

How many events can you run in a Tournament?

Before deciding how many events you can run in a tournament you must do some arithmetic. You will need:

- Number of courts available and when you can use them
- Type of draw
- Scoring format
- Age of the players (i.e. U12 matches are slower than U18s)
- What is the maximum number of matches a player can have in one day

	Maximum Total matches	Maximum number of singles
Best of 3 tie-break sets	3	1
Standard sets & match tie-break	3	2
Short sets & match tie-break	4	4 (3 if U12)
Fast4 sets & match tie-break	4	4

Size of draw & scoring format

Tour 1000 events must be best of three tie-break sets (set tie break at 6-6, win by 2 points) and players must not have more than one singles match per day.

Tour 500 events must be best of three sets, with the first two being tie-break sets and a match tie-break (to 10 points, win by 2 points) if the score reaches 1 set all.

Short sets scoring (Tour 200 Junior) best of three sets, with the first two being first to 4 games and a set tie-break if the score reaches 4-4 games, followed by a match tie-break (to 10, win by 2) if the score is one set all. Advantage is played.

Fast4 sets scoring (Tour 100 Junior) first two being first to 4 games and a set tie-break if the score reaches 3-3 games, followed by a match tie-break (to 10, win by 2) if the score is one set all. Advantage is played.

Estimated time to finish the round 16 in a draw:

Event	Matches First round	Match Average length	Time on 4 courts	Time on 8 courts
Tour 1000 16 entries	8	1 hr and 30' (longer if U12 event)	3 hrs plus 30' safety margin	1 hr & 30' plus 15' safety margin
Tour 500 16 entries	8	1 and 20' (longer if U12 event)	2 hrs & 45' plus 45' safety margin	1 & 20' plus 30' safety margin
Tour 200 16 entries	8	1 hr (first round matches likely shorter)	2 hrs	1 hr
Tour 200 16 entries	8	50' (first round matches likely shorter)	1hr & 15'	50' plus 25' safety margin
Tour 100 16 entries	8	40' (first round matches likely shorter)	60'	40' plus 20' safety margin

Please note values are estimated and could differ considerably depending on how similar the level of the opponents is.

Estimated time required to finish a compass draw:

All times are assuming that there is good court supervision, warming up is kept to a minimum (not required if no rest between matches), and courts are in constant use.

One draw only (players will have to wait for the opponent to finish his/her match too):

Short sets & match-tie-break:

	Matches/player	2 courts	4 courts	8 courts
8 players draw	3	6hrs	3hrs	
16 players draw	4		6hrs *	4hrs **

(*) Some matches are likely to be considerably quicker, particularly in the first rounds. No rest time required as not all players are on court at the same time, and they have a rest while waiting for a court.

(**) Players may need a rest between their 2nd and 3rd match.

Fast4 sets & match-tie-break:

	Matches/player	2 courts	4 courts	8 courts
8 players draw	3	4hrs	2hrs & 30'	
16 players draw	4		5hrs *	3hrs **

(*) Some matches are likely to be considerably quicker, particularly in the first rounds. No rest time required as not all players are on court at the same time, and they have a rest while waiting for a court.

(**) Players may need a rest between their 2nd and 3rd match.

Estimated number of Tour 200 or Tour 100 events with 16 players draws on 8 courts in 12 hours:

- Tour 200 3 events. If draws are 12 players, 4 events.
- Tour 100 4 events (2 at the same time, alternating rounds. Example BS12 8 matches, followed by GS12 8 matches, followed by BS 12 8 matches, GS 12 8 matches, etc)

A Tour 200 Tournament run on 8 courts could have:

- Tour 200 draws of 8 players 4 events on day 1 (12 hours 8 courts).
- Tour 100 draws of 16 players 4 events on day 2.

