



## COMPETITION FORMATS

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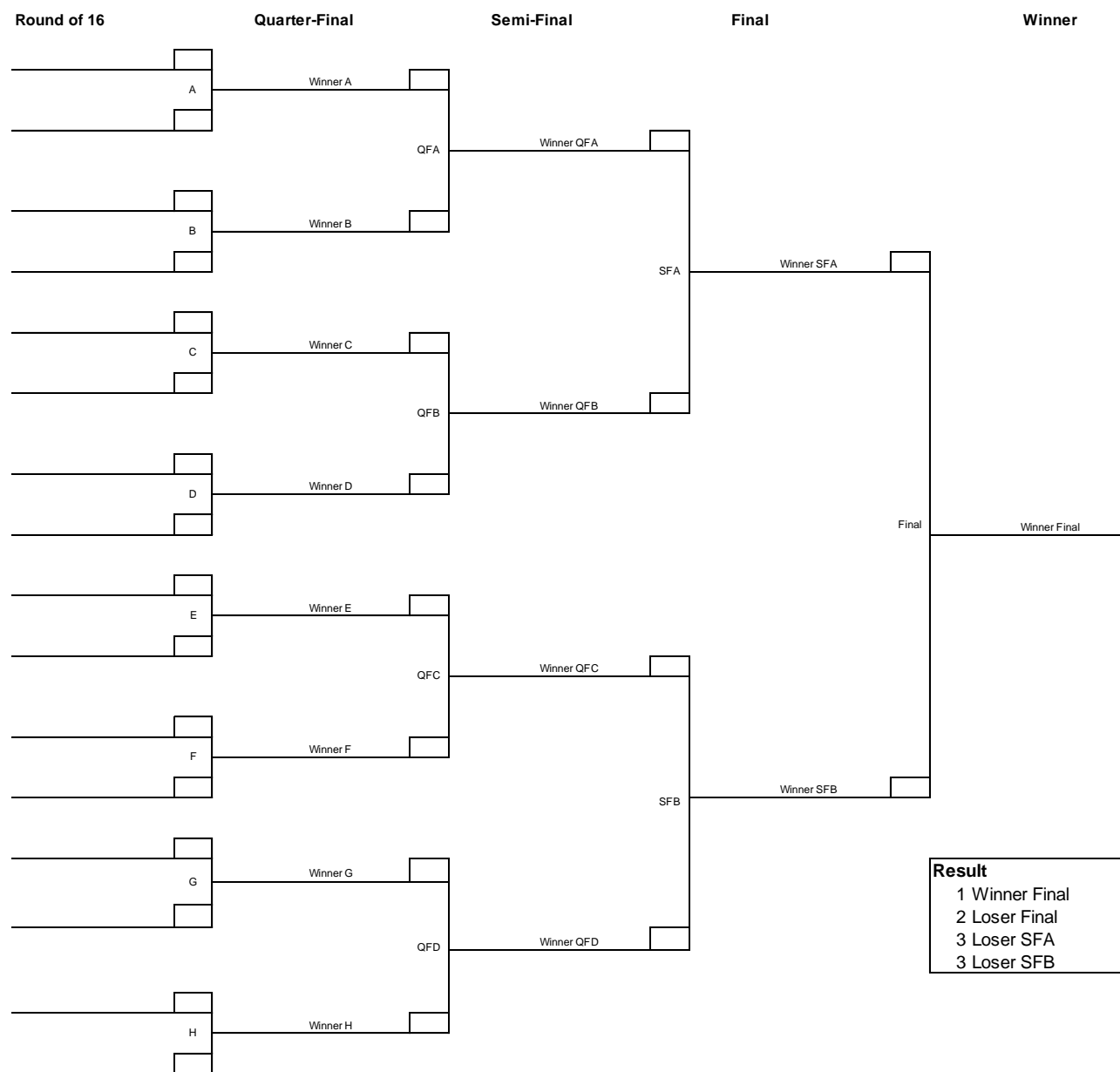
## INTRODUCTION

This document is produced by TTQ to assist clubs choosing formats for running tournaments and contains various example competition formats.

