

## Chapter 7 - Round Robin Competition

**1. General.** Group, or round robin competition is a favorite of tournament players because it enables players of all levels to play several matches regardless of whether they win or lose. This chapter also covers combination events because we seldom run events as a full round robin in most tournaments.

**2. Format.** The format for a tournament and events within the tournament must be made early in the planning. The format will have a bearing, along with other considerations, on who can be expected to enter. Events scheduled as round robin should be listed that way on the entry blank.

2.a. Factors to be considered in determining the format to be used:

2.a.1. Time and tables available. If you have only 4 players in only one event, you can quickly run a full round robin on one or two tables

2.a.2. Number of entries expected.

2.a.3. Number and format of other events.

**Caution: Do not schedule anyone to play in more than one round robin event at the same time.**

2.a.4. Age and playing level of the entries. Juniors and novices normally will play in as many matches as you can schedule. Seniors (over 40) and older players should not be required to play as demanding a schedule, particularly if they are entered in other events. Players rated over 2000 normally should not be scheduled to play more than 7–9 matches in one day against opponents of comparable playing level.

2.b. After considering the above factors, determine the format to be used for each event in the tournament. Specifics often cannot be determined until all entries have been received. The round robin format normally will involve at least two stages; a preliminary round robin stage, followed by additional round robin or elimination stages.

Example 1: 32 players.

8 groups of 4 players each.

8 group winners advance to single elimination.

55 matches

Example 2: 32 players.

4 groups of 8 players.

4 group winners advance to final round robin or single elimination.

115-118 matches

Example 3: 32 players.

4 groups of 8 players.

2 players advance from each group to 2 additional round robin groups of 4 players; those group winners meeting for a final match.

125 matches

**Comments:** The following two examples provide the opportunity for all players to play a top (seeded) player and also provide the top players the opportunity to meet more high level competition than in straight elimination.

**Example 4:** 32 players.

Single elimination to the semi-finals.

4 semi-finalists play a final round robin.

34 matches

**Example 5:** 32 players.

Single elimination to the quarter-finals.

4 quarter-finalists in each half of the draw play a semi-final round robin.

2 semi-final winners meet for a final match.

37 matches

**Note:** This example requires more time than example 4 but gives the satisfaction of a final match to determine the winner.

**Example 6:** 20 players.

4 group of 5 players.

4 group winners advance to a final round robin or elimination.

43-46 matches

**Example 7:** 20 players.

5 groups of 4 players.

5 group winners advance to final round robin.

40 matches

**Example 8:** 20 players.

5 groups of 4 players.

2 players advance from each group to a final round robin of 10 players.

75 matches

You must determine before play begins whether to carry-over the results of the matches played between the players advancing from the same group or to ignore the previous matches and to play everyone in the final group.

**3. Event Scheduling.** Once you have determined the format for the tournament and each event you must prepare the schedule for inclusion in the entry blank.

- 3.a. Use the chart on page 7–15 to estimate the times required for each phase of the events. Consider the number of players and the number of tables available for each event or group.
  - 3.b. Allow time to determine placing of players in later stages of any event. If matches are to be carried over to later stages the players must be placed on specific lines of the draw sheet for the later stage to avoid extra rounds. Place players on lines that will require all carry-over matches to fall in the *same* round or rounds (refer to Match Sequence Chart, pages 7–16 and 7–17).
  - 3.c. If all, or several, events are round robin, schedule the highest rated event first, followed by the next highest; e.g. Championship, Class "A", Class "B", etc. Alternately you can schedule Championship and Novice at the same time; Class "A" and Class "D" at the same time and prohibit players from playing more than one event with the same starting time. This is normally done in tournaments with a large number of events.
    - 3.c.1. For Class events, select rating cut-offs designed to eliminate players expected to advance from the preliminaries of higher events. **Example:** You expect 8 players over 1900; select 1900 as a cut-off for class "A". Players under 1900 normally would be eliminated in the preliminary round of Championship.
    - 3.c.2. Schedule the lower rated events to start after the preliminary rounds have been completed in the higher events. You can then have the play-off round(s) for the higher event while starting the lower rated event; e.g. play-off round for class "A" while starting the preliminary rounds for class "B". Tables must be available for both or you must modify the schedule accordingly.
    - 3.c.3. Prepare the schedule of events the best you can and be prepared for exceptions. Do not expect the lower rated players to always lose. Sometimes higher rated players withdraw or default and there are always some upsets.
  - 3.d. Matches normally should be best of 5 games. If round robin semi-finals or finals are used with single elimination events, the round robin should be best of 7 games if earlier matches were best of 7.
- 4. Group Size.** The number of players and the number of tables available to each group are the key factors in how long it takes to run an event. The basic planning factors are shown on the chart on page 7–15.
- 4.a. An even number of players requires one less round than the number of players; an odd number requires the same number of rounds as there are players. Three rounds are required for 4 players; add one player and you must add two rounds (5 rounds for 5 players).
  - 4.b. Groups should contain at least 4 players. If you have only 3 players drawn into each group, one default makes that group single elimination. In accordance with Murphy's Law #115: if you have 3 groups of 4 players and 1 group of 3 a defaulting player will be in the group of 3.

