

Round Robins — A short note

The point of a Round Robin, to put it bluntly, is to make your tournament look cooler. Theoretically, RRs bring in a higher level of competitor, who will stay on for your tournament that, presumably, follows immediately after the RR ends.

I won't argue the pluses or minuses of RRs. They are sort of fun, after all. It's up to you. But don't expect them to turn your basic everyday tournament into a TOC bid at Octas. Not going to happen. But they may improve your basic everyday tournament a bit. Or not. All the truths about running a regular tournament, the whys and wherefores, apply to running an RR.

If you do run one, two things. First, you need more judges than you think you do. Assuming that each competitor brings (or hires) one judge won't work. Always have a couple of extra, otherwise you'll be pulling in the cafeteria staff to help out with the final rounds. (And needless to say, don't include yourself. You should be making sure the doughnuts arrive, the coffee is hot, and sorting out what to do about the judges who called in from half an hour away at the start time of Round 1.)

Second, tabroom will tab a Round Robin pretty much from start to finish, but it might need a little help. What you want to do is set it up so that judges only judge a competitor once, then run assignments automatically. Most likely you have judging holes. Now go in and set it so that judges can judge a competitor on the other side, and fill in the holes manually. This will maximize your judge use, and minimize judges seeing competitors more than once.