## COMPETITION FORMATS

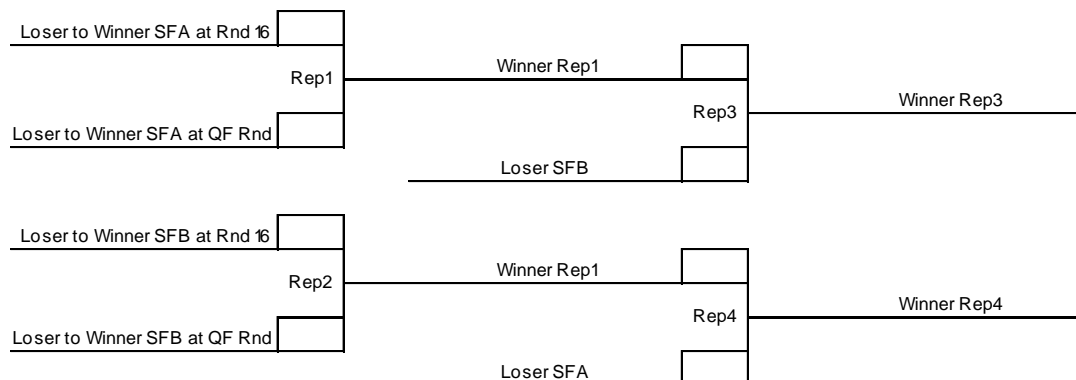
### 1 - SIMPLE KNOCKOUT

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).



## 2 - SIMPLE KNOCKOUT WITH REPECHAGE

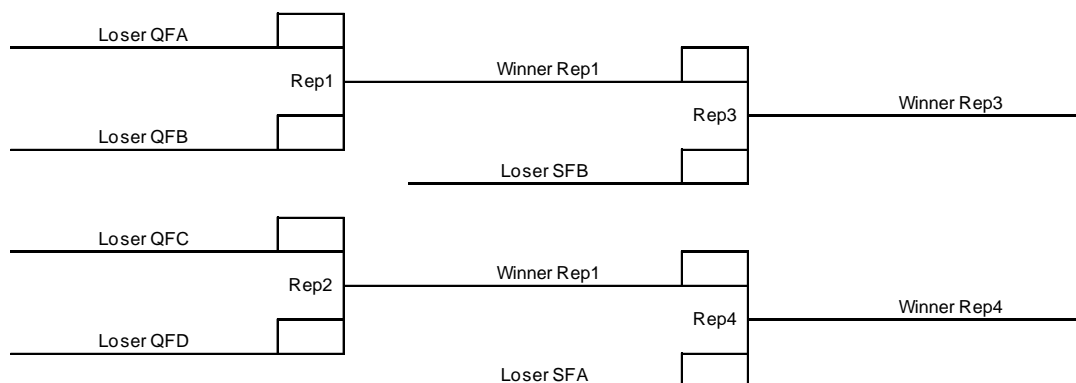
This method is similar to the simple Knockout method. The difference in this method is that each of the players beaten by the finalists during the knockout stage are brought back, in order of earliest elimination, into the event to contest for 3<sup>rd</sup> place. The main draw is as per the simple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



(Finalist Repechage Draw)

