

Canadian Curling Association Standard Round Robins

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for use by the **Canadian Curling Association**

Standard Round Robins Prelude

Standard Round Robins was created to make round robin schedules, specifically for curling leagues.

Curling leagues (as well as other sports that don't have a home field, such as bowling, tennis, and other multiplex venues) should rotate games over all fields available, and assign them as equally as possible. Additionally, teams should not play back-to-back on the same field, as there is an advantage in familiarity.

Finally, the "outside sheets" of curling venues generally have a more difficult time in maintaining a consistent surface, and thereby are less desirable as a venue. To this end, draws should not require teams to play on them more than necessary, especially for back-to-back games.

Existing Round Robins


Existing league round robin engines are based on teams that have a "home field", and therefore try place each team on their specific "home field" for half of their games. This method does not work properly for curling round robins.


Other round robin draws, available from various sources, provide numerous solutions. However, these round robins, while valiant in creating usable round robin draws, contain several flaws.


The following example is a previously provided schedule for 12 teams on 6 sheets.

Seed 01	3	2	1	6	3	2	4	6	1	3	5
Seed 02	2	5	1	3	6	4	3	5	2	4	6
Seed 03	1	3	2	6	4	3	6	5	4	1	2
Seed 04	5	1	2	4	6	5	2	4	5	3	1
Seed 05	5	4	3	2	3	6	1	2	4	5	6
Seed 06	2	6	3	5	4	1	5	4	1	6	3
Seed 07	3	6	4	1	2	5	1	3	6	4	2
Seed 08	6	5	4	2	1	3	5	6	3	2	1
Seed 09	4	3	5	3	2	6	4	1	5	2	3
Seed 10	6	2	5	4	5	1	3	2	6	1	4
Seed 11	4	1	6	5	1	2	6	3	2	5	4
Seed 12	1	4	6	1	5	4	2	1	3	6	5

Some of the problems within this draw are:

 - games played on the same sheet. A "correct" draw does not have any team play on any sheet more than necessary (in this case, twice).

 - seeded teams play on the less desirable sheets (Seeds 1 and 2 are scheduled for sheet 1), and are played early in the draw.

 - several instances of games on the "outside sheets" scheduled back-to-back.

Standard Round Robins draws, when possible, avoids these flaws (the same schedule is given on page 9).

Round Robin Draws

A standard round robin draw is a schedule that organizes a league of teams in such a way that each team plays only one game against each other team, while permitting every team to play a scheduled game at the same time.

Generally, the most common round robin scheduling system has a home field assigned to each team. But in situations where there is no home field, play should be equally divided on all the fields for all the teams. This type of draw is the premise of **Standard Round Robins**.

For curling venues, other considerations include the distribution of repeat games on the same sheet, including back-to-back games on the "outside sheets", and assigned rock colour.

The draws in this collection are provided in "linear" mode, meaning that opponents under any draw time are the teams assigned the same sheet. The advantage of the linear mode is that the draw itself need never be rewritten. Only the names of the teams, and the times of play need to be altered.

Since, at times, it is impossible to adhere to all the rules of round robin, the draws provided are the "best" of the possible solutions.

Split Round Robin Draws

When the number of teams in a league is 12 or more, leagues are generally split into 2 or more groups, to decrease the number of games required to complete a round robin.

Uneven Round Robin Draws

When the number of teams in a league group is an unequal amount, one team will receive a “bye” in every round (if the draw is split into more than one group, each group will have a “bye”). If a standard round robin is used, where one team is assigned as a “bye” team, the draw is correct, but the sheet assignment will not be proper.

Standard Round Robins provides draws with sheet assignment based on the minimum number of sheets required, and filters out the use of “outside sheets” when not necessary.

Standard Round Robins Schedules

The schedules provided are ordered by sheets available, starting with two, in order up to 12 sheets. Full round robins greater than 8 sheets are not included, since it is more likely that the league would be split into groups. There are no 11 sheet options given. The colours used are to define each team’s rock colour for that game on that sheet, and if desired, black may be considered the “hammer” in each game. The draws also give preference to teams of higher seeding order.

Early-late Schedules

To create a league of two or more groups into an early-late schedule, use the correct draw provided, duplicate it, and arrange the draw times so that each group curls alternately early, then late (see the example on the “2 Sheets” page). Unique early-late draws are also provided.

2 or Less Sheets

A draw for one sheet can be made by beginning with the scheduling of games according to the sheet number sequence, then assigning subsequent games according to whichever teams played earliest in the previous games.

When only two fields are available, generally a draw cannot avoid two games in a row on the same field, but should not permit more. There is an example on the “2 Sheets” page, demonstrating an “8 Team on 2 Sheets” schedule, and the early-late consequences.

Standard Round Robins had made every effort to provide accurate and fair round robin schedules. **Standard Round Robins** cannot assume responsibility for improper transcribing of materials.

2 SHEETS

4 Teams in 1 Group

This is the most basic draw provided.

Team 01	1	1	1
Team 02	2	2	1
Team 03	1	2	2
Team 04	2	1	2
421(521)12			

5 Teams in 1 Group

This draw is the most basic draw provided that uses a bye in the schedule.

Team 01	x	2	2	1	1
Team 02	2	x	1	2	1
Team 03	1	1	2	2	x
Team 04	1	2	1	x	2
Team 05	2	1	x	1	2
521(422)12					

Small sheet venue Schedule (Early-Late)

Whenever the number of teams is greater than the number of sheets by more than 2, and especially when the number of sheets is minimal, the worst of any draw that can be created will at least prevent more than two games in a row on the same sheet.

Note: early-late draws are shown with a grid where light is the early round, and dark is the late round for each date of play.

Team 01	-	2	1	-	2	-	1	-	-	2	-	1	1	-
Team 02	-	1	2	-	1	-	2	-	-	1	-	2	1	-
Team 03	1	-	-	2	-	1	2	-	2	-	-	1	2	-
Team 04	2	-	-	1	-	2	1	-	1	-	-	2	2	-
Team 05	2	-	1	-	-	1	-	2	-	1	2	-	-	2
Team 06	1	-	2	-	-	2	-	1	-	2	1	-	-	2
Team 07	-	1	-	2	2	-	-	1	1	-	2	-	-	1
Team 08	-	2	-	1	1	-	-	2	2	-	1	-	-	1
821(422i)12														

2 SHEETS

Creating Early-Late Draws

Any draw that plays all teams in a single draw can be applied to create an early-late draw schedule of 2 groups.

Team 01	1	1	1
Team 02	2	2	1
Team 03	1	2	2
Team 04	2	1	2
421(521)12			

To give an example, the 4 Teams in 1 Group draw is duplicated, then reordered to create an early-late draw, so that each group plays in alternate time slots.

Unusual early-late schedules are provided in this book where situations allow.

Team 01	1	-	-	1	1	-
Team 02	2	-	-	2	1	-
Team 03	1	-	-	2	2	-
Team 04	2	-	-	1	2	-
Team 05	-	1	1	-	-	1
Team 06	-	2	2	-	-	1
Team 07	-	1	2	-	-	2
Team 08	-	2	1	-	-	2
822-421(521)12						

Groups over Multiple Venues

If a league wished to form a league using 12 teams in three groups, and were to have three 2-sheet venues available, the 4 Teams on 2 Sheets draw would be used in triplicate, with each group playing each draw in a different venue.

Care should be taken to avoid placing the same team on the same sheet in the same venue, as is the possible case for larger leagues created this way.

A similar treatment would be used for other multiple situations.

3 SHEETS

6 Teams in 1 Group

Once 3 or more sheets are used in a draw, the opportunity to prevent back-to-back games on the same sheet becomes more realistic. However, it is generally not possible to prevent back-to-back games on outside sheets until 5 sheets come into play.

There are no back-to-back games on the same sheet.

Team 01	2	1	2	1	2
Team 02	3	2	1	3	2
Team 03	1	3	2	3	1
Team 04	3	1	3	2	1
Team 05	1	2	3	1	3
Team 06	2	3	1	2	3
631(321i)13					

5 Teams in 1 Group

In a situation where a league is one team short, the normal practice is to assign one team as a "bye" team, and run the schedule using that system. Although this works, an ideal draw would always use the middle sheet, as shown here.

