



ASSOCIATION OPEN GUIDELINES

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INTRODUCTION

This document is produced by TTQ to assist clubs choosing formats for running tournaments, and is subject to continuing development. It contains suggestions to encourage a broader variety of formats for events in regional tournaments throughout Queensland. Most of these formats were suggested at the 2002 development forum attended by representatives from many Associations throughout Queensland. Further information is available in the publication "*The Ultimate Guide to Conducting Table Tennis Tournaments*" Table Tennis Australia (1996).

TOURNAMENT CALENDAR

Each year three separate State Championships are held: a Seniors; Juniors; and Veterans. Each of these tournaments has both team and individual competitions and they provide selectors with an opportunity to assess players before selection of the state teams.

TTQ coordinates invitational tournaments, when the opportunity arises, for the promotion of table tennis and to provide more high level competition for elite players.

The member clubs / associations hold tournaments, which, subject to endorsement by the TTQ Board, form the remainder of the calendar. The member clubs decide on the format for each tournament and may run multiple tournaments with different formats.

Most tournaments tend to be held in the first half of the year, prior to State Championships. Some players, who are competing for places in the state teams or orders of merit, play seriously during the first half and then do not wish to play tournaments in the second half of the year. However, other players prefer to play tournaments throughout the year, including elite players and also many graded players.

TTQ encourages clubs hosting tournaments in the first half of the year to include aged events to provide selectors with more information to select state teams.

GENERAL ISSUES

It is recommended that Clubs consider the following critical issues when designing tournaments.

MINIMUM NUMBER OF MATCHES

The straight Knockout format causes many players to play only one match. This discourages players; particularly new players who tend to enter only one or two events, from attending tournaments. Round robins provide at least a second match. These can be fitted into the time frame of the tournament by decreasing the number of events or limiting the number of players in each round robin group to three or four players. Decreasing the number of events, whilst providing round robins, also means that players are less likely to have to wait long periods for another event to commence. It is easier to keep a tournament on schedule with fewer events, even if they are round robin.

TTQ recommends that clubs try to include small round robin groups in the first round of singles events. It may be best to leave normal doubles events as knockout.

SCHEDULE A TIME FOR ALL EVENTS

The second major reason for dissatisfaction with tournaments is having to wait a long time to play after the event is scheduled to start. It is important that every event should have a specific starting time. Some events may still start late but at least players will have a better idea of when they are likely to play.

Events should only be scheduled to start within the same hour if entry is exclusive eg Over 40s and Under 20s. It is useful to schedule the stronger events first because players in multiple events are more likely to lose in the stronger event.

MAKE NEW PLAYERS FEEL COMFORTABLE

All officials and experienced players should keep a look out for new players and introduce themselves. They may appreciate explanation as to how the tournament is run as well as other aspects of table tennis.

COMMUNICATION BETWEEN ASSOCIATIONS

Coordination of travel arrangements and billeting of players from other Associations can have important benefits including:

- encouraging a larger group of players to travel together;
- reducing costs;
- increasing social interaction;
- increasing team spirit; and
- opening discussion on ways to improve tournaments.

MORE SUPPORT FROM LOCAL PLAYERS

Find out what will make your local players participate. This may involve different formats, but give them a try. Perhaps attaching social events to tournaments may encourage them.

SPECIFIC FORMAT ISSUES

OPEN EVENTS

It is recommended that all Associations hold Open Events and run them earlier in the day. This way the finals will be seen by those players arriving for the events that follow.

In the last four years, many Associations have recognised the need to give our best female players more competition against male players. This has been previously done by having a mixed special event that all females can enter. Now many tournaments include an Open Singles, which is open to all players regardless of gender. There are four common variations on this:

- hold open singles, men's open singles and women's open singles;
- hold open singles and women's singles (open to all women);
- hold open singles and women's singles (open to women not entered in the open singles); and
- hold only an open singles event.

RATED EVENTS

TTQ recommends the following terminology and ratings cutoffs for graded events:

Open -	Any Rating
Grade 1 -	Players with a rating less than 1950
Grade 2 -	Players with a rating less than 1750
Grade 3 -	Players with a rating less than 1500
Grade 4 -	Players with a rating less than 1300
Grade 5 -	Players with a rating less than 1100
Grade 6 -	Players with a rating less than 900

For players with no current rating, the player's member organisation should be contacted for an interim rating. These graded events can be single gender or mixed depending upon the level of entries – this is entirely the decision of the organisation running the championships.