## 3 - SIMPLE KNOCKOUT WITH QUARTER-FINALIST REPECHAGE

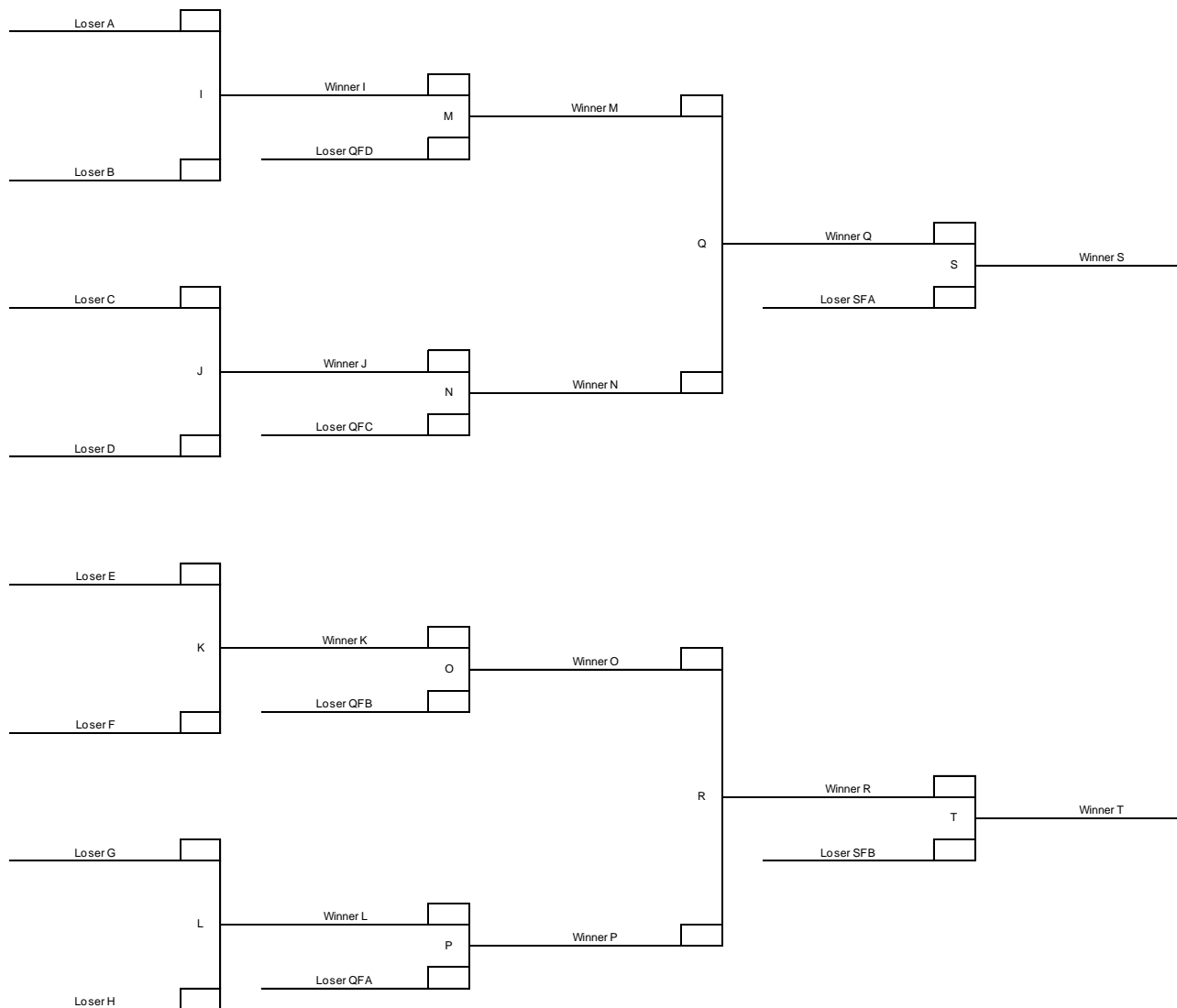
This method is similar to the above Knockout method. The difference in this method is that losing quarterfinalists and semi-finalists are brought back, in order of earliest elimination, into the event to contest for 3<sup>rd</sup> place. The main draw is as per the simple elimination with the repechage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



(Quarterfinalist Repechage Draw)

