



GUIDELINES FOR JUNIOR TOURNAMENT ORGANISERS

January 2013

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1 What are the characteristics of a successful junior tournament?

- It has a good number of participants, but not more than can be accommodated by the time and courts available.
- It runs reasonably close to a published schedule, and its finals are completed, without undue stress on players or officials, at a reasonable hour.
- It supplies a programme for each competitor, keeps results up to date in an accessible place, and deals with its customers in a polite and friendly manner.
- It balances the needs and aspirations of the successful competitors and of those who are less successful.
- Above all, it leaves the participants wanting to repeat the experience.

How can we try to ensure that our tournament has a good chance of achieving these objectives?

- 1 **Tournament Regulations** are included in the Bye-laws and Rules of the Scottish Badminton Union, and all Organisers and Referees should be fully conversant with the latest Regulations, and also recent updates on the Laws of Badminton, which do change from time to time.
- 2 A tournament should be overseen by a **committee**, and not rely too heavily on one person. Where an independent body promotes the event, at least one representative of the Group for that area should ideally be on the committee.

The key person is the **Secretary**, or **Organiser**, who will

- arrange or check the booking of the courts
- apply for sanction from **BADMINTONscotland**
- distribute and receive entry forms
- collate entry lists, following up incomplete or inconsistent entries
- seek seedings from the recognised source
- organise the draw
- inform competitors of start times and other conditions
- arrange the publication of the programme
- be there on the day to clear up any confusions which may arise.

There may be a separate **Treasurer**, who will look after entry fees, bills, perhaps shuttlecocks and prizes.

There should also be a **Referee**, a person of experience and recognised stature, who will

- oversee the draw according to the principles laid down
- see that timings are realistic and appropriate
- be there on the day to deal with any disputes

If there is no person of appropriate stature available, **BADMINTONscotland** may be approached for a recommendation.

Further personnel can be given responsibility for

- catering
- checking in competitors
- making announcements
- taking in results
- controlling shuttles
- collating trophies
- arranging presentations
- etc.

The larger your tournament, the more help you will need - but the co-ordination of these helpers will also require a considerable amount of organisation and certain communication skills.

- 3 **Courts** should always be booked well in advance, and written confirmation received. Be sure you understand the conditions pertaining. Is there an absolute deadline for finish? If so, accurate timing and running become essential, and some allowance of extra time should be built in. Can courts be cancelled without charge once entry levels are established? What notice is required for this? Can you expect the courts to be properly cleaned, and lighting to be adequately maintained? Is the roof prone to leaking? Is the hall adequately heated and insulated? Informal liaison and maintenance of goodwill with centre managers, caretakers and other staff can certainly pay dividends.
- 4 In recent years, players and parents are increasingly downloading entry forms from the **BADMINTONscotland** and other websites. However, many will still rely on postal delivery of entry forms. A **mailing list** of players who have recently competed in similar events may be available from **BADMINTONscotland**, and this will undoubtedly help in promoting your tournament. Email is increasingly popular – speedy, effective and cost-free – and new means of making contact, such as Facebook, are arising year on year. Online entry and payment has also become an available option – though not all organisers are willing or able to offer this at present. Forms can also be made available at other similar events. Locally, however, other appropriate channels may be through clubs, coaches, sports centres and schools, and these will help you to reach new players.
- 5 **Entry forms** should be made available around six weeks before the event, to allow time (but not too much) for players to consider entering, arrange partners, etc. Closing date should be around fourteen to twenty-one days before the event, depending on your timescale for draw, reprographics, etc. Remember that there is usually a flood of entries at the last minute, and that some may continue to come in a day or two after. An email address or text to a mobile number will ease the chore of returning times of play. Timings may also be placed on your local website. However, some competitors will still require notification by post, and these should be asked to supply a first-class stamped, self-addressed envelope. Players are entitled to expect this information at least four days before the event.
- 6 **Seedings** should be sought from the appropriate person named in the current **BADMINTONscotland** Programme of Events booklet. Results should be promptly

returned to that person and to **BADMINTONscotland** to ensure that successful players and following tournaments may benefit from up-to-date seedings.

- 7 Tournaments Organisers are also required to ensure the prompt return of **Tournament Levies** to **BADMINTONscotland**, and also to report (as “DNS”) any players who failed to appear without explanation.
- 8 **Timings** must be realistic, if you are to know when to call in players for later events, when you are having your finals, even whether to curtail or extend your court booking if this is possible.

