

INTO COMPETITIONS A FEW HINTS:

Individual Competitions are an **easy** starting point (but group competitions are **better**).

For individual competitions you need few players, little equipment and there are no barriers of team make-up.

The **Toolkit** includes copyable competition templates for:

- **A straight knockout** – this can be for any number of players. Do not be initially concerned about seedings. Later on it is good practice to balance the entry so that the better players can reach the final stages of the competition.
Unfortunately, in a straight knockout, half the players take part in only one match and are eliminated from the event – they may lose interest in the game.

A 16 player chart is included with 8 first round matches, 4 quarter finals, 2 semi finals and the final. A total of 15 matches which can be best of 1, 3 or 5 games (can be 7 at higher levels). Recommendation – start with best of 3 games. All games are to 11 points but see Basic Laws.

If you have 4, 8, 16, 32 or 64 players in an event, organising the draw is easy. A chart, in the Competition Template Pack, shows the arrangement of seeds and byes for different numbers of players to the above. For example, if you have 61 players – remove nos. 62, 63 and 64. Players 1, 2 and 3 receive a bye.

Better still

- **A two-way knockout** with main event, as above, and consolation event for those losing their first round match. After the first round winners move to the right, losers to the left. All are guaranteed two matches. **Matches become more meaningful as players are competing against others of a similar standard.** This forwards/backwards system will work with any number of players, even when there are byes. The simple rule is “if you lose your first match (be it in Round 1 or 2) you move backwards into the Consolation Event”.

The example given is for six players in a competition (i.e. with 2 byes – place 7 and place 8).

Round 1

A & F have byes to Round 2

B beats C

B moves forward to Round 2/C backwards to the Consolation Event

E beats D

E moves forward to Round 2/D backwards to the Consolation Event

Round 2

A beats B – B is eliminated

E beats F – as this is the first match for F and he is defeated, F moves backwards into the Consolation Event.

(See Chart on next page)

Even better still