### 4 - DOUBLE KNOCKOUT REPECHAGE

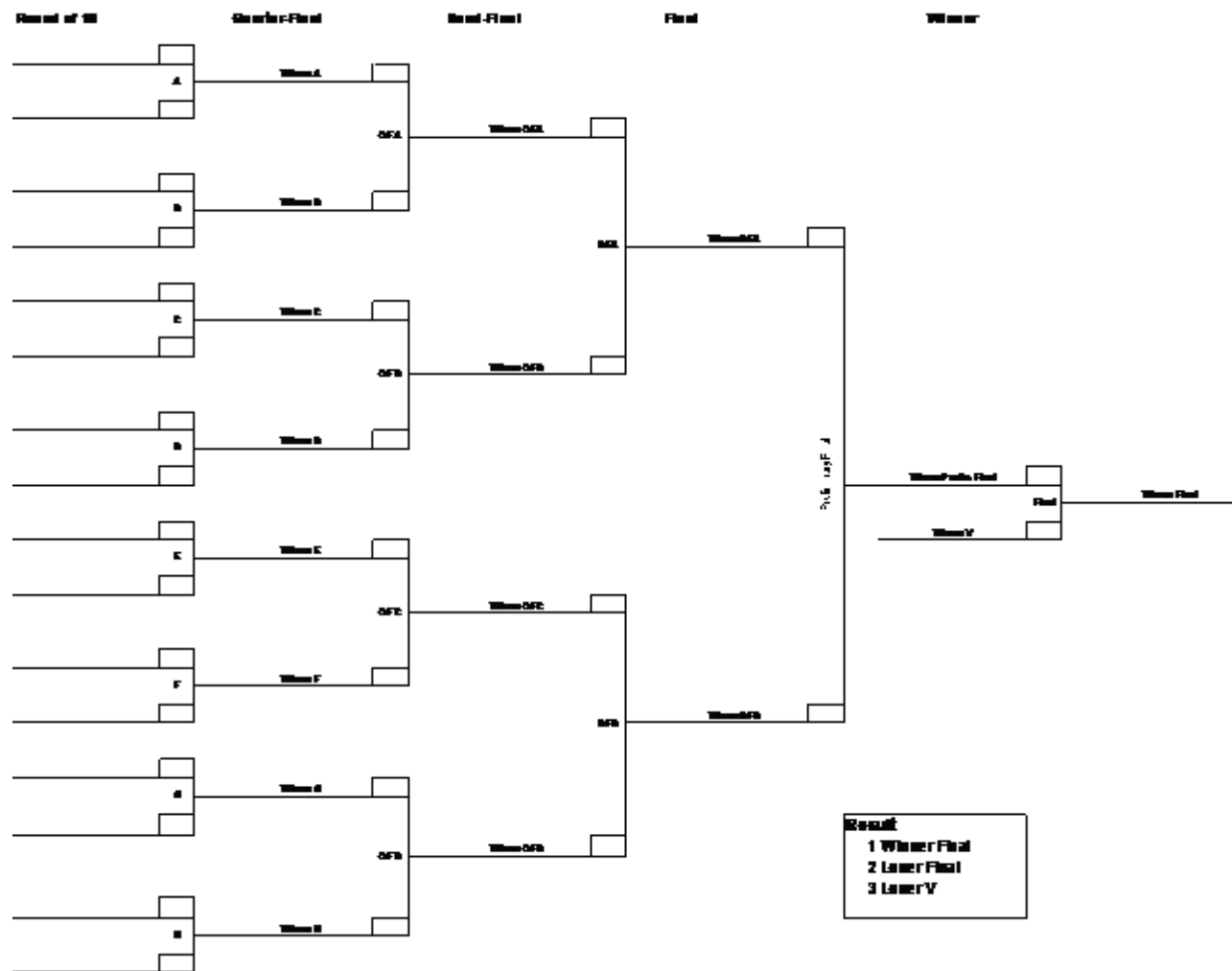
In this method all losers in a round of the main draw drop down into the repechage draw to contest for 3<sup>rd</sup> place. The main draw is as per Simple knockout with the repechage system as below. 3<sup>rd</sup> place can go to both *Winner S* and *Winner T* or these players can play a 3<sup>rd</sup>/4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



