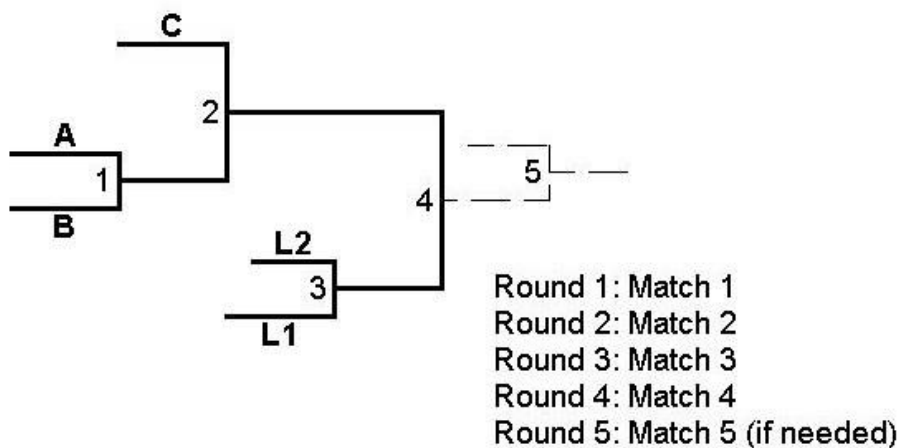


Quick Recall Draw for Placement

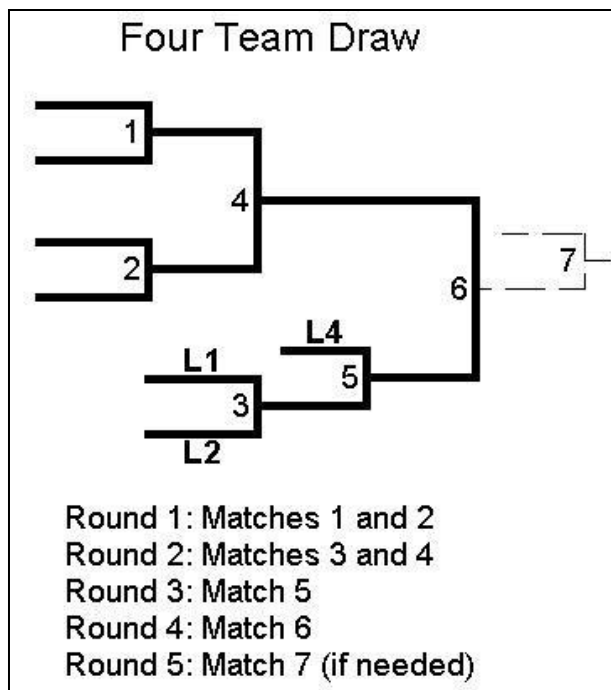
At the Coaches' Planning Meeting the Contest Manager or designee performs the drawing for the Quick Recall competition following the instructions below:

1. Write each team name on a piece of paper and put the pieces of paper in a box or hat.
2. Use the appropriate bracket below for the number of participating Quick Recall teams.
3. Begin at Match 1. Simply draw two teams out of the kitty and place them into the bracket.
4. Continue with Match 2, etc. until all teams are placed into the bracket.
5. **All halves are untimed and all questions read in each half.**