- 4.c. The purpose of the round robin is a factor in determining group size. If the purpose is to provide a little more play prior to an elimination stage then small groups are appropriate. If the preliminary groups are to determine placing into several events, then larger groups may be used.

**5. Unrated Players.** Round robin play is designed to allow players to play several matches with the best player winning or advancing.

- 5.a. If you are running rating events and have unrated players win those events, it may be disturbing to the rated players.
- 5.b. It is permissible to allow unrated players to compete in rating events but not advance if they win their group. Such limitation must be announced in the entry blank, e.g. "Unrated players may enter round robin rating events but will not be permitted to advance from the group. The rated player with the highest finish will advance."
- 5.c. The tournament director and or/referee may establish a system that will allow an unrated player to advance to a higher event than the event won.
- 5.d. Unrated players should never be excluded from advancing from a round robin group such as a giant round robin where the preliminary groups are used to place players in later events based on their order of finish.

**6. Giant Round Robin.** The giant round robin has become a very popular tournament format. All players enter the giant round robin and are then placed into championship and class events based on their finish in the preliminary groups of 6 or more players.

**Example:**

- 6.a. You first need to determine how many tables and how much time you have available. Then you can figure how many players you can handle with various numbers and size of groups.
- 6.a.1. In this example we have room for 8 tables for a one day tournament. Experience tells us that we can expect 50 - 60 players will want to enter. Referring to the chart (Round Robin Planning Factors) on page 7-15, we consider the following numbers of total entries and group options available. The time required is determined by the number of matches (from the table multiplied by the number of groups) divided by 24 (3 matches per hour on each of 8 tables).

Players	Per Group	Groups	Matches	Rounds	Time @ :20	Schedule
64	8	8	224	7	9:20	10 am - 7:20 pm
56	7	8	168	7	7:00	10 am - 5:00 pm
48	8	6	168	7	7:00	10 am - 5:00 pm
48	6	8	120	5	5:00	10 am - 3:00 pm

- 6.a.2. We selected the 10 am starting time to enable the players to leave home in the morning. We selected 8 groups of 6 players to finish the preliminaries at the reasonable time of 3 p.m.
- 6.b. Placing in events and the play-off system.
  - 6.b.1. The 8 group winners are placed in the Championship. This gives the players an incentive to win the group. Prize money is offered only in Championship as a further incentive. Other players are placed in events as indicated in next chart.

Finish	Event	Number	Total	Groups
1	Champ	8	8	2
2	A	8		
3	A	8	16	4
4	B	8		
5	B	8	16	4
6	C	8	8	2
				12

- 6.b.2. The events are played in groups of 4 players (3 rounds) followed by single elimination of the group winners (and runners-up in championship). That means semi-finals and finals for Championship, Class A & Class B and finals only for Class C. That gives us 12 groups to estimate time for. Again referring to the chart on page 7-15 we can schedule the rest of the tournament.

Players	Groups	Matches	Rounds	Time @	Schedule
4	12	72	3	3:00 :20	4:00 – 7:00 p.m.
Single elimination		10	2	1:00 (@:30)	7:30 – 9:00 p.m.

- 6.c. With 12 groups on 8 tables all groups cannot start at the same time. Priority should be given to the Championship event. This permits the top players to finish earlier in front of a gallery of players.
- 6.d. What happened to the hour 3 - 4 p.m.? Based on experience we allowed a full hour to prepare the draw for the events. To keep the players occupied, we scheduled a (31 point) one game handicap event, single elimination, and offered a cash award to the winner only. This type event can easily be run in an hour, is popular with the players, and keeps the players away from the people making the draw for the events.
- 6.e. Result: Each player arrives in daylight, plays at least 8 matches, and leaves in daylight. This is not the only way to run such an event. If you go through the procedure shown here it will be possible to design a tournament to meet your needs.