There are no back-to-back games on the same sheet (except across a bye).

Team 01	x	2	1	3	2
Team 02	1	3	2	x	2
Team 03	2	3	1	2	x
Team 04	1	2	x	2	1
Team 05	2	x	2	3	1
531(111iy)23					

7 Teams in 1 Group

This is a situation where a league has one more team than a draw would normally allow.

There are no back-to-back games on the same sheet (except across a bye).

Team 01	1	x	1	3	2	3	2
Team 02	2	3	x	1	3	1	2
Team 03	1	2	3	1	x	2	3
Team 04	3	1	2	x	2	1	3
Team 05	x	3	2	3	1	2	1
Team 06	3	2	1	2	3	x	1
Team 07	2	1	3	2	1	3	x
731(121i)23							

3 SHEETS

12 Teams in 3 Groups (Early-Late)

This draw is provided as it uses 3 sheets in an early-late format.

Because of the minimum number of sheets, this draw is arranged to provide each team a game on sheet 2, as well as at least one early game.

Team 01	1	-	-	3	2	-
Team 02	1	-	-	1	-	2
Team 03	3	-	-	1	2	-
Team 04	3	-	-	3	-	2
Team 05	-	1	2	-	1	-
Team 06	-	3	-	2	1	-
Team 07	-	3	2	-	3	-
Team 08	-	1	-	2	3	-
Team 09	2	-	3	-	-	1
Team 10	-	2	1	-	-	1
Team 11	2	-	1	-	-	3
Team 12	-	2	3	-	-	3
1233e(633i+)13						

15 Teams on 3 Sheets in 3 Groups (Early-Late)

This draw is provided as it uses 3 sheets in an early-late format. There are no back-to-back games on the same sheet (except across a bye).

Because of the minimum number of sheets, early and late games cannot be equal for all teams, while every team except Team 15 gets one game on sheet 2.

Team 01	1	-	-	2	3	-	-	x	2	-
Team 02	2	-	-	3	x	-	-	3	2	-
Team 03	2	-	-	x	3	-	-	2	1	-
Team 04	x	-	-	2	1	-	-	3	1	-
Team 05	1	-	-	3	1	-	-	2	x	-
Team 06	-	1	2	-	-	3	x	-	-	2
Team 07	-	2	3	-	-	x	3	-	-	2
Team 08	-	2	x	-	-	3	2	-	-	1
Team 09	-	x	2	-	-	1	3	-	-	1
Team 10	-	1	3	-	-	1	2	-	-	x
Team 11	-	3	1	-	2	-	-	1	x	-
Team 12	3	-	1	-	-	2	x	-	-	3
Team 13	x	-	-	1	2	-	1	-	-	3
Team 14	-	3	x	-	-	2	1	-	3	-
Team 15	3	-	-	1	x	-	-	1	3	-
1533e(121i)23										

4 SHEETS

8 Teams in 1 Group

With this draw, the only rule not enforced is the back-to-back games on outside sheets.

Team 01	3	1	2	1	3	4	2
Team 02	4	3	1	2	4	1	2
Team 03	2	4	3	1	2	1	3
Team 04	1	2	4	2	1	4	3
Team 05	4	2	3	4	3	2	1
Team 06	2	1	4	3	4	3	1
Team 07	1	3	2	4	2	3	4
Team 08	3	4	1	3	1	2	4
841(121i)24							

7 Teams in 1 Group

This draw is provided when a league is short one team.

This draw avoids one outside sheet each round, and avoids back-to-back games on outside sheets.

Team 01	2	1	3	4	x	3	2
Team 02	1	3	2	3	4	x	2
Team 03	1	2	x	4	3	2	3
Team 04	3	1	2	x	2	4	3
Team 05	3	x	3	2	4	2	1
Team 06	x	2	1	3	2	3	1
Team 07	2	3	1	2	3	4	x
741(021iay)34							

9 Teams in 1 Group

This is a situation where a league has one more team than a draw would normally allow.

The only rule not enforced is back-to-back games on outside sheets.

Team 01	1	3	4	1	2	4	x	3	2
Team 02	2	1	3	4	1	3	4	x	2
Team 03	3	4	x	2	1	4	2	1	3
Team 04	1	x	2	4	3	2	1	4	3
Team 05	4	1	2	3	4	x	2	3	1
Team 06	3	2	4	x	3	1	4	2	1
Team 07	4	3	1	2	x	3	1	2	4
Team 08	x	2	3	1	4	2	3	1	4
Team 09	2	4	1	3	2	1	3	4	x
941(132b)23									

4 SHEETS

10 Teams in 2 Groups

This draw is another possibility for four sheets.

The only rule not enforced is back-to-back games on outside sheets.

Note: whenever two groups of uneven teams play enough games to use all sheets once, it is impossible to schedule every team once on every sheet.

Team 01	3	4	2	3	x
Team 02	2	1	x	3	2
Team 03	3	x	1	4	2
Team 04	x	1	2	4	3
Team 05	2	4	1	x	3
Team 06	4	2	3	x	1
Team 07	x	3	4	2	1
Team 08	1	x	3	2	4
Team 09	4	3	x	1	4
Team 10	1	2	4	1	x
1042(332ab+)34					

10 Teams in 1 Group

This draw adheres to all round robin rules, and each team plays on a different sheet over the final 5 games.

Team 01	4	5	2	3	1	2	5	4	3
Team 02	3	1	4	2	4	5	2	1	3
Team 03	4	1	3	5	2	1	3	5	4
Team 04	3	2	5	4	5	2	1	3	4
Team 05	2	4	1	3	5	4	3	1	2
Team 06	1	3	5	2	1	3	4	5	2
Team 07	5	3	1	4	3	1	2	4	5
Team 08	2	5	3	1	4	3	1	2	5
Team 09	1	2	4	5	3	4	5	2	1
Team 10	5	4	2	1	2	5	4	3	1
1051(052ip)35									

9 Teams in 1 Group

This draw is provided if a league is short one team.
This draw avoids using one of the outside sheets in each round.
This draw adheres to all round robin rules.

Team 01	4	2	1	4	3	5	x	2	3
Team 02	3	4	2	1	4	2	5	x	3
Team 03	2	1	x	3	4	5	3	4	2
Team 04	4	x	3	1	2	3	4	5	2
Team 05	1	4	3	2	5	x	3	2	4
Team 06	2	3	1	x	2	4	5	3	4
Team 07	1	2	4	3	x	2	4	3	1
Team 08	x	3	2	4	5	3	2	4	1
Team 09	3	1	4	2	3	4	2	5	x
951-941(132b)23									

11 Teams in 1 Group

This is a situation where a league has one more team than a perfect draw would normally allow.

Each team plays on a different sheet over the final 5 games.
This draw adheres to all round robin rules.

Team 01	1	2	5	4	3	1	2	5	x	4	3
Team 02	3	1	4	x	5	2	1	4	5	2	3
Team 03	4	5	2	1	3	5	x	4	1	3	2
Team 04	x	1	3	5	2	4	3	5	4	1	2
Team 05	1	3	2	5	4	x	1	3	2	5	4
Team 06	5	2	4	1	x	3	5	2	3	1	4
Team 07	5	4	x	3	2	1	4	3	1	2	5
Team 08	4	3	1	2	5	3	2	1	4	x	5
Team 09	3	4	5	2	1	4	5	x	2	3	1
Team 10	2	x	1	3	4	5	3	2	5	4	1
Team 11	2	5	3	4	1	2	4	1	3	5	x
1151(052iab)45											

10 Teams in 2 Groups

This draw would be used if a league wanted to play shorter rounds.
This draw avoids using one of the outside sheets in any one round.

This draw requires instances of teams playing 2 games on one sheet (see note on page 6).

Team 01	3	2	4	3	x
Team 02	4	1	x	3	4
Team 03	3	x	5	2	4
Team 04	x	1	4	2	3
Team 05	4	2	5	x	3
Team 06	5	x	3	4	2
Team 07	2	3	x	1	2
Team 08	x	3	2	4	5
Team 09	2	4	3	x	5
Team 10	5	4	2	1	x
1052(232by+)23					

12 Teams in 1 Group

These draws adhere to all round robin rules.
Each team plays on a different sheet over the final 6 games.

