



# 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
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## A.3 DOGFIGHT SEEDING

Trials rankings determine Dogfight bracket seeding as:

- 1 vs 8
  - 2 vs 7
  - 3 vs 6
  - 4 vs 5
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## 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.
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- 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).

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