**7. Alternate Giant Round Robin Format.** Similar systems can be set up for more or fewer players. Groups of 5 players will obviously take less time. With 8 tables you can only

handle 40 players if you give each group one table. If you have more players you can schedule the tables so some groups can take a break and start later. It is not a good idea to allow some players to arrive later because they are not in the early groups. That will reduce your flexibility to change groups because of defaults.

7.a. With 40 entries you can have 8 groups of 5 players. Players would advance to the event stage based on order of finish. You should have 5 events so there is no problem determining what group they advance to. Each event would have 2 groups of 4 players.

7.b. Elimination stage. You could advance the group winners for finals in each event. Or you could advance 2 from each group and have cross-over semi-finals. With the cross-over semi-finals, the winner of one group plays the runner-up of the other group in the semi-finals and the winners of those matches play the final.

7.c. Time required. Use the planning factors from the chart on page 7–15.

Preliminary rounds – 8 groups of 5 players 10 matches on 1 table @ 20 min 3:20 (round to 3:30)

Draw next stage 1:00

Event stage - 8 groups of 4 players 6 matches on 1 table @ 20 min 2:00

Draw next stage :30

Elimination stage – 8 finals @ :30 all at the same time or scheduled on fewer tables; or 3 rounds of elimination: 16 semi-finals (2 rounds of 8) and 8 finals.

7.d. For other numbers of entries and tables, use the planning factors on page 7-15.

**8. Extra Tables.** If you have more tables than groups you should plan in advance how to use those tables. You can assign them to larger groups, e.g. if you have mainly groups of 4 and one or more groups of 5, assign the extra tables to the groups of 5. If you assign tables to even size groups, let those groups keep the extra tables until they finish. That way their results will come in early and you won't have all results coming in at the same time. This will make it easier to prepare the draws for later events.

**9. Match Scheduling.** There is nothing fancy about scheduling matches for round robin groups. Any schedule can work if it is thought out. It is important to know your goals in the round robin competition. How many will advance to a knock out phase? If only one from each group advances, you must play the match between the top two players in the final round. If two players advance from each group, you must play the match between the #2 and #3 players in the last round. **One system of match sequence is shown below. This is not intended to restrict tournament committees or referees from developing other match sequences to meet their goals.** A chart showing match sequence for groups of up to 12 players are on pages 7–16 and 7-17. The charts show match sequences for 1 or 2 players to advance. Match sequence for any number of players can be determined using the following procedures (1 player to advance):

9.a. For an even number of players take the player letters from the draw sheet. Divide the group in half and list the letters in two columns counter-clockwise

starting with A at the top left. In successive rounds, leave A at the top left and move the other letters counter-clockwise.

<b>Example 9:</b> 6 players	Round 1	Round 2	Round 3	etc.
	A vs F	A vs E	A vs D	
	B vs E	F vs D	E vs C	
	C vs D	B vs C	F vs B	

- 9.b. For an odd number of players use the same procedure except place the bye in the sequence after the last player (in this case the bye replaces "F" from the 6 player group). List players counter-clockwise starting with player A as in the example for 6 players, above. In successive rounds, leave A at the top left and move the other letters and bye counter-clockwise.

<b>Example 10:</b> 5 players	Round 1	Round 2	Round 3	etc.
	A vs bye	A vs E	A vs D	
	B vs E	bye vs D	E vs C	
	C vs D	B vs C	bye vs B	

- 9.c. If one player advances from the group the final match will be between the A and B players with player numbers assigned in order of strength. If two players are to advance the final match will be between the B and C players. Suggested match sequences are on *pages 7-16 and 7-17*.

9.c.1. Although the ITTF Regulation specifies that the final match shall be as indicated above, it is permissible to play the A vs B or B vs C earlier in the final round. This may make it possible to prepare the draw or match cards for later rounds sooner.

**10. Draw Procedures.** The basic purposes of the draw are the same as those for a single elimination draw: to prevent the top (seeded) players meeting earlier than necessary and to provide geographical separation to prevent neighbors from meeting each other in preliminary rounds if possible.

