

# Centennial High School Presents QUALM-FREE: Quizbowl's Antoine Lavoisier Memorial (the French Revolution Ended him Early)

*on the Ben Cooper Memorial set, edited by Matt Jackson of Georgetown Day School, Washington, D.C. — May 8, 2010*

The tournament will begin with a full round robin (11 teams, each playing 10 matches and having 1 bye), following this schedule:

Rd.	Jonah Greenthal Room 205		Mike Laudermith Room 209		Tom Egan Room 207W		Matt Laird Room 203		Caleb Robbins Room 208		Bye
1	Cheif	Centenn. A	IMSA B	C. Central	Loyola	Centenn. B	St. Joseph	Hobo	IMSA C	Lisle	IMSA A
2	Hobo	Cheif	IMSA A	IMSA C	Lisle	St. Joseph	Centenn. A	IMSA B	C. Central	Centenn. B	Loyola
3	St. Joseph	IMSA A	Centenn. B	Centenn. A	IMSA B	Hobo	Cheif	Lisle	Loyola	C. Central	IMSA C
4	Centenn. A	C. Central	IMSA A	Cheif	Lisle	IMSA B	Hobo	Centenn. B	Loyola	IMSA C	St. Joseph
5	IMSA C	St. Joseph	C. Central	Hobo	Centenn. B	Lisle	IMSA B	IMSA A	Centenn. A	Loyola	Cheif
6	C. Central	Lisle	IMSA C	Cheif	IMSA A	Centenn. B	St. Joseph	Loyola	Hobo	Centenn. A	IMSA B
7	Centenn. B	IMSA C	St. Joseph	IMSA B	Cheif	Loyola	IMSA A	Centenn. A	Lisle	Hobo	C. Central
8	Centenn. A	Lisle	C. Central	IMSA A	Hobo	Loyola	IMSA B	IMSA C	Cheif	St. Joseph	Centenn. B
9	IMSA A	Hobo	Lisle	Loyola	C. Central	IMSA C	Centenn. B	St. Joseph	IMSA B	Cheif	Centenn. A
10	Loyola	IMSA B	Cheif	Centenn. B	St. Joseph	C. Central	IMSA C	Centenn. A	IMSA A	Lisle	Hobo
11	Loyola	IMSA A	Hobo	IMSA C	Centenn. A	St. Joseph	C. Central	Cheif	Centenn. B	IMSA B	Lisle

After the round robin, an ACF-style final will take place. That is, the following will occur, with teams involved in each match mutually choosing their moderator in the order the match is listed:

- If the top team is two or more games ahead of the next team(s), it wins the tournament outright. Then these procedures will be applied recursively to determine third place.
- If the top team is one game ahead of the next team, it receives the advantage in a three-game final (the first round of which it is assumed to have already won). Then these procedures will be applied recursively to determine third place.
- If the top team is one game ahead of two teams tied for second place, the latter two teams play one packet; the winner thereof plays the top team in a one-game final, and the loser thereof is the third-place team.
- If the top team is one game ahead of three teams tied for second place, the two of those three with the lowest points per game (PPG) will play a half-packet; the winner thereof plays the other of those three in another half-packet; the winner thereof plays the top team in a one-game final, and the loser thereof is the third-place team.
- If the top team is one game ahead of more than three teams tied for second place, the top three of the tied teams by PPG will be considered and the above procedures will be applied.
- If there is a three-way tie for first place, the two of those three with the lowest PPG will play a packet; the winner thereof plays the other of those three in a one-game final, and the loser thereof is the third-place team.
- If there is a four-way tie for first place, the teams will be assigned numbers 1, 2, 3, and 4 in decreasing order of their PPG. Then 1 plays 4 and 2 plays 3 on a full packet; the winners thereof play a one-game final, and the losers thereof play for third place.
- If there is a five-way tie for first place, the teams will be assigned numbers 1, 2, 3, 4, and 5 in decreasing order of their PPG. On a half-packet, 2 plays 5 and 3 plays 4; the winners are designated A and B, respectively, and the losers are designated C and D. On another half-packet, A plays B and C plays D. On a full packet, the winner of A vs. B plays 1 for the championship, and the loser of A vs. B plays the winner of C vs. D for third place.
- If there is a tie among more than five teams for first place, the top *four* of them by PPG will be considered and the above procedure will be applied.
- In any of the above cases where applicable and necessary, ties in PPG will be broken by points per bonus.