

PLAYER REGISTRATION AND RECORD

NAME & DATE OF TOURNAMENT (PLEASE PRINT):

event code



| PLAYER NUMBER | ROUND 1 | ROUND 2 | ROUND 3 | ROUND 4 | ROUND 5 | ROUND 6 | ROUND 7 | ROUND 8 |
|------------------------------------|---------|---------|---------|---------|---------|---------|---------|---------|
| TOURNAMENT POINTS | | | | | | | | |
| RESULT TYPE | | | | | | | | |
| OPPONENT'S PLAYER # | | | | | | | | |
| RUNNING TOTAL OF TOURNAMENT POINTS | | | | | | | | |

PLAYER'S NAME & ADDRESS (PLEASE PRINT):

PLAYER'S SIGNATURE:

Result type key (tournament points): a—Destroying *The One Ring* (10, 8, 7, or 6); b—Marshalling Points Ratio of 2 or greater win or eliminating opponent's Wizard (with opponent achieving minimal success) (6); c—Marshalling Points Ratio less than 2 but greater than or equal to 1.5 win or eliminating opponent's Wizard (with opponent achieving medium success) (5); d—Marshalling Points Ratio less than 1.5 but greater than one win or eliminating opponent's Wizard (with opponent achieving maximum success) (4); e—Weakest Link Method win (3.5); f—Receiving a bye (6 for the first round; 3 for a later round) or Tying (3); g—Weakest Link Method loss (2.5); h—Opponent wins by result d (2); i—Opponent wins by result c (1); j—Losing otherwise (0).

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