- 10.a. Combination formats. The draw is based on the preliminary stage (single elimination or round robin).
- 10.b. Seeding. Players are seeded into preliminary groups based on the play-off system. One player is seeded into each group. If there are 8 groups followed by single elimination, the top 8 players would be seeded into groups A through H.
- 10.b.1. After seeding one player into each group other players can be drawn at random into groups. This system will result in the best 8 players advancing but will most often result in unevenly balanced groups and complaints from players in the stronger groups.
- 10.b.2. In round robin events it is preferable to seed the entire field or at least half. After placing a seeded player into each group, take the next highest players (in this case 8) and using geographical separation or random draw, place one into each group. Then take the next highest 8 players and repeat the procedure in groups of 8 until all groups are filled.

- 10.c. Snake system. When the preliminary rounds are to be followed by other round robin groups rather than single elimination, the following procedure may be used. **Example 11:** 8 groups of 4 players. List all players in rating order. Starting from the left, place 1 player into each group from highest to lowest of the top 8 players. Continue with the next 8, placing them from right to left. The third group of 8 is then placed left to right, etc. The only exceptions permitted to the strict placing is for geographical separation, in which case a player may be moved to another group on the same line.

**Example 11:**

A	B	C	D	E	F	G	H	
1	2	3	4	5	6	7	8	Players 3, 14 & 30 are from
14	15	16	13	12	11	10	9	the same home town. They
17	18	19	20	21	22	23	24	are moved only within the
32	31	28	29	30	27	26	25	same row.

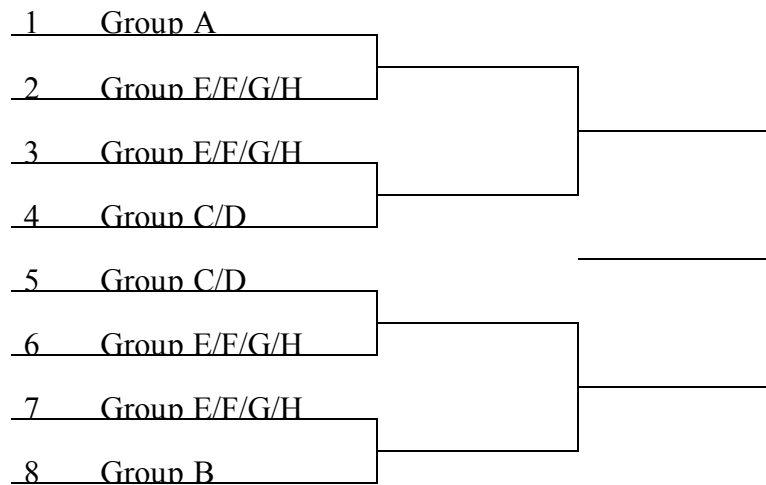
- 10.d. By placing players in order from top to bottom, the top player will start with the weakest player and progress to the second best player whom he will play in the final round if the group has an even number of players. That sequence will be altered if two or more players advance.
- 10.e. Modified Snake system. (A variation of this system was used in the 1996 Olympics.) To avoid predicting where each entry will go, players are drawn in groups of 4. **Example 12:** 8 groups of 4 players. List all players in rating order. Starting from the left, place 1 player into each group from highest to lowest of the top 8 players. Then draw the next four players (9 – 12) by lot into any of the groups E – H, The next four (13 – 16) are drawn to groups A – D; (17 – 20) also to groups A – D; (21 – 24) to E – H; (25 – 28) to E – H; and last, (29 – 32) to A – D. This simplifies geographical separation because no one other than the top player in each group has a specific position. Geographical separation can be considered in making the placement within the group of four while keeping the purpose of the snake, e.g. to have all groups of approximately equal strength.

**Example 12:**

A	B	C	D	E	F	G	H
1	2	3	4	5	6	7	8
[13-	----	----	--16]	[9--	----	----	--12]
[17-	----	----	--20]	[21-	----	----	--24]
[29-	----	----	--32]	[25-	----	----	--28]

**11. Draw for Single Elimination Following Round Robin Play.**

- 11.a. The draw for the elimination stage must be based on group order, A through H in the above examples even though the top seeded player in each group didn't win the group.
- 11.b. Using the procedures shown in Chapter 6, Draw Procedures, group winners would go into an 8 player single elimination draw. The #1 seed (from group A) goes on line 1; #2 (B) on line 8; #3 (C) & #4 (D) by lot to lines 4 and 5. The remaining group winners would be drawn by lot to the remaining lines. This draw is normally made before play begins. Make the draw as if the top player in each group wins the group. That way you can separate geographically. If the top player does not win the group, you may not have good geographical separation but that is the “luck of the draw.”
- 11.c. If you want to advance 2 players from each group, draw the group winners as shown below. Then draw the #2 player from each group to positions in the other half of the draw. That way the only way players from the same group can meet is if they both make it to the final.



