Triple elimination · Avoid duplicate matchups

Current Tournament Hub engine · team counts 6–50

- Matches Admin !’ Brackets create option: Avoid duplicate matchups.
- Same W / L1 / L2 / GF structure as classic, but L1/L2 cards are RE-DRAW pools.
- As teams arrive, open rounds are re-paired to prefer never-met opponents.
- If every pairing is a rematch, minimize rematches then randomize (forced redraw).
- Purple cards = dynamic pairing (not fixed feeder slots).
- Triple lives: W loss !’ L1; L1 loss !’ L2; L2 loss !’ eliminated; L2 champ vs W champ.

Index

6 !’ 8 slots (2 bye) · 23 games (W-ish 8 · L1 9 · L2 6)
7 !’ 8 slots (1 bye) · 23 games (W-ish 8 · L1 9 · L2 6)
8 !’ 8 slots (0 bye) · 23 games (W-ish 8 · L1 9 · L2 6)
9 !’ 16 slots (7 bye) · 59 games (W-ish 16 · L1 23 · L2 20)
10 !’ 16 slots (6 bye) · 59 games (W-ish 16 · L1 23 · L2 20)
11 !’ 16 slots (5 bye) · 59 games (W-ish 16 · L1 23 · L2 20)
12 !’ 16 slots (4 bye) · 59 games (W-ish 16 · L1 23 · L2 20)
13 !’ 16 slots (3 bye) · 59 games (W-ish 16 · L1 23 · L2 20)
14 !’ 16 slots (2 bye) · 59 games (W-ish 16 · L1 23 · L2 20)
15 !’ 16 slots (1 bye) · 59 games (W-ish 16 · L1 23 · L2 20)
16 !’ 16 slots (0 bye) · 59 games (W-ish 16 · L1 23 · L2 20)
17 !’ 32 slots (15 bye) · 135 games (W-ish 32 · L1 53 · L2 50)
18 !’ 32 slots (14 bye) · 135 games (W-ish 32 · L1 53 · L2 50)
19 !’ 32 slots (13 bye) · 135 games (W-ish 32 · L1 53 · L2 50)
20 !’ 32 slots (12 bye) · 135 games (W-ish 32 · L1 53 · L2 50)
21 !’ 32 slots (11 bye) · 135 games (W-ish 32 · L1 53 · L2 50)
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23 !’ 32 slots (9 bye) · 135 games (W-ish 32 · L1 53 · L2 50)
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26 !’ 32 slots (6 bye) · 135 games (W-ish 32 · L1 53 · L2 50)
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30 !’ 32 slots (2 bye) · 135 games (W-ish 32 · L1 53 · L2 50)
31 !’ 32 slots (1 bye) · 135 games (W-ish 32 · L1 53 · L2 50)
32 !’ 32 slots (0 bye) · 135 games (W-ish 32 · L1 53 · L2 50)
33 !’ 64 slots (31 bye) · 291 games (W-ish 64 · L1 115 · L2 112)
34 !’ 64 slots (30 bye) · 291 games (W-ish 64 · L1 115 · L2 112)
35 !’ 64 slots (29 bye) · 291 games (W-ish 64 · L1 115 · L2 112)
36 !’ 64 slots (28 bye) · 291 games (W-ish 64 · L1 115 · L2 112)
37 !’ 64 slots (27 bye) · 291 games (W-ish 64 · L1 115 · L2 112)
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41 !’ 64 slots (23 bye) · 291 games (W-ish 64 · L1 115 · L2 112)
42 !’ 64 slots (22 bye) · 291 games (W-ish 64 · L1 115 · L2 112)
43 !’ 64 slots (21 bye) · 291 games (W-ish 64 · L1 115 · L2 112)
44 !’ 64 slots (20 bye) · 291 games (W-ish 64 · L1 115 · L2 112)
45 !’ 64 slots (19 bye) · 291 games (W-ish 64 · L1 115 · L2 112)
46 !’ 64 slots (18 bye) · 291 games (W-ish 64 · L1 115 · L2 112)
47 !’ 64 slots (17 bye) · 291 games (W-ish 64 · L1 115 · L2 112)
48 !’ 64 slots (16 bye) · 291 games (W-ish 64 · L1 115 · L2 112)
49 !’ 64 slots (15 bye) · 291 games (W-ish 64 · L1 115 · L2 112)
50 !’ 64 slots (14 bye) · 291 games (W-ish 64 · L1 115 · L2 112)

Triple elimination · Avoid duplicate matchups

6 teams !' 8-slot field (2 BYE) · G1–G23 · center R1 · winners right · losers left

L2 · 2 losses
1 games

Field · TBD
G22 RE-DRAW
Open pool
Open pool
RE-DRAW L2 final ! GF

L2 · 2 losses
1 games

Field · TBD
G21 RE-DRAW
Open pool
Open pool
RE-DRAW L2 · avoid prior matchups

L2 · 2 losses
2 games

Field · TBD
G19 RE-DRAW
Open pool
Open pool
RE-DRAW L2 · avoid prior matchups

Field · TBD
G20 RE-DRAW
Open pool
Open pool
RE-DRAW L2 · avoid prior matchups

L2 · 2 losses
2 games

Field · TBD
G17 RE-DRAW
Open pool
Open pool
RE-DRAW L2 · avoid prior matchups

Field · TBD
G18 RE-DRAW
Open pool
Open pool
RE-DRAW L2 · avoid prior matchups

L1 · 1 loss
1 games

Field · TBD
G16 RE-DRAW
Open pool
Open pool
RE-DRAW L1 final ! winner to L2

L1 · 1 loss
1 games

Field · TBD
G15 RE-DRAW
Open pool
Open pool
RE-DRAW · avoid prior matchups

L1 · 1 loss
1 games

Field · TBD
G14 RE-DRAW
Open pool
Open pool
RE-DRAW · avoid prior matchups

L1 · 1 loss
3 games

Field · TBD
G11 RE-DRAW
Open pool
Open pool
RE-DRAW · avoid prior matchups

Field · TBD
G12 RE-DRAW
Open pool
Open pool
RE-DRAW · avoid prior matchups

Field · TBD
G13 RE-DRAW
Open pool
Open pool
RE-DRAW · avoid prior matchups

L1 · 1 loss
3 games

Field · TBD
G8 RE-DRAW
Open pool
Open pool
RE-DRAW · avoid prior matchups

Field · TBD
G9 RE-DRAW
Open pool
Open pool
RE-DRAW · avoid prior matchups

Field · TBD
G10 RE-DRAW
Open pool
Open pool
RE-DRAW · avoid prior matchups

Round 1 · Winners
4 games

Field · TBD
G1
Seed 1
BYE
BYE advances undefeated

Field · TBD
G2
Seed 4
Seed 5
Loser ! L1 (1-loss)

Field · TBD
G3
Seed 2
BYE
BYE advances undefeated

Field · TBD
G4
Seed 3
Seed 6
Loser ! L1 (1-loss)

Winners · R2
2 games

Field · TBD
G5
G1 W
G2 W
Loser ! L1

Field · TBD
G6
G3 W
G4 W
Loser ! L1

Winners · R3
1 games

Field · TBD
G7
G5 W
G6 W
W champ · awaits L champ in GF away

Grand Final
1 games

Field · TBD
G23
W champ (0 losses)
L2 champ (2 losses)
Grand Final · one game (no forced IF series)

Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W loss !' L1; L1 loss !' L2; L2 loss !' out; L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

7 teams !' 8-slot field (1 BYE) · G1–G23 · center R1 · winners right · losers left

L2 · 2 losses
1 games

Field · TBD
G22 RE-DRAW
Open pool
Open pool
RE-DRAW L2 final ! GF

L2 · 2 losses
1 games

Field · TBD
G21 RE-DRAW
Open pool
Open pool
RE-DRAW L2 · avoid prior matchups

L2 · 2 losses
2 games

Field · TBD
G19 RE-DRAW
Open pool
Open pool
RE-DRAW L2 · avoid prior matchups

Field · TBD
G20 RE-DRAW
Open pool
Open pool
RE-DRAW L2 · avoid prior matchups

L2 · 2 losses
2 games

Field · TBD
G17 RE-DRAW
Open pool
Open pool
RE-DRAW L2 · avoid prior matchups

Field · TBD
G18 RE-DRAW
Open pool
Open pool
RE-DRAW L2 · avoid prior matchups

L1 · 1 loss
1 games

Field · TBD
G16 RE-DRAW
Open pool
Open pool
RE-DRAW L1 final ! winner to L2

L1 · 1 loss
1 games

Field · TBD
G15 RE-DRAW
Open pool
Open pool
RE-DRAW · avoid prior matchups

L1 · 1 loss
1 games

Field · TBD
G14 RE-DRAW
Open pool
Open pool
RE-DRAW · avoid prior matchups

L1 · 1 loss
3 games

Field · TBD
G11 RE-DRAW
Open pool
Open pool
RE-DRAW · avoid prior matchups

Field · TBD
G12 RE-DRAW
Open pool
Open pool
RE-DRAW · avoid prior matchups

Field · TBD
G13 RE-DRAW
Open pool
Open pool
RE-DRAW · avoid prior matchups

L1 · 1 loss
3 games

Field · TBD
G8 RE-DRAW
Open pool
Open pool
RE-DRAW · avoid prior matchups

Field · TBD
G9 RE-DRAW
Open pool
Open pool
RE-DRAW · avoid prior matchups

Field · TBD
G10 RE-DRAW
Open pool
Open pool
RE-DRAW · avoid prior matchups

Round 1 · Winners
4 games

Field · TBD
G1
Seed 1
BYE
BYE advances undefeated

Field · TBD
G2
Seed 4
Seed 5
Loser ! L1 (1-loss)

Field · TBD
G3
Seed 2
Seed 7
Loser ! L1 (1-loss)

Field · TBD
G4
Seed 3
Seed 6
Loser ! L1 (1-loss)

Winners · R2
2 games

Field · TBD
G5
G1 W
G2 W
Loser ! L1

Field · TBD
G6
G3 W
G4 W
Loser ! L1

Winners · R3
1 games

Field · TBD
G7
G5 W
G6 W
W champ · awaits L champ in GF away

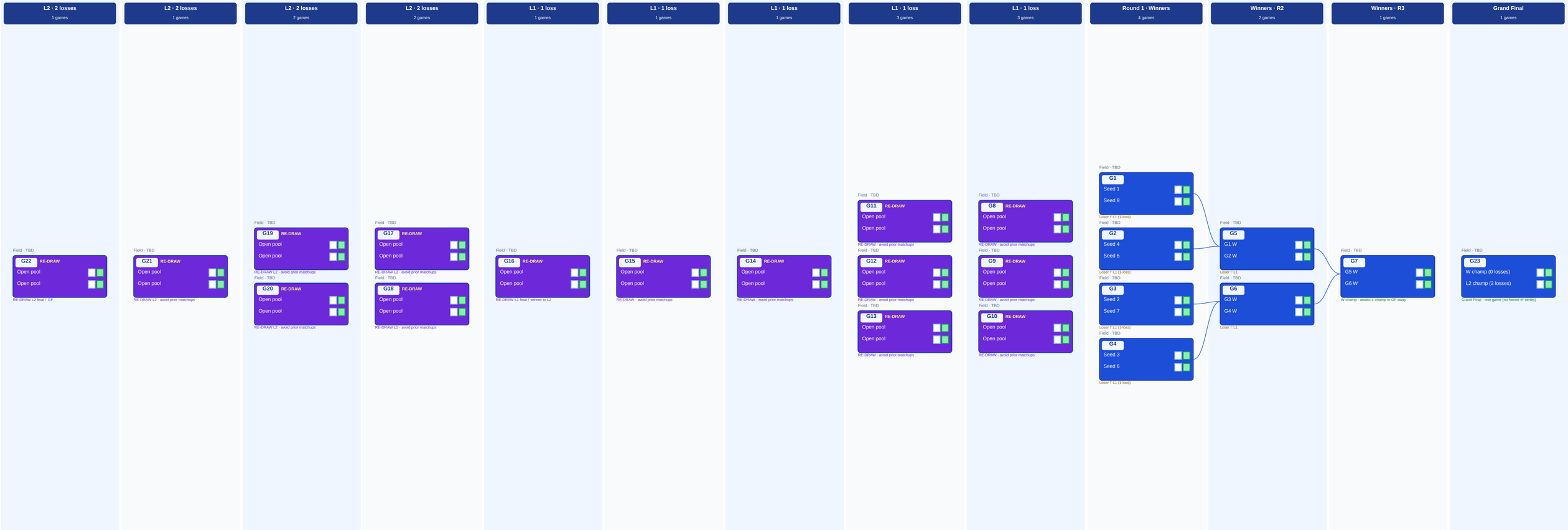
Grand Final
1 games

Field · TBD
G23
W champ (0 losses)
L2 champ (2 losses)
Grand Final · one game (no forced IF series)

Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W loss !' L1; L1 loss !' L2; L2 loss !' out; L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