EXTRA AGED EVENTS

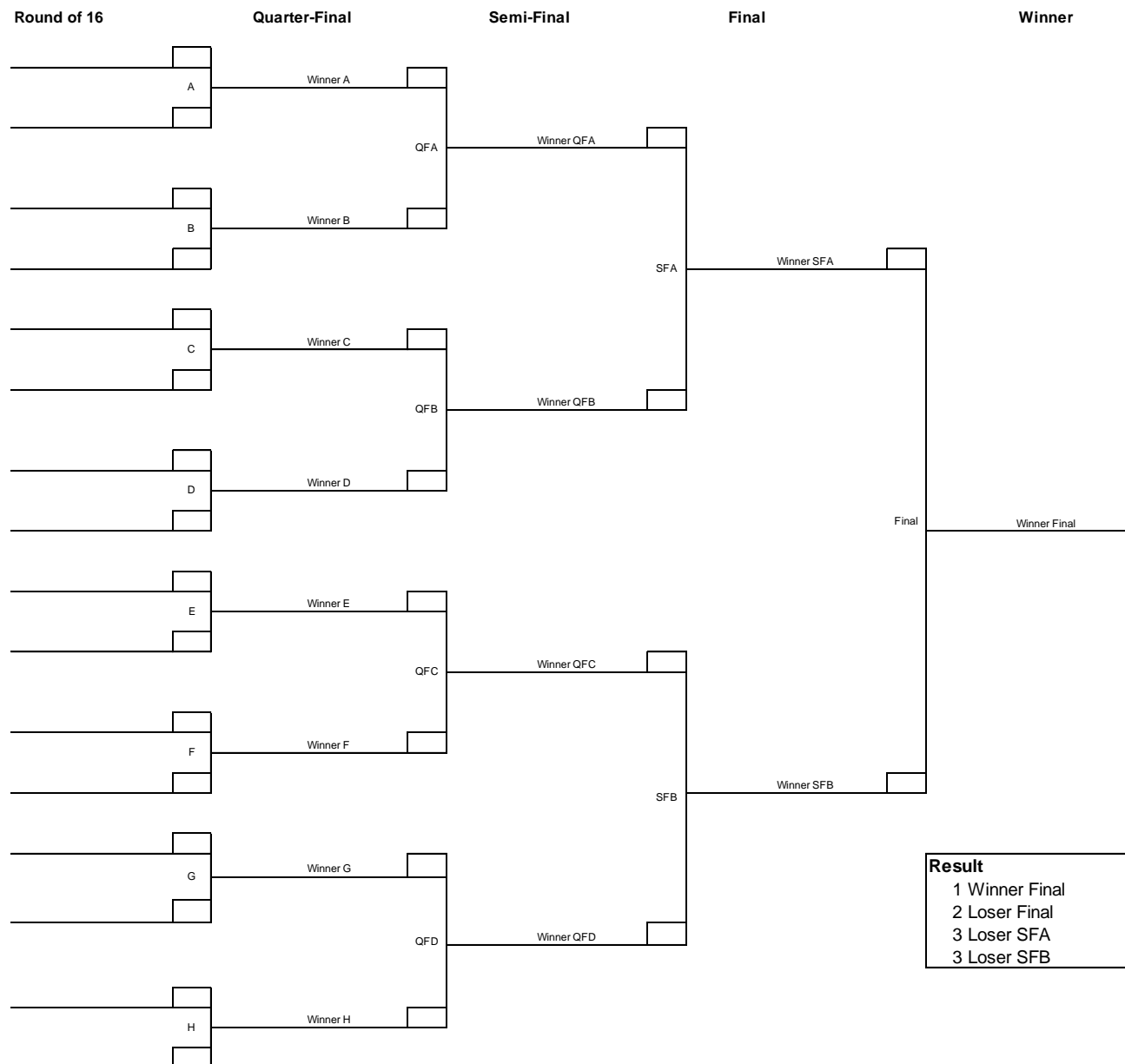
It is no longer compulsory to host all aged events at an Open Championship, to allow greater variety of events. However it is hoped that some Associations will host more aged events particularly in the first half of the year before national championships. They could hold this as an extra tournament, such as Brisbane has done for many years, or simply not host some events such as graded events, as University did in 2005. The age groups held should include those held at the relevant Australian Championships so that our state selectors have better information to gauge the strength of players for these teams. These are:

- under 13;
- under 15;
- under 18;
- under 21;
- over 40;
- over 50;
- over 60; and
- over 70.

COMPETITION FORMATS

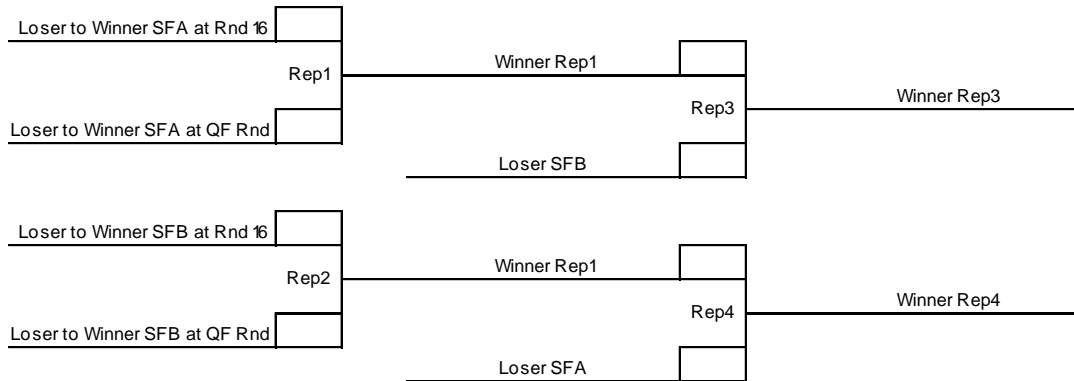
SIMPLE KNOCKOUT

In this format, the players are arranged in a standard Knockout draw with half of the players eliminated at each round. This is format has the fewest matches of all of the following formats, but offers the fewest games to participants. TTQ recommends that this method is not used on its own for singles events, but should be combined with an initial group stage or a repechage system (see below).



SIMPLE KNOCKOUT WITH REPECHAGE

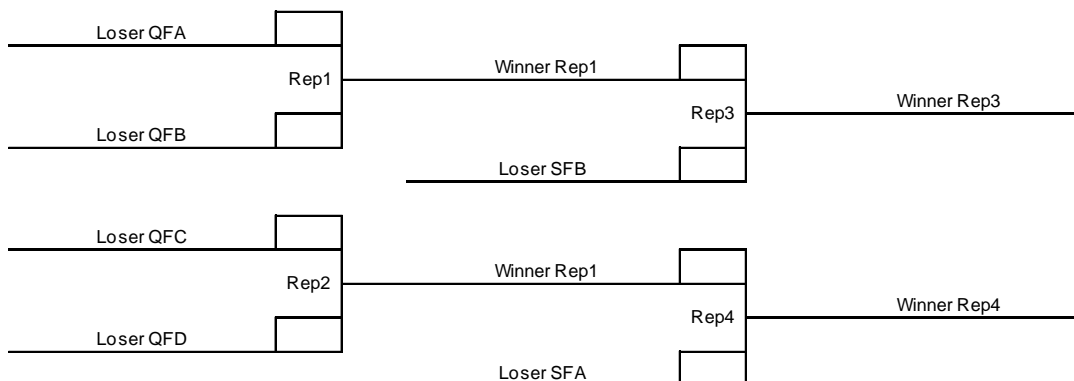
This method is similar to the simple Knockout method. The difference in this method is that each of the players beaten by the finalists during the knockout stage are brought back, in order of earliest elimination, into the event to contest for 3rd place. The main draw is as per the simple elimination with the repechage as follows. 3rd place will be awarded to the winner of *Rep 3* and *Rep 4* or these players could play a 3rd/4th playoff.



