

# COMBINATION KNOCKOUT AND ROUND ROBIN

In this type of tournament players are initially in small round robin groups (usually groups of 4) with the winners (and if desired second place) progressing to the second stage which is knockout.

*Advantages:* Everyone plays a minimum of 3 matches, and is still very time-efficient.

*Disadvantages:* None.

## **How to organise:**

1. Number each player in approximate order of standard.
2. Divide the players into groups of 4 according to the 'Snake System'.

<b>Group 1</b>	<b>Group 2</b>	<b>Group 3</b>	<b>Group 4</b>
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13

3. Players follow matches as indicated on the following page.
4. Place matches in table below to obtain match times and tables.

	<b>TABLE 1</b>	<b>TABLE 2</b>	<b>TABLE 3</b>	<b>TABLE 4</b>
<b>10.15</b>				
<b>10.45</b>				
<b>11.15</b>				
<b>11.45</b>				
<b>12.15</b>				
<b>12.45</b>				
<b>13.15</b>				
<b>13.45</b>				
<b>14.15</b>				
<b>14.45</b>				

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**GROUP 1**

**Round 1      Round 2      Round 3**

1 v 16      1 v 9      1 v 8  
8 v 9      16 v 8      9 v 16

PLAYER NAME	1	8	9	16	W/L	Place
1.						
8.						
9.						
16.						

**GROUP 2**

**Round 1      Round 2      Round 3**

2 v 15      2 v 10      2 v 7  
7 v 10      15 v 7      10 v 15

PLAYER NAME	2	7	10	15	W/L	Place
2.						
7.						
10.						
15.						

**GROUP 3**

**Round 1      Round 2      Round 3**

3 v 14      3 v 11      3 v 6  
6 v 11      14 v 6      11 v 14

PLAYER NAME	3	6	11	14	W/L	Place
3.						
6.						
11.						
14.						

**GROUP 4**

**Round 1      Round 2      Round 3**

4 v 13      4 v 12      4 v 5  
5 v 12      13 v 5      12 v 13

PLAYER NAME	4	5	12	13	W/L	Place
4.						
5.						
12.						
13.						