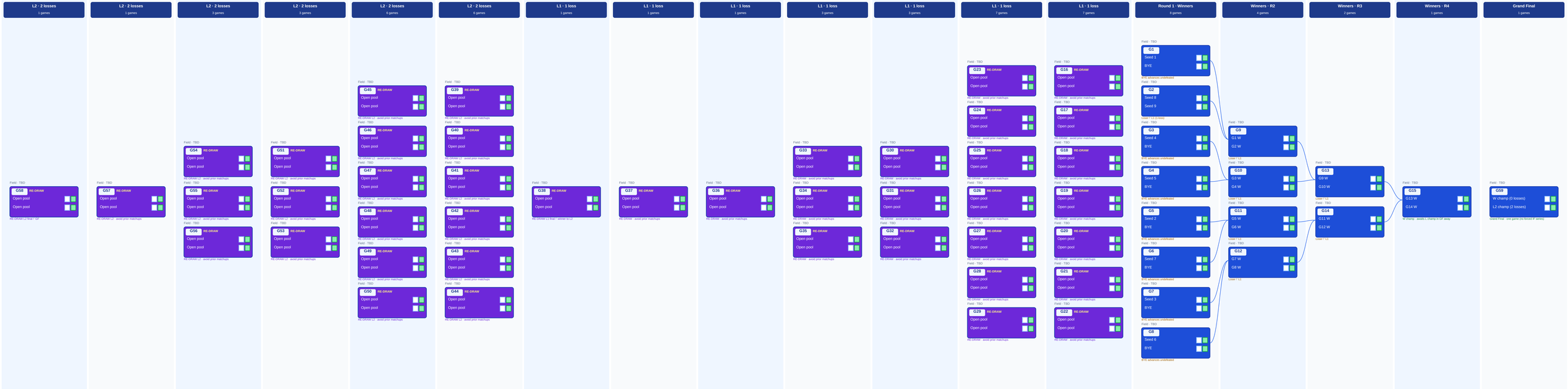
8 teams !' 8-slot field (0 BYE) · G1–G23 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W loss !' L1; L1 loss !' L2; L2 loss !' out; L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

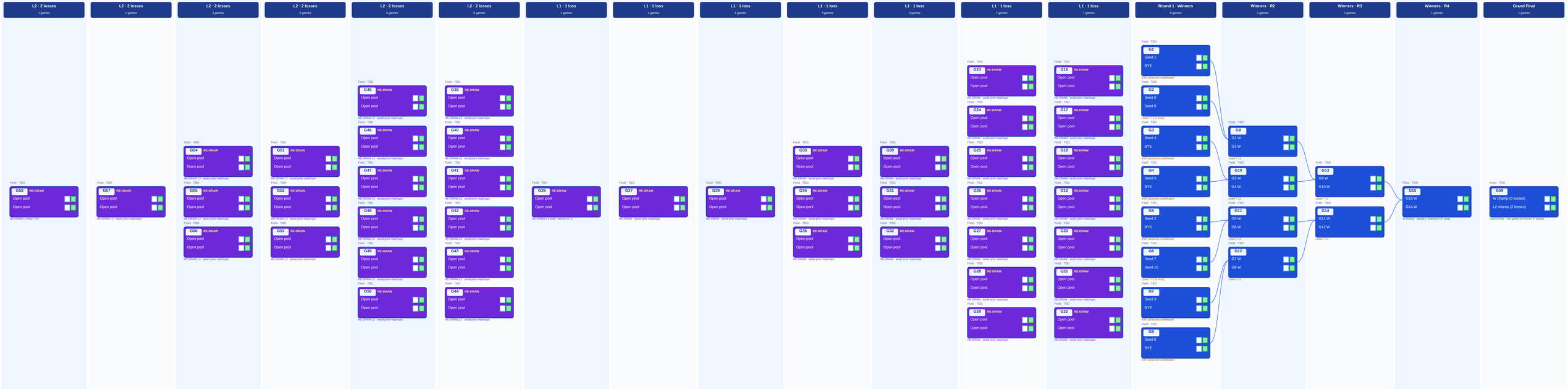
9 teams !' 16-slot field (7 BYE) · G1–G59 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple. W loss !' L1; L1 loss !' L2; L2 loss !' out; L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

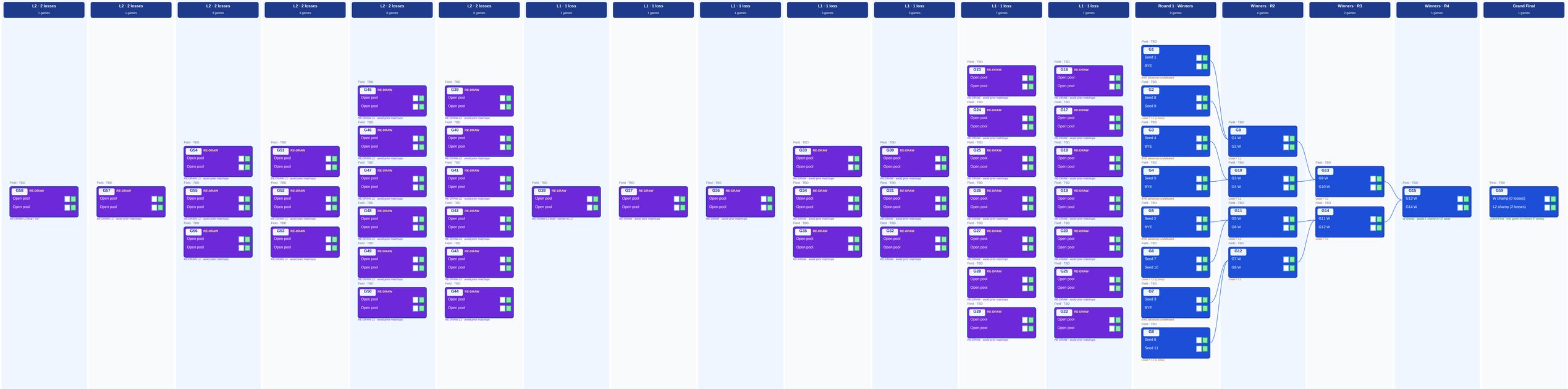
10 teams !' 16-slot field (6 BYE) · G1–G59 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple. W loss !' L1; L1 loss !' L2; L2 loss !' out; L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

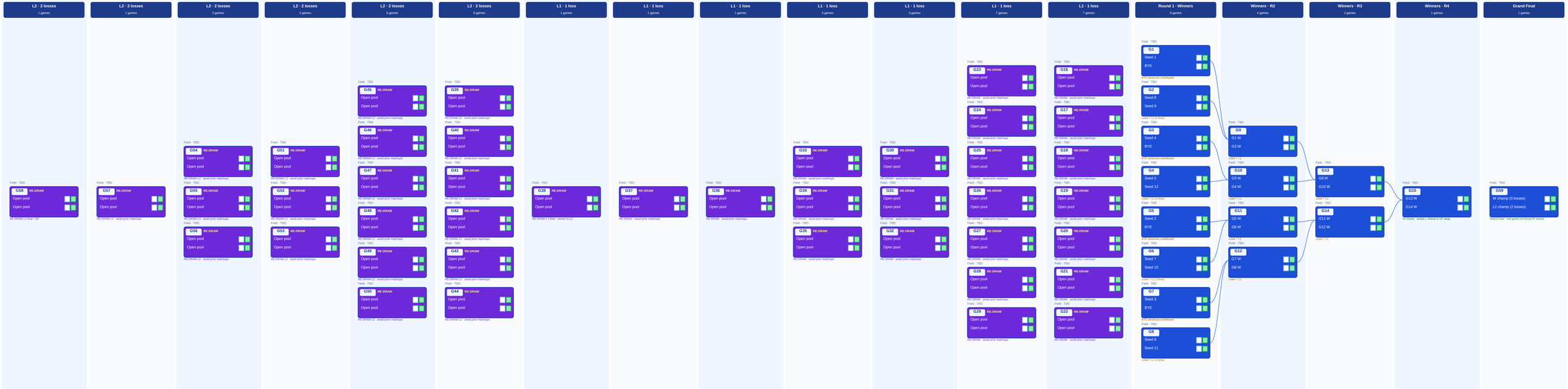
11 teams !' 16-slot field (5 BYE) · G1–G59 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple. W loss !' L1; L1 loss !' L2; L2 loss !' out; L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

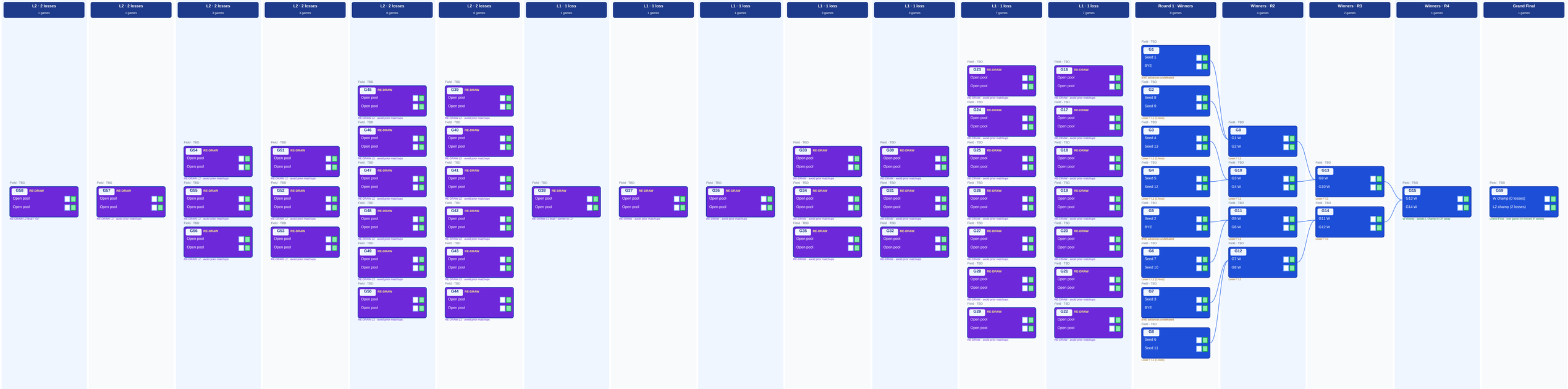
12 teams !' 16-slot field (4 BYE) · G1–G59 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple. W loss !' L1; L1 loss !' L2; L2 loss !' out; L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

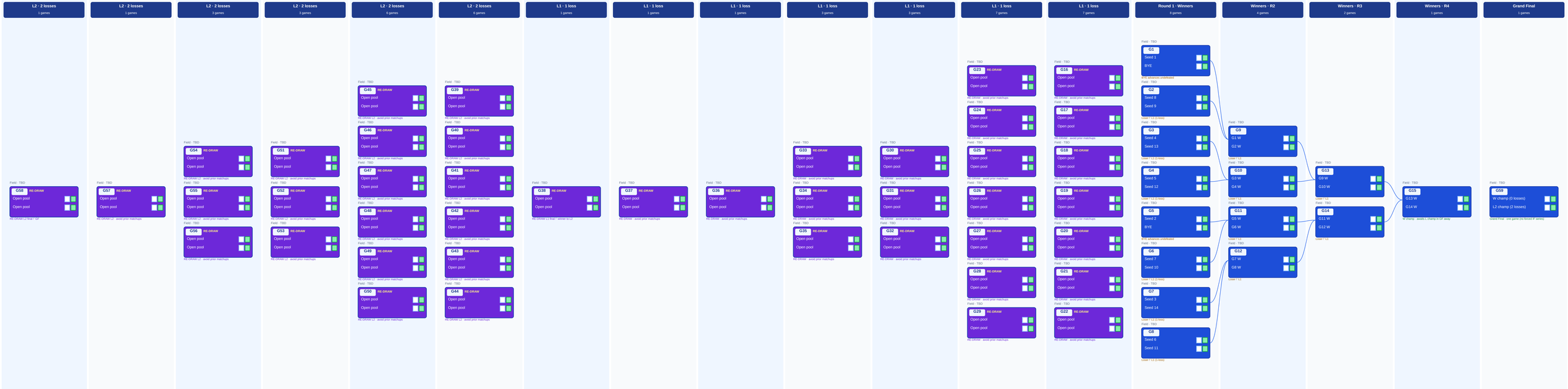
13 teams !' 16-slot field (3 BYE) · G1–G59 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple. W loss !' L1; L1 loss !' L2; L2 loss !' out; L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

