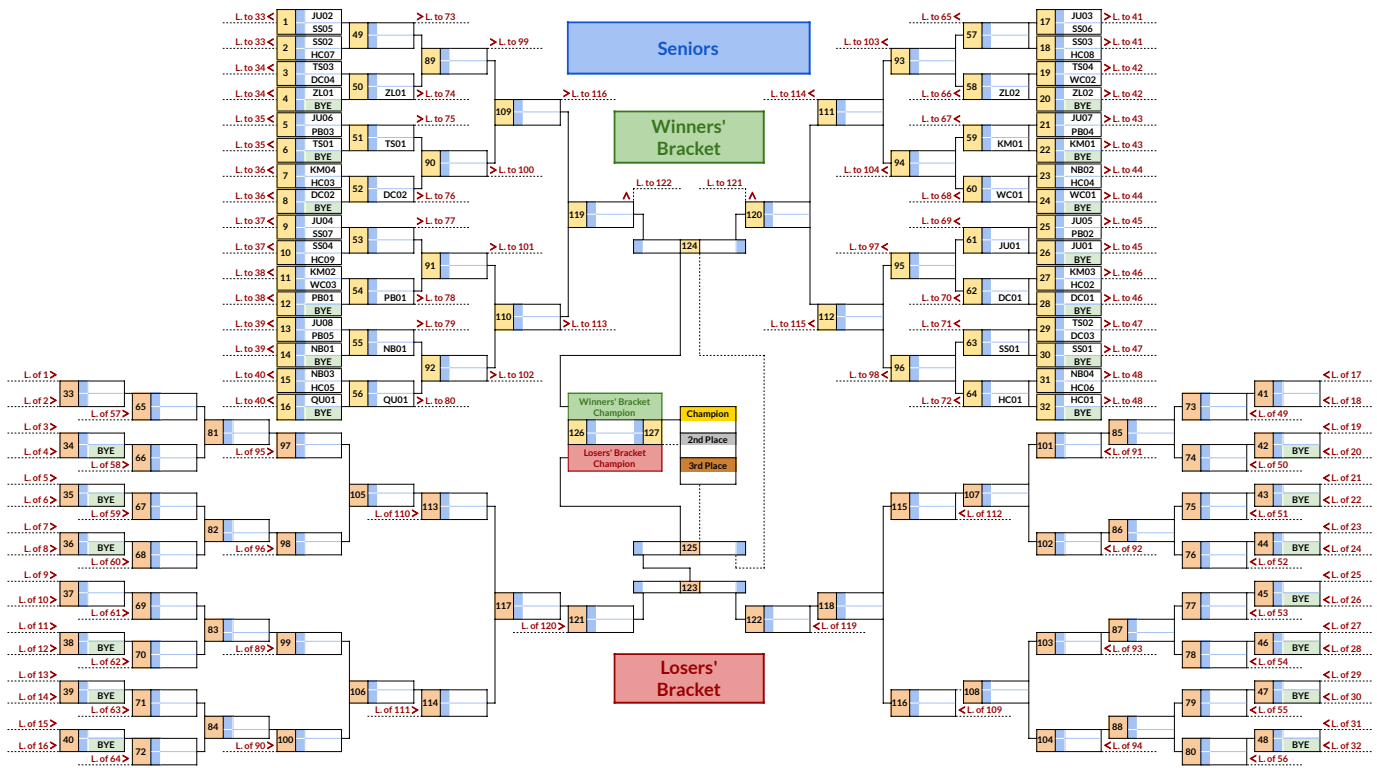


Select Bracket	Name [1]	Size [2]	Players	Schools	Completion [3]	Progression [4]	Next Ready Game [5]
Juniors [6]	Juniors	32	27	5	0.079	0.079	1
Delete Bracket	Seniors	64	51	11	0.102	0.102	1
Change Name							
Status							
Ready [7]							
Tables							
14 [8]							
Start Tournament							



