

D. Double Elimination Tournament: Master Rating Points (MRP)

NOTE: There is no qualifying round for double elimination tournaments. Therefore, the top 1/8 finishers (plus ties) earn 30 qualifying MRP's. The following chart is the MRPs for the final rankings.

17-24 Players Double Elimination		25-32 Players Double Elimination		33-48 Players Double Elimination		49-64 Players Double Elimination		65-96 Players Double Elimination	
Rank	MRPs	Rank	MRPs	Rank	MRPs	Rank	MRPs	Rank	MRPs
1	70	1	70	1	105	1	105	1	147
2	42	2	42	2	70	2	70	2	105
3	25	3	25	3	48	3	48	3	78
4	17	4	17	4	36	4	36	4	62
5-6	7	5-6	9	5-6	25	5-6	25	5-6	48
		7-8	5	7-8	17	7-8	17	7-8	36
				9-12	7	9-12	9	9-12	25
In addition, the top 1/8* earn 30 qualifying MRPs		In addition, the top 1/8* earn 30 qualifying MRPs		In addition, the top 1/8* earn 30 qualifying MRPs		In addition, the top 1/8* earn 30 qualifying MRPs		In addition, the top 1/8* earn 30 qualifying MRPs	
						13-16	5	13-16	17
								17-24	7
								In addition, the top 1/8* earn 30 qualifying MRPs	

D. Double Elimination Tournament: Master Rating Points (MRP) (cont.)

97-128 Players Double Elimination		129-192 Players Double Elimination		193-256 Players Double Elimination		257-384 Players Double Elimination		385-512 Players Double Elimination	
Rank	MRPs	Rank	MRPs	Rank	MRPs	Rank	MRPs	Rank	MRPs
1	147	1	196	1	196	1	252	1	252
2	105	2	147	2	147	2	196	2	196
3	78	3	115	3	115	3	159	3	159
4	62	4	95	4	95	4	135	4	135
5-6	48	5-6	78	5-6	78	5-6	115	5-6	115
7-8	36	7-8	62	7-8	62	7-8	95	7-8	95
9-12	25	9-12	48	9-12	48	9-12	78	9-12	78
13-16	17	13-16	36	13-16	36	13-16	62	13-16	62
17-24	9	17-24	25	17-24	25	17-24	48	17-24	48
25-32	5	25-32	17	25-32	17	25-32	36	25-32	36
		33-48	9	33-48	9	33-48	25	33-48	25
		48	7	49-64	5	49-64	17	49-64	17
						65-96	7	65-96	9
								97-128	5
In addition, the top 1/8* earn 30 qualifying MRPs		In addition, the top 1/8* earn 30 qualifying MRPs		In addition, the top 1/8* earn 30 qualifying MRPs		In addition, the top 1/8* earn 30 qualifying MRPs		In addition, the top 1/8* earn 30 qualifying MRPs	