

GROUP COMPETITIONS



MULTIPLE ROUND ROBIN

(Presented by LTA, Great Britain)

DESCRIPTION

This format sees players divided into round-robin boxes and playing against each person in their box. You can have any number of players or boxes depending on courts and time available. Winners from each box can be put into a knockout

TIME	PLAYERS / COURTS	SINGLES / DOUBLES
3 Hours (Can run over a month)	6-10 players per court	Singles
AGES	TEAM / INDIVIDUAL	OBJECTIVE
10 years or above	Individual	Competitive

ORGANISATION

COURTS AND PLAYERS: You need 1 court for every 6-10 players. Decide how many courts and players you will need. (1 court = 6-10 players, 2 courts = 9-15 players, 3 courts = 13-20 players etc)

SCORING: Choose a scoring format. Short tiebreak sets to 4 (44tb) are recommended for each match. Players score their own matches

SCORESHEETS: Print off the round-robin boxes (next page) and divide players between the boxes. Ideally split players into boxes of 4, but use 3 or 5 if you have odd numbers

ACTIVITY

ORDER OF PLAY: Give each box/group of players their scorecard and allocate them a court. Tell them to follow the order of play and to complete all of their matches, filling in the scorecard as they go. With younger or inexperienced players, tell them to report to a desk to give their scores to an organiser.

AT THE END: The winner of each box is the one with the most wins. If there is a tie then decide the winner on:

- % of matches won (calculation = games won divided by total games played x 100) if still equal...
- Match result between the 2 tied players

The winners (and runners up if time) from each box go into a knockout. If you have more than 4 boxes you may need to give byes to some players. Play matches until the final is complete.

NB – The % of matches won calculation is very simple to do, don't be scared by the maths

ADAPT THE FORMAT

Many formats can easily be adapted to suit players aged under 10, mixed ages, teams and to be a more or less competitive event.

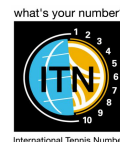
Download 'ADAPTING COMPETITION' for a quick and easy guide to adapting this format to suit your needs.

THEMES

Many competitions are more fun and easier to promote if they have a theme such as Davis Cup, Olympics or Family Day attached.

Download 'ADDING THEMES' for ideas.

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SAMPLES ROUND ROBIN BOXES

EXAMPLE:
Group A (4 Players)

	A	B	C	D	Wins	% of Games Won (Divide games won by total games played x 100)	Position
A		2	5(7)	1	1	$(8 / 20 \times 100) = 40\%$	4 th
B	4		1	4	2	$(9 / 17 \times 100) = 53\%$	2 nd
C	4 (3)	4		4	2	$(12 / 20 \times 100) = 60\%$	1 st
D	4	2	2		1	$(8 / 17 \times 100) = 47\%$	3 rd

The winner here is C. Because C and D were tied on wins, the organiser calculated the % of their games each player had won. C had won 60% of their games but B had only won 53% so C came in 2nd.

Group.....(For 3 players)

	A	B	C	Wins	% of Games Won (Divide games won by total games played x 100)	Position
A						
B						
C						

Order of play (3 players)

A v B	B v C	A v C
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Group.....(For 4 players)

	A	B	C	D	Wins	% of Games Won (Divide games won by total games played x 100)	Position
A							
B							
C							
D							

Order of Play (4 players)

A v C	B v D	A v D	B v C	C v D	A v B
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Group.....(For 5 players)

	A	B	C	D	E	Wins	% of Games Won (Divide games won by total games played x 100)	Position
A								
B								
C								
D								
E								

Order of Play (5 players)

A v C	B v D	A v E	B v C	A v D	B v E	C v D	A v B	C v E	D v E
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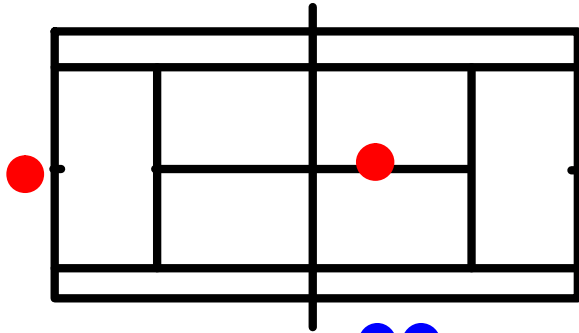


MULTIPLE ROUND ROBIN

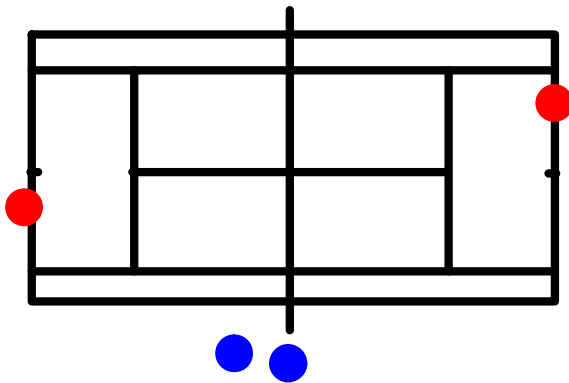
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COURT LAYOUT

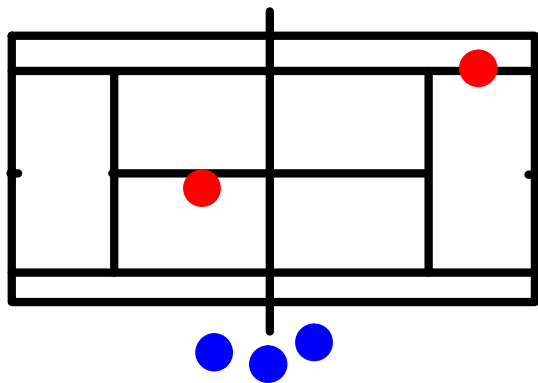
This shows how the courts could be used, with a round-robin box on each court, court 3 has 5 players as in this event one extra person showed up to play!



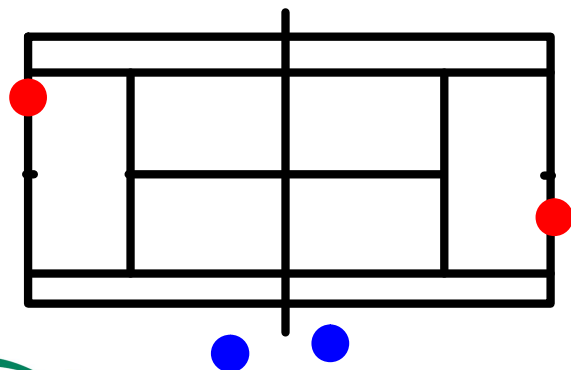
COURT 1
Round Robin Group A



COURT 2
Round Robin Group B



COURT 3
Round Robin Group C



COURT 4
Round Robin Group D

● = Player playing

● = Player waiting