(Finalist Repechage Draw)

SIMPLE KNOCKOUT WITH QUARTER-FINALIST REPECHAGE

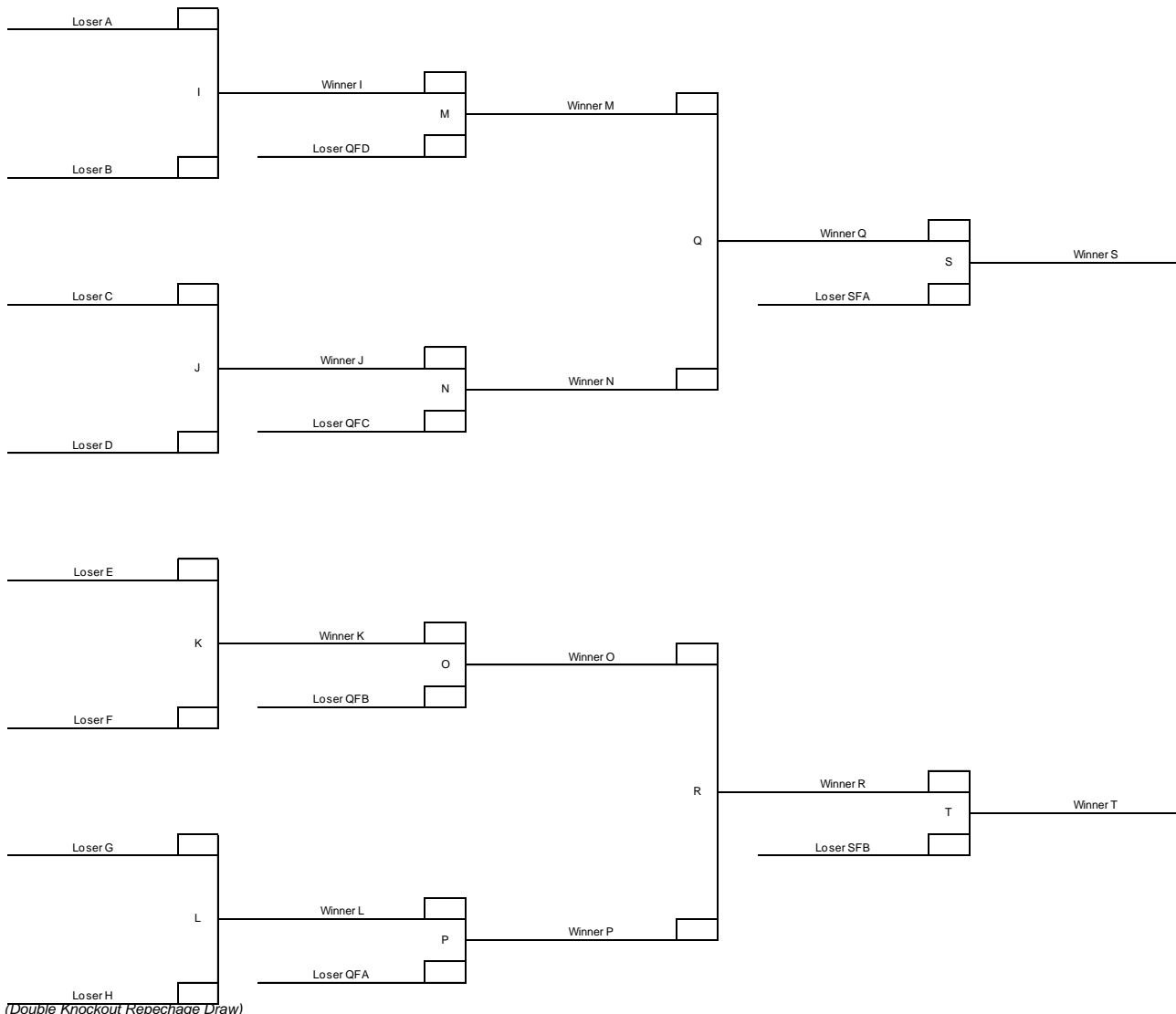
This method is similar to the above Knockout method. The difference in this method is that losing quarterfinalists and semi-finalists are brought back, in order of earliest elimination, into the event to contest for 3rd place. The main draw is as per the simple elimination with the repechage as follows. 3rd place will be awarded to the winner of *Rep 3* and *Rep 4* or these players could play a 3rd/4th playoff.



(Quarterfinalist Repechage Draw)

