Tourneygeek's Guide to Tournaments
Preface
About Tournaments
What is a tournament
Maxims of tournament design
Skill and luck
Skill progression
The goals of a tournament designer
Participation
Spectacle
Efficiency
Tournament flow
Selection
Fairness
Fairness (A)
Fairness (B)
Fairness (C)
Main tournament types
Bracketed Tournaments
Structure and notation
By number of brackets
One: Single elimination
Two: Double elimination and consolation
Three or more: Triple elimination and last chance
Allocating Drops
Shifting Brackets
Reconciling Brackets
Recharges
Round Robin Tournaments
Swiss System Tournaments
Hybrid Tournaments
Elimination with group stages
Round robin with Playoffs
Swiss with playoffs
Qualification and Seeding
Qualification
Blind draw
Seeding
Why seed?
Static v. dynamic seeding

Tiered seeding
Byes
Earned byes
Allocating unearned byes
Trophies, prize money, and points
Dividing a prize fund
Tie-breaking systems
Rewarding participation
Appendix
Sample brackets
Sample round-robin rotations
Simulating tournaments
Glossary
Index