How long should a game of badminton take? Generally speaking, the younger the players, the shorter the games tend to last. For older juniors, in the earlier rounds, a 25-minute norm for best of three to 21 is fairly safe – perhaps 20 minutes for younger players. Later rounds may require extra time. For single games, e.g. in pools, 10 to 12 minutes should suffice. This also allows for the time taken to get to the court, knock up and get started.

Generally also there are more one-sided and therefore shorter games early on than in the later stages. Also, walkovers for non-appearance are much more common than those occurring for other reasons later in the event. It is therefore acceptable to call say eight matches for six courts, and add in time at the later stages. To avoid inefficient use of court time in the event of running ahead of schedule, players should be notified that they may be called up to twenty minutes earlier than their stated time.

Finding a notional overall time by multiplying number of ties to be played by time allowed for each, divided by number of courts, can be a useful first step, but your **real** time will be greater than this figure, with courts inevitably unable to be used at the later stages of events. Hold-ups will also occur where players are moving from one event to another. Do realistic tie-by-tie programme timing once you have the draws. If you have singles, doubles and mixed, take as a case study one player who may reach three finals. The shortest time your tournament can take is his playing time, plus any necessary breaks.

A player is traditionally allowed a 20-minute break after a singles, 10 minutes after a doubles. (These allowances are of course based on best-of-three.) A player may at times waive these rights, but should not be pressed to do so. Remember also that, unless you state the contrary on your programme, a 2-minute break may be taken between games, in addition to the 1-minute break when the first player reaches eleven. This will have to be allowed for in your timings.

- 9 Due to court / time restrictions, variations of the rally-point scoring system are sometimes introduced to reduce the length of a junior match. These include:
 - One game to 21
 - Best-of-three to 15
 - One game to 15

A further variation has sometimes been employed – one game to 30 points with no extension. This format strictly lies outside the Laws of Badminton, where, with rally-point scoring, the basic game finishes at 21 points, extended only as necessary to win by two clear points - except if the score reaches 29-all, when the side scoring the next point shall be the winner. **You should therefore consider your options carefully before employing it, as the other game formats outlined above have recently**

been added as approved by the BWF. If you feel the standard single extended game is insufficient, you can consider using shorter best-of-three game ties, with “extension” permitted as prescribed – to 21 from 15. (See below, also, about using “points difference” to decide ties in pools, rather than “points for” being used first.)

In deciding **how long** (or short) is appropriate for a junior match, we must take into account overall time available, the physical limitations of the players and, with large entries, the number of consecutive matches they may have to play. Where a “B” event (also known as “plate” or “consolation”) is offered as a second chance, matches may justifiably be of shorter format than the main event – e.g. a single game, as outlined above, or best of three shorter games. The same criterion may apply in pools, where a series of games is offered against different opponents. Generally speaking, the older the players, the more the adult norm should apply of best-of-three to 21 extended to win by two points.

- 10 Certain situations apply in junior events that do not seem to be catered for in the Laws of Badminton, or Tournament Regulations. Many on-court problems arise because the Laws presuppose the presence of an umpire, service-judge and line-judges on each court. Where these officials are not present, the accepted practice is that a player acts as umpire and line-judge on their own side of the net, making line-calls and declaring any of their own faults. This can be a tall order even for experienced adults, so little wonder that problems will arise with young players.

For the youngest players, adults (or more experienced young players) can be used to control games - but be sure you choose ones who know the rules, and are impartial.