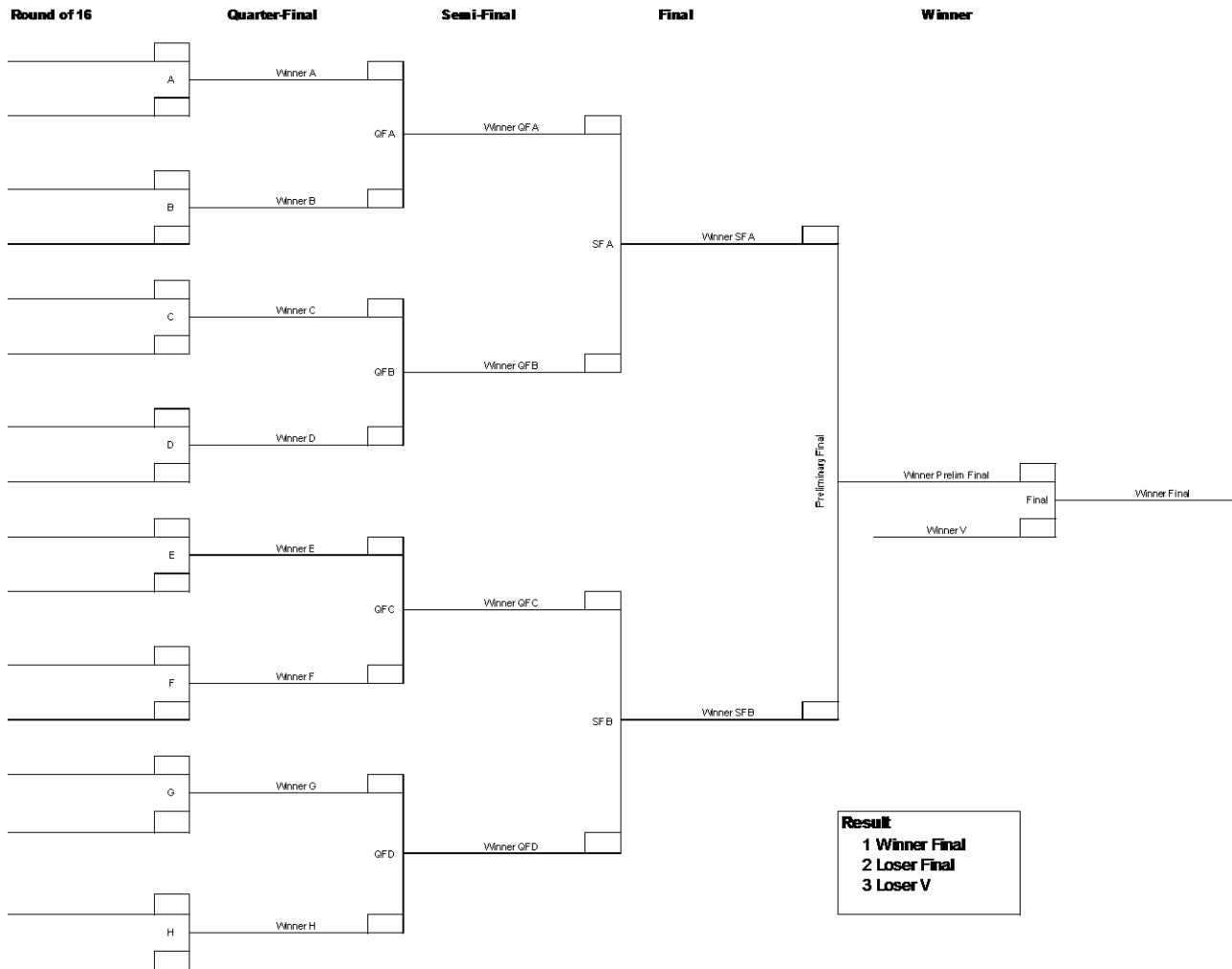
DOUBLE KNOCKOUT REPECHAGE

In this method all losers in a round of the main draw drop down into the repechage draw to contest for 3rd place. The main draw is as per Simple knockout with the repechage system as below. 3rd place can go to both *Winner S* and *Winner T* or these players can play a 3rd/4th place playoff.

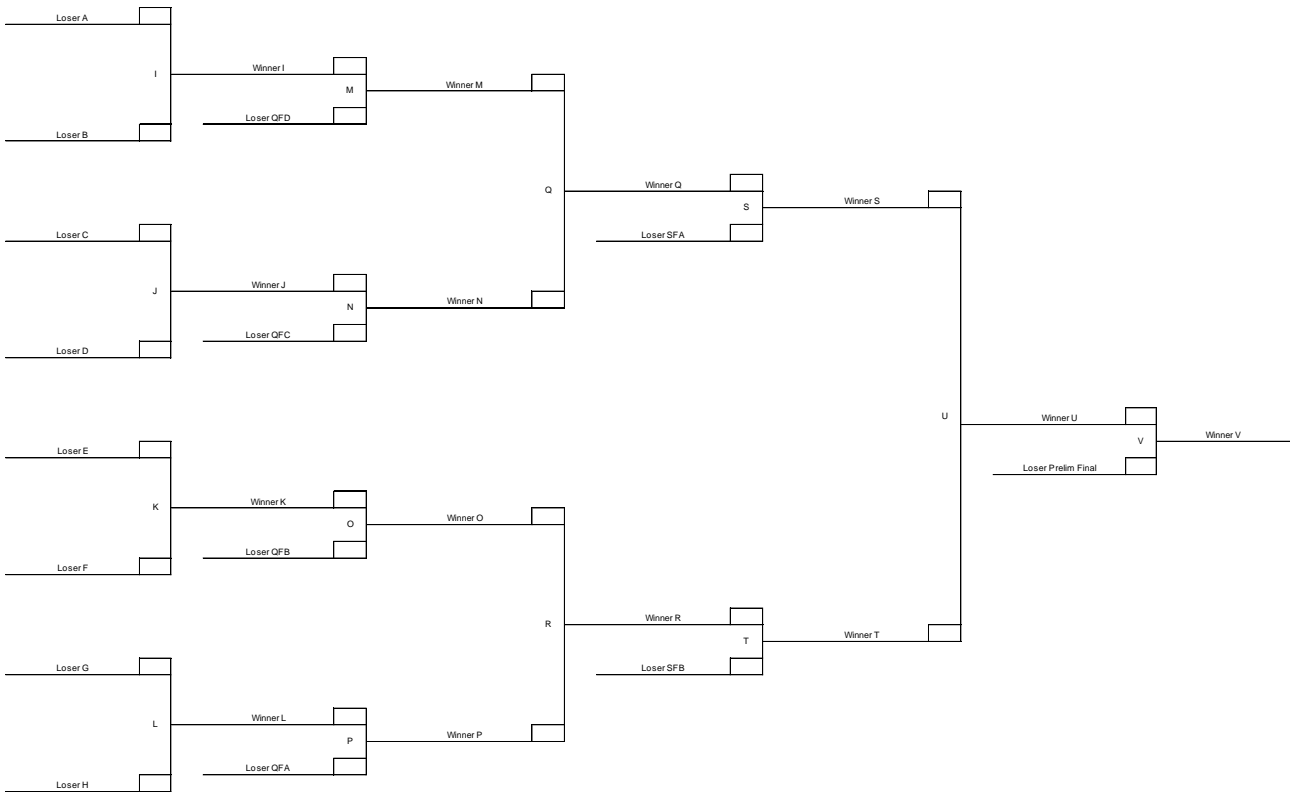


DOUBLE KNOCKOUT

In this method all players get a second chance to re-enter the draw if they lose, by dropping down to the “bottom” draw at the relevant point. The winner of the “top” draw and the “bottom” draw then play-off in the final.