- 11.d. An acceptable alternative procedure is to consider geographical separation while making the draw for the elimination stage. (This is the procedure used in the Olympics.) This takes more time so you must plan for that time before the next stage is played.

**12. Alterations to the Draw.**

- 12.a. If there are several round robin events, the same players should not have to play each other in the preliminary round of more than one event. If several players enter several events it may not be possible to eliminate it. See page 6-7 for a system of avoiding the problem before names are placed on the draw sheet. If the duplication is not discovered until after the draw is completed, it should be changed in the most equitable manner consistent with the procedures shown above.

12.b. In events with USATT players only, it is permissible for players to be shifted or added to fill vacancies in round robin groups even after play has begun.

**13. Match Cards.** A group leader (normally the highest rated player) is given a round robin draw sheet for his/her group which includes the sequence of matches. If individual match cards are desired, see sample match cards beginning on page 6–16.

**14. Control of Play.**

14.a. Matches must be played in the prescribed sequence; players should not be permitted to find opponents and make their own schedule. Otherwise players will not be available to play when needed. Some players believe that it is their right to get matches without regard to other players or the efficient running of the event.

14.b. If you use the system of giving the group the draw sheet to record results all players in the group report to the table and play without further control from the desk. The group leader is then responsible to record the results of all matches and return the completed draw sheet to the control desk. If this system is used:

14.b.1. The referee must ensure that play begins as scheduled and must identify defaults. If no control is exercised, a player may arrive an hour late and play all of his matches, delaying other events. Defaults must be promptly identified so that the committee can make changes to groups if necessary and as authorized in accordance with paragraph 12.b, above.

14.b.2. Someone at the control desk must check the results when they come in to ensure that they are properly posted. Most players are used to looking at wall copies of draw sheets to check their results. Not many are experienced at posting results.

14.c. It is sometimes preferable to assign all matches from the control desk. You can have better control of how the event is progressing and can assign an extra table to a group that is falling behind. This method is necessary if you have more groups than you have tables.

14.d. An event may include groups with different numbers of players, resulting from an uneven number of players or defaults. If the larger groups consist of an uneven number of players, those groups should be given an extra table if possible (or priority of matches if controlled from the desk) to enable them to finish with the other groups.

**15. Match Schedule for Players.** In any round robin competition it is helpful to give players information on the format: how many advance from preliminary groups, and a schedule of play.

**16. Tie Breaking Procedures.** In a group, or "round robin", competition, each member of the group shall play every other member. 2 match points shall be awarded for a win, 1 for a loss in a played match, and 0 for a loss in an unplayed or unfinished match. The ranking order within the group shall be determined primarily by the numbers of match points gained. (See examples beginning on page 7–11)

- 16.a. Unrated players. In rating limited events it is sometimes desirable to allow unrated players to compete but not permit them to advance from a round robin group. If this decision is made it must be indicated in the entry blank. In the tie breaking procedure matches involving unrated players will be computed the same as all other matches.
- 16.b. If two or more members of a group have won the same number of match points, their relative positions shall be determined by the results only of the matches involving those tied. Compare those tied first for match points, then successively the ratio of games won to games lost; and points won to points lost, as far as necessary to resolve the order of finish. If the tie cannot be resolved, positions are determined by lot.
- 16.b.1. Only the results of matches between players tied shall be taken into account. In a two way tie, the winner of the match between the tied players is the winner of the group (or of the higher position for which tied).
- 16.b.2. At each stage of computations (ratio of matches, games, points), all tied positions shall be determined if possible.
- 16.b.3. If all positions cannot be determined at one stage, those positions that can be clearly determined are assigned their proper positions and excluded from further computation. The remaining positions shall be determined by using the procedure beginning at para. 16.b, above.

### Example Round Robin Tie Breaking Procedure

**EXAMPLE 13:** In this example all matches are played. The results are easily computed but result in 3 players tied for 2nd through 4th places and 2 tied for 5th and 6th.

