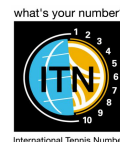


CHALLENGE COMPETITIONS



PYRAMID

(Presented by KNLTB, The Netherlands)

DESCRIPTION

Pyramid competitions are similar to ladders. They enable players to challenge each other to a match, the winners move up and the losers move down. The aim is to get to the top of the Pyramid.

TIME	PLAYERS / COURTS	SINGLES / DOUBLES
1 Season or 1 Day	10+ players per Pyramid	Singles
AGES	TEAM / INDIVIDUAL	OBJECTIVE
9/10 years or above	Individual	Competitive

ORGANISATION

COURTS AND PLAYERS: You can have as many people or rows on your pyramid but with larger numbers you could create Division 1 and Division 2 pyramids, based on player ability.

SCORING: Choose a scoring format. Best of 3 tiebreak sets works well but for younger players shorter matches should be considered. Players score their own matches. You could use a shorter scoring format and run the Pyramid in 1 day.

SCORESHEETS: Display the Pyramid on a notice board with name cards that can be moved or a purpose made wooden pyramid with names hung on nails (see page 2 for diagram)

ACTIVITY

ORDER OF PLAY: The organiser should set a start and finish date for the Pyramid, giving at least 3-4 months in time. Eg start on 1 May 2007 and finish on 1 September 2007. Players must organise with other players to play matches in their own time. Players challenge each other in order to move up the pyramid, they can only challenge 1 row above their position.

Players should not refuse a challenge from a player below, if players continue to refuse challenges or are unable to play matches – remove them from the pyramid.

AT THE END: The player at the top of the Pyramid at the end date is the winner.

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.

CHALLENGE COMPETITIONS

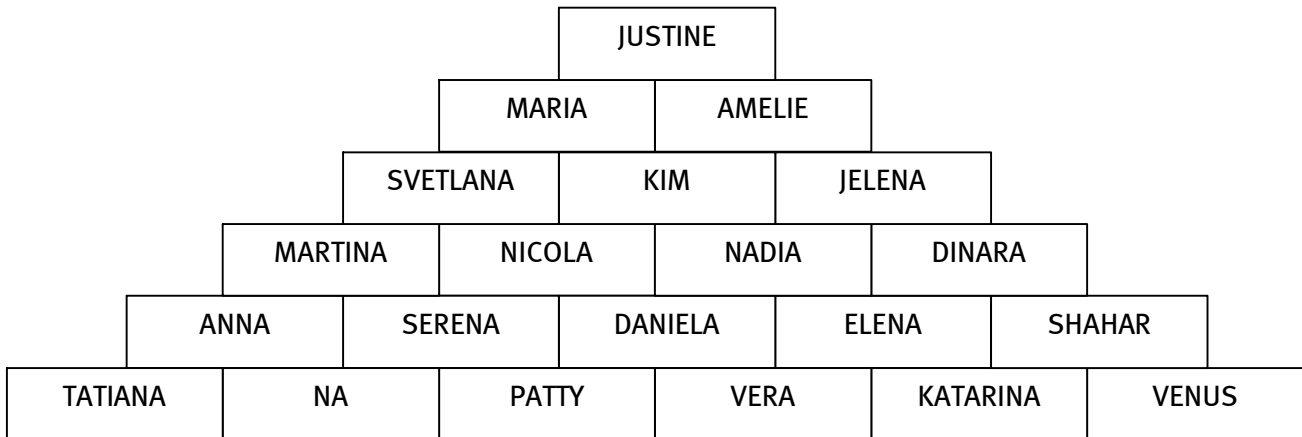


PYRAMID

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Sample Pyramid

Usually the rule is that players can only challenge an opponent 1 row above them.



Below, Maria has beaten Justine so they have swapped places and Tatiana has beaten Elena so they have also swapped places – the winners moved up a row, the losers moved down a row.

