Player Pairing System

The WATC uses a special pairing system that is a similar format to the ETC and ATC player pairing system. It follows the below process.

1. Both captains roll a dice.
2. Captain A, who rolled lowest puts forward list A.
3. Captain B puts a list to fight list A.
4. Captain A chooses a table for that game.
5. Captain B who rolled highest puts forward list B.
6. Captain A puts a list to fight list B.
7. Captain B chooses a table for that game.
8. Repeat sequence until every player is matched

For example...

Team A consists of Alex (Necrons), Matt (Tau), Hugh (Eldar) and Evan (Space Marines).
Team B consists of Matt (Eldar), Neil (Space Marines), Mark (Space Wolves) and Alasdair (Dark Angels)

Alex and Matt (the 2 team captains) roll a dice with Alex scoring highest.

Team B selects Mark (Space Wolves) as their first 'put up'
Team A select Matt (Tau) as the opponent.
Team B selects table 2 for the game to be played on.

Team A selects Evan (Space Marines) as their 'put up'
Team B selects Matt (Eldar) as the opponent.
Team A selects table 4 for the game.

Team B selects Alex (Necrons) for their next 'put up'
Team A selects Neil (Space Marines) as the opponent.
Team B selects table 1 for the game,

This now leaves just 1 player per team and 1 table for the game to be played on.

Team A has Hugh (Eldar) while Team B has Alasdair (Dark Angels) and the only table of the 4 not selects is table 3. This final match up takes place on this table.