- (i) **Line calls** can naturally be a source of disagreement where no officials are on court. The accepted practice is that each player makes the calls at his own end. The player who struck the shot may not like it, but basically is expected to accept the call just as if it had been made by an impartial line-judge. Similarly for **faults** such as hitting the net, reaching over the net, touching the shuttle in passing, the player makes his own decision and **need not defer to his opponent**. Occasionally there may be disagreement as to whether the shuttle actually passed OVER the net – in which case neither side has the logical right to make the final decision, and a let may be the only solution. As an official, you may well be called on - players have the right to go to the table for adjudication in the absence of an on-court official. Unless you happened to see the incident clearly yourself, you should not normally attempt to influence the player whose right it was, at that point, to make the call - except perhaps to ask whether they are absolutely sure. Where they do not appear sure, you might suggest a let be played, and ask that they only call “out” when certain in future! **You should not allow any other spectator, parent or player to influence the situation.** Where trust between the players has clearly broken down, you should appoint an official, or line-judges, for the duration of the match.
- (ii) If called upon to solve a disagreement over **score** - or you see that play has stopped and the players are involved in a lengthy discussion or argument – you should start from the assumption that neither side is actually cheating (though one side - or both - may well be making accusations). Take the heat out of the situation by letting each side have its say, briefly, and see if you can pinpoint the problem. One side, in the Referee’s judgement, may have a clearer and more persuasive version of events, which the others may accept. Failing this, you might then take them back to last change of service. Who served to whom, and what was the score? All this is taking time, and the further back you go, the

more unreliable the memories become. The official guidance to umpires is to go back to the last agreed score, which, in the worst case, could be 0-0 - clearly unfair where one side was definitely leading the other, the only question being by how much. Where the difference is small (though usually significant, as such problems usually come to your attention towards the end of the game - it may indeed be match point, or game over), players may more or less willingly agree to split the difference, or toss a coin (or shuttle) to decide the odd point or person serving, particularly when they understand the alternatives and realise that some way forward must be found. You must ensure that both sides are willing to accept the outcome of your arbitration before you make a decision or toss the coin, and it may be prudent to stay beside the court or appoint a scorer thereafter.

- (iii) It is a common misapprehension that both players must agree to a **change of shuttle**, i.e. that either player has the right of veto. Certainly the normal process of change is that one player asks, and the other player agrees. If such consent is not given, the first player may elect to play on. If they cannot agree, the umpire will inspect the shuttle for damage and may ask for it to be tested for flight and speed. He will then make a decision. Where no umpire is on court, this appeal should be to the official in charge, the Referee. Where the decision is to play on, it is still of course open to a player to ask again after the next rally, and the next, as further deterioration may well have occurred. In practical terms, it is simplest in most cases to replace any shuttle in question. Where a player deliberately damages a shuttle, a warning should be given. It is common practice for experienced players to “tip” a shuttle to alter its speed; but this should always be done with consent, and players should first enquire whether a faster or slower speed is available.
- (iv) The Laws of Badminton now allow **coaching** in the specified breaks in and between games, and also from the back of the court between (but not during) rallies. **It is, however, acceptable for organisers to disallow all forms of coaching during a match**, provided this is stated in the conditions of your event - and doing this could save you from some of the problems which may arise from off-court involvement. Even then, parents and coaches (and indeed other players) may on occasion be suspected of shouting or signalling advice to a player, influencing line calls, etc. Be careful to differentiate this from legitimate general encouragement, and also natural nervous involvement, by parents in particular. If such behaviour is brought to your attention, you might do the following. Firstly, observe for a sufficient time to establish your own opinion. If you feel it appropriate, approach the person quietly and ask them to be less active, perhaps advising them that they are distracting their own player. If they persist, you would have to ask them to move to a place where they cannot influence the game. Point out that their player is the one who will be penalised if any action has to be taken.
- (v) The Referee has the power to deal with any **misconduct**, such as behaving in an offensive manner by word or gesture to another player or official, or flagrant abuse of racquet or shuttle. Bear in mind, however, that the BWF has indicated that some show of emotion is acceptable. In the absence of an umpire, the Referee may, on the report of another official, give a warning. If the report comes from a spectator, the Referee should first observe the player in question. If the behaviour persists, the player may be faulted, i.e. the preceding rally (if won), or the next, is awarded to the opponent. The player should also be warned that repetition could lead to disqualification. Only the Referee, or, in his

absence, his appointed deputy, has the power to disqualify. The progression above can be shortened to instant disqualification in very extreme circumstances provided the referee is entirely sure of what has happened. This course of action is, thankfully, very rare.

- (vi) Law 16.1 states: “**Play shall be continuous** from the first service until the match is concluded.” This of course is not strictly possible, and indeed the permitted intervals override this principle.

A player should not **leave the court** during play, but frequently young players will do this, having forgotten towel, drink, or a spare racquet in the event of a string breakage. They may even have to ask around to borrow a racquet. Such aberrant behaviour might merit a mild warning. It is of course permissible to leave the court to get a new shuttle, or speak to the “table”. Where a player runs off the court because of, say, imminent sickness or diarrhoea, discretion will have to be applied.

