

SEVEN TEAM REGIONAL TOURNAMENT

Time:

Rounds:

I

II

III

IV

V

VI

Neg. No.

Rm: _____

Rm: _____

Rm: _____

Rm: _____

Rm: _____

Rm: _____

Rm: _____

1	2	3	4	5	6	7
GS3	FV6	EX2	DZ7	CT5	BW4	
2	3	4	5	6	7	1
AT4	GW7	FY3	ES1	DV6	CX5	
3	4	5	6	7	1	2
BV5	AX1	GZ4	FT2	EW7	DY6	
4	5	6	7	1	2	3
CW6	BY2	AS5	GV3	FX1	EZ7	
5	6	7	1	2	3	4
DX7	CZ3	BT6	AW4	GY2	FS1	
6	7	1	2	3	4	5
EY1	DS4	CV7	BX5	AZ3	GT2	
7	1	2	3	4	5	6
FZ2	ET5	DW1	CY6	BS4	AV3	

Judges:

A-G PARTICIPATING SCHOOL JUDGES

S-Z COMMUNITY JUDGES - (The Letter "U" is Not Used)

1-7 PARTICIPATING SCHOOL JUDGES

Community Judges do not have to judge all rounds. Changes may be made as long as the same judge does not judge under two different codes.

NOTE: The negative teams stay in the same room. The judges and the affirmative teams move.

The affirmative team provides the timekeepers. The School Judge (A-G) should double check on the fairness of the timekeeper and room conditions; lights, heat, etc.

All judges turn in their ballots to the School Judge (A-G). Do this before the next round starts.

TAB ROOM _____

COACHES/JUDGES LOUNGE _____