Tour 500 events run over 2 and 1/2 days:

Entries limited to 16 on 8 courts (maximum matches per day 64)

	Day 1, Round 16	Day 2, Round 16 & QF	Day 3, SF & F
BS 18		8 + 4	2 + 1
GS 18		8 + 4	2 + 1
BS 16		8 + 4	2 + 1
GS 16		8 + 4	2 + 1
BS 14	8	4	2 + 1
GS 14	8	4	2 + 1
BS 12	8	4	2 + 1
GS 12	8	4	2 + 1
TOTAL	32	64	24

Entries limited to 16 on 6 courts (maximum matches per day 48)

	Day 1, Round 16	Day 2, Round 16 & QF	Day 3, SF & F
BS 18/16		8 + 4	2 + 1

GS 18/16		8 + 4	2 + 1
BS 14		8 + 4	2 + 1
GS 14	8	4	2 + 1
BS 12	8	4	2 + 1
GS 12	8	4	2 + 1
TOTAL	24	48	18

Entries limited to 16 on 4 courts (maximum matches per day 32)

	Day 1, Round 16	Day 2, Round 16 & QF	Day 3, SF & F
BS 14		8 + 4	2 + 1
GS 14		8 + 4	2 + 1
BS 12	8	4	2 + 1
GS 12	8	4	2 + 1
TOTAL	16	32	12

Tour 500 events run over 2 days:

4 events entries limited to 16 and 2 events entries limited to 12 on 8 courts (maximum matches per day 64).

	Day 1, Round 16 & QF	Day 2, SF & F
Event 1	8 + 4	2 + 1
Event 2	8 + 4	2 + 1
Event 3	8 + 4	2 + 1
Event 4	8 + 4	2 + 1
Event 5	4 + 4	2 + 1
Event 6	4 + 4	2 + 1
TOTAL	64	18

4 events with entries limited to 16 on 6 courts (maximum matches per day 48).

	Day 1, Round 16 & QF	Day 2, SF & F
Event 1	8 + 4	2 + 1
Event 2	8 + 4	2 + 1
Event 3	8 + 4	2 + 1
Event 4	8 + 4	2 + 1
TOTAL	48	12

Entries limited to 16 x 2 events and 8 x 2 events on 4 courts (maximum matches per day 32).

	Day 1, Round 16 & QF	Day 2, SF & F
Event 1	8 + 4	2 + 1
Event 2	8 + 4	2 + 1
Event 3	4	2 + 1
Event 3	4	2 + 1
TOTAL	32	12

4 events with entries limited to 12 on 4 courts (maximum matches per day 32).

	Day 1, Round 16 & QF	Day 2, SF & F
Event 1	4 + 4	2 + 1
Event 2	4 + 4	2 + 1
Event 3	4 + 4	2 + 1
Event 4	4 + 4	2 + 1
TOTAL	32	12

Tour 1000 events:

- A Tour 1000 event running over 4 days will have to limit the number of entries to 16 players (day 1 R16, day 2 QF, day 3 SF and day 4 F).
- A Tour 1000 tournament, with entries limited to 16/event running over 4 days can host:
 - 8 events on 8 courts (Day 1 8 events @ 8 matches each = 64 matches; 64 x 1.5 hr = 96 hrs, 8 courts x 12hrs = 96)
 - 6 events on 6 courts (Day 1 6 events @ 8 matches each = 48 matches; 48 x 1.5 hr = 72 hrs, 6 courts x 12hrs = 72)
 - 4 events on 4 courts (Day 1 4 events x 8 = 32; @ 32 x 1.5 = 48, 4 courts x 12 hrs = 48)
- A Tour 1000 tournament, with entries limited to 24/event running over 5 days can host:
 - 8 events on 8 courts (Days 1 and 2 8 events @ 8 matches each = 64 matches; 64 x 1.5 hr = 96 hrs, 8 courts x 12hrs = 96)
 - 6 events on 6 courts (Days 1 and 2 6 events @ 8 matches each = 48 matches; 48 x 1.5 hr = 72 hrs, 6 courts x 12hrs = 72)
 - 4 events on 4 courts (Days 1 and 2 4 events x 8 = 32; a32 x 1.5 = 48, 4 courts x 12 hrs = 48)
- A Tour 1000 tournament, with entries limited to 32/event running over 6 days can host:
 - 8 events on 8 courts (Days 1 and 2 4 events @ 16 matches each = 64 matches; 64 x 1.5 hr = 96 hrs, 8 courts x 12hrs = 96)
 - 6 events on 6 courts (Days 1 and 2 3 events @ 16 matches each = 48 matches; 48 x 1.5 hr = 72 hrs, 6 courts x 12hrs = 72)
 - 4 events on 4 courts (Days 1 and 2 2 events x 16 = 32; a32 x 1.5 = 48, 4 courts x 12 hrs = 48)