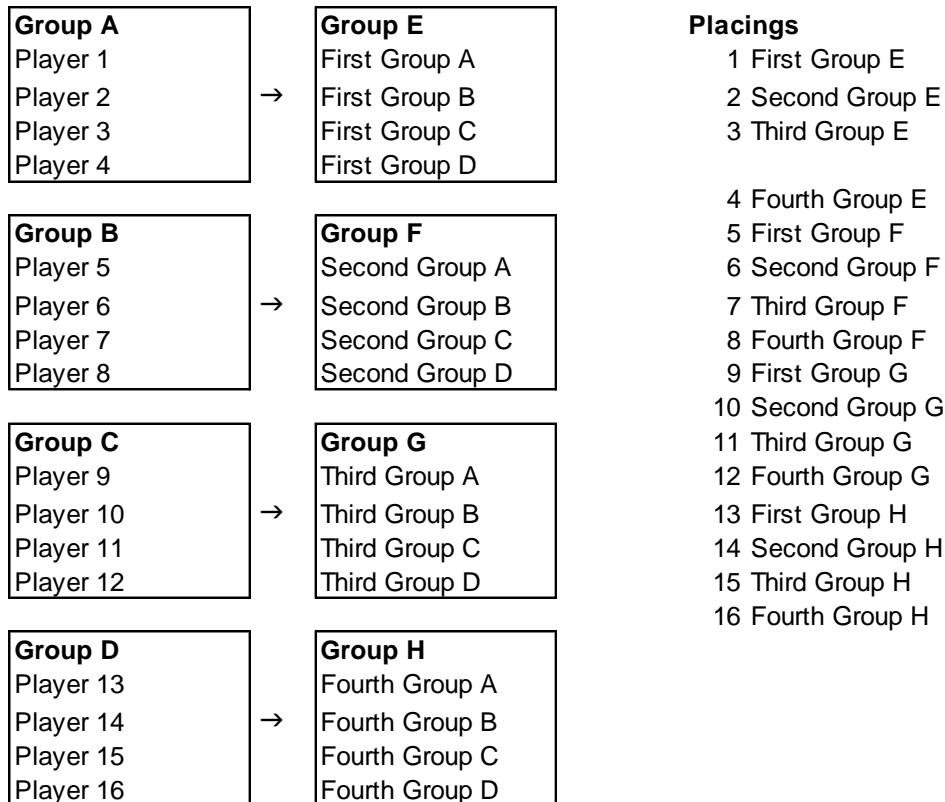
(Double Knockout – Top Draw)



(Double Knockout – Bottom Draw)

GROUP TO GROUP

In this method all players are entered into initial round-robin groups of 3 or 4. The winners of these initial groups then form a *Winners Group*, the second placed players in each group form a *Second Place Group* and so on. These second round group round-robins are then played to finalise positions. This method can be extended for more than 16 players incorporating more rounds or larger initial groups.



(Group to Group Example for 16 Players)

SINGLE EVENT TOURNAMENT

This is a format like the above group to group method, except that it may have additional rounds. It has been used in the Townsville Classic in January and in Victoria. Everybody enters the same event regardless of standard. Every round consists of round robins. The top 2 players in each group proceed to a higher stage. The other players proceed to intermediate and lower stages but keep playing. At the end of the day, every player can be ranked according to his or her performance on the day.

Assuming groups of four, 16 players will require two rounds, 64 players will require three rounds and 256 players would require four rounds of groups. This format could have handicapping incorporated to “equalise” all players at the start of the event.

RELEGATION / PROMOTION

This method is similar to the Group to Group method. Players are drawn into round robin groups, which are ranked with better prizes to the higher groups. These groups would be small with 3 or 4 players in each group. At the end of the first round, 1 or 2 players are promoted and 1 or 2 relegated. A further round robin is played and then 1 player promoted and 1 relegated. This can continue for a pre-defined number of rounds. Initially, the players can be drawn into groups either:

- ranked according to computer ratings;
- randomly; or
- if enough rounds can be played (at least equal to the number of initial groups plus 2), reverse seeded so that the best players have to start at the bottom.

To calculate the number of matches required, simply multiply the number of rounds by the calculated number of matches in the Group Method for the number of players participating. This format could have handicapping incorporated to “equalise” all players at the start of the event.

RATING GROUPS

This system has been used in the USA as their most common tournament format. It is based on the same computer ratings system that TTQ publishes. The tournament organisers simply rank all the players in order according to the ratings list. New players could be given a rating by their Club Secretary. The players are then assigned into large groups of similar standard. The winner and runner-up of each group receive a prize. This event will take 3 to 4 hours with each group using two tables and each match being best of 5 games to 11 points. Suggested numbers of players in each group are provided in the following table.

Number of entrants	Number in each group	Number of tables required
12	6, 6	4
13	6, 7	4
14	7, 7	4
15	7, 8	4
16	8, 8	4
17	6, 6, 5	5
18	6, 6, 6	6
19	7, 6, 6	6
20	7, 7, 6	6
21	7, 7, 7	6
22	8, 7, 7	6
23	8, 8, 7	6
24	8,8,8 or 6, 6, 6, 6	6 or 8
25	7, 6, 6, 6	8
26	7, 7, 6, 6	8
27	7, 7, 7, 6	8
28	7, 7, 7, 7	8
29	8, 7, 7, 7	8
30	8, 8, 7, 7	8
31	8, 8, 8, 7	8
32	8, 8, 8, 8	8

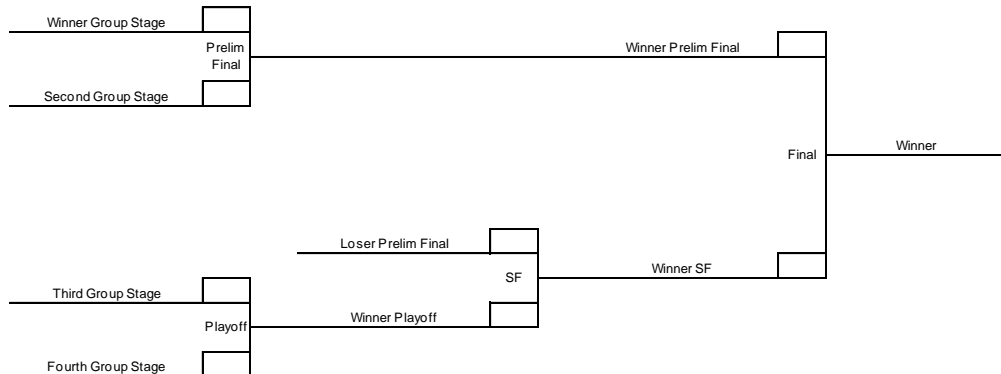
Higher number of players would be split into groups of up to 8.

PAGE SYSTEM

In this method, players play a large round robin of all entrants (up to 10) in the Group Stage. The top four players then progress into the Knockout as indicated below. First and Second place from the group stage play off in a preliminary final, with the winner advancing to the final and the loser going to the semi-final. Third and fourth place players after the group stage meet in a playoff with the winner advancing to the semi-final.

