

# GROUP COMPETITIONS



## ROUND ROBIN

(Presented by LTA, Great Britain)

### DESCRIPTION

Round robin formats see players split into groups (usually of 4-5 players). Each player plays against every other player in his or her group, guaranteeing the player a set number of matches.

TIME	PLAYERS / COURTS	SINGLES / DOUBLES
2-3 Hours	3-5 players per court	Singles
AGES	TEAM / INDIVIDUAL	OBJECTIVE
8 years or above	Individual	Competitive or Social

### ORGANISATION

**COURTS AND PLAYERS:** Enter player names into the Round Robin box. Ideally no more than 6 players in 1 box, (see the MULTIPLE ROUND ROBIN format if you have more players). Allocate 2 courts for playing all the matches.

**SCORING:** Choose a scoring format to suit age of your players and the time available. Shorts tiebreak sets to 4 (44tb) work well but with younger players, use a tiebreak scoring format.

**SCORESHEETS:** Player names are written into the round robin box, their scores are also recorded in their box (see next page)

### ACTIVITY

**ORDER OF PLAY:** Follow the order of player provided on the round-robin boxes and use 2 courts (see next page). If a player is playing another match then send on the next available match in the order of play.

**AT THE END:** Total the results from the box. The winner of the box is the player with the most matches won. If there is a tie, take results in the following order:

- highest % of matches won\*, if still equal...
- result of the match between the 2 players who are tied

**\*% of matches won is a simple calculation explained on the next page.**

### 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.

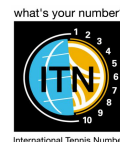
Download 'ADAPTING COMPETITION' for a quick and easy guide to adapting this format to suit your needs.

### 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 <sup>th</sup>
B	4		1	4	2	$(9 / 17 \times 100) = 53\%$	2 <sup>nd</sup>
C	4 (3)	4		4	2	$(12 / 20 \times 100) = 60\%$	1 <sup>st</sup>
D	4	2	2		1	$(8 / 17 \times 100) = 47\%$	3 <sup>rd</sup>

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 2<sup>nd</sup>.

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 6 players)

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

Order of Play (6 players)

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