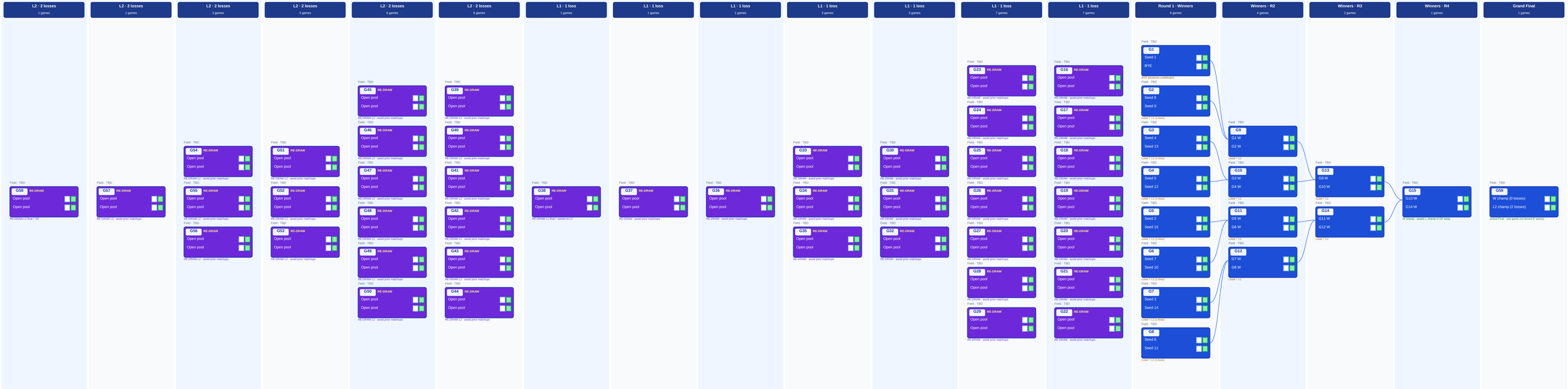
14 teams !' 16-slot field (2 BYE) · G1–G59 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple. W loss !' L1; L1 loss !' L2; L2 loss !' out; L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

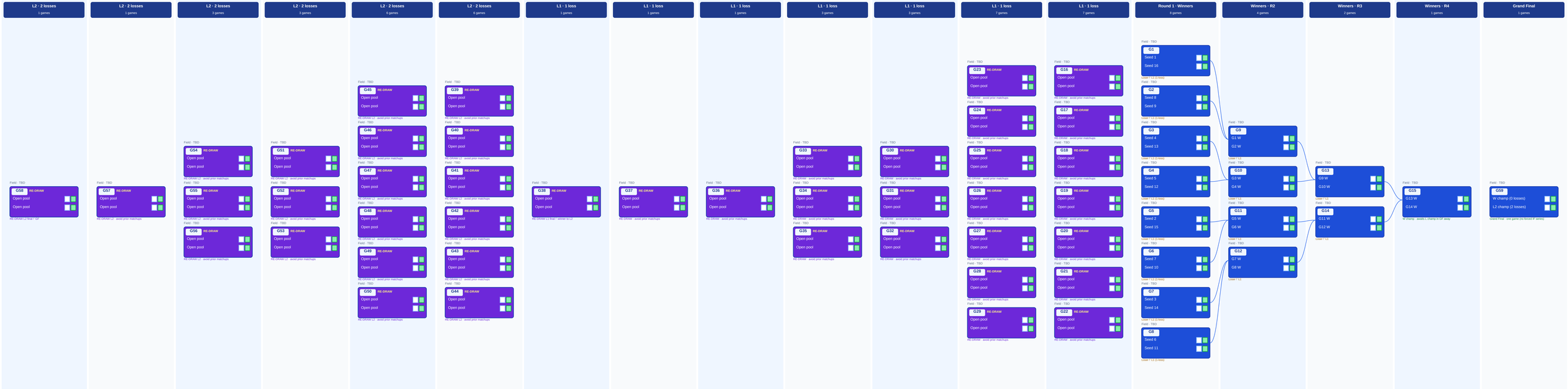
15 teams !' 16-slot field (1 BYE) · G1–G59 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple. W loss !' L1; L1 loss !' L2; L2 loss !' out; L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

16 teams !' 16-slot field (0 BYE) · G1–G59 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple. W loss !' L1; L1 loss !' L2; L2 loss !' out; L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

17 teams // 32-slot field (15 BYE) · G1–G135 · center R1 · winners right · losers left

Avoid duplicate matchups; L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W field ↑ L1, L1 loss ↑ L2, L2 loss ↑ out, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

18 teams // 32-slot field (14 BYE) · G1–G135 · center R1 · winners right · losers left

Avoid duplicate matchups; L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W first // L1 L1 loss // L2 L2 loss // ext L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

19 teams // 32-slot field (13 BYE) · G1–G135 · center R1 · winners right · losers left

Avoid duplicate matchups; L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W field ↑ L1 L1 losses ↑ L2 L2 losses ↑ ext. L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

20 teams // 32-slot field (12 BYE) · G1–G135 · center R1 · winners right · losers left

Avoid duplicate matchups; L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W first // L1 L1 loss // L2 L2 loss // ext L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

21 teams // 32-slot field (11 BYE) · G1–G135 · center R1 · winners right · losers left

Avoid duplicate matchups; L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W field ↑ L1, L1 loss ↑ L2, L2 loss ↑ out, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

22 teams // 32-slot field (10 BYE) · G1–G135 · center R1 · winners right · losers left

Avoid duplicate matchups; L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W field ↑ L1, L1 loss ↑ L2, L2 loss ↑ out, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

23 teams // 32-slot field (9 BYE) · G1–G135 · center R1 · winners right · losers left

Avoid duplicate matchups; L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W field ↑ L1, L1 loss ↑ L2, L2 loss ↑ out, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

24 teams // 32-slot field (8 BYE) · G1–G135 · center R1 · winners right · losers left

Avoid duplicate matchups; L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W first // L1 L1 loss // L2 L2 loss // ext L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

25 teams // 32-slot field (7 BYE) · G1–G135 · center R1 · winners right · losers left

Avoid duplicate matchups; L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W field 7, L1 L3 field 7, L2 L2 field 7; ind, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

26 teams // 32-slot field (6 BYE) · G1–G135 · center R1 · winners right · losers left

Avoid duplicate matchups; L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W field ↑ L1 L1 losses ↑ L2 L2 losses ↑ ord, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

27 teams // 32-slot field (5 BYE) · G1–G135 · center R1 · winners right · losers left

Avoid duplicate matchups; L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W field ↑ L1, L1 loss ↑ L2, L2 loss ↑ out, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

28 teams // 32-slot field (4 BYE) · G1–G135 · center R1 · winners right · losers left

Avoid duplicate matchups; L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W field ↑ L1 L1 loss ↑ L2 L2 loss ↑ ind. L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

29 teams // 32-slot field (3 BYE) · G1–G135 · center R1 · winners right · losers left

Avoid duplicate matchups; L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W field ↑ L1 L1 loss ↑ L2 L2 loss ↑ ord, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

30 teams // 32-slot field (2 BYE) · G1–G135 · center R1 · winners right · losers left

Avoid duplicate matchups; L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W field ↑ L1 L1 loss ↑ L2 L2 loss ↑ ind. L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

31 teams // 32-slot field (1 BYE) · G1–G135 · center R1 · winners right · losers left

Avoid duplicate matchups; L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W field ↑ L1 L1 loss ↑ L2 L2 loss ↑ out, L2 champ vs W champ in GF.

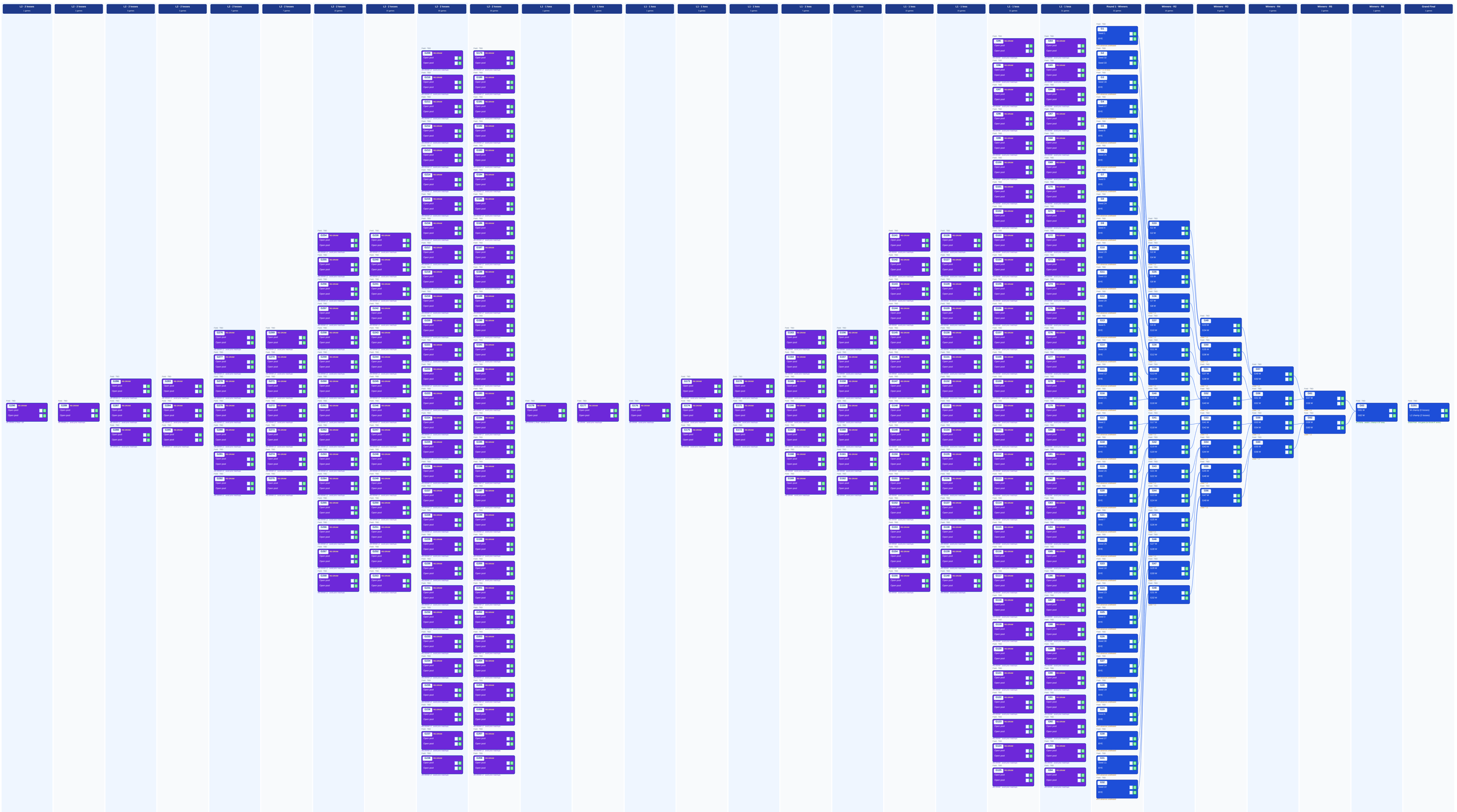
Triple elimination · Avoid duplicate matchups

32 teams // 32-slot field (0 BYE) · G1–G135 · center R1 · winners right · losers left

Avoid duplicate matchups; L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple: W field ↑ L1, L1 loss ↑ L2, L2 loss ↑ out, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

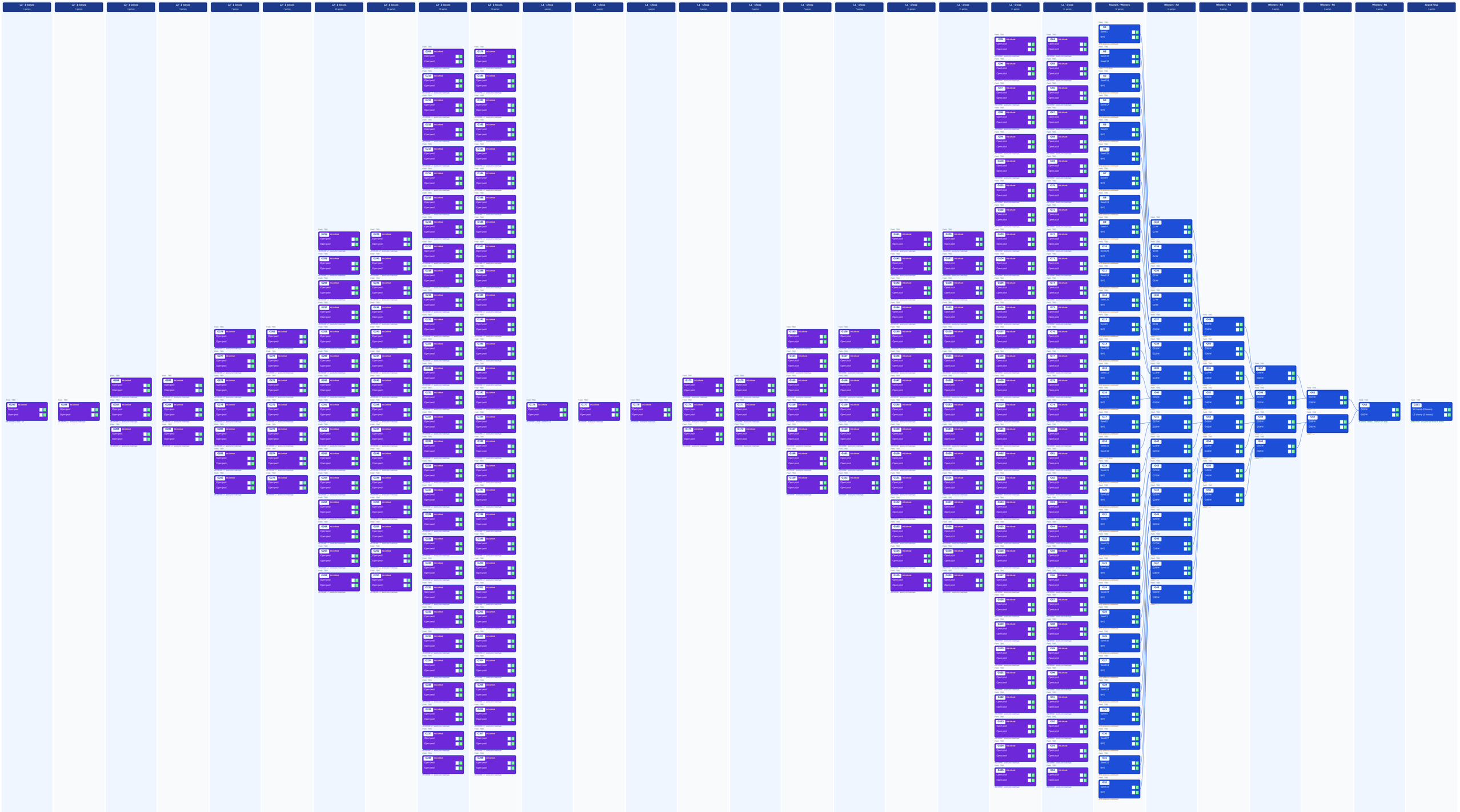
33 teams · 64-slot field (31 BYE) · G1–G291 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple W loss = L1, L1 loss = L2, L2 loss = out, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

