

**Grand Prix Tournament Procedures
For Tournament Directors
Please fax results to Warren @ Grand Prix Tennis, Inc.: (630) 495-2295.**

FORMAT: Round robin followed by the 4-player elimination playoff. B12, B14, G12, G15 play 4 five-game rounds. B16, B18, G18 play 4 six-game rounds.
The top 4 players will play the elimination playoff.

Reminder: If a situation is not listed here, refer to Rules and Regulations or any information on the score sheet. For any urgent situations, try calling (630) 470-8104.

BEFORE TOURNAMENT:

TENNIS BALLS: To run the tournament, you only need to have as many cans of balls as there are courts. It is recommended to use new balls for the playoffs.

TROPHIES AND AWARDS: 1st, 2nd and 3rd place received their designated awards. 4th place receives nothing except Grand Prix points.

Gather up all entries and place them on the score sheet and number them. There is no specific way to do this. Any method is acceptable. If there are more than 32 players, split the players into 2 groups and run the 2 groups separately.

Check in all players on score sheet.

NOTE: If players are over 20 minutes late, they are DEFAULTED and the tournament must be re-NUMBERED while players are still on court. Numbers must be reworked to fit the number of actual players present.

RE-NUMBERING TOURNAMENT: PLEASE SEE NEXT PAGE !!!IMPORTANT!!!

BEGINNING OF TOURNAMENT:

Place all players in alphabetical order, as much as possible, on the scoresheet. Please randomly choose a round-robin form IN THE WITNESS OF THE PLAYERS to pair opponents. We need to make sure that the tournament is set up as fair and randomly as possible.

As each pairing is available, put on the matches.

Before each player's 1st round match, there is a 5, 7 or 10-minute warm-up (discretion of the tournament director).

Boys 12, boys 14, girls 12, girls 15 divisions will play 5-game only rounds (no-ad).
Boys 16, boys 18, and girls 18 divisions will play 6-game only rounds (no-ad).

Once players come off the court, record their number of games won. Try to get players back on the court as soon as their next round's opponent comes off the court.

Once round robin play is finished, find the top 4 game totals. If you split the players into 2 groups, the top 4 players from both groups combined still go to the playoffs. Those who are not within the top 4 totals, go home.

HOW TO SET UP PLAYOFFS:

The top total is the 1st seed and will play against the 4th seed, which is the 4th highest total. The 2nd and 3rd seeds will play one another.

If there are ties and the playoffs are affected, please refer to the score sheet for instructions.

PLAYOFF PLAY: (The top 2 finishers receive trophies).

No warm-up or 5 minute warm-up for play (tournament director's discretion).

One set, no-ad, tiebreaker at 6-6.

If a player loses in the first round, player goes to 3rd-4th bracket. The 3rd-4th place match is a super-tiebreak (first to 10 by a margin of 2 or more). Awards are handed out to the top 3 finishers and players are sent home. The top 2 receive trophies and the 3rd place finisher receives a ribbon.

RE-NUMBERING TOURNAMENTS

EXAMPLE #1 (GOING FROM AN ODD NUMBER TO AN EVEN NUMBER)
 STARTED WITH 15 PLAYERS, 1 DID NOT SHOW (14 PLAYERS PRESENT)

| 14 | | 15 | |
|--------|----|----|----------|
| 12 | 9 | 12 | 10 |
| 13 | 8 | 13 | 9 |
| 14 | 7 | 14 | 8 |
| 1 | 6 | 15 | <u>7</u> |
| 2 | 5 | 1 | 6 |
| 3 | 4 | 2 | 5 |
| 10 | 11 | 3 | 4 |
| 11 Bye | | | |

Assume the round-robin match-ups above. With 15 players present, you would be using the column on the round robin sheet labeled "15." Assume player 7 does not show. You would need to shift all of the numbers to the corresponding boxes in the 14 player column. Here's how this example would change the numbers:

- 10 becomes 9
- 9 becomes 8
- 8 becomes 7
- 15 becomes 1
- 1 becomes 2
- 6 becomes 5
- 2 becomes 3
- 5 becomes 4
- 3 becomes 10
- 4 becomes 11
- 11 becomes 6

Players 12, 13, 14 will not change.

Please note that with the new round-robin sheets, you cannot just place the bye into the missing players' spot as this may cause a repeat match-up in later rounds.

EXAMPLE #2 (GOING FROM AN EVEN NUMBER TO AN ODD NUMBER)
 STARTED WITH 14 PLAYERS, 1 DID NOT SHOW (13 PLAYERS PRESENT)

| 13 | | 14 | |
|--------|----|-------|----------|
| 12 | 10 | 12 | 9 |
| 13 | 9 | 13 | 8 |
| 1 | 8 | 14 | 7 |
| 2 | 7 | 1 | <u>6</u> |
| 3 | 6 | 2 | 5 |
| 4 | 5 | 3 | 4 |
| 11 Bye | | 10 11 | |

Assume the round-robin match-ups above. With 14 players present, you would be using the column on the round robin sheet labeled "14." Assume player 6 does not show. There are 13 players left. Player 1 would not have anyone to play. He/she becomes number 11 under the 13 player column. Every other box in the 14 player column corresponds to a box in the 13 player column. Here's how this example would change the numbers:

Players from the 14 player column become the following numbers in the 13 player column:

- 9 becomes 10
- 8 becomes 9
- 7 becomes 8
- 14 becomes 1
- 1 becomes 11 (bye)
- 5 becomes 7
- 4 becomes 6
- 11 becomes 5
- 10 becomes 4
- 12, 13, 2 and 3 will not change.

If there are 2 or more players missing, from the first round, a similar re-numbering strategy would be used as one of the following examples above.

Please contact Warren at 630-470-8104 if there are any questions.