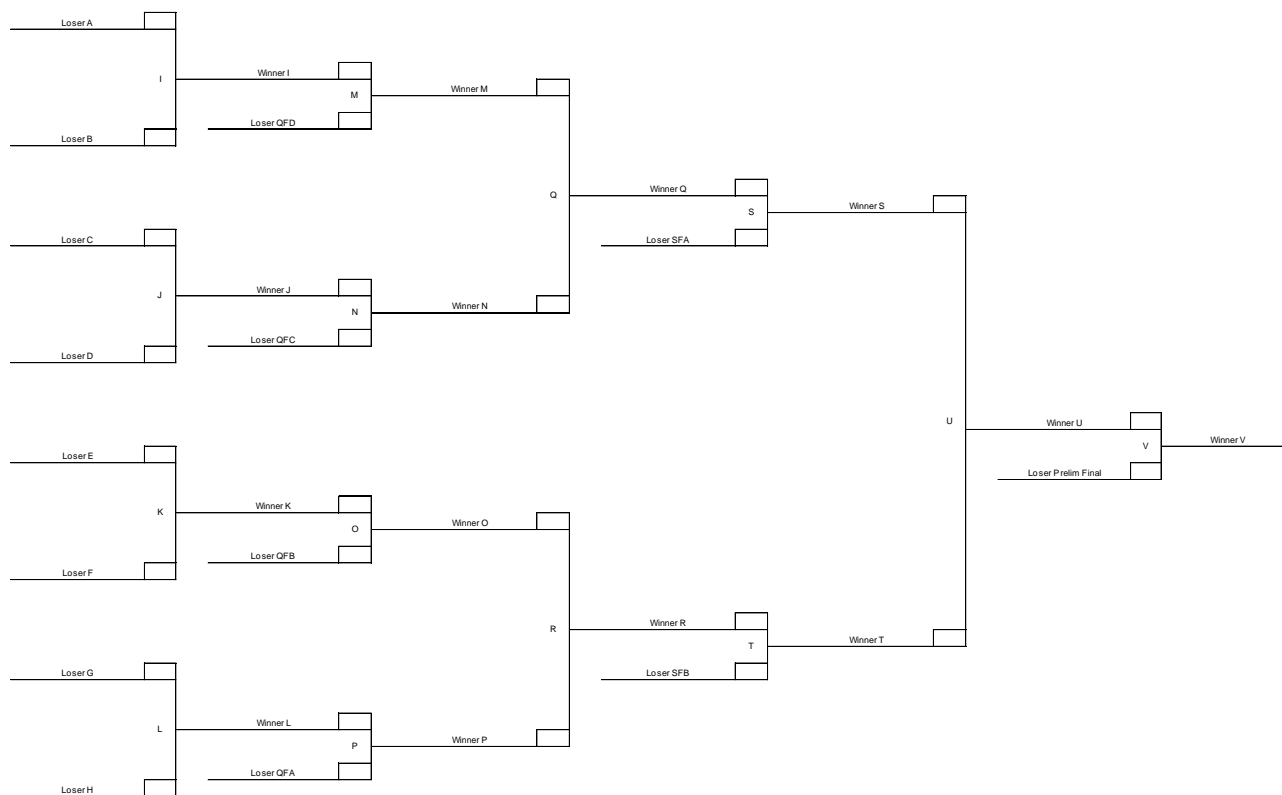
(Double Knockout Repechage Draw)

