Preliminary Games (Saturday)
Each team will receive a numbered card in its check-in folder. Do not lose it! For each round, you should go to the room listed on your current card. Do not write down the rooms in advance, since you will almost certainly not keep the same card throughout the day. In particular, you will not necessarily have byes in the rounds listed as byes on your original card.

At the beginning of each game, both teams will give their cards to the moderator, who will verify that the correct teams are present. At the end of the match, the winning team will take the card numbered closer to #1 and the losing team will take the card numbered closer to #72. Coaches should help game officials verify the correct teams are present and that each team leaves with the correct card. Each team should then go to the room listed on its (potentially new) card for the next round. There will be 13 rounds on Saturday; each team will play ten games and have three byes. It is possible for teams to have repeated opponents during those games.

Any team with a winning record (6–4 or better) in the preliminary games will advance to the playoffs on Sunday. The remaining teams will be able to play consolation rounds on Sunday morning.

Please note that the original cards are essentially equivalent; there is no structural advantage to having one number over another at the beginning of the day. In particular, there is no correlation between a team’s initial card number and NAQT’s opinion of that team’s strength.

Do not lose your card! Should that happen, the tournament will grind to a halt. If you do lose your card, go to the NAQT Information Desk (in the Lobby Level Atrium).

Playoffs (Sunday)
The playoffs for the Open division will be a double-elimination tournament: Regardless of a team’s record on Saturday, it will play until it has lost twice on Sunday (though the top finishers from Saturday are more likely to have byes during the playoffs). Once a team has been eliminated from the playoffs, it is welcome to play in the consolation rounds.

Playoff teams will be seeded first by number of wins and then by points-per-tossup-heard (PPTUH).

Playoff pairings and the playoff bracket will be posted online and at the Information Desk by 7:00 a.m.; some teams will begin the day with one or more byes. Each playoff team should pick up its card at the Information Desk by 8:15 a.m.

The playoff cards will direct gameplay through the semifinals (which will probably occur in Round 20, but could be in Round 21).

Please see the other side for information about the finals, awards, and consolation matches.
**Overall Finals**
There are two possible cases depending on the results of the semifinal round (probably Round 20, the seventh round on Sunday, but possibly Round 21). In the semifinal round, the last undefeated team (with Card #1) will play a one-loss team (with Card #4), while the other match will involve two one-loss teams (with Cards #2 and #3):
- If Team #1 wins, it will have the upper hand in an advantaged final against the other winner from the semifinal round. That is, the other team will need to win two straight games against Team #1 to claim the title. The two losers in the semifinals will play one game for third place.
- If Team #1 loses in the semifinal round, the final will be a three-team, two-game affair. The two semifinal winners will face each other for the right to play Team #1 in a one-game final. The team eliminated in the semifinal round will finish in fourth place.

**Overall Rankings**
All teams eliminated in the same round of the playoffs will be considered tied. Teams that did not make the playoffs will be ranked first by number of wins and then by PPTUH.

**Consolation Rounds**
At the same time as the playoffs, informal consolation rounds will be offered to non-playoff teams and teams eliminated from the playoffs. These will be organized in the Conference Center foyer (the same place as Friday-evening check-in). Teams should arrive by 8:30 a.m., and games will begin at approximately 8:45. Consolation matches are played entirely for fun and have no effect on teams’ overall finish.

There are two types of consolation rounds, structured "mini-tournaments" and individual "ad hoc" matches against specific opponents. Signing up for a mini-tournament commits your team to playing all of its rounds (3 or 4, depending on size). Since mini-tournament berths are first-come, first-served, NAQT recommends that teams sign up Saturday evening (though sign-up will also be open Sunday morning). Mini-tournament sign-up sheets will be available at the Information Desk after the close of play on Saturday. Unlike in the actual tournament, teams from the two divisions will compete together in consolation rounds.

Mini-tournaments will be given priority over ad hoc matches if rooms, lockout systems, or moderators are in short supply; there is a strong likelihood that many teams wanting to play ad hoc matches will face a one-round delay.

**Awards**
Every team that finishes in the top ten will earn a team trophy (and individual awards for its members).

The top 16 individual scorers in the Open division will receive All-Star awards; the top six (total) sophomores and freshmen who are not also overall All-Stars will receive Rising Star awards. Individual awards will be given on the basis of PPTUH in the preliminary (Saturday) rounds; players must have a minimum of 120 tossups heard to be eligible.