Law 16.4 states that “under no circumstances shall play be delayed to allow a player to recover strength or wind”. But what of injury, cramp, or asthma attack? At the discretion of the umpire or referee, treatment may be given on or beside the court, to determine whether the player will be able to continue. The person giving treatment or advice should ideally be impartial and appropriately qualified, but this may not be possible. Bearing in mind the youth of our players, they may not be in a position to make a correct analysis of their own situation and, with the Referee’s permission, a parent or other interested adult may be allowed on the court if necessary, without risk of disqualification - **provided of course no playing advice is being given**. In fairness to the other side, who may be losing a legitimate advantage and becoming cold and “flat”, such treatment should not be unduly prolonged. After at most five minutes the player should be asked if he is now able to continue, failing which the match should be awarded to the opponent. Where a player “disappears” through sudden illness and is unable to return to the court, or indeed cannot be located, the referee is entitled to award the match after a similar period. Where the problem recurs, the referee may be justified in asking the player if he is able to continue without undue delay. The referee in these situations has the responsibility to weigh the disadvantage to one player, who is clearly (and presumably genuinely) in difficulties, against the disadvantage to the other, who may lose his momentum and be surprised by an unexpectedly rapid recovery from the other side!

- (vii) The referee is of course entitled to “scratch” any player who **fails to appear on time**, either for their first match of the day, or when called during the event. While it is clearly important that the programme must not be unduly held up, this power should be used sparingly. Young players may not be in control of factors which make them late in arriving, and if an opponent has already been awarded a walkover it is hard to ask them if they would mind now playing. Best to wait a reasonable time, until the progress of the tournament is actually going to be delayed, rather than “making an example” of someone to encourage the others.

Strictly speaking, a player so scratched should not go into any “B” event, but discretion might be used, particularly in the case of unseeded players. (A seeded player may not wish to play the “B” event anyway.) Where players who are known to have been present do not appear when called, be very sure before scratching the player that (a) he has not been misinformed of his time, (b) the p.a. system (or voice) is clearly audible in all parts (including changing

rooms, toilets and cafeteria) and (c) he has not asked for and received permission to leave the hall from some other official. It is awkward if a player turns up a minute later with a reasonable story.

- (viii) **Dress regulations** have varied over the years, and, while ostensibly designed to ensure that the game of badminton is well presented, are often complicated by the need to control the size, placing and style of sponsorship on clothing which conflicts with the interests of tournament sponsors, or of television. Where these considerations do not really apply, it is perhaps best to turn a blind eye to many things. First-time entrants after all may not possess appropriate badminton clothing. Where writing on a shirt gives offence, it may be turned inside out. Those reaching finals can however be expected to know the rules, and have a supply of suitable gear, particularly where sponsors and guests are present and photographs may be taken for purposes of publicity.

- 11 There are many possible **formats** for junior events, and even within your tournament you may use different formats for various ages and numbers of entrants.

The traditional and simplest format is **knockout**. Advantages are that it very cleanly overcomes withdrawals by giving walkovers, takes the least time, and, with only winners going forward, gives a perhaps deceptively clear-cut outcome. Disadvantages are that some players get too little play for their money, effectively subsidising the seeded players who may, in a one-day event, actually get *too much* play. Court usage becomes less efficient in the later stages, and there can be a moral pressure on players to go back on without too much delay, particularly those who have had the longest matches, and are thus “holding up” the schedule. Provided this can be avoided - and a two-day tournament can allow semi-finals and finals to be held over - knockout is still the recognised means of finding major champions, at national and international level in particular.

For younger players, however, it has been recognised by **BADMINTON scotland** that the straight knockout is not the most appropriate. The recommended formats involve (i) the **A/B Knockout** - with what is variously known as a “plate”, “supplementary” or “consolation” event for first-game losers - and (ii) the **pool system**.

The **A/B Knockout** is a means of running two levels of event within the one draw. For this type of the event, **BADMINTONscotland** permits the seeding of additional players, in the following manner.