	A	B	C	D	E	F	MP	Place
A	<del>W 7 7</del> <del>8 9 8</del>	L 7 -7 8 -9 -8	L -8 -6 -10	W -9 9 4 -9 7	W -10 8 7	W 13 9 8	8 3	2= <b>2</b>
B	W -7 7 -8 9 8	<del>W 8 -9</del> <del>10 -12 8</del>	W 8 -9 10 -12 8	L 7 -10 -9 9 -11	W -9 5 9 7	L -6 -9 10 -7	8 3	2= <b>3</b>
C	W 8 6 10	L -8 9 -10 12 -8	<del>W 8 9 7</del>	W 8 9 7	W 12 9 8	W -8 7 5 -9 6	9	1
D	L 9 -9 -4 9 -7	W -7 10 9 -9 11	L -8 -9 -7	<del>W 7 -8 9 6</del>	W 7 -8 9 6	W 9 10 11	8 3	2= <b>4</b>
E	L -8 10 -8 -7	L 9 -5 -9 -7	L -12 -9 -8	L -7 8 -9 -6	<del>W -8 7 -9 8 10</del>	W -8 7 -9 8 10	6	5= <b>5</b>
F	L -13 -9 -8	W 6 9 -10 7	L 8 -7 -5 9 -6	L -9 -10 -11	L 8 -7 9 -8 -10	<del>W 6 9 -8 -10</del>	6	5= <b>6</b>

E defeated F to win 5th place (2 way tie).

Stage 2 to break tie for 2nd - 4th places

	A	B	C	MP	Games	Match		Place
						Points		
A	X	L 7 -7 8 -9 -8	W -9 9 4 -9 7	8 3	5 5	97 90 108%	2= 2	
B	W -7 7 -8 9 8	X	L 7 -10 -9 9 -11	8 3	5 5	100 98 102%	2= 3	
C	L 9 -9 -4 9 -7	W -7 10 9 -9 11	X	8 3	5 5	94 103 91%	2= 4	

The match points and games won/lost are the same for each of these players. It is necessary to count points won and lost to determine the final order of finish. In this example, throughout this Guide, and in practice in USATT sanctioned tournaments, only the point score of the loser of each game is shown. For example: A lost to B 11-7, 7-11, 11-8, 9-11, 8-11. In calculating point scores, be sure to count the winner's scores. In this match A won 46 and lost 48 points. **You must resolve as many positions as possible before going to another step.**

**EXAMPLE 14:** This example is similar to Example 13 in that all matches are played. The procedures are exactly the same. For simplicity only game scores are recorded rather than point scores. If all ties can't be broken without going down to points, then you will, obviously, need point scores.

	A	B	C	D	E	F	G	H	Match		
									Points	Place	Final
A	X	W 3 1 1 3	L 1 3 3 2	W 3 2 3 0	W 3 0 3 0	L 0 3 1 3	L 1 3 3 0	L 0 3 2 3	10 9	4= 7	6 7
B	1 3	X	L 0 3 3 0	W 3 1 3 1	L 2 3 2 3	L 1 3 3 2	W 3 2 3 1	L 1 3 2 3	12 8	2 8	2 8
C	W 3 1 3 1	W 3 0 3 0	X	W 3 0 3 0	L 2 3 2 3	W 3 2 3 2	W 3 1 3 1	L 2 3 2 3	8 11	8 3	8 3
D	L 2 3 2 3	L 1 3 1 3	L 0 3 0 3	X	L 0 3 0 3	W 3 2 2 3	L 2 3 2 3	L 1 3 1 3	11 10	3 4	3 4
E	0 3	3 2	3 2	3 0	X	3 1 3 1	L 0 3 0 3	L 0 3 0 3	10 10	4= 4	4 5
F	3 0	3 1	2 3	2 3	1 3	X	3 1 3 1	L 0 3 0 3	10 14	4= 1	5 1
G	W 3 1 3 1	L 2 3 2 3	L 1 3 1 3	W 3 2 3 2	W 3 0 3 0	L 1 3 1 3	X	L 2 3 2 3	10 14	4= 1	5 1
H	W 3 0 3 0	W 3 1 3 1	W 3 2 3 2	W 3 1 3 1	W 3 0 3 0	W 3 0 3 0	W 3 2 3 2	X	14 14	1 1	1 1

Stage 2 to break tie for 4th - 6th places

In this example the final positions are easily determined with the match points.