### 5 - 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.



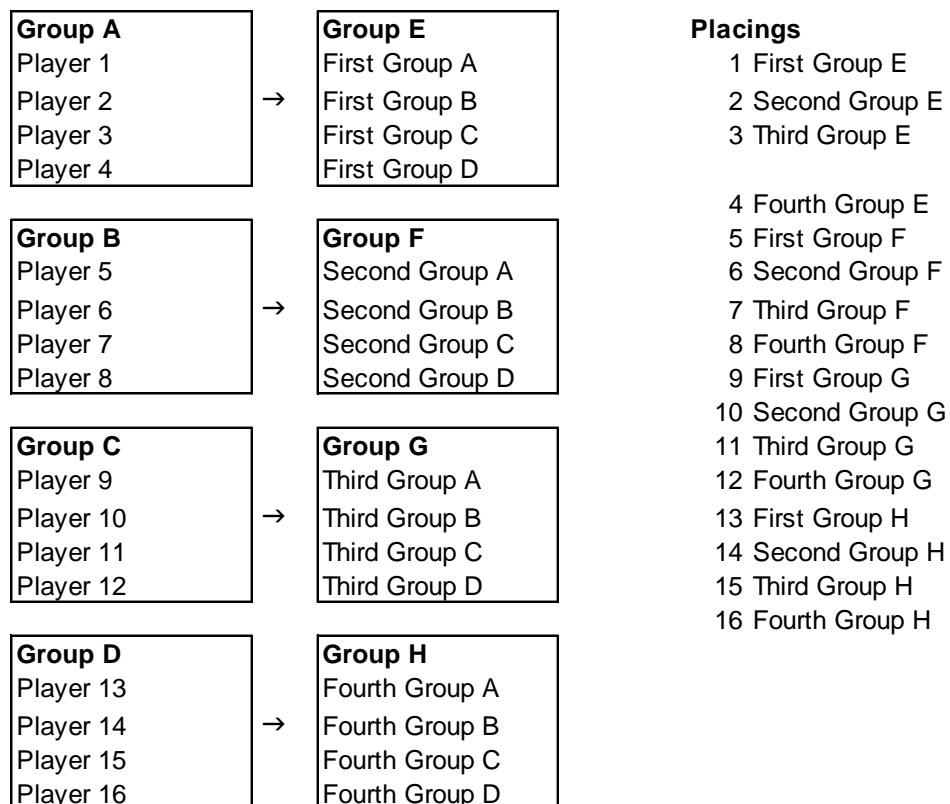
(Double Knockout – Top Draw)



(Double Knockout – Bottom Draw)

## 6 - 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)

## 7 - SINGLE EVENT TOURNAMENT

This is a format like the above group to group method, except that it may have additional rounds. 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.

## **8 - 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.



## 9 - 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

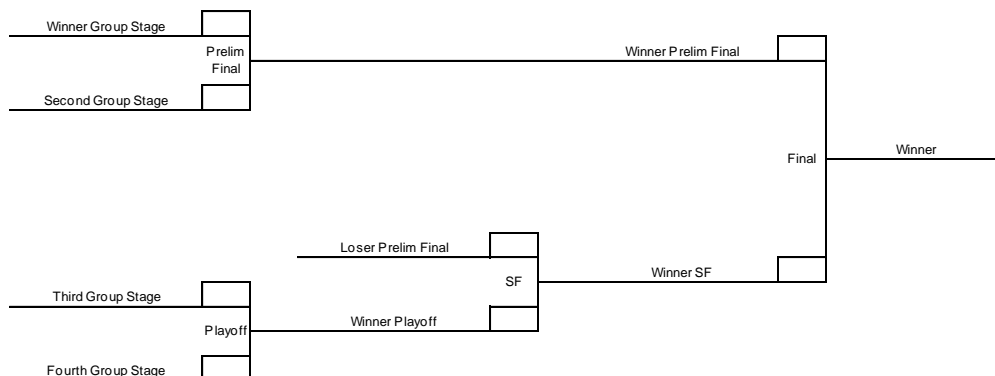
Higher number of players would be split into groups of up to 8.

