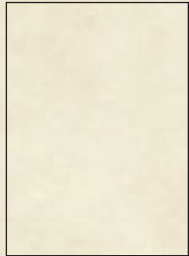


TEAM B  
REMAINING PLAYERS



TEAM B  
ATTACKER 1



TEAM B  
ATTACKER 2



TEAM A  
DEFENDER



TEAM A  
REMAINING PLAYERS

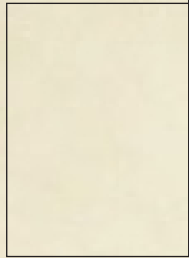


WORLD TEAM CHAMPIONSHIP  
PAIRINGS VISUALIZED

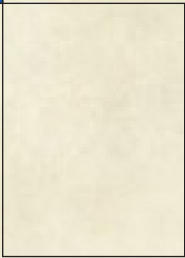
TEAM B  
DEFENDER



TEAM A  
ATTACKER 1



TEAM A  
ATTACKER 2



PAIRING 8



TABLE 8

PAIRING 7

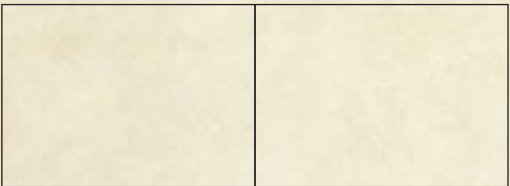


TABLE 7

PAIRING 6

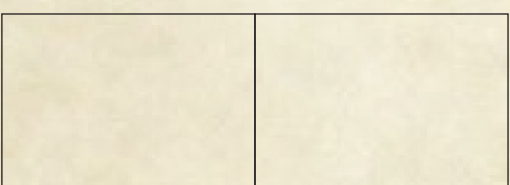


TABLE 6

PAIRING 5



TABLE 5

PAIRING 4

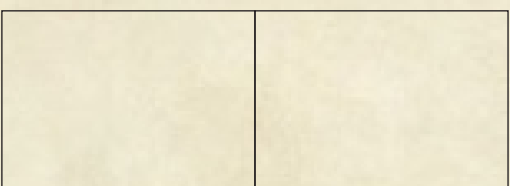


TABLE 4

PAIRING 3



TABLE 3

PAIRING 2



TABLE 2

PAIRING 1



TABLE 1

Step 1: Team A and team B secretly choose their defender and reveal them simultaneously.

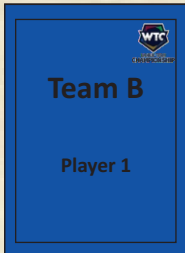
TEAM B  
REMAINING PLAYERS



WORLD TEAM CHAMPIONSHIP  
PAIRINGS VISUALIZED



TEAM B  
DEFENDER



TEAM B  
ATTACKER 1



TEAM B  
ATTACKER 2



TEAM A  
ATTACKER 1



TEAM A  
ATTACKER 2



TEAM A  
DEFENDER



TEAM A  
REMAINING PLAYERS



PAIRING 8			TABLE 8
PAIRING 7			TABLE 7
PAIRING 6			TABLE 6
PAIRING 5			TABLE 5
PAIRING 4			TABLE 4
PAIRING 3			TABLE 3
PAIRING 2			TABLE 2
PAIRING 1			TABLE 1

Step 2: After that, Team A and team B secretly choose their two attackers for the given defender and reveal them simultaneously. Captains now roll off to determine which team will get to choose its table first. That team gains the “table choice” token.

(In this example Team A)

TEAM B  
REMAINING PLAYERS



WORLD TEAM CHAMPIONSHIP  
PAIRINGS VISUALIZED



TEAM B  
DEFENDER



TEAM B  
ATTACKER 1



TEAM B  
ATTACKER 2



TEAM A  
ATTACKER 1



TEAM A  
ATTACKER 2



TEAM A  
DEFENDER



TEAM A  
REMAINING PLAYERS



PAIRING 8			TABLE 8
PAIRING 7			TABLE 7
PAIRING 6			TABLE 6
PAIRING 5			TABLE 5
PAIRING 4			TABLE 4
PAIRING 3			TABLE 3
PAIRING 2			TABLE 2
PAIRING 1			TABLE 1

Step 3: Team A takes the two attackers given by team B, and secretly chooses which one is refused.  
Team B does the same with the two attackers selected by team A. The refused Attackers are revealed simultaneously and return to the pool of available armies.