	A	F	G	Points	Place	Final
A	X	L 0 3	L 1 3	10 2	4=	6
F	W 3 0	X	W 3 1	10 4	4=	4
G	W 3 1	L 1 3	X	10 3	4=	5

**Example 15:** This example has nearly the same results as the previous example. The difference is that some matches are not played. The same player wins each match but by using the match points, the order of finish is substantially different. (2 match points for each win, whether played or not; 1 point for each loss in a played match, and no points for a loss not played, in this example by default)

	A	B	C	D	E	F	G	H	Match Points	Place	Final Place
A	X	W 3 1	L 1 3	W 3 2	W Def	L Def	L 1 3	L 0 3	9	5=	5
B	L 1 3	X	L 0 3	W 3 1	L 2 3	L 1 3	W 3 2	L 1 3	9	5=	7
C	W 3 1	W 3 0	X	W 3 0	L 2 3	W 3 2	W 3 1	L 2 3	12	2	2
D	L 2 3	L 1 3	L 0 3	X	L 0 3	W 3 2	L 2 3	L 1 3	8	8	8
E	L Def	W 3 2	W 3 2	W 3 0	X	W 3 1	L 0 3	L Def	9	5=	6
F	W Def	W 3 1	L 2 3	L 2 3	L 1 3	X	W 3 1	L 0 3	10	3=	3
G	W 3 1	L 2 3	L 1 3	W 3 2	W 3 0	L 1 3	X	L 2 3	10	3=	4
H	W 3 0	W 3 1	W 3 2	W 3 1	W Def	W 3 0	W 3 2	X	14	1	1

F defeated G to win 3rd place (2 way tie).

Stage 2 to break tie for 5th - 7th places

Notice that different players in this example are tied for different positions as opposed to Example 13. In this example the final positions are again easily determined by comparing match points.

	A	B	E	Match Points	Place	Final
A	X	W 3 1	W Def	9 4	5=	5
B	L 1 3	X	L 2 3	9 2	5=	7
E	L Def	W 3 2	X	9 2	5=	6

The tie between B and E for 6th & 7th place is again broken by the head to head match won by E.

- 16.c. In team competition the same procedures are used. First consider the number of match points won by each team. Match points are awarded using the same procedures as used for individual matches. If two or more teams of a group have won the same number of match points, their relative positions shall be determined by the results only of the matches involving those tied. Compare those tied first for match points, then successively the ratio of individual matches won to matches lost; games won to games lost; and points won to points lost, as far as necessary to resolve the order of finish.

## ROUND ROBIN PLANNING FACTORS

Players	Tables	Rounds	Matches	@ :20*	@ :30*
3	1	3	3	1:00	1:30
4	2	3	6	1:00	1:30
5	2	5	10	1:40	2:30
6	3	5	15	1:40	2:30
7	3	7	21	2:20	3:30
8	4	7	28	2:20	3:30
9	4	9	36	3:00	4:30
10	5	9	45	3:00	4:30
11	5	11	55	3:40	5:30
12	6	11	66	3:40	5:30
13	6	13	78	4:20	6:30
14	7	13	91	4:20	6:30
15	7	15	105	5:00	7:30

\*times based on continuous play without breaks

**Note:** These figures are based on having the maximum number of tables needed for the size groups indicated. Be sure to calculate based on the number of tables available. It is not practical or desirable to have players play continuously. Reasonable breaks are available if you use fewer tables than the maximum indicated.

MATCH SEQUENCE – One player to advance

A – bye    A – C    A – B            3 players  
 B – C    bye – B    C –

A – D    A – C    A – B            4 players  
 B – C    D – B    C – D

A – bye    A – E    A – D    A – C    A – B            5 players  
 B – E    bye – D    E – C    D – B    C – bye  
 C – D    B – C    bye – B    E – bye    E – D

A – F    A – E    A – D    A – C    A – B            6 players  
 B – E    F – D    E – C    D – B    C – F  
 C – D    B – C    F – B    E – F    D – E

A – bye    A – G    A – F    A – E    A – D    A – C    A – B    7 players  
 B – G    bye – F    G – E    F – D    E – C    D – B    C – bye  
 C – F    B – E    bye – D    G – C    F – B    E – bye    D – G  
 D – E    C – D    B – C    bye – B    G – bye    F – G    E – F

A – H    A – G    A – F    A – E    A – D    A – C    A – B    8 players  
 B – G    H – F    G – E    F – D    E – C    D – B    C – H  
 C – F    B – E    H – D    G – C    F – B    E – H    D – G  
 D – E    C – D    B – C    H – B    G – H    F – G    E – F