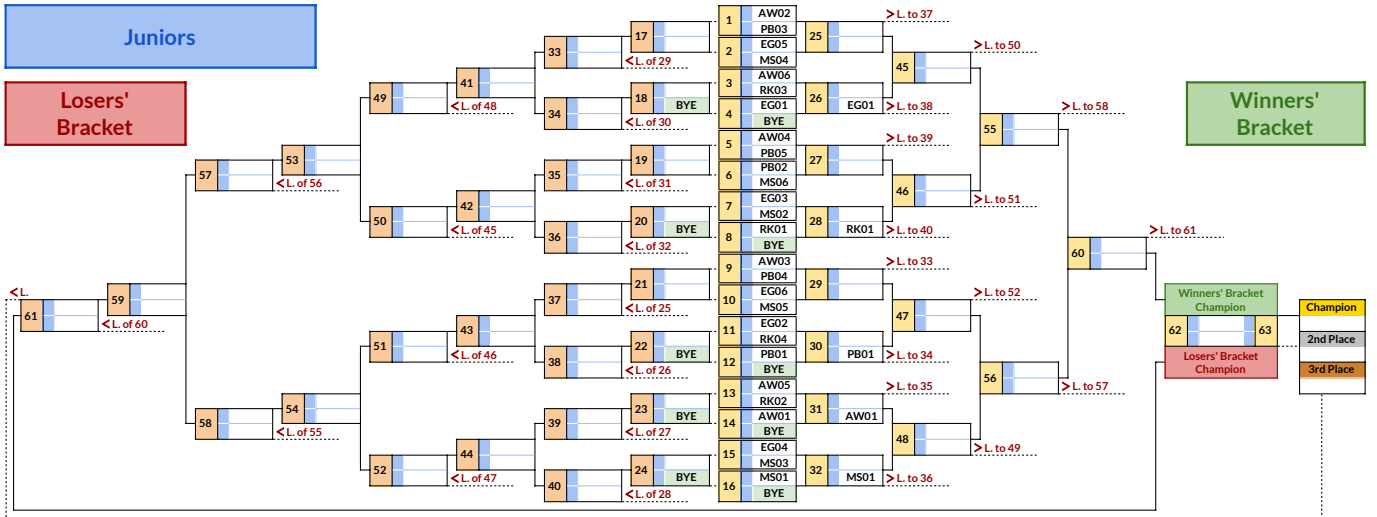
Code	Name	School	First Round Match
JU02	Jeffrey	Juniper High	SS05
JU03	John	Juniper High	SS06
JU04	Jason	Juniper High	SS07
JU05	Justin	Juniper High	PB02
JU06	Jane	Juniper High	PB03
JU07	Jackson	Juniper High	PB04
JU08	Joseph	Juniper High	PB05
TS02	Tiffany	Teston Club	DC03
TS03	Truman	Teston Club	DC04
TS04	Tim	Teston Club	WC02
KM02	Kevin	Kimbersdale C.I.	WC03
KM03	Karl	Kimbersdale C.I.	HC02
KM04	Katie	Kimbersdale C.I.	HC03
NB02	Norton	New Brussels S.S.	HC04
NB03	Neil	New Brussels S.S.	HC05
NB04	Ned	New Brussels S.S.	HC06
SS02	Sarah	South Salton Club	HC07
SS03	Sadie	South Salton Club	HC08
SS04	Scott	South Salton Club	HC09
JU01	Jessica	Juniper High	BYE
TS01	Tom	Teston Club	BYE
KM01	Kelly	Kimbersdale C.I.	BYE
NB01	Nathan	New Brussels S.S.	BYE
SS01	Sam	South Salton Club	BYE
ZL01	Zackary	Zealand S.S.	BYE
ZL02	Zoey	Zealand S.S.	BYE
PB01	Preston	Pillsburgh S.S.	BYE
DC01	Dana	Dean's College	BYE
DC02	Denver	Dean's College	BYE
WC01	Wesley	Wilson Court S.S.	BYE
QU01	Quincy	Queen's C.I.	BYE
HC01	Helen	Helix Club	BYE
SS05	Sean	South Salton Club	JU02
SS06	Sebastian	South Salton Club	JU03
SS07	Serge	South Salton Club	JU04
PB02	Phil	Pillsburgh S.S.	JU05
PB03	Patrick	Pillsburgh S.S.	JU06
PB04	Paige	Pillsburgh S.S.	JU07
PB05	Poe	Pillsburgh S.S.	JU08
DC03	David	Dean's College	TS02
DC04	Douglas	Dean's College	TS03
WC02	Winston	Wilson Court S.S.	TS04
WC03	Winchester	Wilson Court S.S.	KM02
HC02	Hank	Helix Club	KM03