Team 01	4	3	1	5	2	6	4	1	2	5	3
Team 02	5	6	3	2	1	4	6	5	1	2	3
Team 03	3	5	6	2	4	1	5	6	2	3	4
Team 04	2	6	4	1	5	6	2	3	5	1	4
Team 05	2	4	5	3	6	4	5	1	3	6	2
Team 06	1	5	4	6	2	3	1	5	6	4	2
Team 07	1	2	6	5	3	2	6	4	3	1	5
Team 08	4	1	3	6	5	1	3	2	4	6	5
Team 09	5	4	2	1	3	5	4	2	6	3	1
Team 10	6	3	5	4	1	2	3	6	5	4	1
Team 11	3	1	2	4	6	3	2	4	1	5	6
Team 12	6	2	1	3	4	5	1	3	4	2	6

1261(063)16

12 Teams in 2 Groups

Note: This draw cannot put both outside sheets in the bottom group for the last draw.

Team 01	4	2	1	5	3
Team 02	5	6	4	1	3
Team 03	5	3	1	2	4
Team 04	6	2	3	1	4
Team 05	6	3	4	5	1
Team 06	4	6	3	2	1
Team 07	3	5	6	4	2
Team 08	1	4	5	6	2
Team 09	2	4	6	3	5
Team 10	3	1	2	6	5
Team 11	1	5	2	3	6
Team 12	2	1	5	4	6

1262(011)36

11 Teams in 1 Group

This draw is provided should a league be short one team.
This draw avoids one outside sheet each round.
This draw adheres to all round robin rules (Team 4 misses Sheet 6).

Team 01	1	4	5	2	3	6	4	5	x	2	3
Team 02	3	1	2	x	5	4	6	2	5	4	3
Team 03	2	5	4	6	3	5	x	2	1	3	4
Team 04	x	1	3	5	4	2	3	5	2	1	4
Team 05	1	3	4	5	2	x	6	3	4	5	2
Team 06	5	4	2	6	x	3	5	4	3	1	2
Team 07	5	2	x	3	4	6	2	3	1	4	5
Team 08	2	3	6	4	5	3	4	1	2	x	5
Team 09	3	2	5	4	6	2	5	x	4	3	1
Team 10	4	x	6	3	2	5	3	4	5	2	1
Team 11	4	5	3	2	6	4	2	1	3	5	x

1161-1151(052iab)45

13 Teams in 1 Group

This is a situation where a league has one more team than a perfect draw would normally allow.

Each team plays on a different sheet over the final 6 games. This draw adheres to all round robin rules.

Team 01	6	2	4	5	1	3	6	4	5	x	1	2	3
Team 02	5	6	2	4	x	1	3	6	2	1	5	4	3
Team 03	5	3	1	x	2	6	4	5	1	3	6	2	4
Team 04	4	1	5	6	3	2	5	6	x	2	1	3	4
Team 05	1	4	x	3	5	2	6	3	1	4	5	6	2
Team 06	3	x	6	2	1	4	5	1	3	5	6	4	2
Team 07	4	5	6	3	2	x	1	4	2	6	3	1	5
Team 08	x	6	5	1	4	3	2	1	4	3	2	6	5
Team 09	6	4	2	1	3	5	4	2	6	5	3	x	1
Team 10	2	3	4	6	5	1	2	x	3	6	4	5	1
Team 11	1	5	3	2	4	6	x	2	5	1	4	3	6
Team 12	3	2	1	4	6	5	1	3	4	2	x	5	6
Team 13	2	1	3	5	6	4	3	5	6	4	2	1	x

1361(062ib)56

Team 01	3	1	2	x	5	4	3
Team 02	5	4	6	2	x	1	3
Team 03	x	4	2	5	6	3	4
Team 04	2	6	x	3	5	1	4
Team 05	2	x	6	5	1	4	2
Team 06	5	1	4	3	6	x	2
Team 07	3	6	4	2	1	3	x
Team 08	x	5	1	4	2	6	5
Team 09	1	2	3	6	4	x	5
Team 10	1	x	5	4	3	2	1
Team 11	4	3	x	6	2	5	1
Team 12	4	5	3	1	x	2	6
Team 13	6	2	1	x	3	5	6
Team 14	6	3	5	1	4	6	x

14 Teams in 2 Groups

This draw requires instances of teams playing 2 games on one sheet (see note on page 6).

12 Teams in 3 Groups

Team 01	1	2	3
Team 02	6	5	3
Team 03	6	2	4
Team 04	1	5	4
Team 05	4	6	2
Team 06	3	1	2
Team 07	3	6	5
Team 08	4	1	5
Team 09	5	4	1
Team 10	2	3	1
Team 11	2	4	6
Team 12	5	3	6

15 Teams in 3 Groups

Team 01	4	6	2	x	3
Team 02	2	x	5	6	3
Team 03	4	1	5	3	x
Team 04	2	6	x	3	4
Team 05	x	1	2	6	4
Team 06	6	x	3	4	2
Team 07	5	3	x	1	2
Team 08	5	2	1	4	x
Team 09	x	2	3	1	5
Team 10	6	3	1	x	5
Team 11	3	x	4	5	1
Team 12	x	5	6	2	1
Team 13	3	4	x	2	6
Team 14	1	5	4	x	6
Team 15	1	4	6	5	x

24 Teams on 6 Sheets in 3 Groups (Early-Late)

This draw is provided because of the unique possibility of 24 teams spread over 6 sheets of play in an early-late schedule.

This schedule defers to avoiding back-to-back late draws ahead of even sheet distribution. Because of the interplay of the last group, some teams have to play back-to-back either early or late; the early-late distribution eventually evens out.

Team 01	3	-	-	4	6	-	-	2	1	-	-	5	3	-
Team 02	2	-	-	1	5	-	-	4	6	-	-	2	3	-
Team 03	4	-	-	2	1	-	-	3	6	-	-	5	4	-
Team 04	5	-	-	6	3	-	-	5	1	-	-	2	4	-
Team 05	3	-	-	6	5	-	-	3	4	-	-	1	2	-
Team 06	2	-	-	4	1	-	-	5	3	-	-	6	2	-
Team 07	4	-	-	1	3	-	-	2	4	-	-	6	5	-
Team 08	5	-	-	2	6	-	-	4	3	-	-	1	5	-
Team 09	-	2	6	-	-	5	4	-	-	1	2	-	-	3
Team 10	-	5	1	-	-	4	2	-	-	6	5	-	-	3
Team 11	-	4	3	-	-	1	5	-	-	6	2	-	-	4
Team 12	-	3	2	-	-	6	3	-	-	1	5	-	-	4
Team 13	-	4	1	-	-	5	3	-	-	4	6	-	-	2
Team 14	-	3	6	-	-	4	5	-	-	3	1	-	-	2
Team 15	-	5	2	-	-	1	4	-	-	3	6	-	-	5
Team 16	-	2	3	-	-	6	2	-	-	4	1	-	-	5
Team 17	1	-	-	5	-	3	6	-	2	-	-	4	1	-
Team 18	-	6	4	-	2	-	-	6	5	-	-	3	1	-
Team 19	6	-	-	3	-	2	1	-	5	-	-	4	6	-
Team 20	-	1	5	-	4	-	-	1	2	-	-	3	6	-
Team 21	6	-	-	5	4	-	-	6	2	3	-	-	1	-
Team 22	-	1	4	-	-	2	6	-	-	5	4	-	-	1
Team 23	1	-	-	3	2	-	-	1	-	5	3	-	-	6
Team 24	-	6	5	-	-	3	1	-	-	2	4	-	-	6

6 SHEETS

24 Teams on 6 Sheets in 1 Group (Early-Late)

This draw is a full 24 team draw on 6 sheets of play in an early-late schedule. The draw uses even sheet distribution as much as possible, and avoids back-to-back outside sheets. In transition, some groups must shift the early-late times during the schedule.