If you have 32+ entrants, take the top 16 (not just 8) from the Seeding List supplied and place and draw the seeds as prescribed: 1 to top, 2 to foot, 3/4 drawn to outside of upper or lower middle quarters, 5-8 drawn to each quarter thereafter. Then draw 9-16, placing them apart from the first 8. Finally, draw unseeded players into the remaining places.

The “A” event should thus theoretically consist of the top-ranked 16 entrants, or those who have beaten them, and this is the championship event.

Similarly, for 16-31 entrants, seed 8 (not 4) players; for 8-15, seed 4. (See Appendix A - this is set out in an optional back-to-back format which allows both “A” and “B” events to appear on the same sheet.)

It is recommended that only token prizes should be awarded to those successful in “B” events-

While in the “B” event it is simplest and usually quite appropriate to use the same draw as the “A” event, simply by progressing the first-tie losers, it is possible there may be multiple byes caused by withdrawals. If the event is in danger of become seriously unbalanced, a rearrangement or re-draw would be appropriate.

A player may legitimately choose not to go into a “B” event. Perhaps he is a disappointed seed who sees no consolation or point in it, or he may prefer to conserve himself for a doubles event. Best to check on this before setting up the “B” event.

Note that in Scottish junior events, “B” competitors will also gain ranking points according to progress, with the stipulation that the “B” winner’s points will always be less than those gained by any player who wins a match in the “A” event.

The **pool system** is probably more appropriate for the youngest age-groups, and at older ages where numbers of entries are very small. While giving reasonable value and breadth of experience to the weaker players, there is a danger of asking your top players to wade through too many meaningless games if the pools are too large, meaning fatigue in later stages, and high usage of court time. **The optimum number in a pool is four.** Three is just viable; five is satisfactory but takes 5 rounds (not 3) to complete, and six is a little more time-consuming than five - but still only needs 5 rounds. Pools involving seven or eight players should only be contemplated as a complete event, and at the youngest levels where single games are played. Recommended orders of play are set out in Appendix B.

To avoid undue disparity between pool sizes, it should be made clear in your programme that certain entrants may be transferred in the event of withdrawals from other pools. These will normally be unseeded players, placed at the bottom of the pool, and/or may be so denoted by an asterisk. If a seeded player withdraws, the player who would have been next in seeding order can be moved to maintain the strength of that pool.

Pools games can be full best-of -three, or single games. Where it is best-of three, it is appropriate to have only one qualifier, just as in knockout. Where it is single games, it is fairer to have two qualifiers, on the grounds that no one should be knocked out on the result of a single game. In all cases, **wins** should be the first criterion of qualification, **games** and/or **points** only being used to differentiate in the event of equal wins. Winning by two clear points should be allowed as stated in the Laws, using **points difference** as the deciding factor (rather than “points for” and then “points against”, which can produce the unfair situation that a 22-20 rates higher than a 21-0).

- 12 Recent seasons have seen the increasing use of Tournament Software at all levels of badminton. This is a computer programme which collates entries, checks doubles partnerships, adds up entry fees (highlighting any fees due), offers a wide range of formats, makes the draw at the pressing of a key while placing seeds appropriately and also, if desired, keeping clubmates apart, prints out draws, emails competitors, produces a running order for use throughout play, updates draws score by score, and prints out final results in Excel form, while also allowing instant internet publication. Further information can be found at www.TournamentSoftware.com

It is possible to select those parts that you wish to use, and there is no doubt that it cuts down the paperwork and makes the draw much more efficiently, meaning that the lead-time between closing date and the event can be shorter than is traditional.

Licences for its use can be obtained relatively inexpensively by your Group through **BADMINTONscotland**. Indeed, your Group may already hold such a licence, which is able to be used throughout that Group at no extra charge.

13 In accordance with the BWF Regulations, the finishing order in the pools will be decided by the following ordered criteria:

- (1) Positions will be decided by **the number of matches won**.
- (2) If two players win the same number of matches, **the winner of the match between them** will be placed higher.
- (3) If three or more players/pairs win the same number of matches, positions will be decided by **games difference**. If this leaves two players/pairs the same, **then the winner of the match between them** will be placed higher.
- (4) If three or more players/pairs win the same number of matches and have equal games difference, positions will be decided by **points difference**. If this leaves two players the same, then **the winner of the match between them** will be placed higher.
- (5) If three or more players/pairs are still equal, it is best if a short play-off can be arranged. Otherwise positions can only be decided by drawing lots.

