



## Participation – Competition for Competitive Players - Elimination Formats

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Compass Draw – Presented by James Newman ITF

TIME	PLAYERS / COURTS	SINGLES / DOUBLES
1 day-1 week	16-128 players	Singles or Doubles
AGES	TEAM / INDIVIDUAL	OBJECTIVE
9 years or above	Individual	Competitive

### What is a Compass Draw?

A compass draw ensures that each player plays the same amount of matches and an exact finishing order can be established for every player.

Specific Procedures for a 32 Draw. (See attached draw sheet)

At the end of Round 1: \* Winners go east;

- Losers go west.

At the end of Round 2: \* East losers go north;

- West losers go south.

At the end of Round 3: \* East losers go northeast;

- North Losers go northwest;
- West losers go southwest;
- South losers go southeast.

At the end of Round 4: \* Losers are out of the tournament (unless it is announced before the start of the first match of the tournament that there will be semi-final playoffs.)

- Winners play the finals on each draw sheet.

Specific Procedures for a 16 Draw.

Use only the top half of the draw at each compass point. Follow the same procedures as in the draw of 32, except that round 4 is the finals instead of the semi-finals.

### Organiser tips

**COURTS AND PLAYERS:** Works best with 16-32 -64 players but can have larger numbers. Byes can be given if not enough players show up. Aim to have enough courts to complete all first round matches in 1 day (or in 2 hours if running a 1 day event).

**SCORING:** Choose a scoring format to suit time and courts available. Eg tiebreak to 7, best of 3 short tiebreak sets (44tb) or best of three tiebreak sets (66tb).

**SCORESHEETS:** Players report scores to a desk after their match. Organisers fill in the drawsheet (see next page). In the first round all winners go to the right of the draw and losers go left. Then follow the codes to see where to place winning and losing players

### **Activity**

**ORDER OF PLAY:** Conduct the draw; if seeding players, keep them separate in the draw for the 1st round (see next page). Once the draw is complete give players a reporting time to sign-in, half your draw could turn up at 1000 hours and the other half at 1200 hours.

**AT THE END:** Main winner is the player who lost no matches, other winners can be found across the mini draws shown on the draw sheet.

### **Themes**

Many competitions are more fun and easier to promote if they have a theme such as Davis Cup, Olympics or Family Day attached.

[Applying and Adding Themes.pdf](#) 