Team 01	-	1	2	-	-	6	3	-	-	5	4	-	-	1	3	-	-	6	5	-	-	4	2	-	-	1	3	-	-	6	5	-	-	6	5	-	-
Team 02	-	2	3	-	-	5	6	-	-	4	1	-	-	2	6	-	-	5	4	-	-	1	3	-	-	2	6	-	-	2	6	-	-	5	4	-	-
Team 03	-	6	5	-	-	1	4	-	-	2	3	-	-	6	4	-	-	1	2	-	-	3	5	-	-	6	4	-	-	1	2	-	-	6	4	-	-
Team 04	-	4	6	-	-	3	5	-	-	1	2	-	-	3	5	-	-	4	6	-	-	2	1	-	-	3	5	-	-	4	6	-	-	4	6	-	-
Team 05	-	3	1	-	-	4	2	-	-	6	5	-	-	4	2	-	-	3	1	-	-	5	6	-	-	4	2	-	-	4	2	-	-	3	1	-	-
Team 06	-	5	4	-	-	2	1	-	-	3	6	-	-	5	1	-	-	2	3	-	-	6	4	-	-	5	1	-	-	5	1	-	-	2	3	-	-
Team 07	5	-	-	6	4	-	-	1	3	-	-	2	6	-	-	3	2	-	-	4	5	-	-	1	-	5	6	-	-	4	1	-	-	4	1	-	-
Team 08	6	-	-	3	2	-	-	4	5	-	-	1	2	-	-	1	3	-	-	6	4	-	-	5	-	6	3	-	-	2	4	-	-	2	4	-	-
Team 09	4	-	-	5	6	-	-	2	1	-	-	4	3	-	-	2	1	-	-	5	6	-	-	3	-	4	5	-	-	6	2	-	-	6	2	-	-
Team 10	1	-	-	4	5	-	-	3	2	-	-	6	5	-	-	6	4	-	-	1	3	-	-	2	-	1	4	-	-	5	3	-	-	5	3	-	-
Team 11	3	-	-	2	1	-	-	5	6	-	-	3	4	-	-	5	6	-	-	2	1	-	-	4	-	3	2	-	-	1	5	-	-	1	5	-	-
Team 12	2	-	-	1	3	-	-	6	4	-	-	5	1	-	-	4	5	-	-	3	2	-	-	6	-	2	1	-	-	3	6	-	-	3	6	-	-
Team 13	1	-	-	3	6	-	-	5	4	-	-	2	-	6	3	-	-	2	4	-	-	5	1	-	5	-	-	6	4	-	-	1	-	-	1	-	-
Team 14	4	-	-	2	3	-	-	1	5	-	-	6	-	2	1	-	-	3	6	-	-	4	5	-	6	-	-	3	2	-	-	4	-	-	4	-	-
Team 15	5	-	-	1	2	-	-	3	6	-	-	4	-	3	2	-	-	1	5	-	-	6	3	-	4	-	-	5	6	-	-	2	-	-	2	-	-
Team 16	3	-	-	5	4	-	-	6	2	-	-	1	-	5	6	-	-	4	1	-	-	3	2	-	1	-	-	4	5	-	-	3	-	-	3	-	-
Team 17	2	-	-	6	5	-	-	4	1	-	-	3	-	4	5	-	-	6	2	-	-	1	4	-	3	-	-	2	1	-	-	5	-	-	5	-	-
Team 18	6	-	-	4	1	-	-	2	3	-	-	5	-	1	4	-	-	5	3	-	-	2	6	-	2	-	-	1	3	-	-	6	-	-	6	-	-
Team 19	-	4	1	-	-	2	6	-	-	5	3	-	1	-	-	3	6	-	-	5	4	-	-	2	1	-	-	3	6	-	-	5	-	-	5	-	-
Team 20	-	6	2	-	-	4	5	-	-	3	1	-	2	-	-	6	5	-	-	4	1	-	-	3	2	-	-	6	5	-	-	4	-	-	4	-	-
Team 21	-	5	3	-	-	6	4	-	-	1	5	-	6	-	-	4	1	-	-	2	3	-	-	5	6	-	-	4	1	-	-	2	-	-	2	-	-
Team 22	-	3	6	-	-	5	1	-	-	2	4	-	3	-	-	5	4	-	-	6	2	-	-	1	3	-	-	5	4	-	-	6	-	-	6	-	-
Team 23	-	2	4	-	-	1	3	-	-	6	2	-	4	-	-	2	3	-	-	1	5	-	-	6	4	-	-	2	3	-	-	1	-	-	1	-	-
Team 24	-	1	5	-	-	3	2	-	-	4	6	-	5	-	-	1	2	-	-	3	6	-	-	4	5	-	-	1	2	-	-	3	-	-	3	-	-

6x6(2;35) + 1262(011)36

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24 Teams on 6 Sheets in 1 Group (Early-Late)

-	4	2	-	-	1	5	-	-	3	6	-	-	4
-	1	3	-	-	2	3	-	-	6	5	-	-	4
-	3	5	-	-	2	1	-	-	4	6	-	-	3
-	2	1	-	-	4	5	-	-	6	2	-	-	3
-	5	6	-	-	4	1	-	-	3	5	-	-	6
-	6	4	-	-	1	3	-	-	4	2	-	-	6
-	3	2	-	-	6	4	-	-	2	1	-	-	5
-	5	1	-	-	3	2	-	-	1	4	-	-	5
-	1	4	-	-	3	6	-	-	5	1	-	-	2
-	2	6	-	-	5	4	-	-	1	3	-	-	2
-	6	3	-	-	5	6	-	-	2	4	-	-	1
-	4	5	-	-	6	2	-	-	5	3	-	-	1
3	-	-	2	6	-	-	4	2	-	-	1	5	-
5	-	-	1	3	-	-	2	1	-	-	4	5	-
1	-	-	4	3	-	-	6	5	-	-	1	2	-
2	-	-	6	5	-	-	4	1	-	-	3	2	-
6	-	-	3	5	-	-	6	2	-	-	4	1	-
4	-	-	5	6	-	-	2	5	-	-	3	1	-
4	-	-	2	1	-	-	5	3	-	-	6	4	-
1	-	-	3	2	-	-	3	6	-	-	5	4	-
3	-	-	5	2	-	-	1	4	-	-	6	3	-
2	-	-	1	4	-	-	5	6	-	-	2	3	-
5	-	-	6	4	-	-	1	3	-	-	5	6	-
6	-	-	4	1	-	-	3	4	-	-	2	6	-

(continued from previous page)

30 Teams on 6 Sheets in 1 Group (2 Games per 5 Draws)

Team 01	3	-	2	-	-	-	1	-	6	-
Team 02	2	-	1	-	-	-	6	-	5	-
Team 03	4	-	3	-	-	-	2	-	1	-
Team 04	1	-	6	-	-	-	5	-	4	-
Team 05	5	-	4	-	-	-	3	-	2	-
Team 06	6	-	5	-	-	-	4	-	3	-
Team 07	-	3	-	6	-	-	-	5	-	4
Team 08	-	2	-	5	-	-	-	4	-	3
Team 09	-	4	-	1	-	-	-	6	-	5
Team 10	-	1	-	4	-	-	-	3	-	2
Team 11	-	5	-	2	-	-	-	1	-	6
Team 12	-	6	-	3	-	-	-	2	-	1
Team 13	-	6	-	-	4	1	-	5	-	-
Team 14	-	5	-	-	3	6	-	4	-	-
Team 15	-	1	-	-	5	2	-	6	-	-
Team 16	-	4	-	-	2	5	-	3	-	-
Team 17	-	2	-	-	6	3	-	1	-	-
Team 18	-	3	-	-	1	4	-	2	-	-
Team 19	-	-	5	-	2	1	-	-	4	-
Team 20	-	-	4	-	1	6	-	-	3	-
Team 21	-	-	6	-	3	2	-	-	5	-
Team 22	-	-	3	-	6	5	-	-	2	-
Team 23	-	-	1	-	4	3	-	-	6	-
Team 24	-	-	2	-	5	4	-	-	1	-
Team 25	6	-	-	3	-	-	5	-	-	2
Team 26	5	-	-	2	-	-	4	-	-	1
Team 27	1	-	-	4	-	-	6	-	-	3
Team 28	4	-	-	1	-	-	3	-	-	6
Team 29	2	-	-	5	-	-	1	-	-	4
Team 30	3	-	-	6	-	-	2	-	-	5

6x6(2;35) + 1262(011)36

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6 SHEETS

30 Teams on 6 Sheets in 1 Group (2 Games per 5 Draws)

Draws are shifted to balance play on each draw time.