This system ensures that, at any point where a decision rests between two, the result between the two will be the decisive factor.

An alternative version, frequently used in junior events, uses the following ordered criteria:

- (1) Most matches won
 - (2)* Most games won
 - (3)* Fewest games lost
 - (4) Greatest difference between points won and points lost
 - (5) Result of match between the two entrants concerned
- * (These will not apply where single games are played.)

This version tends to keep the competition open for longer, since the deciding factor of **the result when the two played** is only brought in once games and points have been tried. Given that we are dealing with younger players, this may be thought to be an advantage.

In fairness to competitors, however, and to avoid dispute later, **the criteria for the deciding placings should be clearly laid out in the programme, and/or displayed publicly, before play commences**.

After the initial pool stage, it is possible to go on to other pools, but this is time-consuming and unwise where there is more than one event to be played. Normally a straight knockout follows, with winners (and possibly runners-up, as outlined above) going to preset positions in a "draw". A different scoring system may be introduced at this stage, e.g. best-of-three instead of single games. It is important to remember which pools your seeds were placed in, so that the appropriate structure is maintained. Where the number of pools is not four, eight, or sixteen, it is quite acceptable to give byes to the winners of those pools in which the highest seeded players were placed, as laid out in a normal draw.

Some organisers choose to give a second chance to those who come closest to qualifying, and thus make up the full number for a regular draw. "Lucky loser" is

certainly an appropriate term for this practice, since it may not be the most deserving player so identified, but one who happens to be in a weaker pool and thus has scored more highly than someone else who may have met the top seed. **It is preferable to have the same number going forward from each pool, with byes where necessary for the winners of pools containing the highest seeds.**

While normally after the pool stage all but first and perhaps second placed players are “out”, it is good practice with the youngest ages to have consolation events also - either a single “B” event for those not going forward to the “A” event, or even separate knockout events at “A”, “B”, “C” and perhaps “D” levels. This of course will require the appropriate amount of court space.

A distinctive form of event pioneered by Scottish Schools Age-Group events starts off with a **ranking order**, placing the players in pools so that the closest-ranked players/pairs play each other. This format is intended to produce an equal number of closely fought games for all competitors, but is not one to be tackled by the inexperienced, and advice should be sought by anyone thinking about it.