Suggested schedule for Tour 1000 singles, doubles and plate events:

Entries limited to 16/singles event & 8/doubles event, matches per day on 8 courts:

	Day 1, Round 16	Day 2, QF	Day 3, SF & Plates	Day 4, Finals & Plates
BS 18	8	4	2	1
GS 18	8	4	2	1
BS 16	8	4	2	1
GS 16	8	4	2	1
BS 14	8	4	2	1
GS 14	8	4	2	1
BS 12	8	4	2	1
GS 12	8	4	2	1
BD 18		4	2	1
GD 18		4	2	1
BD 16		4	2	1
GD 16		4	2	1
BD 14		4	2	1
GD 14		4	2	1
BD 12		4	2	1
GD 12		4	2	1
TOTAL	64	64	32	16
Plates				
BS 18			12	
GS 18			12	
BS 16			12	
GS 16			12	
BS 14				12
GS 14				12
BS 12				12
GS 12				12

Plate compass draw, scoring format Fast 4

Entries limited to 16/singles event & 8/doubles event, matches per day on 5 courts (40 matches/day max):

	Day 1, Round 16	Day 2, Round 16	Day 3, QF	Day 4, SF & Plates	Day 5, Finals & Plates
BS 18	8		4	2	1
GS 18	8		4	2	1
BS 16	8		4	2	1
GS 16	8		4	2	1
BS 14	8		4	2	1
GS 14		8	4	2	1
BS 12		8	4	2	1
GS 12		8	4	2	1
BD 18			4	2	1
GD 18			4	2	1
BD 16				4 + 2	1
GD 16				4 + 2	1
BD 14		4		2	1
GD 14		4		2	1
BD 12		4		2	1
GD 12		4		2	1
TOTAL	40	40	40	40	16
Plates					
BS 18					
GS 18					
BS 16					
GS 16					
BS 14					12
GS 14					12
BS 12					12
GS 12					12

(*) Plate compass draw, scoring one match tie-break (to 10 points, sudden death)

Entries limited to 24/singles event & 8/doubles event, matches per day on 8 courts:

	Day 1, Round 32	Day 2, Round 16	Day 3, QF	Day 4, SF & Plates	Day 5, Finals & Plates
BS 18	8	8	4	2	1
GS 18	8	8	4	2	1
BS 16	8	8	4	2	1
GS 16	8	8	4	2	1
BS 14	8	8	4	2	1
GS 14	8	8	4	2	1
BS 12	8	8	4	2	1
GS 12	8	8	4	2	1
BD 18			4	2	1
GD 18			4	2	1
BD 16			4	2	1
GD 16			4	2	1
BD 14			4	2	1
GD 14			4	2	1
BD 12			4	2	1
GD 12			4	2	1
TOTAL		64	64	32	16
Plates					
BS 18				12	
GS 18				12	
BS 16				12	
GS 16				12	
BS 14					12
GS 14					12
BS 12					12
GS 12					12

Plate compass draw, scoring format Fast 4

Entries limited to 32/singles event & 8/doubles event, matches per day on 8 courts:

	Day 1, Round 32	Day 2, Round 32	Day 3, Round 16	Day 4, QF	Day 8, SF & Plates	Day 6, Finals & Plates
BS 18	16		8	4	2	1
GS 18	16		8	4	2	1
BS 16		16	8	4	2	1
GS 16		16	8	4	2	1
BS 14	16		8	4	2	1
GS 14	16		8	4	2	1
BS 12		16	8	4	2	1
GS 12		16	8	4	2	1
BD 18				4	2	1
GD 18				4	2	1
BD 16				4	2	1
GD 16				4	2	1
BD 14				4	2	1
GD 14				4	2	1
BD 12				4	2	1
GD 12				4	2	1
TOTAL			64	64	32	16
Plates *						
BS 18					24	
GS 18					24	
BS 16						24
GS 16						24
BS 14					24	
GS 14					24	
BS 12						24
GS 12						24

(*) Plate compass draw, scoring one match tie-break (to 10 points, sudden death)