# Introduction

Sporting competitions often take the form of a tournament, with several individuals or teams competing against one another during the course of a single event over the course of a short, defined time period. [more to describe what kind of contests I'm talking about—different from fleet racing or other competitions where many competitors compete against one another at the same time]

These events can be viewed from at least three perspectives:

* Entertainment, where drama and excitement are as much a part of the event as any other
* Recreation, giving weekend warriors the chance to exercise and have fun with friends and a sport they love
* A point-in-time ranking amongst competitors, discovering who's best, second-best, etc.

Each of these lenses on the contest comes with its own objectives and measures of success. Entertainment value is often enhanced by surprise upsets and close matches, while recreation is gauged by how much each team member participates. This paper focuses on the third view: how well a contest measures the actual ranking of teams at a point in time.

[Discussion of match racing specifics? Weather, changing format, number of possible matches, …]

# Results Summary

# Results Discussion

## Simulation Method

### Match Strategies

### Tournament Strategies

### Results Compilation

## Assumptions

### Theoretical Rankings and Ratings

### Randomness of Outcome

### Constancy of Competitor Ratings

### Transitivity of Ratings

## Measures Used to Grade Tournament Formats

### Mean Absolute Difference (MAD)

### Root Mean Squared Difference (RMS)

### Rank Frequency Matrix

### Rank Frequency Graphs

## Tournament Format Sensitivity

### Number of Competitors

### Theoretical Ranking Distribution

### Initial Seeding

### Change in Competitor Rating

# Conclusion

# Appendices

## Tournament Formats Considered

[Create a code for each and a description]

[Discuss points accumulation and tie break method for each]

[Put the measure results for each method]