TEAM B  
REMAINING PLAYERS



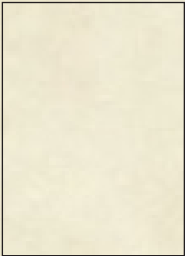
WORLD TEAM CHAMPIONSHIP  
PAIRINGS VISUALIZED



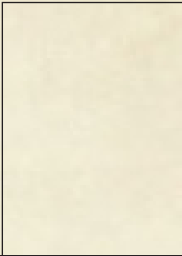
TEAM B  
DEFENDER



TEAM B  
ATTACKER 1



TEAM B  
ATTACKER 2

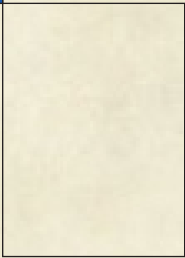


TEAM A  
DEFENDER

TEAM A  
ATTACKER 1



TEAM A  
ATTACKER 2



TEAM A  
REMAINING PLAYERS



PAIRING 8

--	--

TABLE 8

PAIRING 7

--	--

TABLE 7

PAIRING 6

--	--

TABLE 6

PAIRING 5

--	--

TABLE 5

PAIRING 4

--	--

TABLE 4

PAIRING 3

--	--

TABLE 3

PAIRING 2

 Team B PLAYER 1	 Team A PLAYER 2
------------------------	------------------------

TABLE 2

PAIRING 1

 Team B PLAYER 3	 Team A PLAYER 1
------------------------	------------------------

TABLE 1

Step 4: At this point, two defenders know their attackers; this identifies two games. Log this on the score sheet.  
The Team with the “table choice” token lets his defender **choose the table first followed** by the defender who's team didn't have the table choice token.  
**Two tables are now no longer available.**

TEAM B  
REMAINING PLAYERS



WORLD TEAM CHAMPIONSHIP  
PAIRINGS VISUALIZED



PAIRING 8			TABLE 8
PAIRING 7			TABLE 7
PAIRING 6			TABLE 6
PAIRING 5			TABLE 5
PAIRING 4			TABLE 4
PAIRING 3			TABLE 3
PAIRING 2	Team B PLAYER 1	Team A PLAYER 2	TABLE 2
PAIRING 1	Team B PLAYER 3	Team A PLAYER 1	TABLE 1

Step 5: Repeat Step 1 to 4 with the difference that the Team without the “table choice” token now becomes the owner of this token throughout this pairing step.