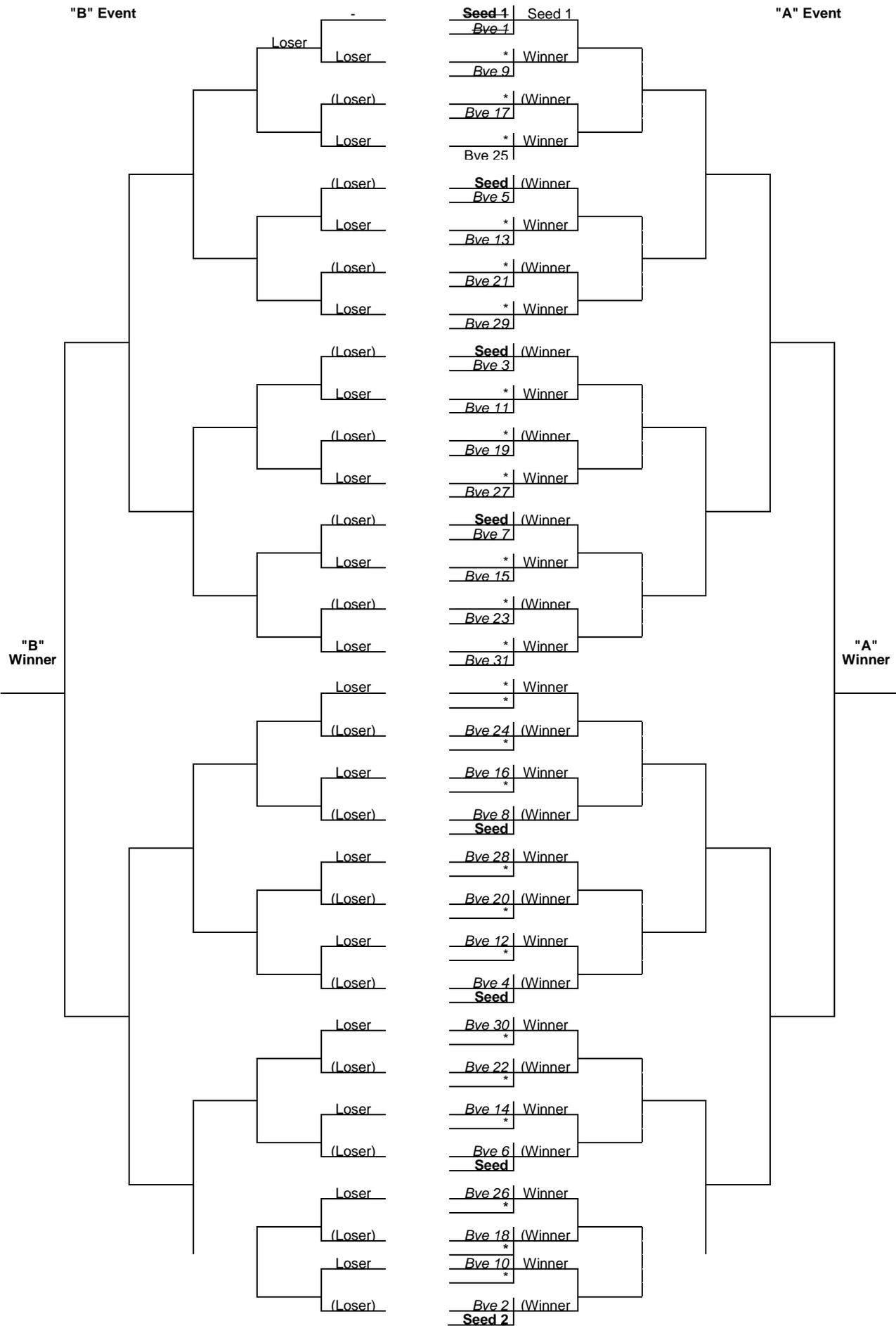
If using pools, be aware that there is a possibility, however remote, that you can have an insoluble three-way tie, where A beats B, B beats C, and C beats A, with points exactly equal. What then? Drawing lots is an easy (but tough) way out. Better by far with young players to have a short three-way play-off, say first to five points - and pray the same thing doesn't happen again!

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Running a junior tournament undoubtedly requires organisation and dedication, but also calls for enthusiasm and a positive approach to what should be an enjoyable and repeatable experience for all concerned. Discretion in applying your necessary powers, and good-natured explanation in any problem situation, will surely pay dividends. There will undoubtedly be situations - and people - that try your patience. Even if your well planned arrangements are going pear-shaped, and you are worrying if you are going to get the event finished, you will keep all but the most unreasonable on your side if you can maintain a clear head and a pleasant attitude.