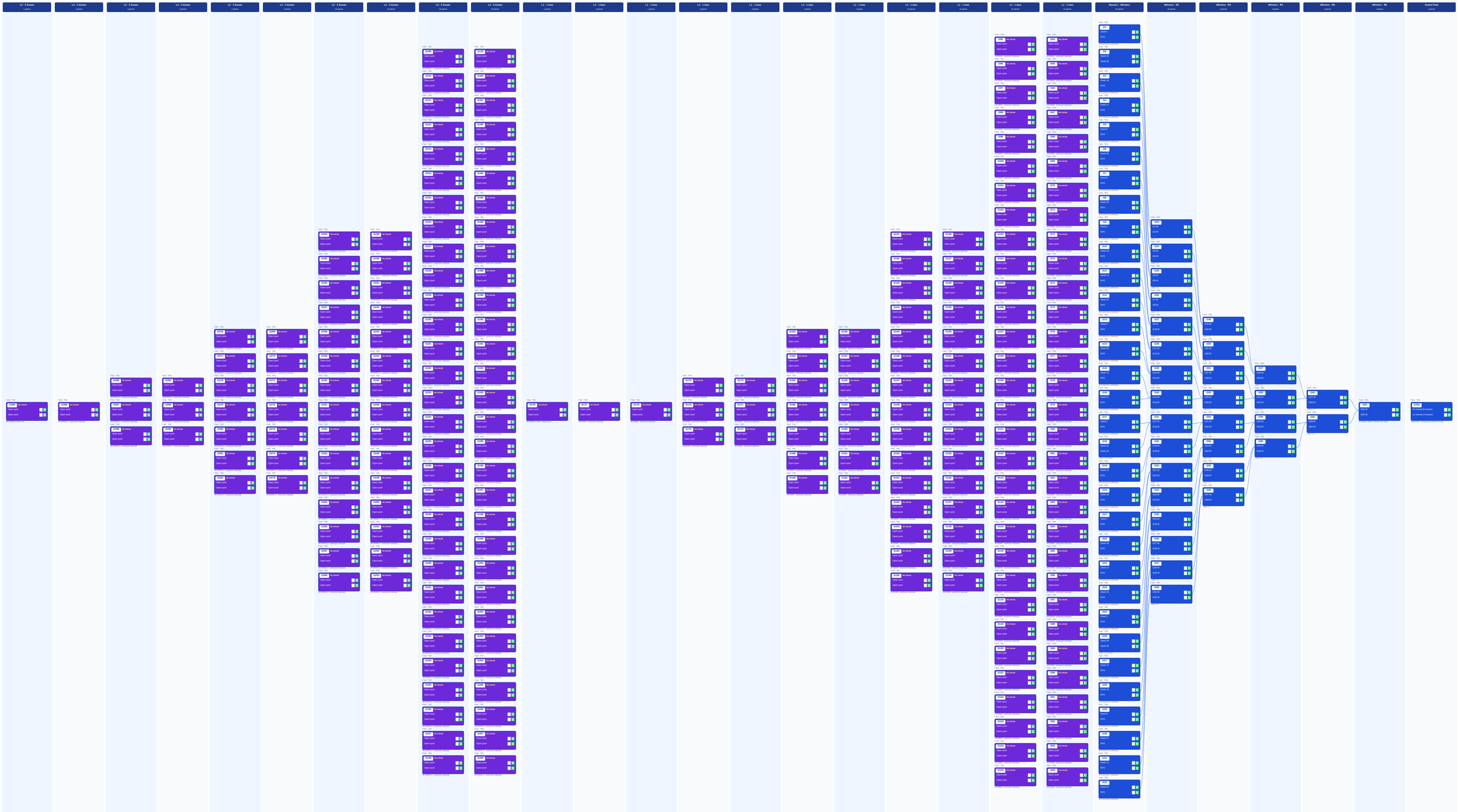
34 teams | 64-slot field (30 BYE) · G1–G291 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple W loss = L1, L1 loss = L2, L2 loss = out, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

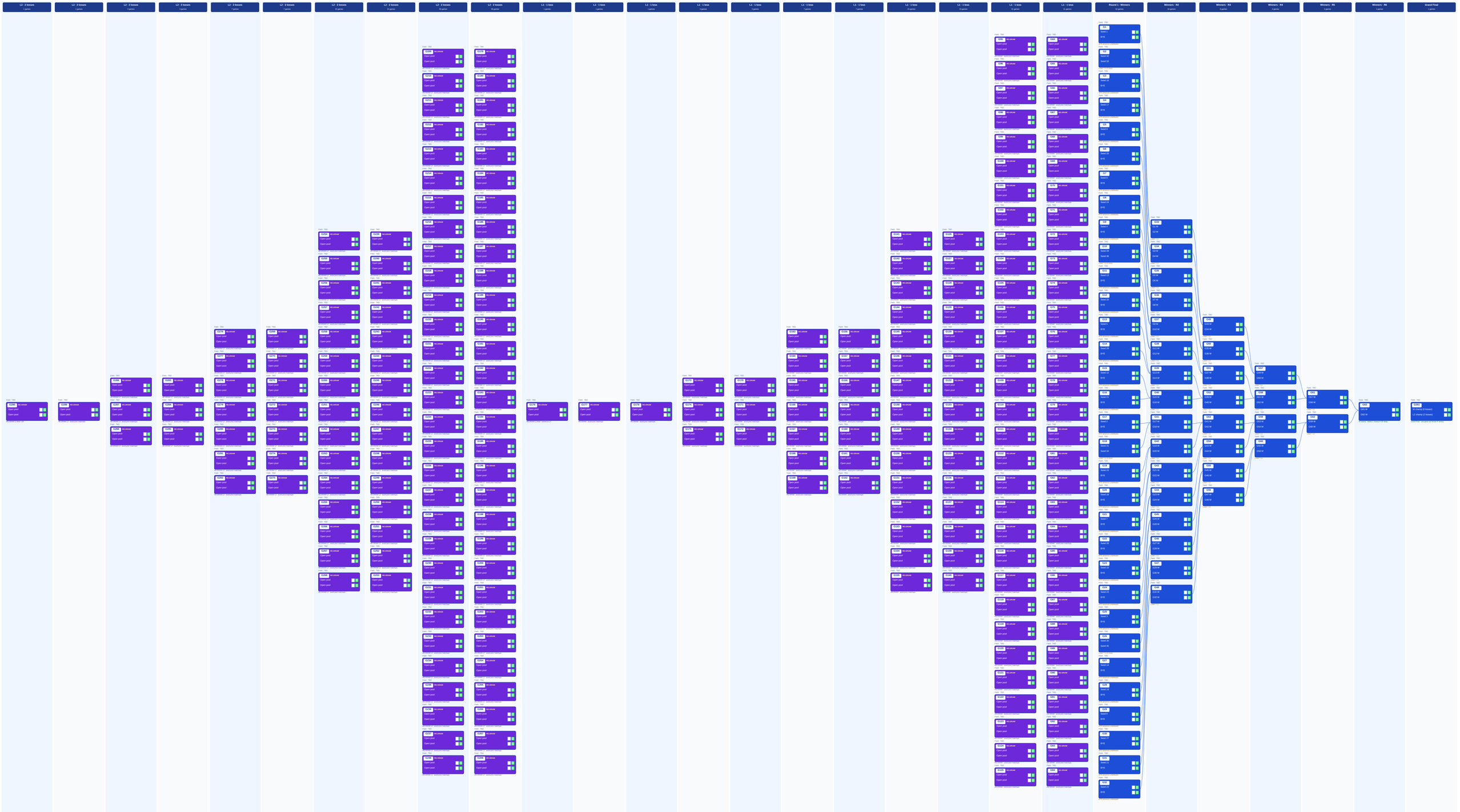
35 teams · 64-slot field (29 BYE) · G1–G291 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple W loss = L1, L1 loss = L2, L2 loss = out, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

36 teams | 64-slot field (28 BYE) · G1–G291 · center R1 · winners right · losers left



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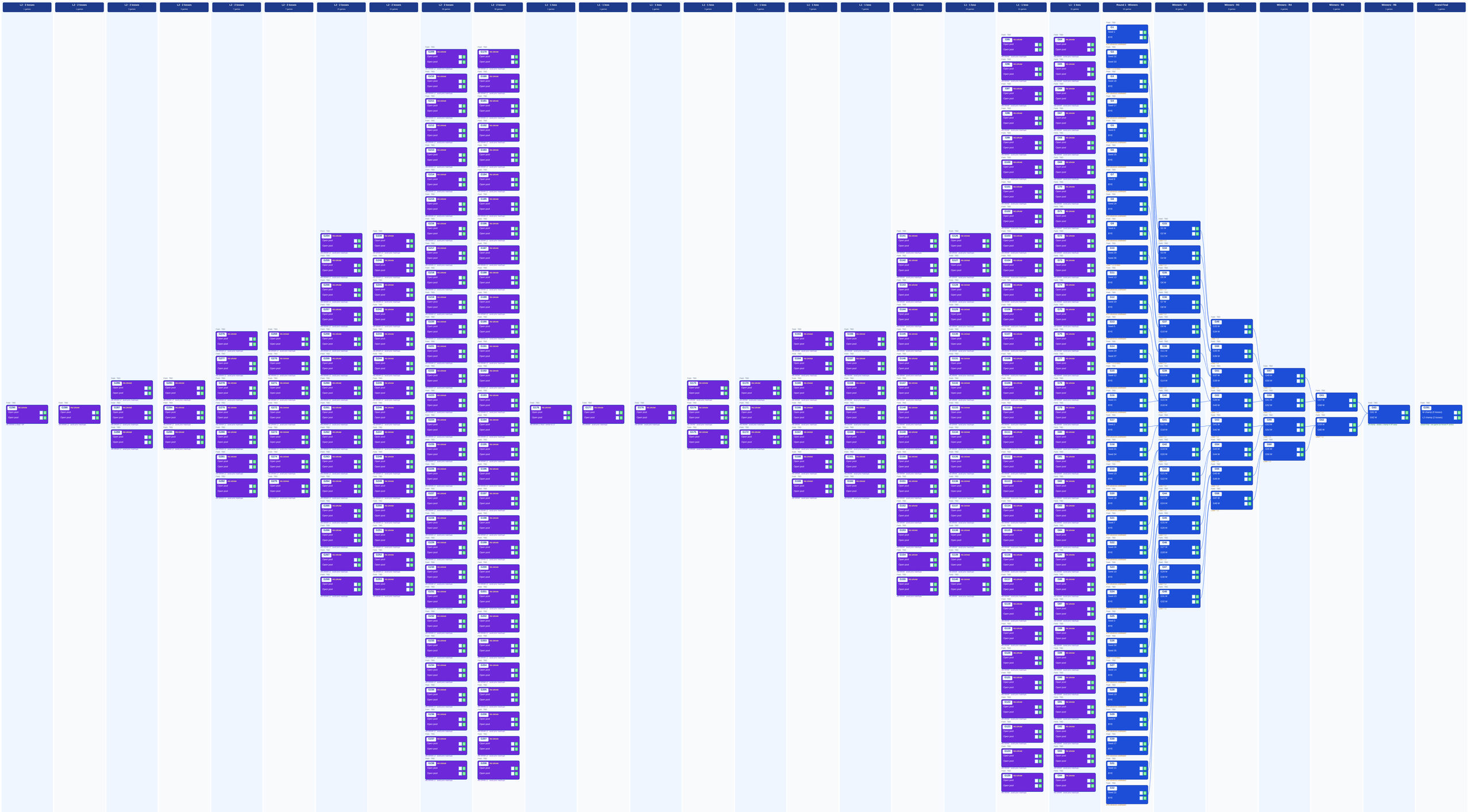
Triple elimination · Avoid duplicate matchups