TEAM B  
REMAINING PLAYERS



WORLD TEAM CHAMPIONSHIP  
PAIRINGS VISUALIZED



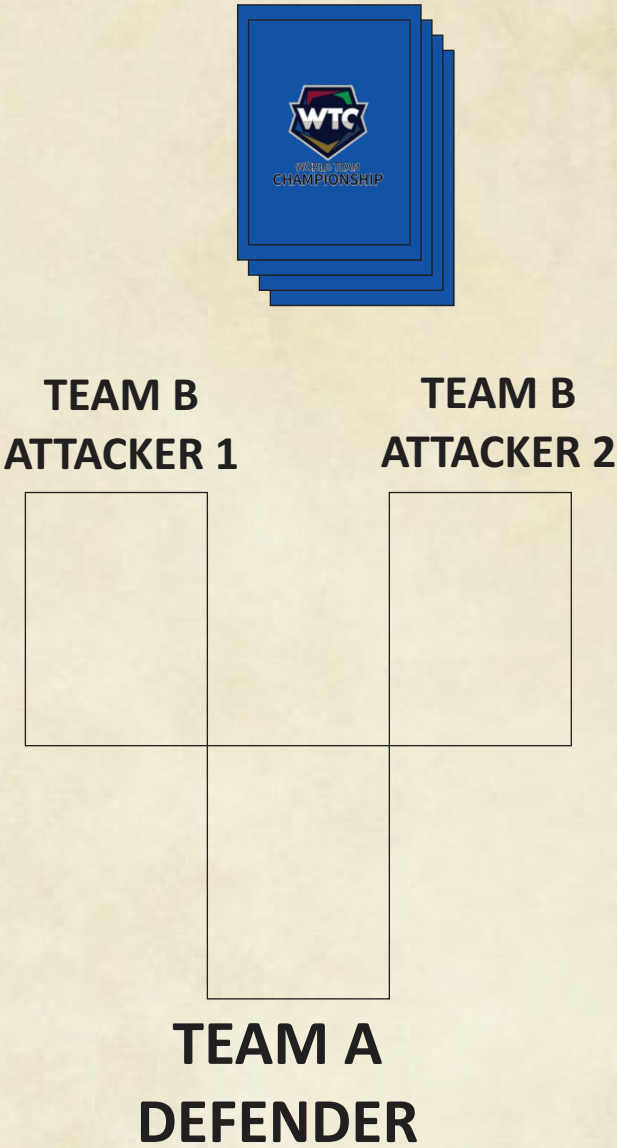
PAIRING 8			TABLE 8
PAIRING 7			TABLE 7
PAIRING 6			TABLE 6
PAIRING 5			TABLE 5
PAIRING 4			TABLE 4
PAIRING 3			TABLE 3
PAIRING 2	Team B PLAYER 1	Team A PLAYER 2	TABLE 2
PAIRING 1	Team B PLAYER 3	Team A PLAYER 1	TABLE 1



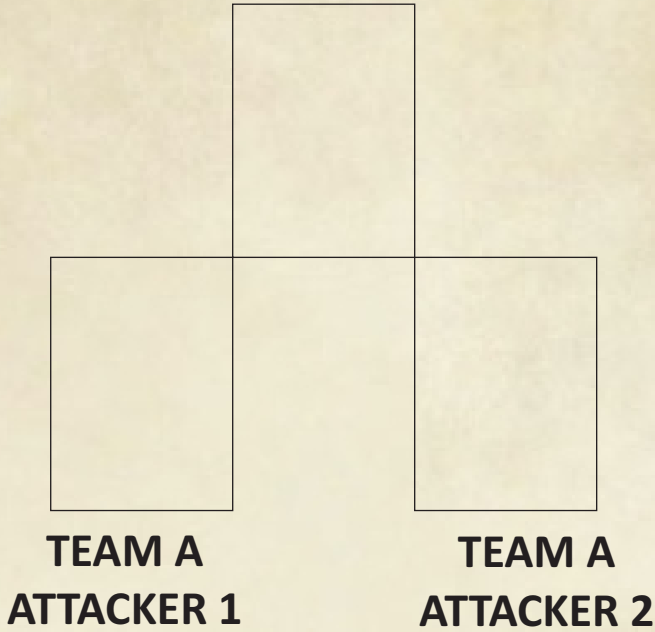
TEAM B  
REMAINING PLAYERS



WORLD TEAM CHAMPIONSHIP  
PAIRINGS VISUALIZED



TEAM B  
DEFENDER



PAIRING 8			TABLE 8
PAIRING 7			TABLE 7
PAIRING 6			TABLE 6
PAIRING 5			TABLE 5
PAIRING 4	Team B PLAYER 7	Team A PLAYER 4	TABLE 4
PAIRING 3	Team B PLAYER 6	Team A PLAYER 5	TABLE 3
PAIRING 2	Team B PLAYER 1	Team A PLAYER 2	TABLE 2
PAIRING 1	Team B PLAYER 3	Team A PLAYER 1	TABLE 1

