

TEAM/GROUP COMPETITIONS



TEAM ROUND ROBIN

(Presented by Mike Barrell, Great Britain)

DESCRIPTION

This format allows players to play singles but as part of a team. There are two or more round robin boxes and one player from each team in each box. The amount of points each player wins against opponents in their box goes towards their team total

TIME

2 hours – 1 Season

PLAYERS / COURTS

4-6 players per court

SINGLES / DOUBLES

Singles

AGES

All ages

TEAM / INDIVIDUAL

Team

OBJECTIVE

Competitive / Social

ORGANISATION

COURTS AND PLAYERS: You need 1 court for every 4 players. Split players into teams and place 1 player from each team in each round robin box (eg if 5 teams of 4 players then have 4 boxes of 5 players, or if 4 teams of 5 players, have 4 boxes of 5 players). You can seed players in each team and put all the number 1 players in box 1, number 2 in box 2 etc.

SCORING: Choose a scoring format. Tiebreaks work best for shorter events and younger players but short sets or sets can be used for longer events.

SCORESHEETS: Print off the round-robin boxes (next page) and put 1 player from each team in each box. Record the match scores and winning player or total games won for each player.

ACTIVITY

ORDER OF PLAY: Follow the order of play provided on the Round Robin box scoresheet (next page). If running as a one off event, give each box it's own court for all matches in that box to be played on.

AT THE END: Add the number of match wins or number of games/points won for each player then add to their teams total on the team scoresheet (see page 3). The team whose players have most points or most wins is the overall winning team.

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	Games Won	Matches Won
A		4 (5)	2	1	7	1
B	3 (4)		2	1	6	0
C	4	4		3(4)	11	2
D	4	4	4(5)		12	3

This box used short tiebreak sets to 4 (4tb). When A beat B in a tiebreak the score was recorded as 4-3 instead of 5-4 to prevent the 'games won' column being unfairly affected. The same happened when C played D

Group.....(For 3 players)

	A	B	C	Games Won	Matches Won
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	Games Won	Matches Won
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	Games Won	Matches Won
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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TEAM SCORESHEET

Enter final player scores onto the team scoresheet:

	Box 1	Box 2	Box 3	Box 4	TOTAL GAMES WON	POSITION
Team A	6 (games won)	12	8	7	33	2 nd
Team B	5	7	11	6	29	4 th
Team C	10	5	7	8	30	3 rd
Team D	8	9	6	12	35	1 st

This is based on 4 teams of 4 players (so 4 round robin boxes of 4 players).

BLANK SCORESHEET

	Box 1	Box 2	Box 3	Box 4			POSITION
Team A							
Team B							
Team C							
Team D							

TEAM/GROUP COMPETITIONS

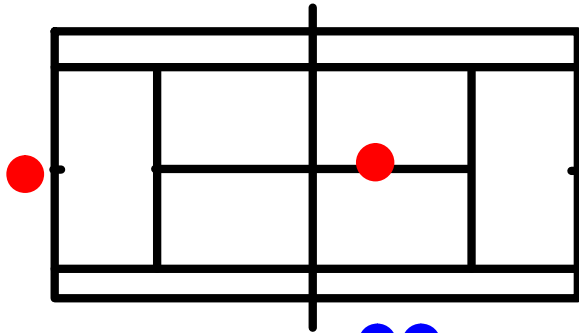


TEAM ROUND ROBIN

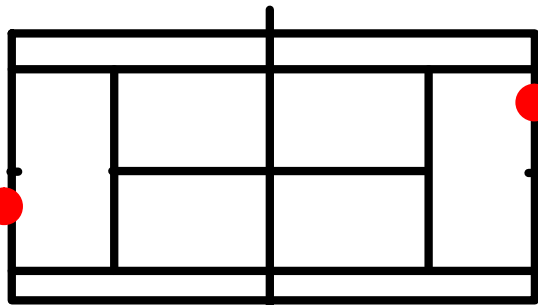
(Presented by Mike Barrell, Great Britain)

COURT LAYOUT

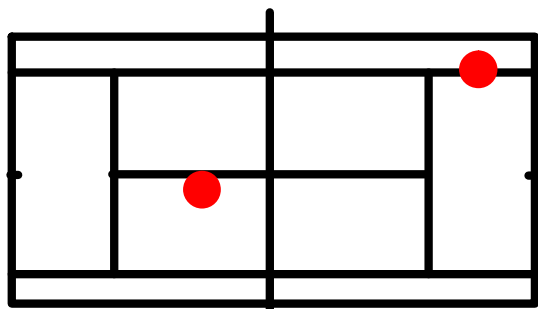
This shows how the courts could be used, with a round-robin box on each court, court 3 has 5 players as in this event one extra person showed up to play!



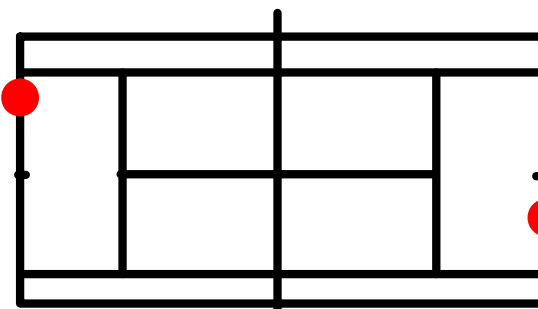
COURT 1
Round Robin Group A



COURT 2
Round Robin Group B



COURT 3
Round Robin Group C



COURT 4
Round Robin Group D

- = Player playing
- = Player waiting