-	-	5	-	4	2	-	-	3	-	-	6	-	-	1	5	-	4	-	-	-	6	-	3	-	-	2	-	1	5	-	-	4	-	-	
-	-	4	-	3	1	-	-	2	-	-	5	-	-	6	4	-	3	-	-	-	-	4	-	-	-	-	4	-	3	-	-	6	-	-	
-	-	6	-	5	3	-	-	4	-	-	1	-	-	2	6	-	5	-	-	-	-	4	-	-	-	-	6	-	5	-	-	2	-	-	
-	-	3	-	2	6	-	-	1	-	-	4	-	-	5	3	-	1	-	-	-	-	2	-	-	-	-	3	-	4	-	-	6	-	-	
-	-	1	-	6	4	-	-	5	-	-	2	-	-	3	1	-	6	-	-	-	-	1	-	-	-	-	5	-	2	-	-	4	-	-	
-	-	2	-	1	5	-	-	6	-	-	3	-	-	4	2	-	1	-	-	-	-	2	-	-	-	-	3	-	6	-	-	1	-	-	
2	-	-	1	-	-	6	-	-	3	5	-	4	-	-	-	1	-	2	-	6	-	2	-	6	-	3	-	2	1	6	-	4	-	-	
1	-	-	6	-	-	5	-	-	2	4	-	3	-	-	-	6	-	1	-	5	-	3	-	5	-	4	-	1	6	-	3	2	-	-	
3	-	-	2	-	-	1	-	-	4	6	-	5	-	-	-	2	-	3	-	4	-	2	-	6	-	1	-	3	2	5	-	2	-	-	
6	-	-	5	-	-	4	-	-	1	3	-	2	-	-	-	5	-	6	-	4	-	1	-	3	-	2	-	6	5	-	2	-	-	-	
4	-	-	3	-	-	2	-	-	5	1	-	6	-	-	-	4	-	5	-	3	-	2	-	1	-	3	-	4	5	-	6	-	-	-	
5	-	-	4	-	-	3	-	-	2	1	-	4	-	-	-	6	-	4	-	2	-	3	-	5	-	1	-	4	2	6	-	3	5	-	-
3	-	-	5	-	-	4	-	-	1	3	-	2	-	-	-	5	-	6	-	4	-	1	-	3	-	2	-	5	4	3	-	6	-	-	
4	-	-	6	-	-	5	-	-	2	1	-	4	-	-	-	3	-	5	-	6	-	2	-	1	-	3	-	4	2	5	-	6	-	-	
1	-	4	-	-	-	6	-	3	-	-	5	-	2	1	-	-	4	-	-	-	6	-	3	-	2	-	6	-	3	-	5	-	4	-	-
6	-	3	-	-	-	5	-	2	-	-	4	-	1	6	-	-	3	-	-	-	5	-	2	-	1	-	6	-	2	-	5	-	3	-	-
2	-	5	-	-	-	1	-	4	-	-	6	-	3	2	-	-	5	-	-	-	4	-	1	-	4	-	3	-	2	-	6	-	5	-	-
5	-	2	-	-	-	4	-	1	-	-	3	-	6	5	-	-	2	-	-	-	4	-	1	-	6	-	1	-	4	-	3	-	2	-	-
3	-	6	-	-	-	2	-	5	-	-	1	-	4	3	-	-	6	-	-	-	2	-	5	-	4	-	2	-	5	-	6	-	3	-	-
4	-	1	-	-	-	3	-	6	-	-	2	-	5	4	-	-	1	-	-	-	3	-	6	-	5	-	4	-	6	-	3	-	2	-	-

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6 SHEETS

30 Teams on 6 Sheets in 1 Group (2 Games per 5 Draws)

-	3	-	-	6	2	-	1	-	-	-	4	-	5	-	-	1	-	-	3	6	-	-	2	-	4	-	-
-	5	-	-	2	4	-	3	-	-	-	6	-	1	-	-	2	-	-	5	3	-	-	1	-	4	-	-
-	1	-	-	4	6	-	5	-	-	-	2	-	3	-	-	1	-	-	2	2	-	-	3	-	6	-	-
-	4	-	-	1	3	-	2	-	-	-	5	-	6	-	-	4	-	-	1	3	-	-	2	-	6	-	-
-	2	-	-	5	1	-	6	-	-	-	3	-	4	-	-	2	-	-	1	6	-	-	3	-	5	-	-
-	6	-	-	3	5	-	4	-	-	-	1	-	2	-	-	4	-	-	3	2	-	-	1	-	5	-	-
-	6	-	3	-	-	-	5	-	2	1	-	-	4	-	-	6	-	2	-	5	-	1	-	-	3	-	-
-	5	-	2	-	-	-	4	-	1	6	-	-	3	-	-	5	-	2	-	4	-	3	-	-	1	-	-
-	1	-	4	-	-	-	6	-	3	2	-	-	5	-	-	6	-	4	-	1	-	3	-	-	2	-	-
-	4	-	1	-	-	-	3	-	6	5	-	-	2	-	-	3	-	4	-	5	-	2	-	-	1	-	-
-	2	-	5	-	-	-	1	-	4	3	-	-	6	-	-	5	-	6	-	1	-	6	-	-	3	-	-
-	3	-	6	-	-	-	2	-	5	4	-	-	1	-	-	3	-	6	-	4	-	1	-	-	2	-	-
-	-	5	-	6	4	-	-	3	-	-	1	-	-	5	-	-	6	-	2	-	3	-	-	4	-	-	1
-	-	4	-	5	3	-	-	2	-	-	6	-	-	4	-	-	5	-	2	-	4	-	-	6	-	-	3
-	-	6	-	1	5	-	-	4	-	-	2	-	-	6	-	-	2	-	4	-	3	-	-	6	-	-	2
-	-	3	-	4	2	-	-	1	-	-	5	-	-	3	-	-	6	-	4	-	1	-	-	5	-	-	3
-	-	1	-	2	6	-	-	5	-	-	3	-	-	1	-	-	2	-	6	-	4	-	-	5	-	-	1
-	-	2	-	3	1	-	-	6	-	-	4	-	-	2	-	-	5	-	6	-	1	-	-	4	-	-	2
1	-	-	2	-	-	5	-	-	6	4	-	3	-	-	1	-	-	5	-	-	-	-	4	-	-	-	3
6	-	-	1	-	-	4	-	-	5	3	-	2	-	-	6	-	-	1	-	-	-	-	4	-	-	-	2
5	-	-	6	-	-	3	-	-	4	2	-	1	-	-	3	-	-	1	-	-	-	-	5	-	-	-	4
2	-	-	3	-	-	6	-	-	1	5	-	4	-	-	6	-	-	3	-	-	-	-	5	-	-	-	3
3	-	-	4	-	-	1	-	-	2	6	-	5	-	-	1	-	-	3	-	-	-	-	6	-	-	-	4
4	-	-	5	-	-	2	-	-	3	1	-	6	-	-	3	-	-	5	-	-	-	-	6	-	-	-	2
3	-	6	-	-	-	2	-	5	-	-	1	-	4	5	-	3	-	-	-	-	6	-	-	2	-	4	-
2	-	5	-	-	-	1	-	4	-	-	6	-	3	2	-	1	-	-	-	-	6	-	-	3	-	5	-
4	-	1	-	-	-	3	-	6	-	-	2	-	5	4	-	3	-	-	-	-	2	-	-	1	-	5	-
5	-	4	-	-	-	6	-	3	-	-	5	-	2	4	-	1	-	-	-	-	5	-	-	2	-	6	-
6	-	2	-	-	-	4	-	1	-	-	3	-	6	2	-	4	-	-	-	-	5	-	-	1	-	4	-
3	-	6	-	-	-	5	-	2	-	-	4	-	1	5	-	4	-	-	-	2	-	-	3	-	6	-	-

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The finish of this draw only requires 3 rounds, with the final round having only 3 games.