37 teams · 64-slot field (27 BYE) · G1–G291 · center R1 · winners right · losers left



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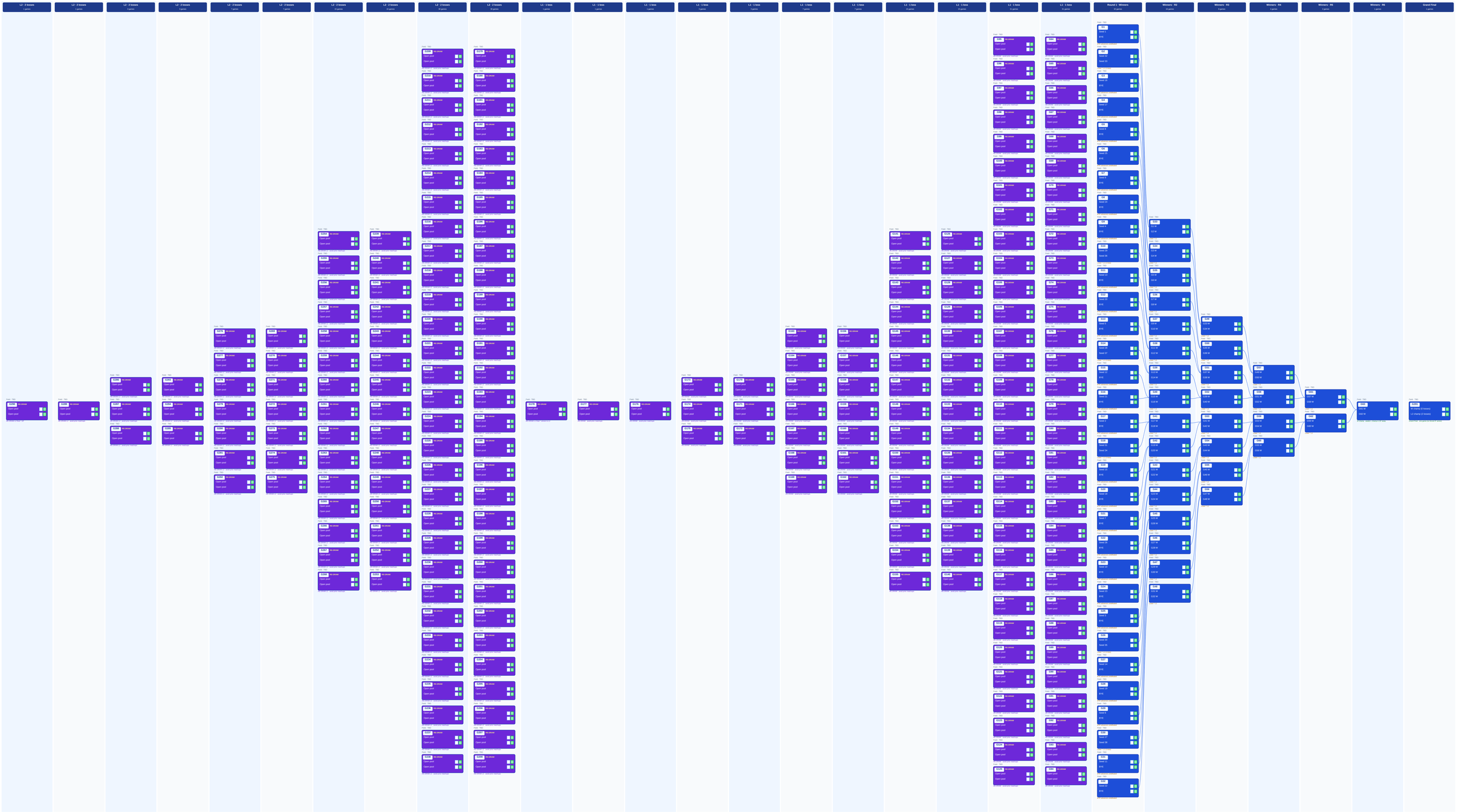
Triple elimination · Avoid duplicate matchups

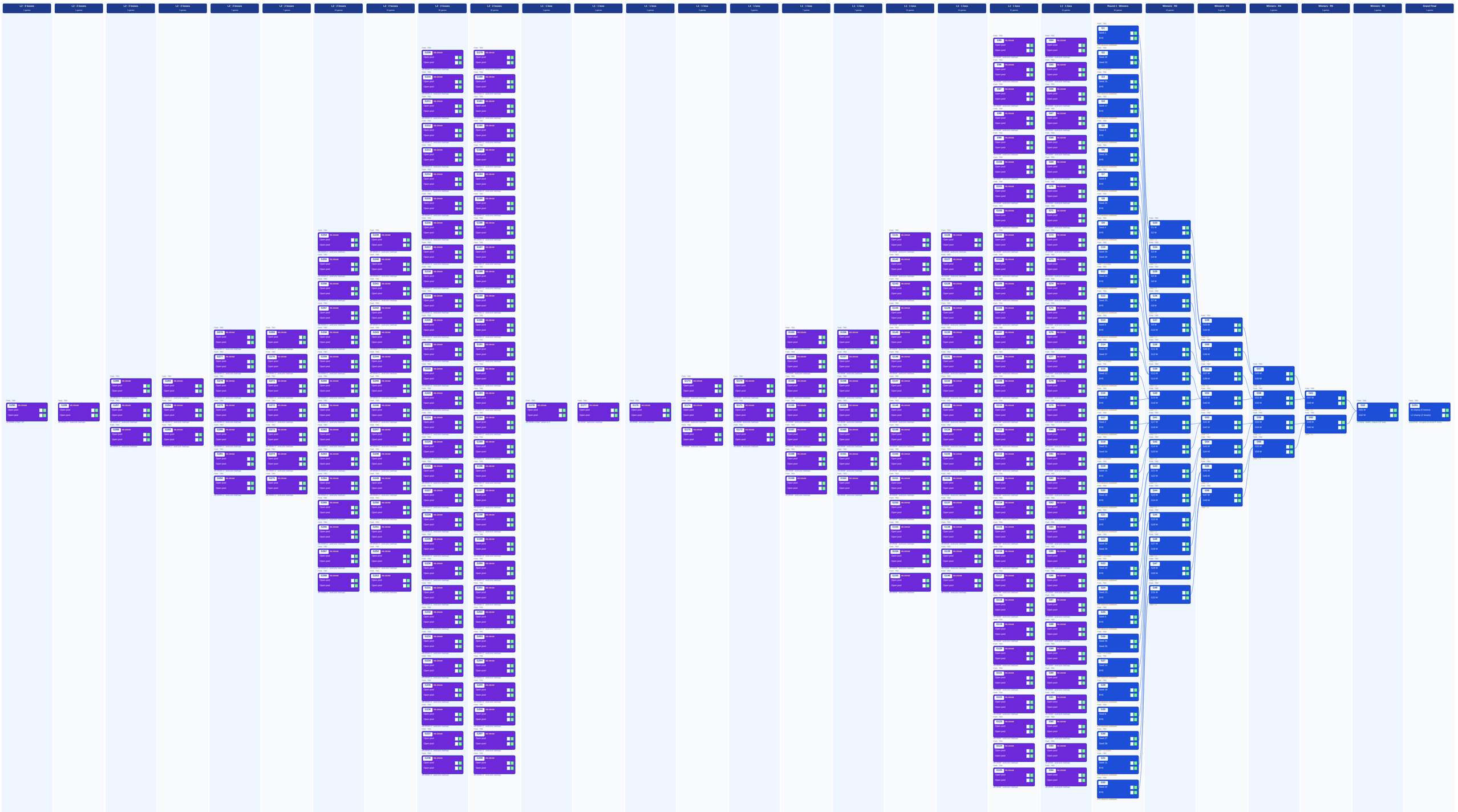
38 teams | 64-slot field (26 BYE) · G1–G291 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple W loss = L1, L1 loss = L2, L2 loss = out, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

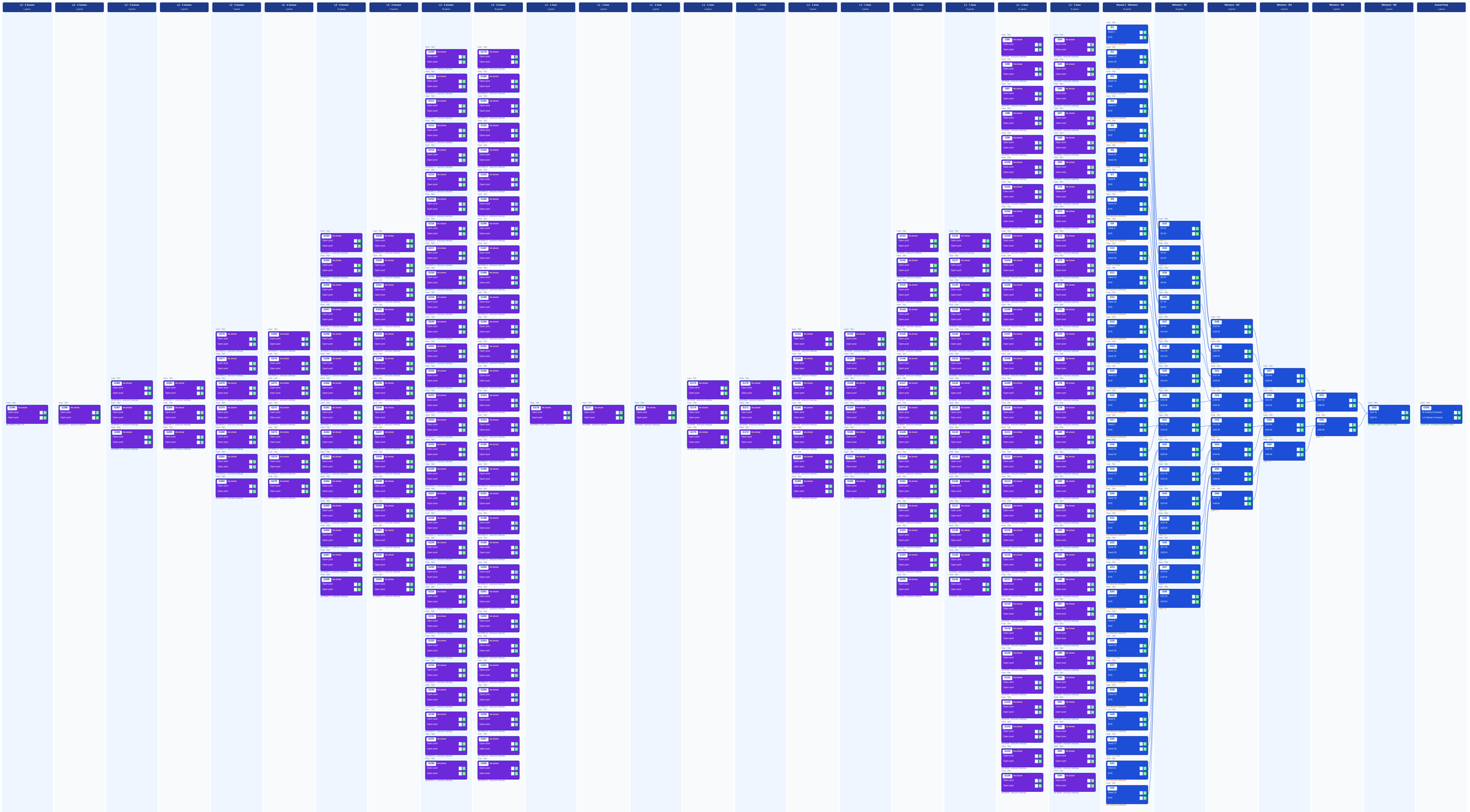
39 teams · 64-slot field (25 BYE) · G1–G291 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple W loss = L1, L1 loss = L2, L2 loss = out, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

