Swiss System Tracker: 16 Teams, 5 Rounds

Per round write opponent # and result (W / D / L). Pair players on equal scores who have not met.

Event: _____

Date: _____

Arbiter: _____

#	PLAYER / TEAM	R1 OPP	RES	TOT	R2 OPP	RES	TOT	R3 OPP	RES	TOT	R4 OPP	RES	TOT	R5 OPP	RES	TOT	PTS	BUCHHOLZ	RANK
1																			
2																			
3																			
4																			
5																			
6																			
7																			
8																			
9																			
10																			
11																			
12																			
13																			
14																			
15																			
16																			

Swiss System Tracker: 16 Teams, 5 Rounds: Pairings

One block per round. Highest score group pairs first.

Event: _____

Date: _____

ROUND 1

TBL	PLAYER (PTS)	RESULT	PLAYER (PTS)
1		-	
2		-	
3		-	
4		-	
5		-	
6		-	
7		-	
8		-	

ROUND 2

TBL	PLAYER (PTS)	RESULT	PLAYER (PTS)
1		-	
2		-	
3		-	
4		-	
5		-	
6		-	
7		-	
8		-	

ROUND 3

TBL	PLAYER (PTS)	RESULT	PLAYER (PTS)
1		-	
2		-	
3		-	
4		-	
5		-	
6		-	
7		-	
8		-	

ROUND 4

TBL	PLAYER (PTS)	RESULT	PLAYER (PTS)
1		-	
2		-	
3		-	
4		-	
5		-	
6		-	
7		-	
8		-	

ROUND 5

TBL	PLAYER (PTS)	RESULT	PLAYER (PTS)
1		-	
2		-	
3		-	
4		-	
5		-	
6		-	
7		-	
8		-	