### 10 - 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



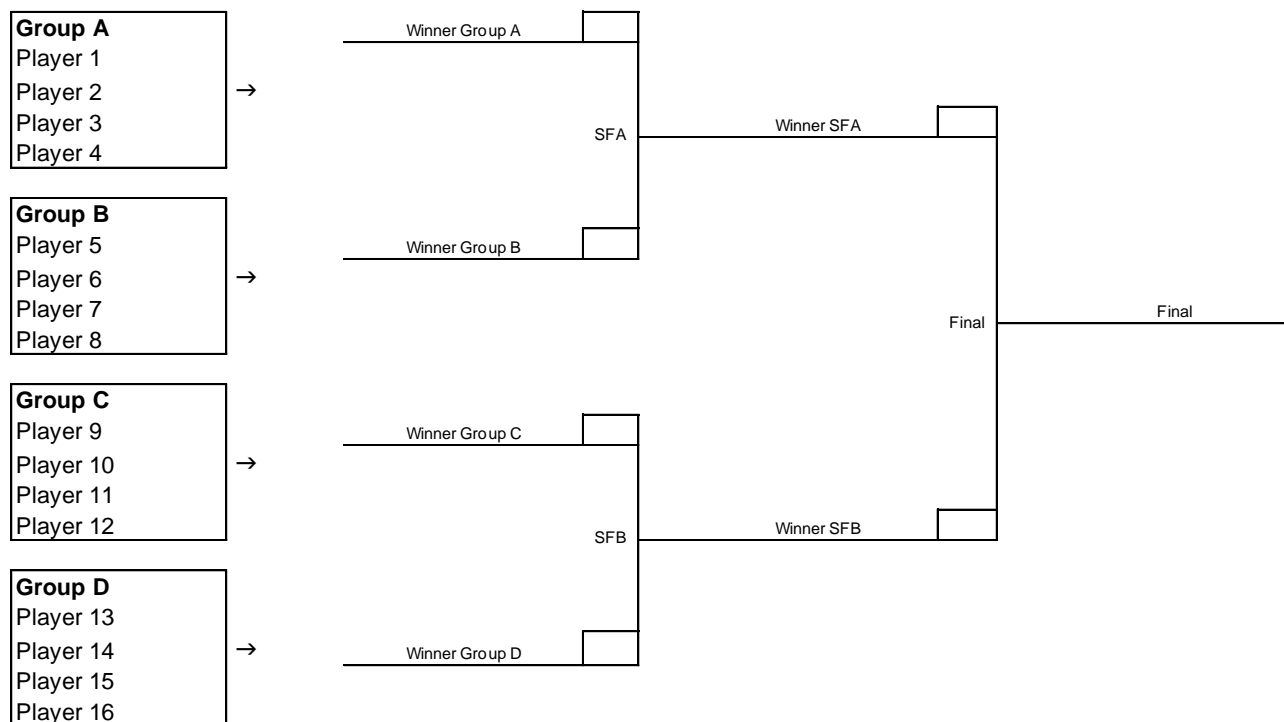
Placings	
1	Winner Final
2	Loser Final
3	Loser SF
4	Loser Playoff