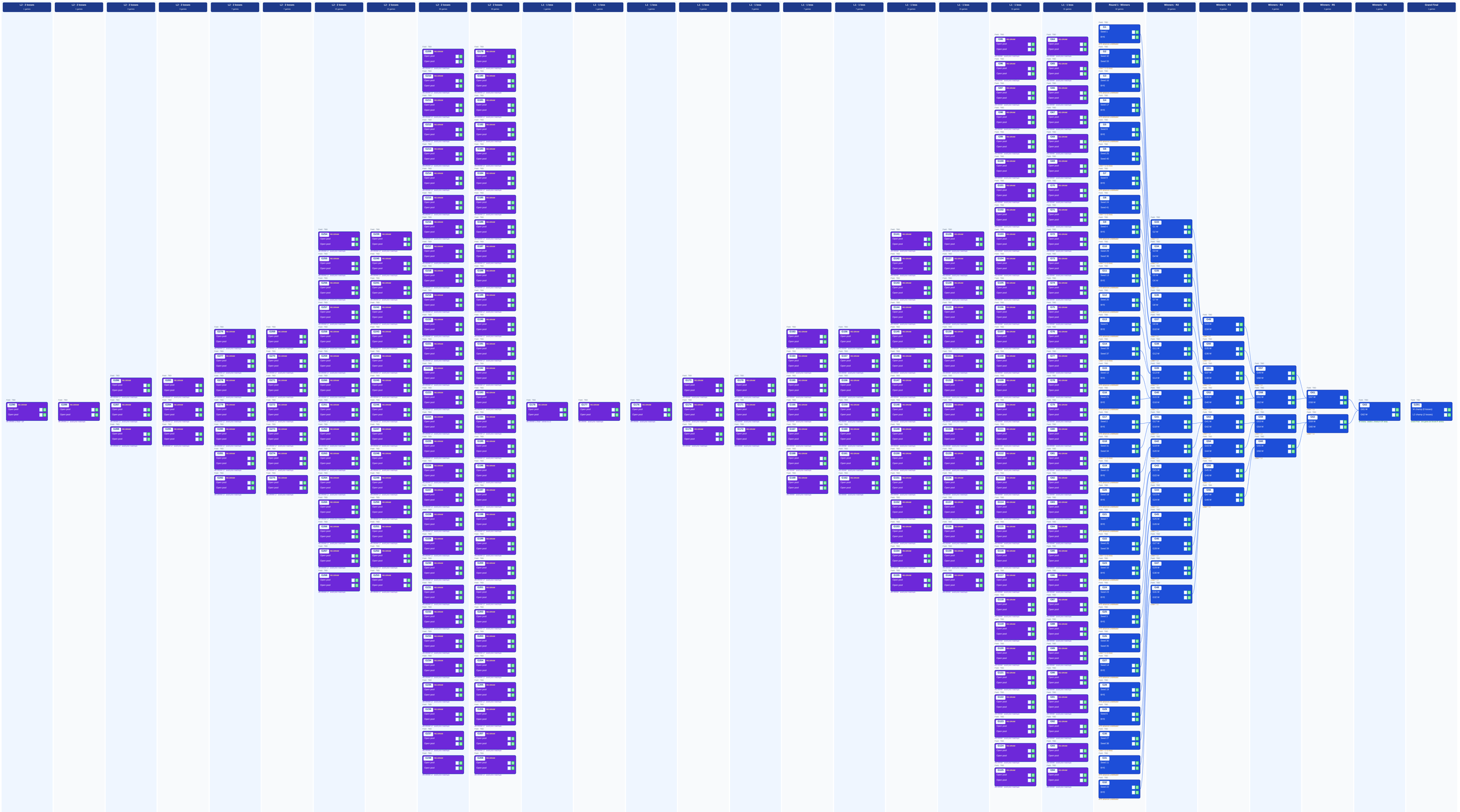
40 teams | 64-slot field (24 BYE) · G1–G291 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple W loss = L1, L1 loss = L2, L2 loss = out, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

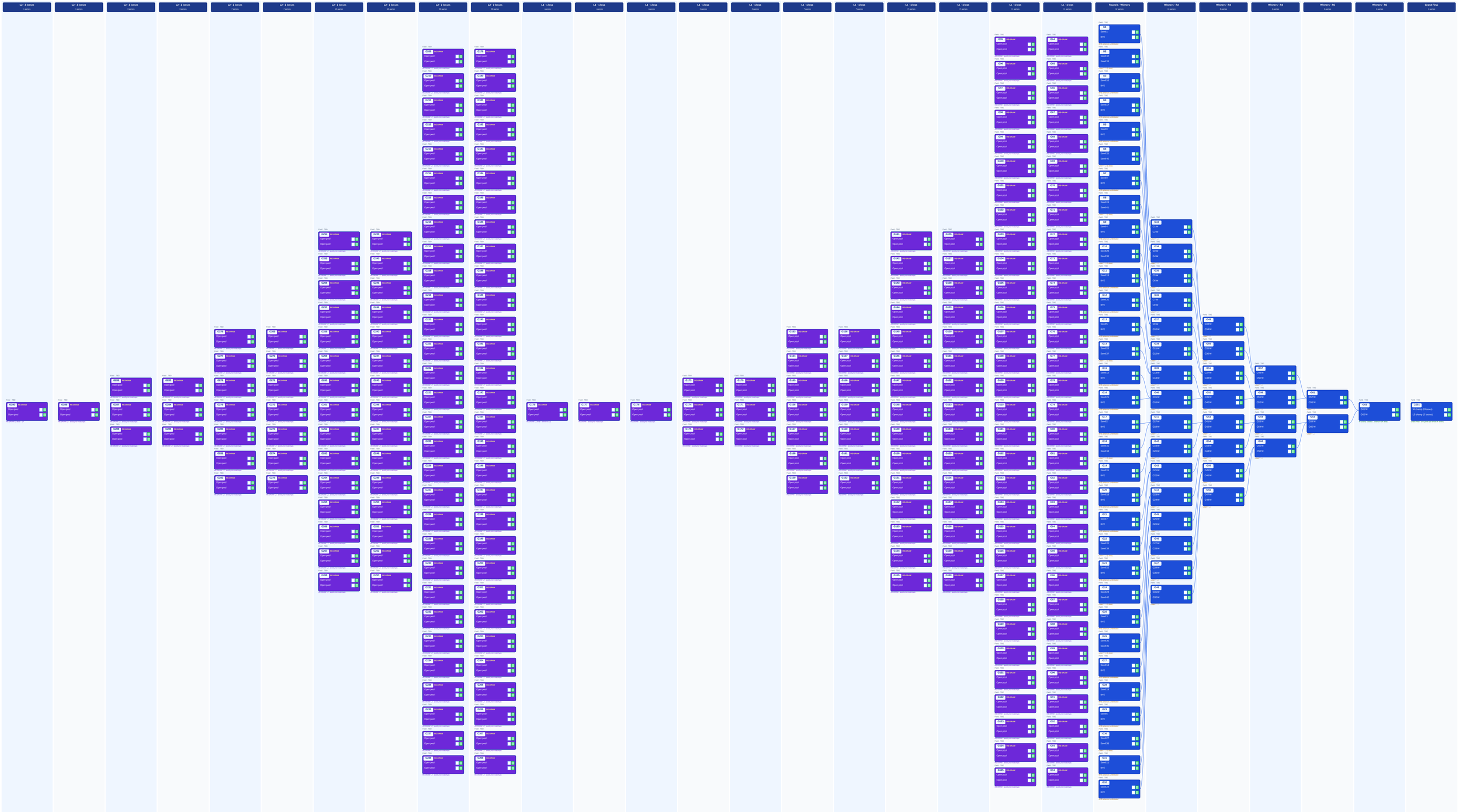
41 teams · 64-slot field (23 BYE) · G1–G291 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple W loss = L1, L1 loss = L2, L2 loss = out, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

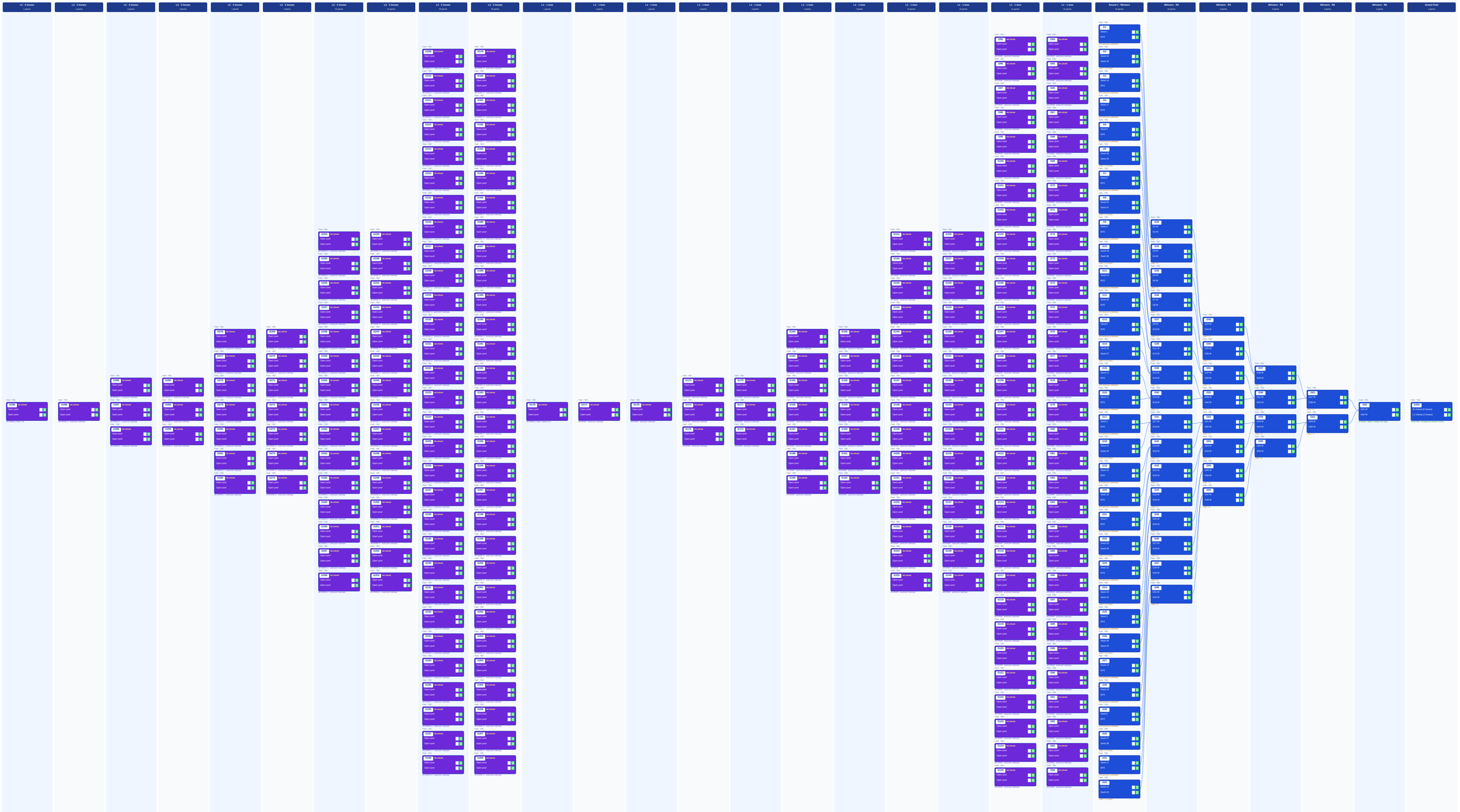
42 teams | 64-slot field (22 BYE) · G1–G291 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple W loss = L1, L1 loss = L2, L2 loss = out, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

