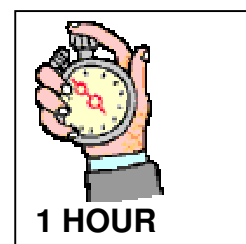


TEAM COMPETITIONS



Luck of the Draw (presented by Mike Barrell, Great Britain)



What is Luck of the Draw?

Luck of the Draw is a simple short format singles event, with an element of luck.

Organiser tips

1. Setting Up

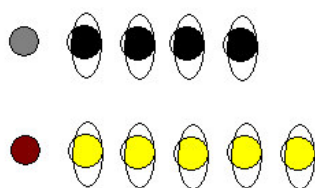
Luck of the Draw is a simple short format singles event, with an element of luck to give everyone a chance to win a prize. It can be run on a limited number of courts as it has a very short match duration.

2. Match Format

Matches are played over short tie-breaks

3. Organise your matches

Players form two lines behind two markers. Each player is dealt a playing card from the pack. The players are sent on, as soon as there is a court available, against the player that they are standing opposite in the queue. At the end of the match the winner takes a card from the losing player. If a player loses all their cards then they are given another card by the tournament organiser. Upon the completion of each match the two players return to the queuing lines but join the same line as each other. Due to the random queue system it is ok for players to play against the same opponent at some time during the event but the tournament organiser should make adjustments to prevent this happening too often.



4. Who scores the matches?

Matches are scored by the players themselves and each match is worth 2 points for a win and 1 for a loss.

5. How to win

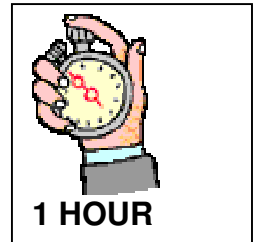
There are two prizes awarded for this event. One is for the player who has won the most matches and the other is for the player who holds the cards of the highest value when added together. Each playing card is worth its face value with Aces being worth 1 and picture cards worth 10.

6. At the end

Players get together and add up scores

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Variations

1. Matches can be played over a longer duration.
2. A joker may be added and its value determined at the start by the organiser. For example it may be worth 20 or may be worth minus 5.
3. Players can be dealt three cards at the start and try to collect pairs rather than just the cards of the highest value. In this version the winning player picks a card from their opponent and can choose a card to return. Each time they have a pair they return the cards to organiser and are awarded a point

