Swiss System Tracker: 8 Players, 3 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	PTS	BUCHHOLZ	RANK
1													
2													
3													
4													
5													
6													
7													
8													

Swiss System Tracker: 8 Players, 3 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		-	

ROUND 2

TBL	PLAYER (PTS)	RESULT	PLAYER (PTS)
1		-	
2		-	
3		-	
4		-	

ROUND 3

TBL	PLAYER (PTS)	RESULT	PLAYER (PTS)
1		-	
2		-	
3		-	
4		-	