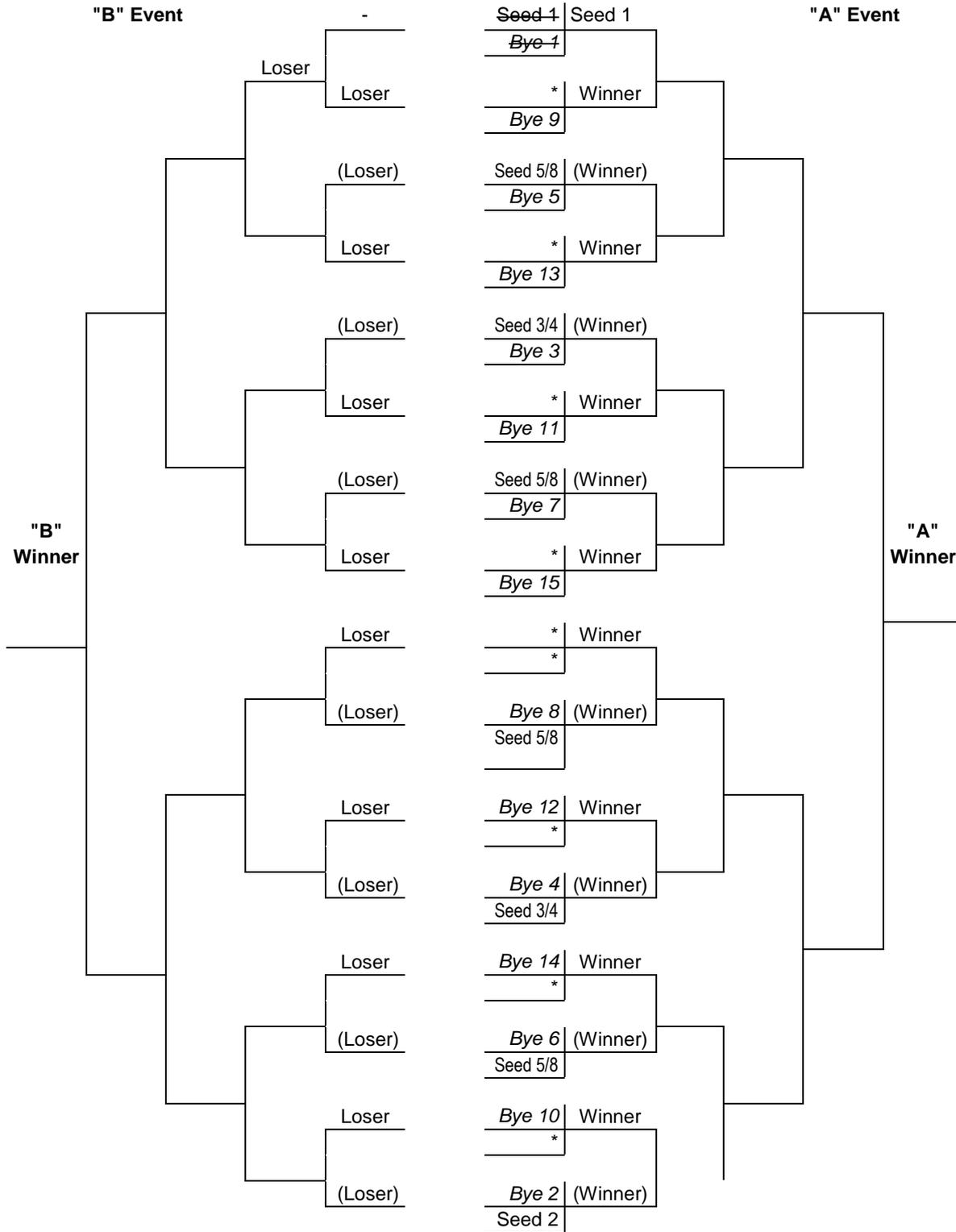
APPENDIX A.1

A/B Draw for 33-64 players



APPENDIX A.2

A/B Draw for 17-32 players



APPENDIX A.3

A/B Draw for 9-16 players



APPENDIX B

Order of play in pools

<u>Pools of 7 or 8</u>	Round 1	1 v 6	2 v 4	3 v 7	5 v 8
	Round 2	1 v 5	2 v 7	3 v 8	4 v 6
	Round 3	2 v 3	4 v 5	6 v 7	1 v 8
	Round 4	1 v 4	3 v 6	5 v 7	2 v 8
	Round 5	1 v 7	2 v 6	3 v 5	4 v 8
	Round 6	1 v 3	2 v 5	4 v 7	6 v 8
	Round 7	1 v 2	3 v 4	5 v 6	7 v 8

<u>Pools of 5 or 6</u>	Round 1	2 v 4	3 v 5	1 v 6
	Round 2	1 v 3	4 v 5	2 v 6
	Round 3	1 v 4	2 v 5	3 v 6
	Round 4	2 v 3	1 v 5	4 v 6
	Round 5	1 v 2	3 v 4	5 v 6

This will cover pools of 6 or 5 (for 5, simply delete the last column), and can further reduce to 4 in the event of withdrawals - by deleting all ties involving the number 5 and compressing the rounds accordingly, i.e.

Round 1	2 v 4	3 v 5	1 v 6
Round 2 1	1 v 3	4 v 5	2 v 6
Round 3 2	1 v 4	2 v 5	3 v 6
Round 4 2	2 v 3	1 v 5	4 v 6
Round 5 3	1 v 2	3 v 4	5 v 6

This can be simplified and set out as:

<u>Pools of 4 or 3</u>	Round 1	1 v 3	2 v 4
	Round 2	2 v 3	1 v 4
	Round 3	1 v 2	3 v 4

To reduce to 3, simply delete the second column.

There may be valid reasons for varying the order of the rounds. For instance if there are to be two qualifiers, and two players have been seeded as 1 and 2, then it may be more meaningful to play 2 v 3 as the final round.

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