Code	Name	School	First Round Match
HC03	Harold	Helix Club	KM04
HC04	Harvey	Helix Club	NB02
HC05	Harsh	Helix Club	NB03
HC06	Haley	Helix Club	NB04
HC07	Hannah	Helix Club	SS02
HC08	Hermoine	Helix Club	SS03
HC09	Hope	Helix Club	SS04
BYE			JU01
BYE			TS01
BYE			KM01
BYE			NB01
BYE			SS01
BYE			ZL01
BYE			ZL02
BYE			PB01
BYE			DC01
BYE			DC02
BYE			WC01
BYE			QU01
BYE			HC01

Juniors

Losers' Bracket

Winners' Bracket



Code	Name	School	First Round Match
AW02	Arnold	Applewood P.S.	PB03
AW03	Aaron	Applewood P.S.	PB04
AW04	Alice	Applewood P.S.	PB05
AW05	Albert	Applewood P.S.	RK02
AW06	Anna	Applewood P.S.	RK03
EG02	Eve	Evergreen P.S.	RK04
EG03	Ethan	Evergreen P.S.	MS02
EG04	Ellis	Evergreen P.S.	MS03
EG05	Edward	Evergreen P.S.	MS04
EG06	Emily	Evergreen P.S.	MS05
PB02	Phil	Pillburgh S.S.	MS06
AW01	Alan	Applewood P.S.	BYE
EG01	Ellen	Evergreen P.S.	BYE
PB01	Preston	Pillburgh S.S.	BYE
RK01	Richard	Roland Kids' Club	BYE
MS01	Molly	Mesford P.S.	BYE
PB03	Patrick	Pillburgh S.S.	AW02
PB04	Paige	Pillburgh S.S.	AW03
PB05	Poe	Pillburgh S.S.	AW04
RK02	Rachel	Roland Kids' Club	AW05
RK03	Ralph	Roland Kids' Club	AW06
RK04	Rebecca	Roland Kids' Club	EG02
MS02	Marcus	Mesford P.S.	EG03
MS03	Maria	Mesford P.S.	EG04
MS04	Marth	Mesford P.S.	EG05
MS05	Mumford	Mesford P.S.	EG06
MS06	Mina	Mesford P.S.	PB02
BYE			AW01
BYE			EG01
BYE			PB01
BYE			RK01
BYE			MS01

[1] Use the Bracket Creator () to add brackets.

Use the left sidebar in this sheet to edit brackets.

[2] The size of the bracket refers to the maximum player capacity of its template:

- the value 64 means the bracket is using the 64-separate layout;
- the value 32 means the bracket is using the 32-combined layout.

[3] "Completion" is the proportion of games in the bracket that are completed.

Expand columns F to K to see all game status definitions.

[4] "Progression" is the proportion of games in a bracket that are progressing or completed.

Brackets with the lowest progression are given priority when choosing the queue.

Expand columns F to K to see all game status definitions.

[5] The "next ready game" is the number of the lowest-numbered game that is ready (if there is any such game).

[6] Using this drop-down list, you may choose the bracket you wish to delete or change the name of.

[7] Please do not edit this cell unless you have been instructed to do so by a message from ADETOS.

[8] Enter the number of table tennis tables employed in the tournament here.

ADETOS currently supports a maximum of 24 tables.