All players are assigned opponents for each session based on seeding. In each session, the field is "tiered" for assignment into groups, using predetermined tier sizes. Within each tier, groups are created generally using the best available seed, the worst available seed, and the two available seeds that are closest to the middle of the tier. The last tier in each session may have fewer players.

## DAY 1

During Session 1, the entire field will play as a single tier, and the arrangement of worst-seeded players in each group will be reversed. The general description of tiers for Day 1 is given below, along with the specific assignments for a full field of 1000 players.

With 1000 players, the Session 1 groups would be:
1-500-501-751, 2-499-502-752, 3-498-503-753, ..., 250-251-750-1000

During Session 2, each tier will have 400 players and 100 groups:
1-200-201-400, 2-199-202-399, 3-198-203-398, ..., 100-101-300-301
401-600-601-800, 402-599-602-799, 403-598-603-798, ..., 500-501-700-701
801-900-901-1000, 802-899-902-999, 803-898-903-998, ..., 850-851-950-951

During Session 3, each tier will have 160 players and 40 groups:
1-80-81-160, 2-79-82-159, 3-78-93-158, ..., 40-41-120-121
161-240-241-320, 162-239-242-319, 163-238-243-318, ..., 200-201-280-281
961-980-981-1000, 962-979-982-999, 963-978-983-998, ..., 970-971-990-991

During Session 4, each tier will have 64 players and 16 groups:
1-32-33-64, 2-31-34-63, 3-30-35-62, ..., 16-17-48-49
65-96-97-128, 66-95-98-127, 67-94-99-126, ..., 80-81-112-113

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961-980-981-1000, 962-979-982-999, 963-978-983-998, ..., 970-971-990-991
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During Session 5, each tier will have 32 players and 8 groups:
1-16-17-32, 2-15-18-31, 3-14-19-30, ..., 8-9-24-25
$33-48-49-64,34-47-50-63,35-46-51-62, . . ., 40-41-56-57$

993-996-997-1000, 994-995-998-999

In the case of fewer than 1000 players, there may be up to 3 three-player groups in each session, within the lowest tier. These groups are the ones that would normally involve the worst-seeded players in each session. For example, if there are 998 players, two three-player groups will occur in each session, and they will be the ones where normally seeds \#999 and \#1000 would play.

If at any time, the number of players in the lowest tier is 5 or fewer, those players will instead be added to the next-lowest tier. In those cases, tiers will be rearranged to ensure that each tier has at least three players.

## DAY 2

The general description of tiers is given below, along with the specific assignments for a full field of 200 players per division.

During Session 6, each tier will have 100 players and 25 groups:
1-50-51-100, 2-49-52-99, 3-48-53-98, ..., 25-26-75-76
101-150-151-200, 102-149-152-199, 103-148-153-198, ..., 125-126-175-176
During Session 7, each tier will have 48 players and 12 groups:
1-24-25-48, 2-23-26-47, 3-22-27-46, ..., 12-13-36-37
49-72-73-96, 50-71-74-95, 51-70-75,94 ..., 60-61-84-85
....
193-196-197-200, 194-195-198-199

During Session 8, each tier will have 16 players and 4 groups:
1-8-9-16, 2-7-10-15, 3-6-11-14, 4-5-12-13
17-24-25-32, 18-23-26-31, 19-22-27-30, 20-21-28-29
....
193-196-197-200, 194-195-198-199

During Session 9, each tier will have 8 players and 2 groups:
1-4-5-8, 2-3-6-7
9-12-13-16, 10-11-14-15
17-20-21-24, 18-19-22-23

193-196-197-200, 194-195-198-199

During Session 10, the top tier will have 64 players and 16 groups. Below that, each tier will have 4 players:
1-32-33-64, 2-31-34-63, 3-30-35-62, ..., 16-17-48-49
65-66-67-68
69-70-71-72
73-74-75-76

197-198-199-200

There may be up to three three-player groups in each division during each session. These groups are the ones that would normally involve the worst-seeded players in each session. For example, if there are 198 players in Division A, two three-player groups will occur in each session, and those will be the ones where normally players \#199 and \#200 would play. In Round 10, if the lowest tier would have 1 or 2 players, those players will be added to the next-lowest tiers to create three-player groups.