Group Stage

- Player 1
- Player 2
- Player 3
- Player 4
- Player 5
- Player 6
- Player 7
- Player 8
- Player 9
- Player 10



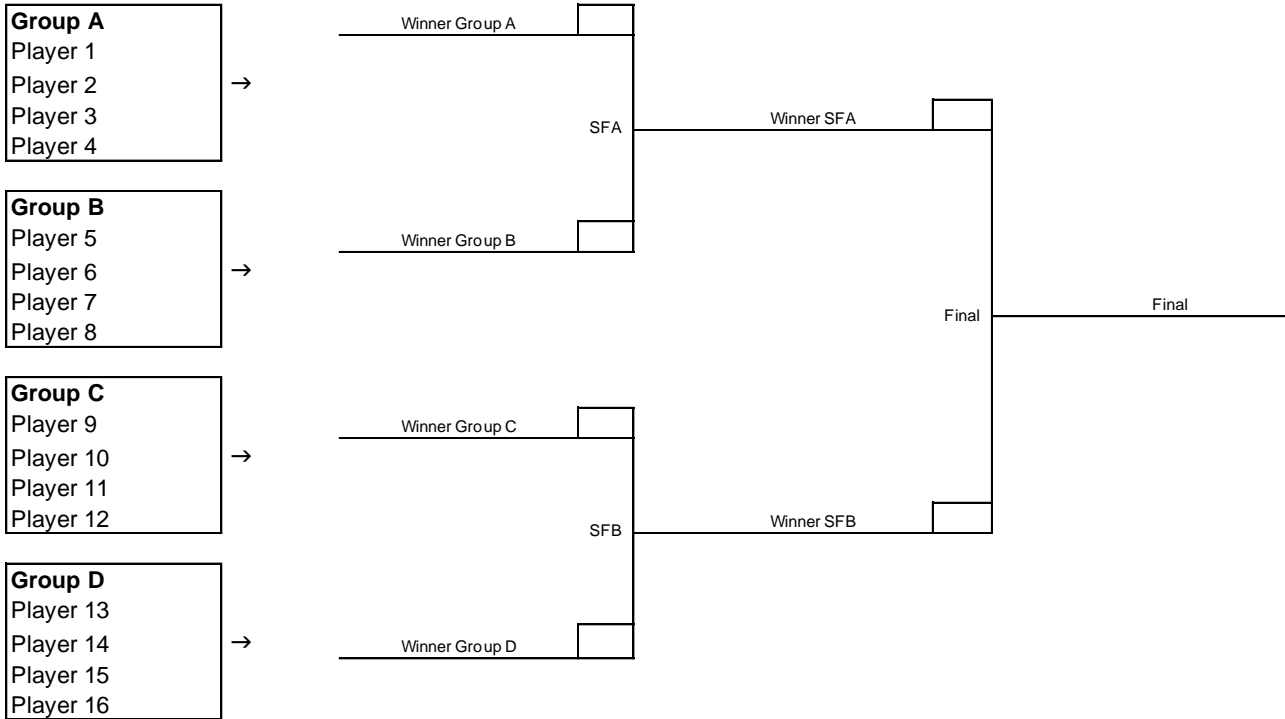
Placings	
1	Winner Final
2	Loser Final
3	Loser SF
4	Loser Playoff

TEAMS EVENTS

Team events create more interest and support for players of all standards. These can be held as separate tournaments and there have been many examples of these. Remember, you do not have to hold all the traditional events. You can leave some out and replace them with team events. Rockhampton has combined team events with individual events in the Rockhampton Open, and this has proven quite successful. University has team events later in the year combined with graded individual events.

GROUP TO KNOCKOUT

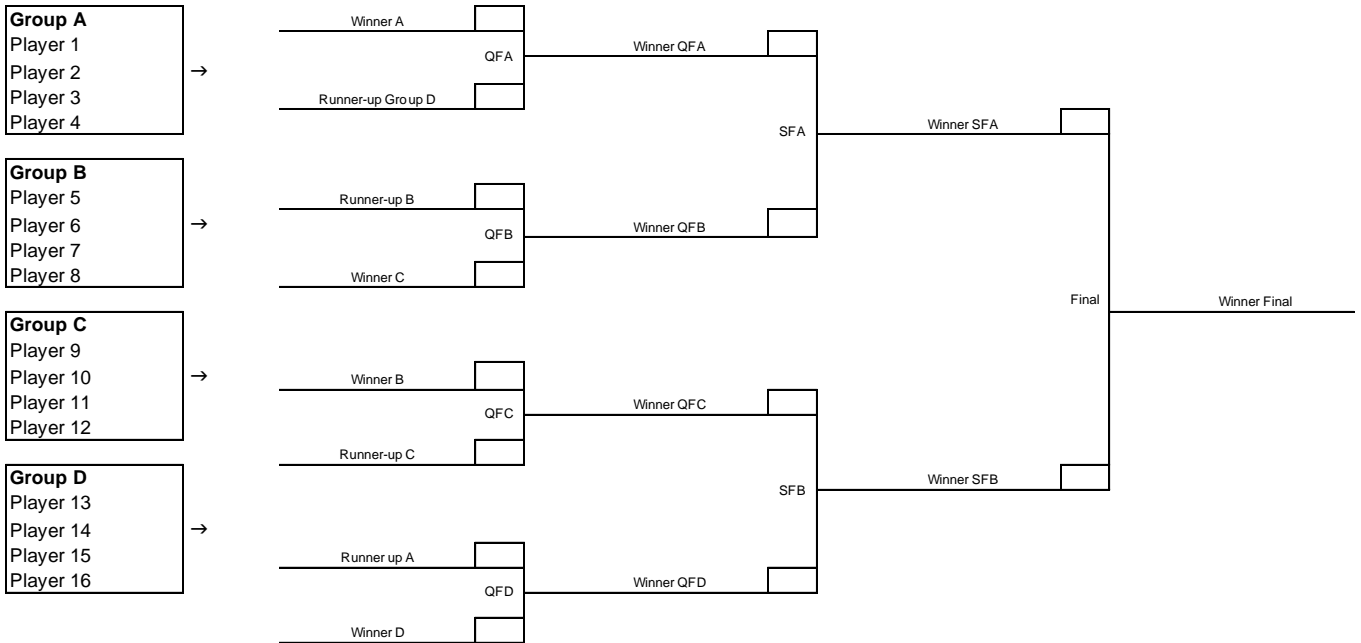
In this method the players are arranged into groups in the first round with 1 or 2 players advancing into the Knockout from the groups. At the knockout stage any of the Knockout methods detailed above could be incorporated.