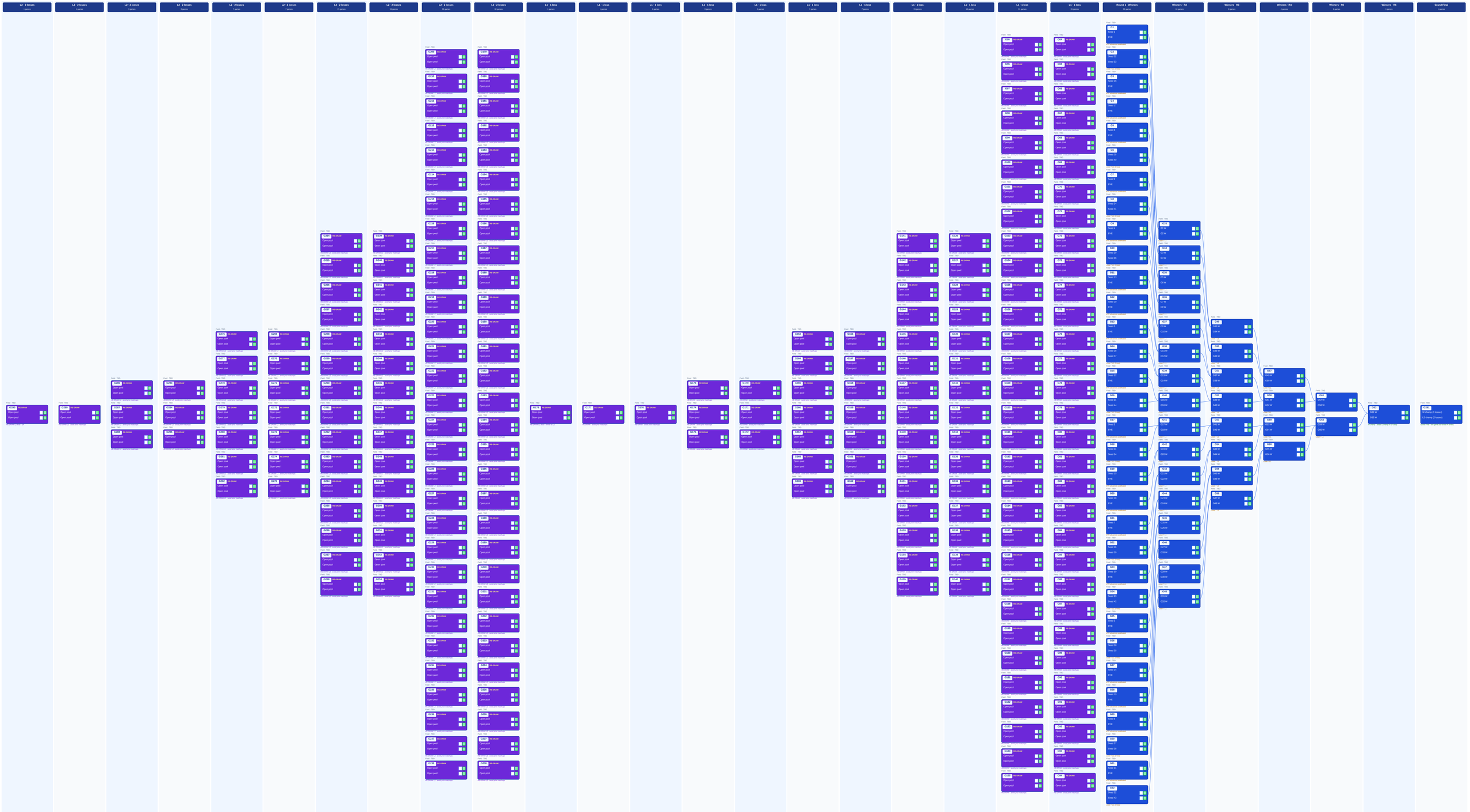
43 teams · 64-slot field (21 BYE) · G1–G291 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple W loss = L1, L1 loss = L2, L2 loss = out, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

44 teams | 64-slot field (20 BYE) · G1–G291 · center R1 · winners right · losers left



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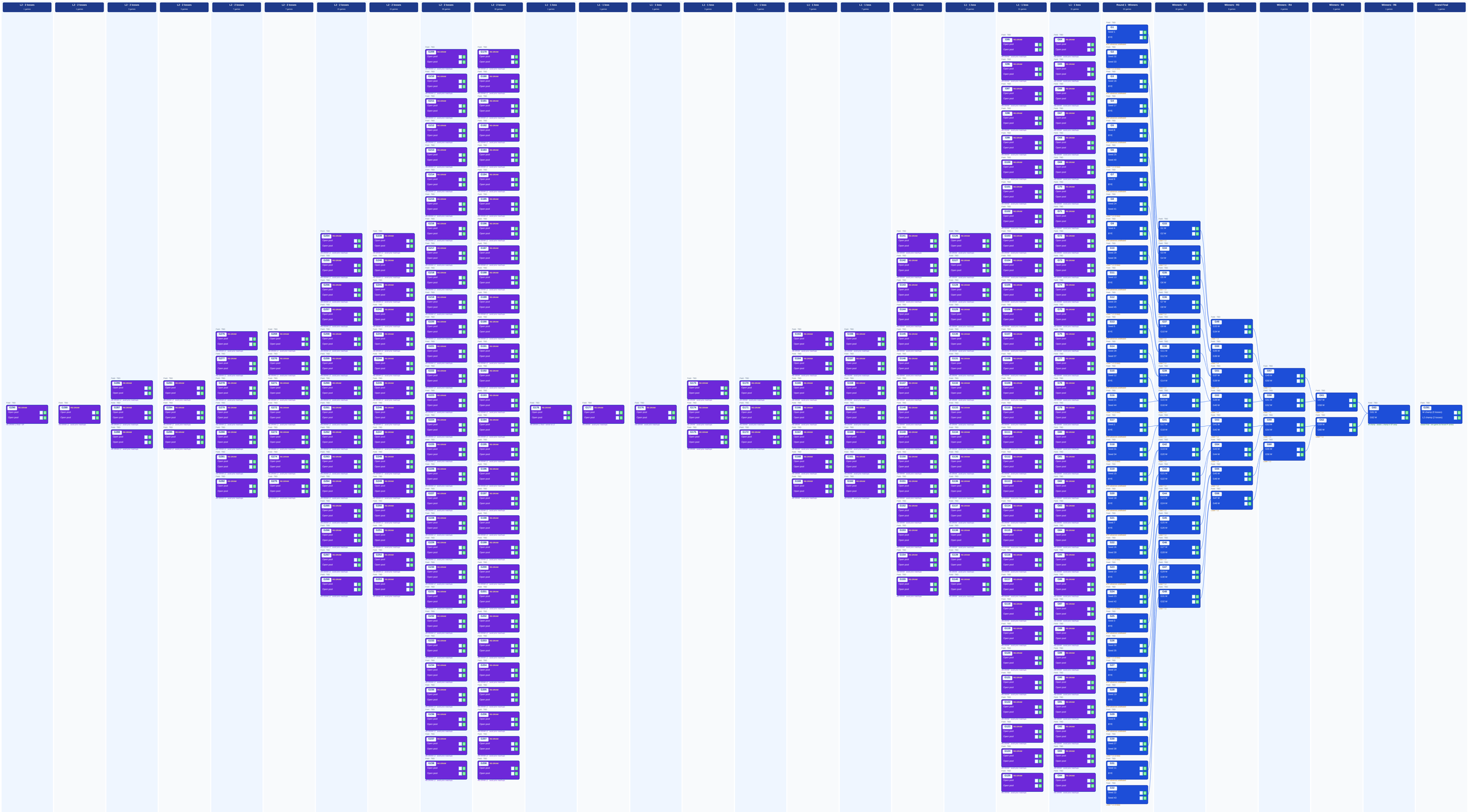
Triple elimination · Avoid duplicate matchups

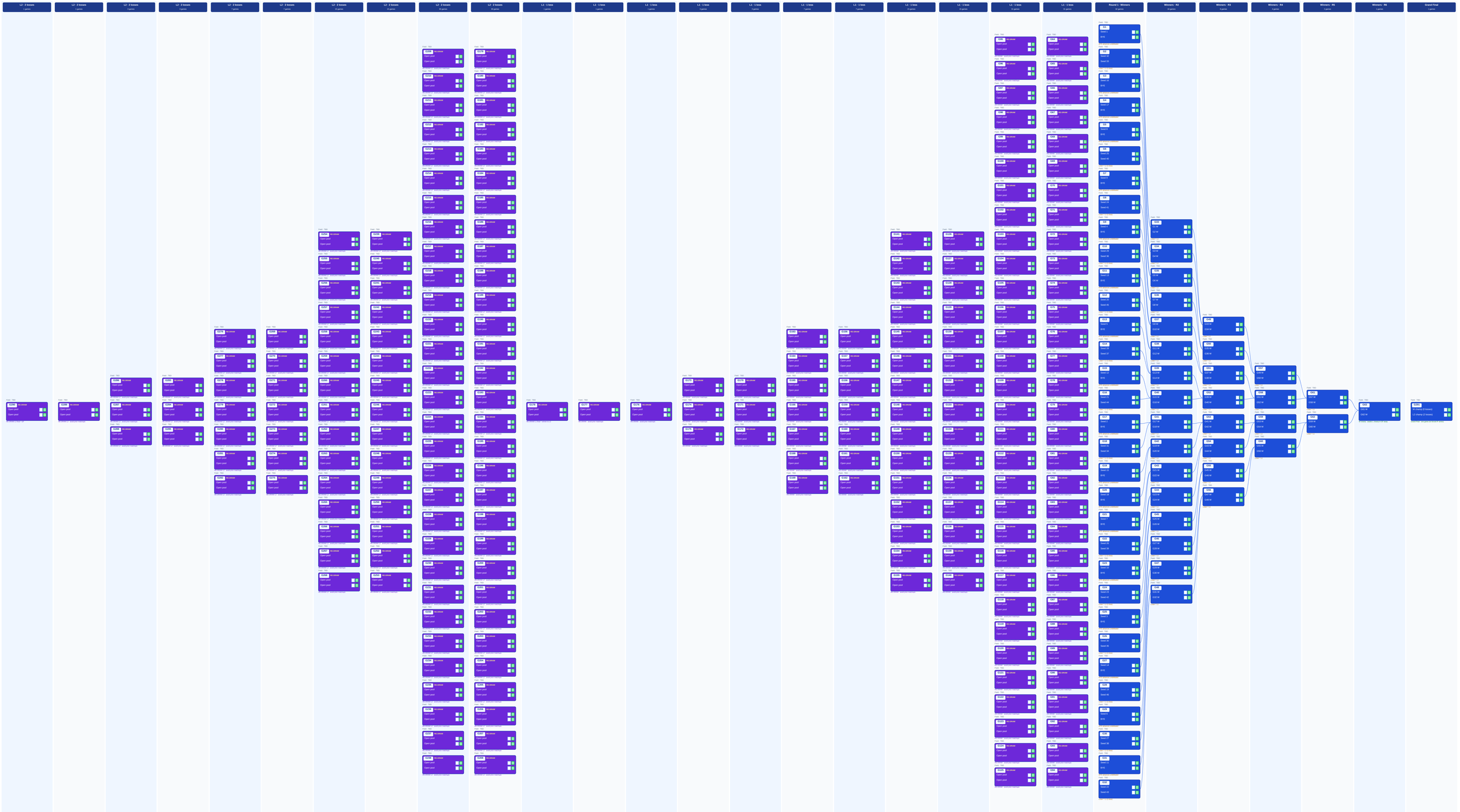
45 teams · 64-slot field (19 BYE) · G1–G291 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple W loss = L1, L1 loss = L2, L2 loss = out, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

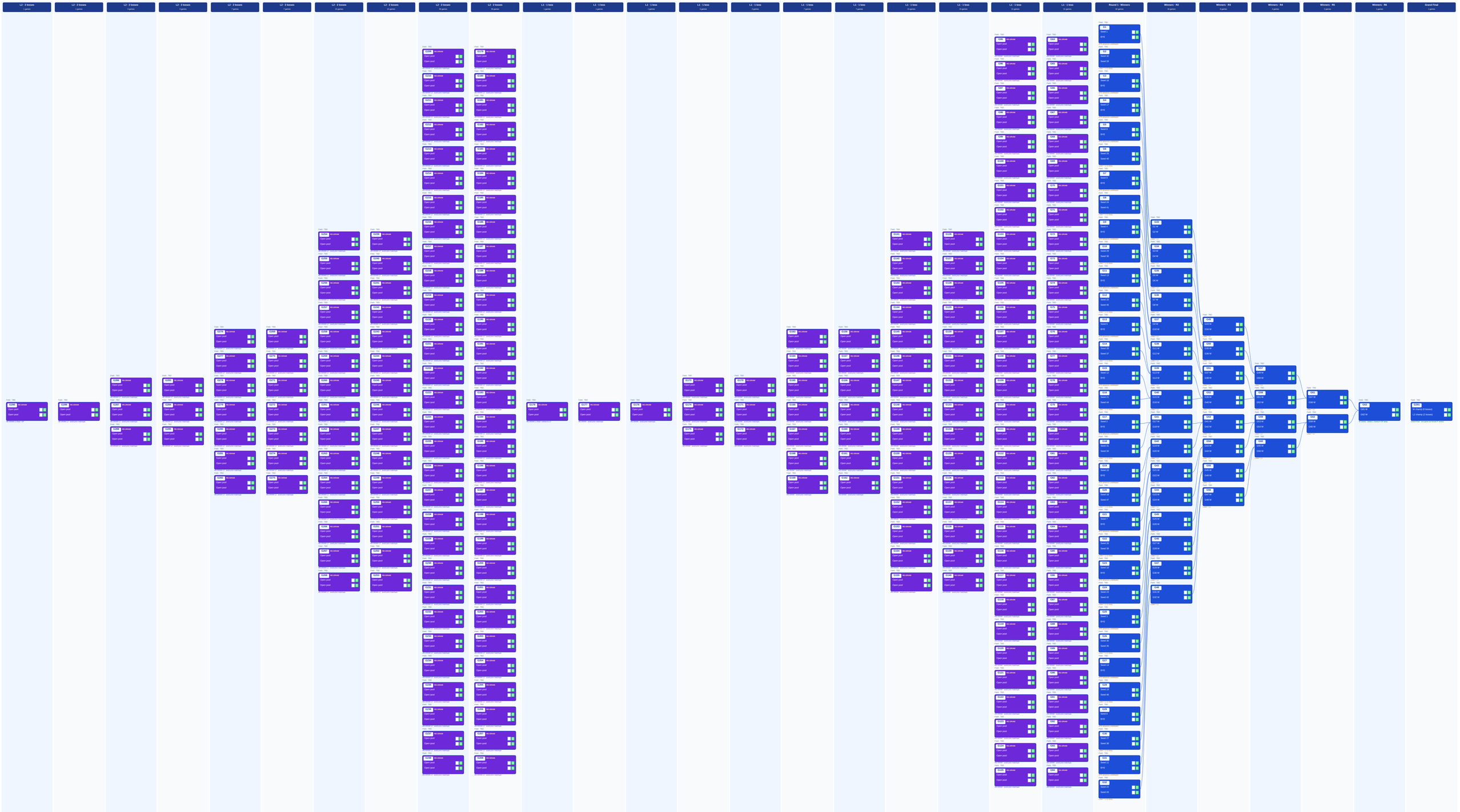
46 teams | 64-slot field (18 BYE) · G1–G291 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple W loss = L1, L1 loss = L2, L2 loss = out, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