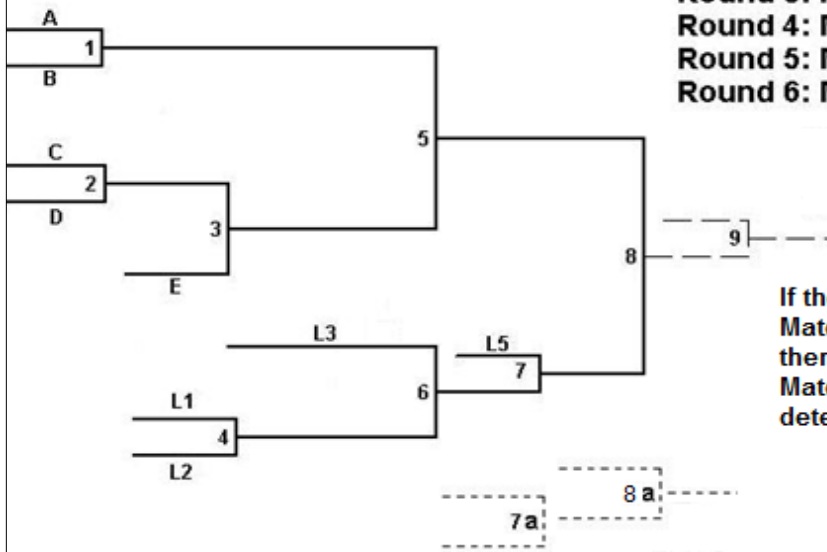
Three Team Draw



Four Team Draw



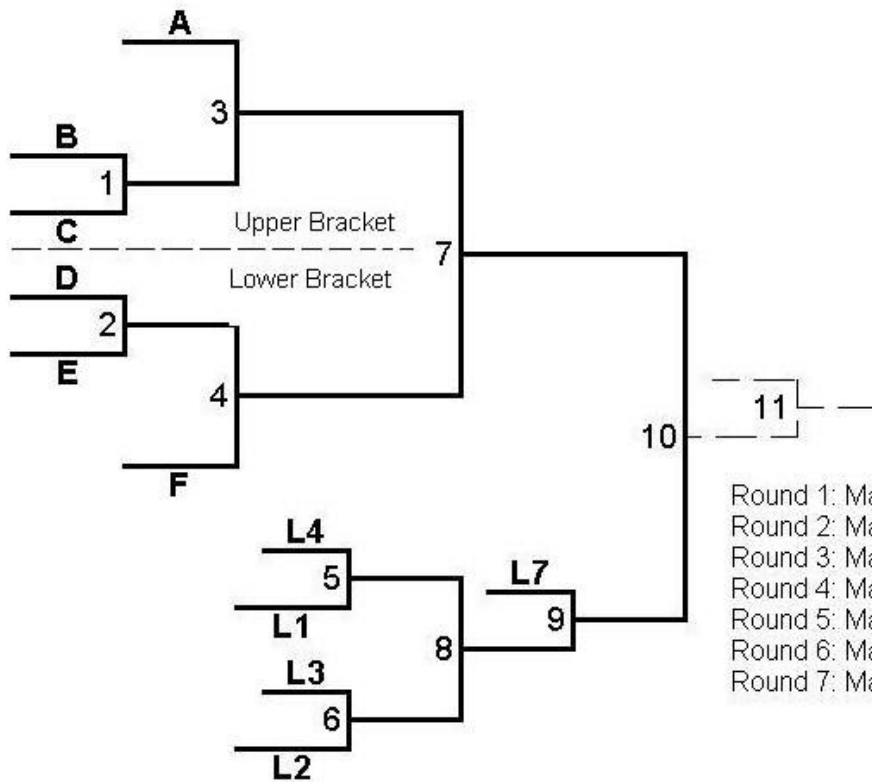
FIVE TEAM DRAW



- Round 1: Matches 1 and 2
- Round 2: Matches 3 and 4
- Round 3: Matches 5 and 6
- Round 4: Match 7 (and 7a if needed)
- Round 5: Match 8 (and 8a if needed)
- Round 6: Match 9 (if needed)

If there are two 0-2 teams after Match 7, they play Match 7a. If there are two 1-2 teams after Matches 7 and 7a, Match 8a determines third place.

Six Team Draw



- Round 1: Matches 1 & 2
- Round 2: Matches 3, 4
- Round 3: Matches 5 & 6
- Round 4: Matches 7 & 8
- Round 5: Match 9
- Round 6: Match 10
- Round 7: Match 11 (if needed)