(Group to Knockout – 1 progressing)

KO Pos.	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32		
1	A3	A4	A4	A3	A4	A4	A3	A4	A4	A4	A4	A4	A3	A4	A4	A4	A4	A4	A3	A4	A4	A4	A4	A4	A4	A4	A4		
2	B3	B3	B4	Bye	Bye	Bye	D3	D3	D3	D3	D4	Bye	Bye	Bye	Bye	Bye	Bye	Bye	H3	H3	H3	H3	H3	H3	H3	H3	H4		
3				C3	C3	C3	C3	C3	C3	C4	C4	E3	E3	E3	E3	E3	E3	E3	E3	E3	E3	E3	E3	E4	E4	E4	E4		
4				B3	B3	B4	B3	B3	B4	B4	B4	D3	D3	D3	D3	D3	D3	D3	D3	D3	D3	D3	D3	D4	D4	D4	D4		
5		Notes:										C3	C3	C3	C3	C4	C4	C4	C3	C3	C3	C4	C4	C4	C4	C4	C4		
6		A - Contains Seed 1				E - Contains Seed 5							Bye	F3	F3	F3	F3	F3	F3	F3	F3	F3	F3	F3	F3	F3	F4	F4	F4
7		B - Contains Seed 2				F - Contains Seed 6							Bye	Bye	Bye	Bye	Bye	Bye	Bye	G3	G3	G3	G3	G3	G3	G3	G3	G4	G4
8		C - Contains Seed 3				G - Contains Seed 7							B4	B3	B3	B4	B4	B4	B4	B4	B3	B3	B4	B4	B4	B4	B4	B4	B4
		D - Contains Seed 4				H - Contains Seed 8																							
		Numbers after Group Letter indicate number of players in the group.																											

(Table of pool sizes and group positions for Knockout stage)



(Group to Knockout – 2 progressing)

KO Pos.	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32		
1	A3	A4	A4	A3	A4	A4	A3	A4	A4	A4	A4	A4	A3	A4	A4	A4	A4	A4	A3	A4	A4	A4	A4	A4	A4	A4	A4	A4	
2	B3	B3	B4	C3	C3	C3	C3	C3	C3	C4	C4	Bye	Bye	Bye	Bye	Bye	Bye	Bye	G3	G3	G3	G3	G3	G3	G3	G3	G4	G4	
3	A3	A4	A4	B3	B3	B4	B3	B3	B4	B4	B4	B4	B3	B3	B4	B4	B4	B4	B3	B3	B4	B4	B4	B4	B4	B4	B4	B4	B4
4	B3	B3	B4	Bye	Bye	Bye	D3	D3	D3	D3	D4	Bye	Bye	Bye	Bye	Bye	Bye	Bye	H3	H3	H3	H3	H3	H3	H3	H3	H3	H3	H4
5				C3	C3	C3	C3	C3	C3	C4	C4	E3	E3	E3	E3	E3	E3	E4	E3	E3	E3	E3	E3	E3	E4	E4	E4	E4	E4
6				A3	A4	A4	A3	A4	A4	A4	A4	C3	C3	C3	C3	C4	C4	C4	C3	C3	C3	C4	C4	C4	C4	C4	C4	C4	C4
7				Bye	Bye	Bye	D3	D3	D3	D3	D4	Bye	F3	F3	F3	F3	F3	F3	F3	F3	F3	F3	F3	F3	F3	F3	F4	F4	F4
8				B3	B3	B4	B3	B3	B4	B4	B4	D3	D3	D3	D3	D3	D4	D4	D3	D3	D3	D3	D3	D4	D4	D4	D4	D4	D4
9		Notes:										C3	C3	C3	C3	C4	C4	C4	C3	C3	C3	C4	C4	C4	C4	C4	C4	C4	C4
10		A - Contains Seed 1		E - Contains Seed 5								E3	E3	E3	E3	E3	E3	E4	E3	E3	E3	E3	E3	E3	E4	E4	E4	E4	E4
11		B - Contains Seed 2		F - Contains Seed 6								D3	D3	D3	D3	D3	D4	D4	D3	D3	D3	D3	D3	D4	D4	D4	D4	D4	D4
12		C - Contains Seed 3		G - Contains Seed 7								Bye	F3	F3	F3	F3	F3	F3	F3	F3	F3	F3	F3	F3	F3	F3	F4	F4	F4
13		D - Contains Seed 4		H - Contains Seed 8								Bye	Bye	Bye	Bye	Bye	Bye	Bye	G3	G3	G3	G3	G3	G3	G3	G3	G4	G4	G4
14		Numbers after Group Letter indicate number of players in the group.										A4	A3	A4	A4	A4	A4	A4	A4	A4	A4	A4	A4	A4	A4	A4	A4	A4	
15		Greyed out boxes indicate player who finished second in the group										Bye	Bye	Bye	Bye	Bye	Bye	Bye	Bye	Bye	H3	H3	H3	H3	H3	H3	H3	H3	H4
16												B4	B3	B3	B4	B4	B4	B4	B3	B3	B4	B4	B4	B4	B4	B4	B4	B4	B4

(Table of pool sizes and group positions for Knockout stage – two progressing)

TTA GROUPS OF THREE TO KNOCKOUT SYSTEM

In this method, players are allocated into groups of three players with one from each group progressing into the second knockout stage. Where the number of players is not divisible by three, the top one or two seeded players are given a bye into the knockout stage to leave a number which is a multiple of three.

The table below indicates the placing of seeds and the positions of group winners in the first round of the knockout.