### 11 - 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.

## 12 - 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.

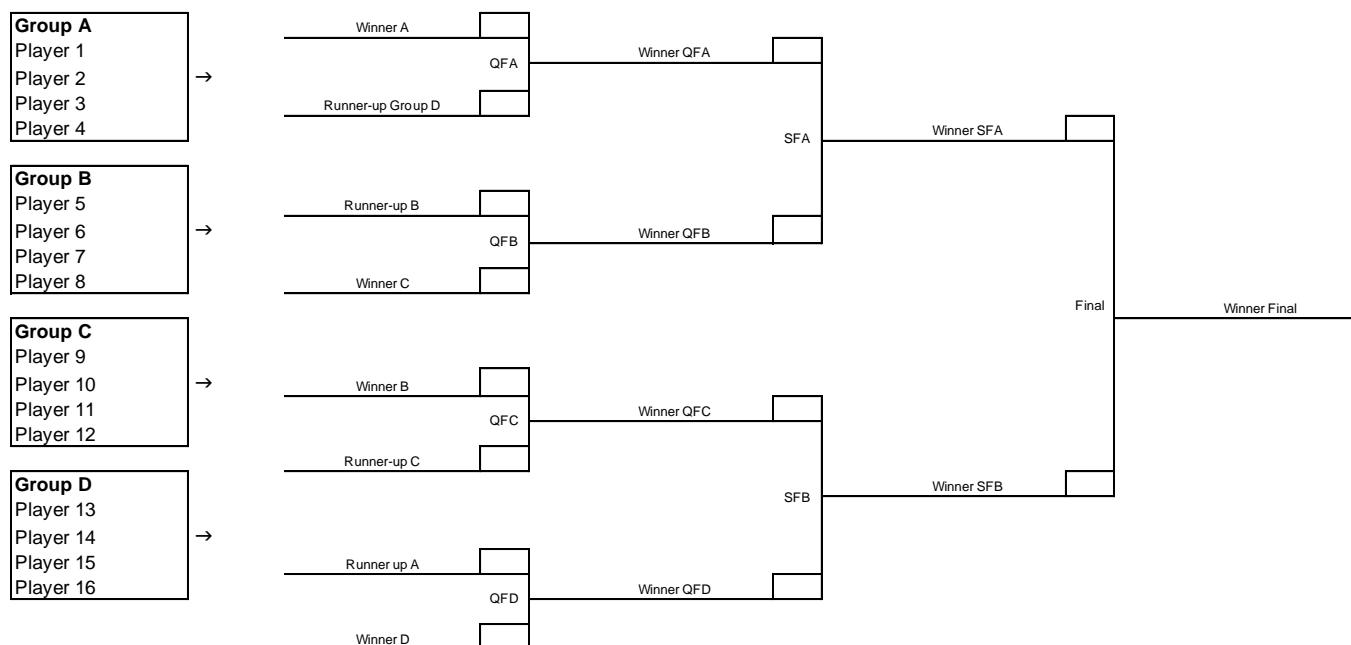


(Group to Knockout – 1 progressing)

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	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	H3	H4			
3				C3	C3	C3	C3	C3	C3	C4	C4	E3	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	D3	D4	D4	D4	D4			
5		Notes:											C3	C3	C3	C3	C4	C4	C4	C3	C3	C3	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	Bye	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	B3	B3	B4	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)

The ITTF Handbook for Tournament Referees contains alternate methods for the Group to knockout format.



(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	G3	G3	G3	G3	G3	G3	G3	G3	G4	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	H4	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	F4	F4	F4	F4
8				B3	B3	B4	B3	B3	B4	B4	B4	D3	D3	D3	D3	D3	D4	D4	D3	D3	D3	D3	D4	D4	D4	D4	D4	D4	D4
9		<b>Notes:</b>										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	F4	F4	F4	F4
13		D - Contains Seed 4		H - Contains Seed 8								Bye	Bye	Bye	Bye	Bye	Bye	G3	G3	G3	G3	G3	G3	G3	G3	G4	G4	G4	G4
14		Numbers after Group Letter indicate number of players in the group.										A4	A3	A4	A4	A4	A4	A4	A3	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	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)

### 13 - 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	I5/6/7/8	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

### 14 - 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

### A - 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
<b>Make-up of Groups</b>		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	4,4,3,3	4,4,4,3	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	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3
<b>Makeup of Groups to Groups</b>	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	4,4,3,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3	4,4,4,3,3,3

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

### B - 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
<b>Simple KO</b>	-	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
<b>Simple KO &amp; Finalist Repechage</b>	-	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
<b>Simple KO &amp; QFinalist Rep</b>	-	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
<b>Double KO &amp; Repechage</b>	-	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
<b>Double KO</b>	-	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
<b>Group to Group</b>	-	1	3	6	10	12	18	24	18	21	25	30	33	37	42	48																
<b>Groups</b>	-	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
<b>Page System</b>	-	-	-	10	14	19	25	32	40	49																						
<b>TTA Groups of Three</b>	-	-	-	-	-	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)