

## THE MONRAD MATRIX

Draw for 16 players

List of entrants in assumed merit order	Round 1	Round 2	Round 3	Round 4
1	1 v 16	1 v 8	1 v 4	1 v 2
2	2 v 15	2 v 7	2 v 3	3 v 4
3	3 v 14	3 v 6	5 v 8	5 v 6
4	4 v 13	4 v 5	6 v 7	7 v 8
5	5 v 12	9 v 16	9 v 12	9 v 10
6	6 v 11	10 v 15	10 v 11	11 v 12
7	7 v 10	11 v 14	13 v 16	13 v 14
8	8 v 9	12 v 13	14 v 15	15 v 16
9				
10				
11				
12				
13				
14				
15				
16				

Draw for eight players

1	1 v 8	1 v 4	1 v 2
2	4 v 5	3 v 2	3 v 4
3	3 v 6	8 v 5	5 v 6
4	7 v 2	6 v 7	7 v 8
5			
6			
7			
8			

Players are put into round 1 against the number they occupy on the assumed merit order list. The winner of each tie takes the lower number from the tie and occupies that numbered place in the next round. The loser takes the higher number.