KO Posn	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
1	A1	1	1	A1	1	1	A1	1	1	A1	1	1	A1	1	1	A1	1	1	A1	1	1	A1	1	1	A1	1	1
2	B2	A	A	bye	B3/4	bye	B3/4	A	A	bye	A	A	bye	A	A5/6/7/8	bye	A5/6/7/8	Bye	B5/6/7/8	A	A	bye	A	A	bye	A	A
3		bye	B	B	C3/4	bye	C3/4	bye	bye	bye / B5	bye	bye / B5	B5/6	B5/6	B5/6/7/8	B5/6/7	B5/6/7/8	bye	C5/6/7/8	bye	bye	B9 or bye	bye	bye	B9/10 or bye	bye	bye
4		B2	2	C2	D2	A3/4	D2	B3/4	B3/4	C3/4	B3/4	C3/4	C3/4	C3/4	C3/4	C3/4	C3/4	A	D3/4	B5/6/7/8	B5/6/7/8	C5/6/7/8	B5/6/7/8	C5/6/7/8	C5/6/7/8	B5/6/7/8	B5/6/7/8
5						B3/4		C3/4	C3/4	D3/4	C3/4	D3/4	D3/4	D3/4	D3/4	D3/4	D3/4	B	F3/4	C5/6/7/8	C5/6/7/8	D5/6/7/8	C5/6/7/8	D5/6/7/8	D5/6/7/8	C5/6/7/8	C5/6/7/8
6						bye		bye	bye	bye / B5	D	bye / B5	E3/4	E5/6	E5/6/7/8	E5/6	E5/6/7/8	bye	G5/6/7/8	bye	bye	B9 or bye	bye	B9	B9/10 or bye	D9/10	D9/10
7						C		bye	D	bye	bye	E	bye	bye	F5/6/7/8	F5/6/7	F5/6/7/8	bye	H5/6/7/8	bye	bye	bye	bye	bye	bye	bye	bye
8						2		D2	2	E2	E2	2	F2	F2	2	G2	G2	C3/4	I2	D3/4	D3/4	E3/4	D3/4	E3/4	E3/4	E3/4	E3/4
9																		D3/4		F3/4	F3/4	F3/4	E3/4	F3/4	F3/4	F3/4	F3/4
10																		bye		bye	bye	bye	bye	bye	bye	bye	bye
11																		bye		bye	bye	B9 or bye	F9 or bye	B9	G9/10 or bye	G9/10 or bye	G9/10
12																		E5/6/7/8		G5/6/7/8	G5/6/7/8	G5/6/7/8	G5/6/7/8	G5/6/7/8	H5/6/7/8	H5/6/7/8	H5/6/7/8
13																		F5/6/7/8		H5/6/7/8	H5/6/7/8	H5/6/7/8	H5/6/7/8	H5/6/7/8	I5/6/7/8	I5/6/7/8	I5/6/7/8
14																		bye		bye	bye	B9 or bye	F9 or bye	bye	G9/10 or bye	G9/10 or bye	bye
15																		G		bye	I	bye	bye	I	bye	bye	J
16																		2		I2	2	I2	I2	2	J2	J2	2

HANDICAP

In this method, players are given a handicap based on computer ratings. A particular rating is selected as "scratch" and players with a higher rating are given a negative handicap and players with a lower rating a positive handicap. There are two primary methods of running the event:

- 1 The winner is the first to score a predetermined target e.g. 31. Players then start the match with their score as their current handicap with the aim to reach 31. For example a player with a handicap of 20 would only require to score 11 points whereas a player with a handicap of -10 would have to score 41 points.
- 2 both players start at 0 – 0 and play to a predetermined result e.g. 31. Results are then adjusted by the handicap figures to determine the winner.

APPENDIX

MAKE-UP OF GROUPS

The following table gives advice on the make-up of groups based on the number of players entered a category, where everyone plays in the group stage.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
Make-up of Groups		2	3	4	5	3,3	4,3	4,4	3,3,3	4,3,3	4,4,3	3,3,3,3	4,3,3,3	4,4,3,3	4,4,4,3	4,4,4,4	4,4,3,3,3	3,3,3,3,3	4,3,3,3,3	4,4,3,3,3	4,4,4,3,3	4,4,4,4,3	3,3,3,3,3,3	4,3,3,3,3,3	4,4,3,3,3,3	4,4,4,3,3,3	4,4,4,4,3,3	4,4,4,4,4,3	4,4,4,4,4,3	4,4,4,4,4,4		
Makeup of Groups to Groups	2	3	4	5	3,3 to 3,3	4,3 to 4,3	4,4 to 4,4	3,3,3 to 3,3,3	4,3,3 to 3,3,3,1	4,4,3 to 3,3,3,2	3,3,3,3 to 4,4,4	4,3,3,3 to 4,4,4,1	4,4,3,3 to 4,4,4,2	4,4,4,3 to 4,4,4,3	4,4,4,4 to 4,4,4,4	4,4,3,3,3	3,3,3,3,3,3	4,3,3,3,3,3	4,4,3,3,3,3	4,4,4,3,3,3	4,4,4,4,4,3	3,3,3,3,3,3,3	4,3,3,3,3,3,3	4,4,3,3,3,3,3	4,4,4,3,3,3,3	4,4,4,4,3,3,3	4,4,4,4,4,3,3	4,4,4,4,4,4,3	4,4,4,4,4,4,4			

(Table indicating suggested make-up of Groups depending upon the numbers entered into an event)

NUMBER OF MATCHES REQUIRED

The following table calculates the number of matches required to complete an event using various methods detailed above for various numbers of competitors. The numbers for groups and group to group method are based on the figures in the above table. To calculate the number of matches using a group to knockout method, the figures in the two relevant rows should be added. For example a 16 player event using groups to simple knock out with 1 progressing would have 16 players in the first round (totalling 24 matches), followed by a knockout of 4 (with 3 matches) a grand total of 27 matches.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
Simple KO	-	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Simple KO & Finalist Repechage	-	1	2	3	5	6	7	9	11	13	14	15	16	17	19	19	21	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37
Simple KO & QFinalist Rep	-	1	2	3	5	7	9	11	12	13	14	15	16	17	19	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
Double KO & Repechage	-	1	2	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45	47	49	51	53	55	57	59
Double KO	-	1	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62
Group to Group	-	1	3	6	10	12	18	24	18	21	25	30	33	37	42	48																
Groups	-	1	3	6	10	6	9	12	9	12	15	12	15	18	21	24	21	18	21	24	27	30	33	24	27	30	33	36	39	42	45	48
Page System	-	-	-	10	14	19	25	32	40	49																						
TTA Groups of Three	-	-	-	-	-	3	4	5	5	6	7	7	8	9	9	10	11	11	12	13	13	14	16	15	16	17	17	18	20	19	20	21

(Table indicating the number of matches required using the various methods outlined above)