APPENDIX A

VERSION 1.0

PHASE SCORING

A.1 PURPOSE

This appendix defines the scoring and aggregation logic for SFL tournaments.

TWO-PHASE TOURNAMENT CONSTRUCT

- **TRIALS PHASE:** discrete events that determine seeding
- **DOGFIGHT PHASE:** head-to-head bracket competition that determines the tournament winner

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A.2 TRIALS PHASE

A.2.1 DESIGN

The Trials Phase produces a single Trials Ranking by converting each event outcome (as defined in SPINS) into a standardized Trials Points award, then aggregating points across all Trials events.

Competitors are ranked highest Total Trials Points to lowest to produce the overall Trials Ranking.

A.2.2 TRIALS POINTS

Each Trial event awards Trials Points by placement:

- 1st place: 800 points
- 2nd place: 700 points
- 3rd place: 600 points
- 4th place: 500 points
- 5th place: 400 points
- 6th place: 300 points
- 7th place: 200 points
- 8th place: 100 points

A.2.3 TRIALS TIE RESOLUTION

Trials point ties are resolved in this order:

1. Fastest Precision Trial performance
2. Fewest total penalties across all Trials

A.3 DOGFIGHT SEEDING

Trials rankings determine Dogfight bracket seeding as:

- 1 vs 8
- 2 vs 7
- 3 vs 6
- 4 vs 5

A.4 DOGFIGHT PHASE

A.4.1 DOGFIGHT PHASE STRUCTURE

Each Dogfight matchup is a three-set series:

1. Perch BFM (higher seed attacker; lower seed defender)
2. Perch BFM (roles reversed)
3. High-Aspect engagement ("Abeam Set")

Matchups are single elimination; winner advances.

A.4.2 SCORING AND WIN CONDITION

Dogfight scoring uses a Unified Impact Score (UIS):

- Unit of score: Impact Seconds
- Match winner: higher cumulative UIS across all three sets ("running UIS")

A.4.3 BRACKET ADVANCEMENT LOGIC

- Dogfight Phase is a bracket; each matchup yields one winner.

- Higher cumulative UIS advances to the next round.

A.4.4 DOGFIGHT TIE RESOLUTION

If cumulative UIS is tied after three sets, the tie is broken by the earliest TKILL recorded across the three sets (lowest TKILL wins).

END OF DOCUMENT (V1.0)