

Prelims will consist of five rounds, each with four matches containing four players each. Each player will be in the same match as each other player exactly once over the course of prelims (3 opponents per match * 5 matches = 15 total opponents).

Prelim games will consist of 40 tossups and have a buzzout threshold of 150 points.

Prelim standings will be determined by performance in prelim matches as follows:

- For each match a player wins, they receive three match points.
- For each match a player finishes in 2nd place, they receive two match points.
- For each match a player finishes in 3rd place, they receive one match point.
- For each match a player finishes in 4th place, they receive zero match points.

You can think of the prelim schedule as being a “condensed” 16-player round robin, where you play three games at a time and receive a match point for each game you “win”.

Players will be ranked by match points. The top four players will advance to the final. The players ranked 5th-8th will advance to the first placement game, the players ranked 9th-12th to the second placement game, and the players ranked 13th-16th to the third placement game.

Ties in prelim standings will not be broken unless they would affect which players would advance to which placement games, in which case a tiebreaker round will be played. The tiebreaker round will use the normal match format.

In a tiebreaker round in which N players may advance to the uppermost bracket in contention, at most N-1 players may buzz out.

Tiebreaker rounds will consist of 10 tossups. The buzzout threshold will be 50 points for a three-player match, 40 points for a four-player match, and 30 points for a match involving five or more players. No players may buzz out in a two-player match.

The final will consist of 60 tossups. The lowest-scoring player will be eliminated after tossups 30 and 45.

The placement games will also consist of 60 tossups, but will not use an elimination format. The buzzout threshold for these games will be 300 points.

If no tiebreaker rounds are necessary, the final and placement games will be extended to 70 tossups. The elimination checkpoints in the final will be tossups 40 and 55, and the buzzout threshold for the placement games will be 350 points.

It may be necessary to borrow tiebreaker tossups from the finals packet if an unusual situation occurs. In this case, the final and placement games will be shortened to 50 tossups. The elimination checkpoints in the final will be tossups 25 and 40, and the buzzout threshold for the placement games will be 250 points.