Back-to-back games on outside sheets cannot be avoided.

14 Teams in 1 Group

A 7 sheet venue probably does not exist, but if a league wished to spread itself over 2 venues of 3 sheets and 4 sheets, sheets 1-3 would be assigned at one venue, and sheets 4-7 would be at the other venue.

Each team plays on a different sheet over the final 7 games.

This draw adheres to all round robin rules.

Team 01	2	5	7	6	3	4	5	7	6	1	3	2	4
Team 02	3	1	5	7	4	6	1	5	2	3	6	7	4
Team 03	5	2	1	6	4	7	2	1	4	6	7	5	3
Team 04	4	1	6	2	5	3	6	4	7	5	1	2	3
Team 05	2	3	1	4	7	5	1	6	7	2	4	3	5
Team 06	7	5	2	3	6	1	2	4	3	7	6	1	5
Team 07	3	7	6	5	2	4	7	3	5	6	4	1	2
Team 08	6	4	7	3	1	2	6	5	1	4	7	3	2
Team 09	7	6	3	1	2	5	3	7	2	4	1	5	6
Team 10	1	3	4	5	6	7	4	2	1	5	3	7	6
Team 11	5	6	2	4	1	3	7	2	6	3	5	4	1
Team 12	1	4	3	2	7	6	5	3	4	7	2	6	1
Team 13	6	2	4	7	5	1	3	6	5	1	2	4	7
Team 14	4	7	5	1	3	2	4	1	3	2	5	6	7

1417(073i)12

Note: outside back-to-back sheets are not factored into a split venue draw.

13 Teams in 1 Group

This draw is provided if a league is short one team.

This draw avoids using one of the outside sheets in any one round.

This draw adheres to all round robin rules (Team 11 misses Sheet 7).

Team 01	6	5	3	2	1	4	6	3	2	x	7	5	4
Team 02	2	6	5	3	x	7	4	6	5	1	2	3	4
Team 03	2	4	7	x	5	6	3	2	1	4	6	5	3
Team 04	3	1	2	6	4	5	2	6	x	5	7	4	3
Team 05	7	3	x	4	2	5	6	4	1	3	2	6	5
Team 06	4	x	6	5	1	3	2	7	4	2	6	3	5
Team 07	3	2	6	4	5	x	1	3	5	6	4	7	2
Team 08	x	6	2	1	3	4	5	7	3	4	5	6	2
Team 09	7	2	4	5	3	6	x	5	2	1	3	4	6
Team 10	4	5	7	3	6	2	1	4	3	5	x	2	6
Team 11	6	3	5	1	4	2	3	5	6	2	4	x	1
Team 12	5	4	3	6	2	7	5	x	4	6	3	2	1
Team 13	5	1	4	2	6	3	4	2	6	3	5	7	x

1371-1361(062ib)56

14 Teams in 2 Groups

Use the 14 Teams in 2 Groups from the 6 Sheets draws, and change the game in the first round on sheet 1 to sheet 7.

16 Teams on 8 Sheets

This is the largest round robin provided.
Each team plays on a different sheet over the final 8 games.
This draw adheres to all round robin rules.

Team 01	5	6	2	3	1	4	7	8	6	1	3	2	7	5	4
Team 02	3	2	1	6	5	8	4	7	1	2	8	5	3	6	4
Team 03	7	8	6	4	2	3	5	7	8	6	3	4	1	2	5
Team 04	8	5	7	1	6	4	3	2	1	7	6	3	8	4	5
Team 05	6	8	7	2	3	5	4	6	2	1	5	7	4	8	3
Team 06	8	3	1	4	7	6	2	8	4	5	7	6	2	1	3
Team 07	3	1	5	2	8	7	6	5	3	8	7	2	1	4	6
Team 08	6	3	4	5	1	2	8	3	7	4	1	5	8	2	6
Team 09	1	7	3	8	4	5	2	1	7	8	6	4	3	5	2
Team 10	2	4	8	7	3	1	6	4	8	5	1	3	7	6	2
Team 11	7	5	8	6	4	2	1	5	6	3	4	1	2	8	7
Team 12	4	2	5	8	6	1	7	3	5	6	2	8	4	1	7
Team 13	1	4	6	3	5	7	8	2	4	3	5	8	6	7	1
Team 14	4	7	2	5	8	3	1	4	2	7	8	6	5	3	1
Team 15	2	6	3	1	7	8	5	6	3	4	2	1	5	7	8
Team 16	5	1	4	7	2	6	3	1	5	2	4	7	6	3	8
1681(084)78															

16 Teams in 2 Groups

This draw adheres to
all round robin rules.

Team 01	3	8	5	7	2	6	4
Team 02	5	1	6	2	7	3	4
Team 03	7	4	8	6	2	3	5
Team 04	2	3	1	4	7	6	5
Team 05	7	8	6	4	1	5	3
Team 06	2	1	5	6	8	4	3
Team 07	3	4	1	2	8	5	6
Team 08	5	3	8	7	1	4	6
Team 09	1	5	7	3	4	8	2
Team 10	6	7	4	8	5	1	2
Team 11	8	6	2	5	4	1	7
Team 12	4	2	3	1	5	8	7
Team 13	8	2	4	3	6	7	1
Team 14	4	6	7	8	3	2	1
Team 15	1	7	3	5	6	2	8
Team 16	6	5	2	1	3	7	8
1682(011)12							

16 Teams in 4 Groups

Use the last three rounds of 16 Teams in 2 Groups, splitting each group into two more groups.

18 Teams in 2 Groups

Team 01	5	2	7	8	x	5	6	3	4
Team 02	8	7	5	1	2	3	x	6	4
Team 03	4	1	7	x	8	3	2	4	5
Team 04	x	5	2	1	7	4	6	8	5
Team 05	3	5	x	8	2	6	1	4	3
Team 06	4	x	2	7	1	5	8	6	3
Team 07	3	1	5	4	7	x	8	3	6
Team 08	8	2	3	7	8	4	1	x	6
Team 09	5	7	3	4	1	6	2	8	x
Team 10	2	3	4	x	6	1	5	7	2
Team 11	6	8	x	5	4	7	3	1	2
Team 12	6	4	1	3	6	8	x	5	7
Team 13	7	6	8	2	5	1	3	x	7
Team 14	2	x	1	6	5	7	4	2	8
Team 15	1	3	6	2	4	x	7	5	8
Team 16	7	8	6	3	x	2	4	7	1
Team 17	x	6	4	5	3	8	7	2	1
Team 18	1	4	8	6	3	2	5	1	x
1882(273b+)23									

This draw adheres to all round robin rules.

This draw requires instances of teams playing 2 games on one sheet (see note on page 6).

20 Teams in 4 Groups

This draw adheres to all round robin rules.

Team 01	7	x	2	6	4
Team 02	x	1	5	3	4
Team 03	7	4	x	3	5
Team 04	3	1	2	x	5
Team 05	3	4	5	6	x
Team 06	2	x	4	5	3
Team 07	x	2	1	4	3
Team 08	2	3	x	4	6
Team 09	8	2	4	x	6
Team 10	8	3	1	5	x
Team 11	5	x	6	8	2
Team 12	x	8	7	1	2
Team 13	5	6	x	1	7
Team 14	4	8	6	x	7
Team 15	4	6	7	8	x
Team 16	6	x	3	7	1
Team 17	x	7	8	2	1
Team 18	6	5	x	2	8
Team 19	1	7	3	x	8
Team 20	1	5	8	7	x
2084(011ib)12					

9 SHEETS

18 Teams in 2 Groups

Use the 18 Teams in 2 Groups on 8 Sheets, and change the game in the first round on sheet 1 to sheet 9.

21 Teams in 3 Groups

This draw adheres to all round robin rules.

