16 team bracket: Brackets are determined by the next highest power of 2 to equal or exceed N. Ex: N=14, use a 16 team bracket

* Place seeds 1 and 2 and work backwards from final round by using magic #’s
Magic # is max number of games possible in a round + 1
Ex: Here max number of games possible in round 1 is 16 +1 = magic # is 17

Magic # 17
1

Magic # 9
Remember, assume top seed always wins!

Magic # 5
1

Magic # 3
You can double check round 1 is correct by using your seeding below

Note: this bracket is not complete…only partial info is provided for demonstration purposes.

Seeding

* Seeding = Power of 2 to equal or exceed N, then divide by 2
Ex: 14 teams: 16/2= 8
number 1 through 8 down, then start bottom to top on other side
9 through 16
*since only 14 teams, 15 and 16 become byes!

*Top = top of game bracket
*Bottom = bottom of game bracket

****Up/Down applies only to the first round****

*Up means above middle of the bracket (green line)

** Down means below the middle of the bracket (green line)
16 team bracket: Brackets are determined by the next highest power of 2 to = or exceed N. Ex: N=14, use a 16 team bracket

* Place seeds 1 and 2 and work backwards from final round by using magic #’s
Magic # is max number of games possible in a round + 1

Ex: Here max number of games possible in round 1 is 16 + 1 = magic # is 17

Magic # 17
Magic # 9
Magic # 5
You can double check round 1 is correct by using your seeding below

Mag ic # 17

1
16 or bye
(9-1=8)
8
9
8
5
12
(9-4=5)
13
4
(3-1=2)

Magic # 3
up
Top
1
vs
16
bye
down
Bottom
2
vs
15
bye
up
Bottom
4
vs
13
up
Top
5
vs
12
down
Bottom
6
vs
11
down
Top
7
vs
10
up
Bottom
8
vs
9

(9-3=6)
3
(5-2=3)
2

(9-2=7)
2

*Seeding = Power of 2 to = or exceed N, then divide by 2
Ex: 14 teams: 16/2= 8
Number 1 through 8 down, then start bottom to top on other side
9 through 16

*since only 14 teams, 15 and 16 become byes!

Note: once you get to round 1, you can look at the seeding to see who plays who (or you can use the formula: magic # - top seed = team to be played)

*Top = top of game bracket
*Bottom = bottom of game bracket

****Up/Down applies only to the first round****
*Up means above middle of the bracket (green line)
** Down means below the middle of the bracket (green line)
Magic # is max number of games possible in a round + 1

* Place seeds 1 and 2 and work backwards from final round by using magic #'s

Remember, assume top seed always wins!

You can double check round 1 is correct by using your seeding below

*Seeding = Power of 2 to = or exceed N, then divide by 2

Ex: 26 teams: Next highest power of 2 to = or exceed 26 is 32. 32/2 = 16

number 1 through 8 down, then start bottom to top on other side, 9 through 16

Magic # = 5

*** seeds 27 through 32 become byes because N=26!!!!!
Magic # are the same as 32 bracket on one side: We are just moving the bottom brackets over to the right.

Start with 1 & 2 seeds and work backward from the final round using the magic number for each.

Use the patterns: Left, Right, Right, Left and Top/Bottom to help guide you.

Assume top seed always wins.

****see next page for seeding
<table>
<thead>
<tr>
<th>Top</th>
<th>Right</th>
<th>Bottom</th>
<th>Left</th>
<th>1 vs 32</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bottom</td>
<td>Left</td>
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<tr>
<td>Top</td>
<td>Right</td>
<td>Bottom</td>
<td>Left</td>
<td>2 vs 31</td>
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<tr>
<td>Top</td>
<td>Left</td>
<td>Bottom</td>
<td>Left</td>
<td>3 vs 30</td>
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<tr>
<td>Top</td>
<td>Right</td>
<td>Bottom</td>
<td>Left</td>
<td>4 vs 29</td>
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<td>Top</td>
<td>Left</td>
<td>Bottom</td>
<td>Left</td>
<td>5 vs 28</td>
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<tr>
<td>Bottom</td>
<td>Right</td>
<td>Top</td>
<td>Left</td>
<td>6 vs 27</td>
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<tr>
<td>Top</td>
<td>Right</td>
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<td>Left</td>
<td>7 vs 26</td>
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<td>Bottom</td>
<td>Left</td>
<td>Top</td>
<td>Left</td>
<td>8 vs 25</td>
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<td>Top</td>
<td>Left</td>
<td>Bottom</td>
<td>Left</td>
<td>9 vs 24</td>
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<tr>
<td>Bottom</td>
<td>Right</td>
<td>Top</td>
<td>Left</td>
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<tr>
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<td>Right</td>
<td>Bottom</td>
<td>Left</td>
<td>11 vs 22</td>
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<td>Left</td>
<td>Top</td>
<td>Left</td>
<td>12 vs 21</td>
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<td>Left</td>
<td>Bottom</td>
<td>Right</td>
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<td>Bottom</td>
<td>Right</td>
<td>Top</td>
<td>Right</td>
<td>14 vs 19</td>
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<tr>
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<td>Right</td>
<td>Bottom</td>
<td>Left</td>
<td>15 vs 18</td>
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<tr>
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<td>Left</td>
<td>Top</td>
<td>Right</td>
<td>16 vs 17</td>
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</tr>
</tbody>
</table>

*Top = top of game bracket
*Bottom = bottom of game bracket
**Left = left side brackets
**Right = right side brackets
Blank Single Elimination
Brackets
* Place seeds 1 and 2 and work backwards from final round by using magic #s
Remember, assume top seed always wins!
You can double check round 1 is correct by using your seeding below
* Place seeds 1 and 2 and work backwards from final round by using magic #'s
Remember, assume top seed always wins!
You can double check round 1 is correct by using your seeding below

Use to double check Round 1 is correct

<table>
<thead>
<tr>
<th>Seeding</th>
</tr>
</thead>
<tbody>
<tr>
<td>1       vs</td>
</tr>
</tbody>
</table>
Magic # are the same as 32 bracket on one side: We are just moving the bottom portion over to the right.
Start with 1 & 2 seeds and work backward from the final round using the magic number for each.
Use the patterns: Left, Right, Right, Left and Top/Bottom to help guide you.
Assume top seed always wins.
<table>
<thead>
<tr>
<th>Top/Bottom Left/Right</th>
<th>Seeding</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>vs</td>
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<tr>
<td></td>
<td>vs</td>
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</table>