TEAM B  
REMAINING PLAYERS



WORLD TEAM CHAMPIONSHIP  
PAIRINGS VISUALIZED



PAIRING 8			TABLE 8
PAIRING 7			TABLE 7
PAIRING 6			TABLE 6
PAIRING 5			TABLE 5
PAIRING 4	Team B PLAYER 7	Team A PLAYER 4	TABLE 4
PAIRING 3	Team B PLAYER 6	Team A PLAYER 5	TABLE 3
PAIRING 2	Team B PLAYER 1	Team A PLAYER 2	TABLE 2
PAIRING 1	Team B PLAYER 3	Team A PLAYER 1	TABLE 1

Step 6: The following steps will identify the remaining 4 games: 2 games “attacker vs. defender”, 1 game between refused attackers and 1 game with the remaining players.

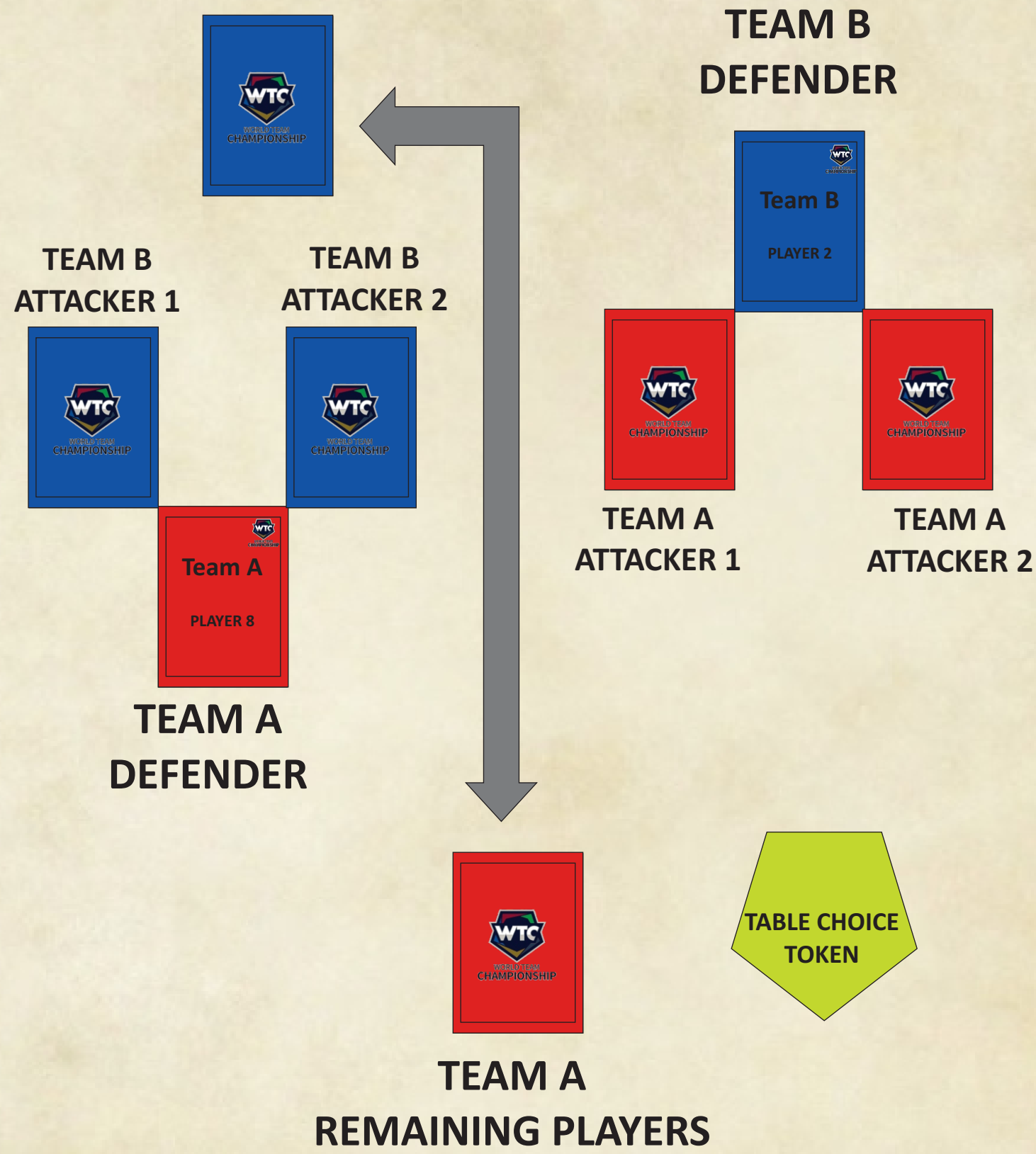
(The initial 4 pairings have already chosen their tables at this stage. 4-Four tables are no longer available)