Team 01	9	7	x	3	6	4	5
Team 02	x	2	1	7	4	6	5
Team 03	9	2	7	5	x	3	4
Team 04	8	5	9	7	6	x	4
Team 05	8	x	1	5	9	4	6
Team 06	1	7	9	x	4	3	6
Team 07	1	5	7	3	9	6	x
Team 08	2	9	6	4	x	5	3
Team 09	6	x	8	2	1	7	3
Team 10	2	1	8	6	5	x	7
Team 11	3	8	4	x	1	5	7
Team 12	x	9	4	6	8	7	2
Team 13	6	8	x	4	5	9	2
Team 14	3	1	6	2	8	9	x
Team 15	x	4	5	1	3	2	8
Team 16	5	3	x	9	2	1	8
Team 17	5	x	3	8	7	2	1
Team 18	7	4	2	9	x	8	1
Team 19	4	3	5	x	7	8	9
Team 20	7	6	3	1	2	x	9
Team 21	4	6	2	8	3	1	x
2193(011b)23							

9 SHEETS

18 Teams in 3 Groups

There is a rare 9 sheet venue, but if a league wished to spread itself over 2 venues of 4 sheets and 5 sheets, sheets 1-4 would be assigned at one venue, and sheets 5-9 would be at the other venue.

Because a normal league would probably not run a full 18 team round robin, these draws are the only ones provided.

This draw adheres to all round robin rules.

Note: outside back-to-back sheets are not factored into a split venue draw.

Team 01	8	4	3	6	5
Team 02	1	3	6	4	5
Team 03	2	3	5	6	4
Team 04	8	9	6	3	4
Team 05	1	4	5	3	6
Team 06	2	9	3	4	6
Team 07	9	6	7	5	3
Team 08	6	5	4	9	3
Team 09	6	1	8	5	7
Team 10	5	6	4	1	7
Team 11	9	5	8	1	2
Team 12	5	1	7	9	2
Team 13	4	7	1	2	8
Team 14	3	2	9	7	8
Team 15	3	7	2	8	1
Team 16	7	8	9	2	1
Team 17	7	2	1	8	9
Team 18	4	8	2	7	9
1893(011)12					

10 SHEETS

20 Teams in 2 Groups

Team 01	8	10	9	2	3	4	7	6	5
Team 02	2	1	8	9	6	7	4	3	5
Team 03	8	1	2	10	4	3	5	7	6
Team 04	2	9	10	8	7	4	3	5	6
Team 05	9	8	1	2	7	6	5	3	4
Team 06	1	2	10	9	3	5	6	7	4
Team 07	1	9	8	10	5	3	4	6	7
Team 08	10	8	9	1	6	5	3	4	7
Team 09	10	2	1	8	5	6	7	4	3
Team 10	9	10	2	1	4	7	6	5	3
Team 11	5	7	4	6	1	9	10	2	8
Team 12	6	3	5	4	2	10	9	1	8
Team 13	5	3	6	7	9	1	8	10	2
Team 14	6	4	7	5	10	9	1	8	2
Team 15	4	5	3	6	10	2	8	1	9
Team 16	3	6	7	4	1	8	2	10	9
Team 17	3	4	5	7	8	1	9	2	10
Team 18	7	5	4	3	2	8	1	9	10
Team 19	7	6	3	5	8	2	10	9	1
Team 20	4	7	6	3	9	10	2	8	1
20102-1051(052ip)35									

If a league has 10 sheets at its disposal (most likely spread over two or more venues totaling ten) these are the most likely draws to be used.

This draw adheres to all round robin rules.

Note: outside back-to-back sheets are not factored into a split venue draw.

10 SHEETS

20 Teams in 5 Groups

Team 01	4	8	5
Team 02	7	3	5
Team 03	7	8	6
Team 04	4	3	6
Team 05	2	6	4
Team 06	9	5	4
Team 07	9	6	7
Team 08	2	5	7
Team 09	1	7	3
Team 10	10	4	3
Team 11	10	7	8
Team 12	1	4	8
Team 13	5	10	2
Team 14	6	1	2
Team 15	6	10	9
Team 16	5	1	9
Team 17	3	9	1
Team 18	8	2	1
Team 19	8	9	10
Team 20	3	2	10
20105(011i)12			

This draw adheres to all round robin rules.

Team 01	x	3	7	4	5
Team 02	7	x	4	6	5
Team 03	7	5	x	4	6
Team 04	8	3	4	x	6
Team 05	8	5	7	6	x
Team 06	9	4	6	5	x
Team 07	x	8	6	3	4
Team 08	1	x	3	5	4
Team 09	9	8	3	x	7
Team 10	1	4	x	3	7
Team 11	x	2	5	9	3
Team 12	2	x	10	7	3
Team 13	2	10	x	9	8
Team 14	6	2	10	x	8
Team 15	6	10	5	7	x
Team 16	4	1	8	x	2
Team 17	5	6	x	1	2
Team 18	x	6	8	10	9
Team 19	4	x	2	1	9
Team 20	5	1	2	10	x
Team 21	3	9	x	2	1
Team 22	10	7	9	x	1
Team 23	3	x	9	8	10
Team 24	x	7	1	2	10
Team 25	10	9	1	8	x
25105(011b)910					

25 Teams in 5 Groups

This draw adheres to all round robin rules.

24 Teams in 2 Groups

Team 01	10	3	1	11	2	9	7	8	5	4	6
Team 02	11	12	3	2	1	7	9	4	8	5	6
Team 03	3	11	12	2	10	8	4	9	5	6	7
Team 04	2	12	10	1	11	9	5	6	4	8	7
Team 05	2	10	11	3	12	7	4	8	6	9	5
Team 06	1	11	10	12	2	6	8	4	9	7	5
Team 07	11	10	2	1	3	4	7	5	9	6	8
Team 08	12	3	11	10	1	5	6	9	4	7	8
Team 09	1	2	12	11	3	5	9	7	6	8	4
Team 10	10	1	3	12	11	8	6	5	7	9	4
Team 11	3	1	2	10	12	6	5	7	8	4	9
Team 12	12	2	1	3	10	4	8	6	7	5	9
Team 13	7	6	8	4	5	12	10	1	2	11	3
Team 14	4	9	6	5	8	10	12	11	1	5	3
Team 15	6	4	9	5	7	1	11	12	2	3	10
Team 16	5	9	7	8	4	12	2	3	11	1	10
Team 17	5	7	4	6	9	10	11	1	3	12	2
Team 18	8	4	7	9	5	3	1	11	12	10	2
Team 19	8	5	9	4	6	2	12	10	3	1	11
Team 20	7	8	6	9	4	1	3	2	10	12	11
Team 21	4	7	5	8	6	11	10	2	12	3	1
Team 22	9	6	4	7	8	2	3	12	11	10	1
Team 23	6	8	5	7	9	3	2	10	1	11	12
Team 24	9	5	8	6	7	11	1	3	10	2	12

24122-1261(063)16

Most probably, these draws would be used for a league spread over 2 or more venues totaling 12 sheets.

This draws adheres to all round robin rules.

Note: outside back-to-back sheets are not factored into a split venue draw.

24 Teams in 4 Groups

This draws adheres to all round robin rules.

Team 01	7	4	8	5	6
Team 02	9	5	4	7	6
Team 03	9	8	6	5	7
Team 04	3	5	8	6	7
Team 05	3	4	6	7	5
Team 06	7	8	4	6	5
Team 07	6	9	5	4	8
Team 08	4	6	7	9	8
Team 09	6	10	3	9	4
Team 10	12	9	7	8	4
Team 11	4	10	5	8	9
Team 12	12	6	3	4	9
Team 13	11	12	9	2	3
Team 14	5	11	10	1	3
Team 15	5	1	11	2	10
Team 16	8	11	9	12	10
Team 17	8	12	11	1	2
Team 18	11	1	10	12	2
Team 19	2	7	1	10	11
Team 20	1	2	12	3	11
Team 21	10	7	2	3	1
Team 22	2	3	12	11	1
Team 23	1	3	2	10	12
Team 24	10	2	1	11	12

24124(011)1112

24 Teams in 3 Groups

This draw adheres to all round robin rules.

