Round One:

Aff.		Neg.
Team A	v.	Team B
Team C	v.	Team D
Team E	v.	Team F
Team G	v.	Team H
Team I v.		Team J

Round Two:

Aff.		Neg.
Team J v.		Team A
Team H	v.	Team C
Team D	v.	Team E
Team F	v.	Team G
Team B	v.	Team I

Round Three:

Aff.		Neg.
Team A	v.	Team D
Team C	v.	Team B
Team I	v.	Team F
Team E	v.	Team H
Team G v.		Team J

Round Four:

Aff.		Neg.
Team D	v.	Team G
Team B	v.	Team E
Team H	v.	Team I
Team J v.		Team C
Team F	v.	Team A

**Round Five:

Aff.		Neg.
Team A v.		Team J
Team I	v.	Team B
Team C v.		Team H
Team E	v.	Team D
Team G	v.	Team F

Round Six:

Aff.		Neg.
Team B	v.	Team A
Team D	v.	Team I
Team F	v.	Team C
Team J v.		Team E
Team H	v.	Team G

To use for 9 teams:

Put in a BYE for Team J

**If the BYE is used, Team H receives the BYE in Round Five and Team C (aff.) debates Team A (neg.)

Schedule for 14 debate teams:

Round One:

Aff.		Neg.
Team Av.		Team N
Team C	v.	Team L
Team E	v.	Team J
Team G	v.	Team H
Team I	v.	Team F
Team K	v.	Team D
Team M	v.	Team B

Round Two:

Aff.		Neg.
Team B	v.	Team A
Team Nv.		Team C
Team L	v.	Team E
Team J	v.	Team G
Team H	v.	Team I
Team F	v.	Team K
Team D	v.	Team M

Round Three:

Aff.		Neg.
Team A	v.	Team D
Team C	v.	Team B
Team Ev.		Team N
Team G	v.	Team L
Team I	v.	Team J
Team K	v.	Team H
Team M	v.	Team F

Round Four:

Aff.		Neg.
Team F	v.	Team A
Team D	v.	Team C
Team B	v.	Team E
Team Nv.		Team G
Team L	v.	Team I

Team J	v.	Team K
Team H	v.	Team M

Round Five:

Aff.		Neg.
Team A	v.	Team H
Team C	v.	Team F
Team E	v.	Team D
Team G	v.	Team B
Team Iv.		Team N
Team K	v.	Team L
Team M	v.	Team J

Round Six:

Aff.		Neg.
Team J	v.	Team A
Team H	v.	Team C
Team F	v.	Team E
Team D	v.	Team G
Team B	v.	Team I
Team Nv.		Team K
Team L	v.	Team M

To use for 13 teams:

Put in a BYE for Team N

Schedule for 16 Teams:

Round One:

Team A	v.	Team B
Team C	v.	Team D
Team E	v.	Team F
Team G	v.	Team H
Team I	v.	Team J
Team K	v.	Team L
Team M	v.	Team N
Team Ov.		Team P

Round Two:

Team B	v.	Team C
Team D	v.	Team E
Team F	v.	Team G
Team H	v.	Team I
Team J	v.	Team K
Team L	v.	Team M
Team N	v.	Team O
Team Pv.		Team A

Round Three:

Team E	v.	Team B
Team G	v.	Team D
Team I	v.	Team F
Team K	v.	Team H
Team M	v.	Team J
Team O	v.	Team L
Team A	v.	Team N
Team Cv.		Team P

Round Four:

Team B	v.	Team G
Team D	v.	Team I
Team F	v.	Team K
Team H	v.	Team M
Team J	v.	Team O
Team L	v.	Team A
Team N	v.	Team C

Team Pv. Team E

Round Five:

Team I	v.	Team B
Team K	v.	Team D
Team M	v.	Team F
Team O	v.	Team H
Team A	v.	Team J
Team C	v.	Team L
Team E	v.	Team N
Team Gv.		Team P

Round Six:

Team B	v.	Team K
Team D	v.	Team M
Team F	v.	Team O
Team H	v.	Team A
Team J	v.	Team C
Team L	v.	Team E
Team N	v.	Team G
Team Pv.		Team I

To use for 15 teams:

Put in a BYE for Team P