TEAM B  
REMAINING PLAYERS



WORLD TEAM CHAMPIONSHIP  
PAIRINGS VISUALIZED



PAIRING 8			TABLE 8
PAIRING 7			TABLE 7
PAIRING 6			TABLE 6
PAIRING 5			TABLE 5
PAIRING 4	Team B PLAYER 7	Team A PLAYER 4	TABLE 4
PAIRING 3	Team B PLAYER 6	Team A PLAYER 5	TABLE 3
PAIRING 2	Team B PLAYER 1	Team A PLAYER 2	TABLE 2
PAIRING 1	Team B PLAYER 3	Team A PLAYER 1	TABLE 1

Step 7: Team A and team B secretly choose their defender and reveal them simultaneously.

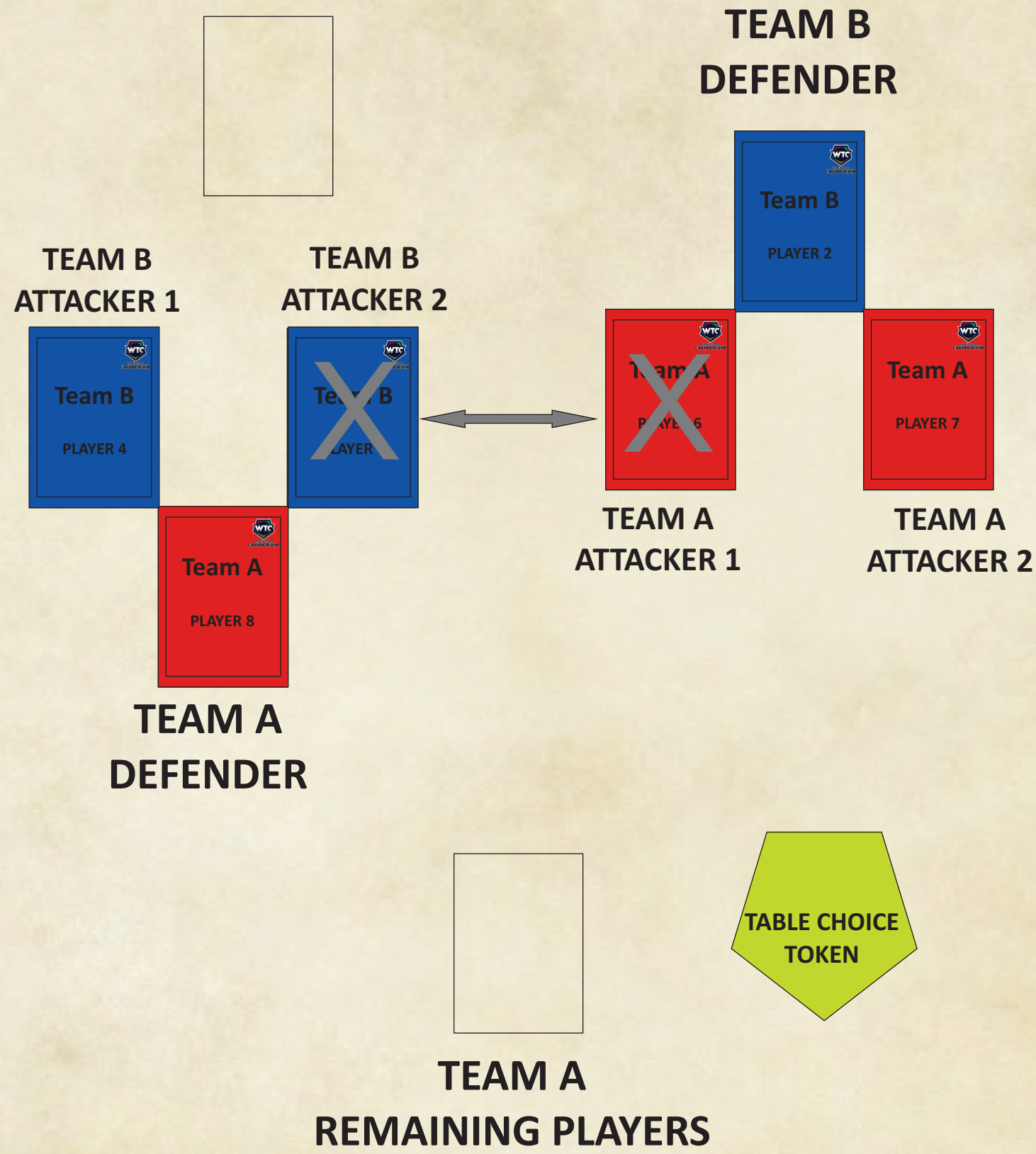
After that, Team A and team B secretly choose their two attackers for the given defender and reveal them simultaneously.