A – bye    A – I    A – H    A – G    A – F    A – E    A – D    A – C    A – B    9 players  
 B – I    bye – H    I – G    H – F    G – E    F – D    E – C    D – B    C – bye  
 C – H    B – G    bye – F    I – E    H – D    G – C    F – B    E – bye    D – I  
 D – G    C – F    B – E    bye – D    I – C    H – B    G – bye    F – I    E – H  
 E – F    D – E    C – D    B – C    bye – B    I – bye    H – I    G – H    F – G

A – J    A – I    A – H    A – G    A – F    A – E    A – D    A – C    A – B    10 players  
 B – I    J – H    I – G    H – F    G – E    F – D    E – C    D – B    C – J  
 C – H    B – G    J – F    I – E    H – D    G – C    F – B    E – J    D – I  
 D – G    C – F    B – E    J – D    I – C    H – B    G – J    F – I    E – H  
 E – F    D – E    C – D    B – C    J – B    I – J    H – I    G – H    F – G

A – L    A – K    A – J    A – I    A – H    A – G    A – F    A – E    A – D    A – C    A – B    12 players  
 B – K    L – J    K – I    J – H    I – G    H – F    G – E    F – D    E – C    D – B    C – L  
 C – J    B – I    L – H    K – G    J – F    I – E    H – D    G – C    F – B    E – L    D – K  
 D – I    C – H    B – G    L – F    K – E    J – D    I – C    H – B    G – L    F – K    E – J  
 E – H    D – G    C – F    B – E    L – D    K – C    J – B    I – L    H – K    G – J    F – I  
 F – G    E – F    D – E    C – D    B – C    L – B    K – L    J – K    I – J    H – I    G – H

MATCH SEQUENCE – Two players to advance

A – C    A – B    B – C    3 players  
bye – B    C –    A – bye

A – C    A – B    A – D    4 players  
D – B    C – D    B – C

A – bye    A – D    A – C    A – B    A – E    5 players  
B – E    E – C    D – B    C – bye    bye – D  
C – D    bye – B    E – bye    E – D    B – C

A – F    A – D    A – C    A – B    A – E    6 players  
B – E    E – C    D – B    C – F    F – D  
C – D    F – B    E – F    D – E    B – C

A – bye    A – G    A – E    A – D    A – C    A – B    A – F    7 players  
B – G    bye – F    F – D    E – C    D – B    C – bye    G – E  
C – F    B – E    G – C    F – B    E – bye    D – G    bye – D  
D – E    C – D    bye – B    G – bye    F – G    E – F    B – C

A – H    A – G    A – E    A – D    A – C    A – B    A – F    8 players  
B – G    H – F    F – D    E – C    D – B    C – H    G – E  
C – F    B – E    G – C    F – B    E – H    D – G    H – D  
D – E    C – D    H – B    G – H    F – G    E – F    B – C

A – bye    A – I    A – H    A – F    A – E    A – D    A – C    A – B    A – G    9 players  
B – I    bye – H    I – G    G – E    F – D    E – C    D – B    C – bye    H – F  
C – H    B – G    bye – F    H – D    G – C    F – B    E – bye    D – I    I – E  
D – G    C – F    B – E    I – C    H – B    G – bye    F – I    E – H    bye – D  
E – F    D – E    C – D    bye – B    I – bye    H – I    G – H    F – G    B – C

A – J    A – I    A – H    A – F    A – E    A – D    A – C    A – B    A – G    10 players  
B – I    J – H    I – G    G – E    F – D    E – C    D – B    C – J    H – F  
C – H    B – G    J – F    H – D    G – C    F – B    E – J    D – I    I – E  
D – G    C – F    B – E    I – C    H – B    G – J    F – I    E – H    J – D  
E – F    D – E    C – D    J – B    I – J    H – I    G – H    F – G    B – C

1	2	3	4	5	6	7	8	9	10	11
A – L	A – K	A – J	A – I	A – B	A – G	A – F	A – E	A – D	A – C	A – H
B – K	L – J	K – I	J – H	C – L	H – F	G – E	F – D	E – C	D – B	I – G
C – J	B – I	L – H	K – G	D – K	I – E	H – D	G – C	F – B	E – L	J – F
D – I	C – H	B – G	L – F	E – J	J – D	I – C	H – B	G – L	F – K	K – E
E – H	D – G	C – F	B – E	F – I	K – C	J – B	I – L	H – K	G – J	L – D
F – G	E – F	D – E	C – D	G – H	L – B	K – L	J – K	I – J	H – I	B – C

This page is intentionally blank