Team 01	5	9	8	3	10	7	6
Team 02	10	8	4	7	3	5	6
Team 03	10	9	6	5	4	8	7
Team 04	5	8	10	4	9	6	7
Team 05	7	1	4	3	9	8	5
Team 06	9	12	8	7	4	6	5
Team 07	9	1	10	5	3	7	8
Team 08	7	12	6	4	10	5	8
Team 09	2	6	5	8	7	3	4
Team 10	11	3	7	6	5	10	4
Team 11	1	11	12	2	5	3	9
Team 12	12	2	1	11	7	10	9
Team 13	12	11	7	8	1	4	3
Team 14	1	2	5	6	12	9	3
Team 15	11	6	1	2	12	4	10
Team 16	2	3	12	11	1	9	10
Team 17	4	7	11	9	8	1	2
Team 18	8	5	9	10	11	12	2
Team 19	3	10	9	12	2	1	11
Team 20	6	4	2	1	8	12	11
Team 21	6	10	3	9	11	2	1
Team 22	8	7	2	12	6	11	1
Team 23	3	4	11	10	6	2	12
Team 24	4	5	3	1	2	11	12
24123(011)1112							

27 Teams in 3 Groups

This draw adheres to all round robin rules.

Team 01	8	10	4	3	x	7	9	5	6
Team 02	12	5	10	2	4	x	3	9	6
Team 03	11	5	4	10	3	8	6	x	7
Team 04	8	1	2	11	10	6	x	9	7
Team 05	2	10	x	11	4	8	7	6	5
Team 06	x	4	1	2	10	7	6	8	5
Team 07	12	4	2	x	3	5	9	6	8
Team 08	2	x	1	10	9	6	3	5	8
Team 09	11	1	10	3	9	5	7	8	x
Team 10	9	12	11	6	5	3	8	x	4
Team 11	6	7	9	8	12	10	x	3	4
Team 12	7	x	12	8	6	3	5	10	9
Team 13	1	11	5	x	12	2	8	7	9
Team 14	1	7	x	12	5	9	11	10	3
Team 15	x	11	12	6	8	10	1	4	3
Team 16	7	12	9	1	x	2	11	4	10
Team 17	9	2	5	12	6	x	1	3	10
Team 18	6	2	11	1	8	9	5	7	x
Team 19	3	8	x	5	7	4	12	11	2
Team 20	10	x	3	7	1	11	4	12	2
Team 21	x	6	3	9	7	12	2	1	11
Team 22	3	9	7	4	x	1	10	12	11
Team 23	5	9	6	x	2	12	4	11	1
Team 24	10	6	8	4	11	x	12	2	1
Team 25	5	3	7	9	1	4	x	2	12
Team 26	4	8	6	7	11	1	2	x	12
Team 27	4	3	8	5	2	11	10	1	x
27123(011b)1112									

12 SHEETS

28 Teams in 4 Groups

Team 01	x	3	4	7	8	5	6
Team 02	3	x	8	5	4	7	6
Team 03	3	8	4	x	9	6	7
Team 04	10	4	9	5	8	x	7
Team 05	10	3	x	6	9	7	5
Team 06	1	4	8	7	x	6	5
Team 07	1	8	9	6	4	5	x
Team 08	x	10	5	9	6	4	8
Team 09	2	x	6	4	5	9	8
Team 10	11	5	6	9	x	8	4
Team 11	12	10	x	8	7	9	4
Team 12	2	1	5	x	7	8	9
Team 13	12	5	7	4	6	x	9
Team 14	11	1	7	8	5	4	x
Team 15	x	7	12	2	11	10	3
Team 16	5	6	11	x	1	2	3
Team 17	6	7	x	12	3	2	10
Team 18	7	12	11	2	x	1	10
Team 19	7	6	3	12	11	x	2
Team 20	5	x	12	11	3	1	2
Team 21	6	12	3	11	1	10	x
Team 22	9	2	x	10	12	3	11
Team 23	8	x	2	1	10	12	11
Team 24	8	11	10	x	2	3	1
Team 25	x	9	2	3	12	11	1
Team 26	9	11	1	3	10	x	12
Team 27	4	2	10	1	x	11	12
Team 28	4	9	1	10	2	12	x
28124(011b)1112							

This draw adheres to all round robin rules.

12 SHEETS

30 Teams in 5 Groups

This draw adheres to all round robin rules.

Team 01	x	4	8	5	6
Team 02	8	x	5	7	6
Team 03	8	6	x	5	7
Team 04	9	4	5	x	7
Team 05	9	6	8	7	x
Team 06	x	9	7	4	5
Team 07	7	x	4	6	5
Team 08	7	5	x	4	8
Team 09	3	9	4	x	8
Team 10	3	5	7	6	x
Team 11	5	7	6	8	x
Team 12	x	8	6	3	4
Team 13	1	x	3	8	4
Team 14	5	8	3	x	9
Team 15	1	7	x	3	9
Team 16	x	2	10	11	3
Team 17	2	x	12	9	3
Team 18	2	12	x	11	10
Team 19	6	2	12	x	10
Team 20	6	12	10	9	x
Team 21	10	1	9	x	2
Team 22	11	3	x	1	2
Team 23	x	3	9	12	11
Team 24	10	x	2	1	11
Team 25	11	1	2	12	x
Team 26	4	11	x	2	1
Team 27	12	10	11	x	1
Team 28	4	x	11	10	12
Team 29	x	10	1	2	12
Team 30	12	11	1	10	x
30126(011b)1112					

TEAMS / SHEETS CHART

Teams / Sheets chart

A comprehensive chart of all the draws provided. The early-late draws provided are shown as “e-l”; the “5x2” refers to a 5 round draw where each team plays two games..

To find a draw for a specific curling club requirement, the general approach would be to locate any draw under the appropriate sheets available, and apply this draw according to the number of teams to be used.

Early-Late Assembled Draws

All single “x” draws can be assembled into an early-late league schedule (the early-late draws already provided are unique to this purpose), allowing double the number of teams within the league play (as separate groups for that specific round).

To create an early-late draw from any single draw, see the example given on page 2.

Final Draw Assembly

All the draws provided are in “linear” mode; the teams that play each other are the two teams on the same sheet under any one time slot. This type of draw never requires the retranscribing of the schedule between rounds, only a change of names and dates of play.

To complete a draw, add the name of each team to the “Team” list (which may also be considered a seed list, with the highest seed being “Team 1”, and so on), and provide a schedule time above each line of the draw (early-late draws have two draws per date, with the early time and late time provided in order below each draw date). League specifics will dictate the draw dates and times provided.

TEAMS / SHEETS CHART

Teams	Sheets Groups	2	3	4	5	6	7	8	9	10	12
30	1					5x2					
30	6										x
28	4										x
27	3										x
25	5									x	
24	1					e-l					
24	2										x
24	3					e-l					x
24	4										x
21	3								x		
20	2									x	
20	4							x			
20	5									x	
18	2							x	x		
18	3								x		
16	1							x			
16	2							x			
16	4							x			
15	3		e-l			x					
14	1						x				
14	2					x	x				
13	1					x	x				
12	1					x					
12	2					x					
12	3		e-l			x					
11	1				x	x					
10	1				x						
10	2			x	x						
9	1			x	x						
8	1	e-l		x							
8	2	e-l									
7	1		x	x							
6	1		x								
5	1	x	x								
4	1	x									

IMPORTING DRAWS

Using draws from Standard Round Robins

Once a round robin draw is chosen, it is usually necessary to move that draw into another program file, such as a spreadsheet, in order to create a round robin specific for a league's needs. The instructions here give a guideline to moving draws from **Standard Round Robins** into another format.

Copy and Paste

Select the text of the draw that is required, and copy it. Open a word processor, and paste the copied draw into the document.

Locate the "Find and Replace" option for the word processor, and replace all the blank spaces with the code for a tab.

Finally, if rock color is required, go through all the text, and place a minus sign (hyphen) before all the red sheet designations.

Import to a Spreadsheet

Copy the text formatted in the last step, open the spreadsheet of choice, and paste the copied text into the desired first cell. Because of adding tabs in the step above, the pasted text should spread across individual consecutive cells in the spread sheet.

While the draw cells are selected, locate the "Format Cell" option, and chose to have any negative values display in red. This will display the red rock designation (due to the minus added earlier).

For multipage draws, each page will have to assembled separately (as above) into the spreadsheet.

Final Draw

To complete the draw, add the names of each team for the league down the left side of the draw, and the date and times for each draw across the top.

Standard Round Robins were created by **Jeff Keeler**, and provided to the **Canadian Curling Association** for their use.