47 teams · 64-slot field (17 BYE) · G1–G291 · center R1 · winners right · losers left



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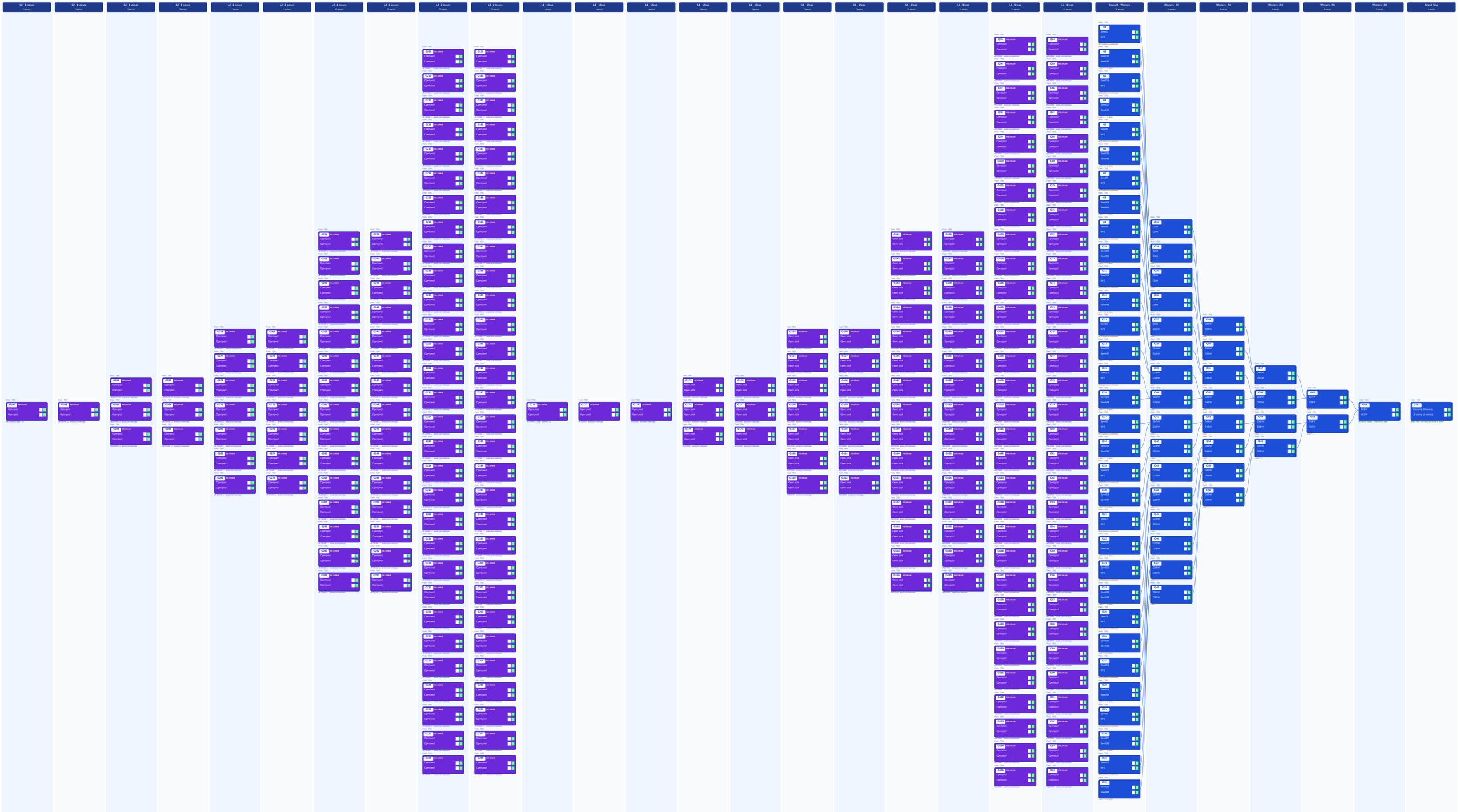
Triple elimination · Avoid duplicate matchups

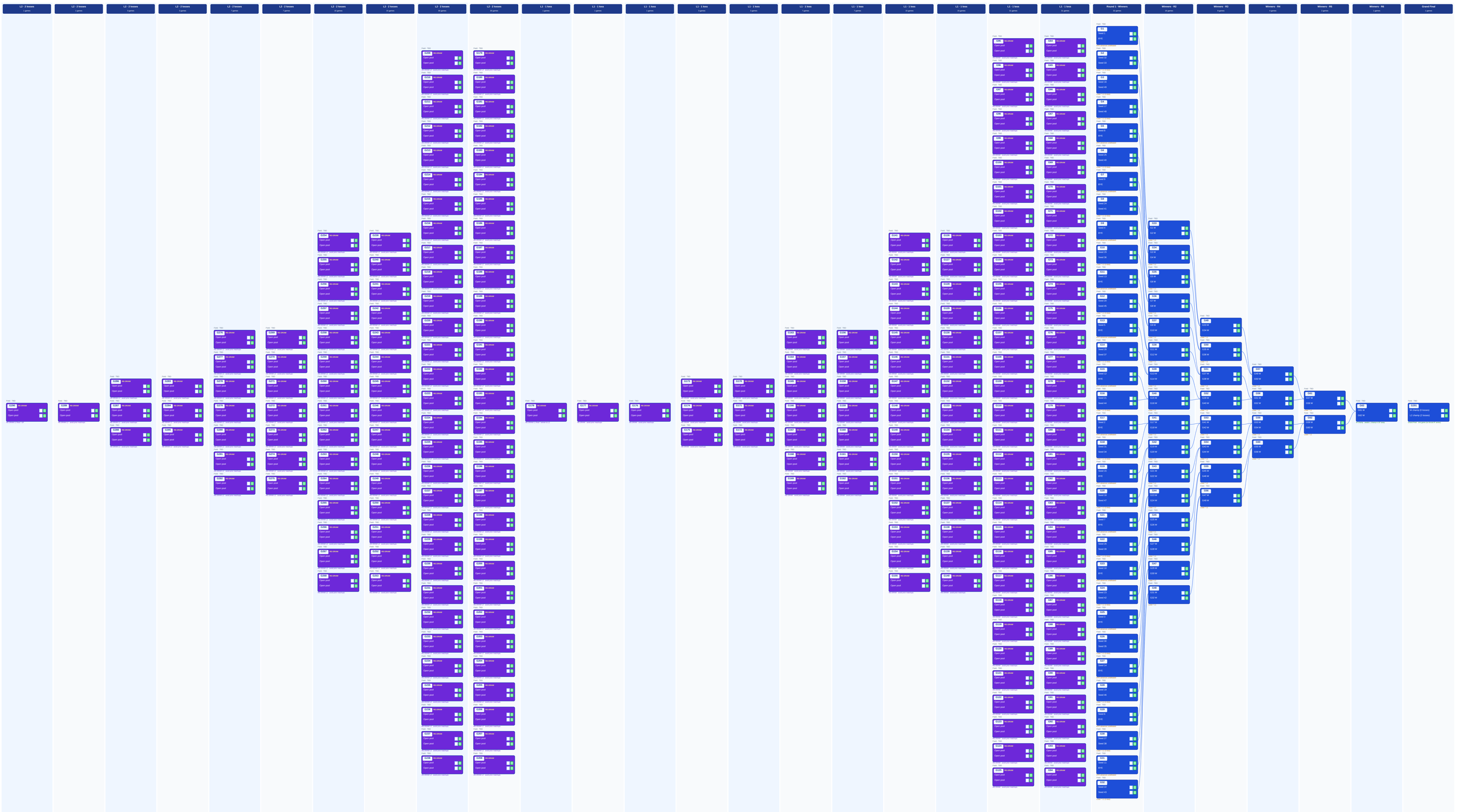
48 teams | 64-slot field (16 BYE) · G1–G291 · center R1 · winners right · losers left



Avoid duplicate matchups: L1/L2 seats stay open and are re-paired as teams arrive, preferring never-met opponents; if forced, minimize rematches then randomize. Triple W loss = L1, L1 loss = L2, L2 loss = out, L2 champ vs W champ in GF.

Triple elimination · Avoid duplicate matchups

49 teams | 64-slot field (15 BYE) · G1–G291 · center R1 · winners right · losers left



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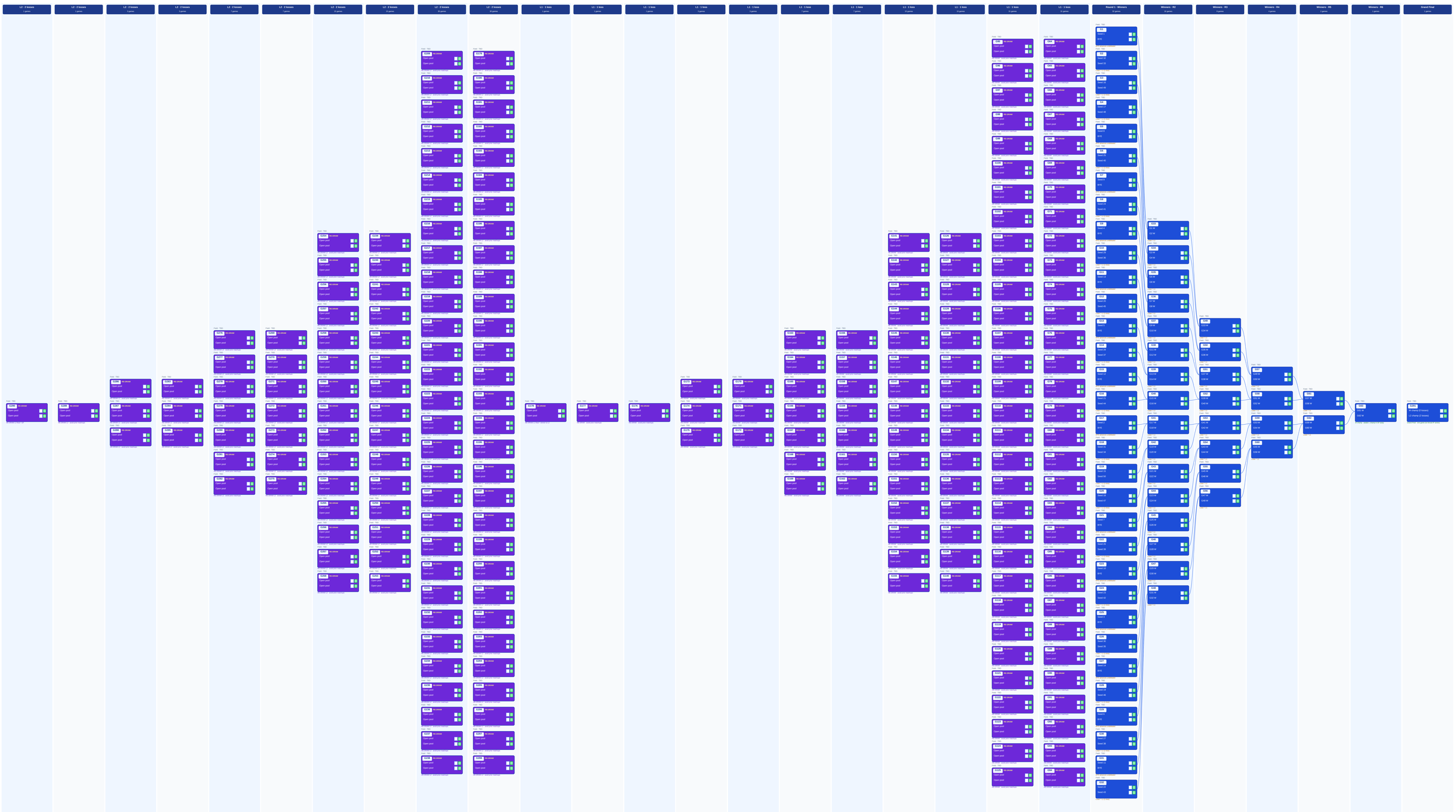
Triple elimination · Avoid duplicate matchups

50 teams | 64-slot field (14 BYE) · G1–G291 · center R1 · winners right · losers left



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