At this point there is only one last player available remaining in each team. These are automatically designated as being the last matchup. Each team immediately notes this on their round pairing log-sheet.

TEAM B  
REMAINING PLAYERS



WORLD TEAM CHAMPIONSHIP  
PAIRINGS VISUALIZED



PAIRING 8	Team B PLAYER 8	Team A PLAYER 3	TABLE 8
PAIRING 7			TABLE 7
PAIRING 6			TABLE 6
PAIRING 5			TABLE 5
PAIRING 4	Team B PLAYER 7	Team A PLAYER 4	TABLE 4
PAIRING 3	Team B PLAYER 6	Team A PLAYER 5	TABLE 3
PAIRING 2	Team B PLAYER 1	Team A PLAYER 2	TABLE 2
PAIRING 1	Team B PLAYER 3	Team A PLAYER 1	TABLE 1

Step 8: Team A takes the two attackers given by team B, and secretly chooses which one is refused. Team B does the same with the two attackers selected by team A. The refused Attackers are revealed simultaneously. They will automatically be designated to play the 7th game of the round and face each other. Defenders know their attackers; this identifies two matches. Log this on the score sheet. Team with the “table choice” token let his defender choose the table and then teams **alternate choosing the remaining four tables**, starting with the defending players first.



# WORLD TEAM CHAMPIONSHIP

## PAIRINGS VISUALIZED



PAIRING 1	PAIRING 2	PAIRING 3	PAIRING 4	PAIRING 5	PAIRING 6	PAIRING 7	PAIRING 8
<div><div>Team B PLAYER 3</div><div>Team A PLAYER 1</div></div>	<div><div>Team B PLAYER 1</div><div>Team A PLAYER 2</div></div>	<div><div>Team B PLAYER 6</div><div>Team A PLAYER 5</div></div>	<div><div>Team B PLAYER 7</div><div>Team A PLAYER 4</div></div>	<div><div>Team B PLAYER 4</div><div>Team A PLAYER 8</div></div>	<div><div>Team B PLAYER 2</div><div>Team A PLAYER 7</div></div>	<div><div>Team B PLAYER 6</div><div>Team A PLAYER 6</div></div>	<div><div>Team B PLAYER 8</div><div>Team A PLAYER 3</div></div>
TABLE 1	TABLE 2	TABLE 3	TABLE 4	TABLE 5	TABLE 6	TABLE 7	TABLE 8



Marker shows which team choses the table for that pairing.

It doesn't necessarily show who actually holds the table choice token at that specific point.