

The International Table Tennis Federation

Handbook for TOURNAMENT REFEREES

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FOREWORD

This 7th edition of the Handbook for Tournament Referees has been revised, both to reflect changes in Laws and Regulations since the publication of the last edition and to incorporate new topics. Suggestions for further improvement are always welcome and should be sent to the Umpires and Referees Committee, at urc@ittf.com.

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The International Table Tennis Federation
Avenue de Rhodanie 54B, 2
1007 Lausanne
Switzerland
Telephone: +41 21 340 7090
Fax: +41 21 340 7099
Email: ittf@ittf.com

The International Table Tennis Federation, founded in 1926, is made up of 226 National Table Tennis Associations. It supervises several World Title competitions, including the World Individual and Team Championships, World ParaTT Championships as well as a series of other tournaments. Its main function is to govern the sport internationally for the benefit of more than thirty million competitive players world-wide. Since 1988 table tennis has been a full Olympic sport, in the programme of the Summer Olympic Games. Since 1960 table tennis has been a full Paralympic sport in the summer Paralympic Games programme.

CONTENTS

INTRODUCTION	5
1 RESPONSIBILITIES OF THE REFEREE	5
1.1 GENERAL	5
1.2 COMPETITION MANAGER (CM)	5
1.3 ENTRIES.....	6
1.4 DRAW AND SCHEDULE.....	6
1.5 MATCH OFFICIALS	6
1.6 DECISIONS	7
1.7 DISQUALIFICATION.....	7
1.8 DEFAULT.....	8
2 COMPETITION METHODS	9
2.1 BASIC SYSTEMS.....	9
2.2 ORDER OF PLAY IN GROUPS.....	10
2.3 CALCULATION OF GROUP RANKING.....	11
2.4 QUALIFYING COMPETITIONS	14
2.5 TEAM COMPETITIONS.....	15
3 THE DRAW AND SEEDING	17
3.1 PURPOSE	17
3.2 SEEDS, BYES AND QUALIFIERS	17
3.3 CONDUCT OF THE DRAW.....	19
3.4 ALTERNATIVE DRAW PROCEDURE	22
3.5 ALTERATIONS TO THE DRAW	24
3.6 SEEDING OF GROUPS.....	25
3.7 SECOND STAGE DRAW.....	26
4 SCHEDULING AND CONTROL	27
4.1 OBJECTIVE	27
4.2 TIMING	27
4.3 CONFLICT.....	28
4.4 ALLOCATION OF TABLES.....	29
4.5 DOCUMENTATION	29
4.6 CONTROL OF PLAY	31
4.7 STAGED MATCHES AND FINALS	33
4.8 UMPIRES' SCHEDULE.....	34
CONCLUSION	35
5 PARA TABLE TENNIS (PTT) COMPETITIONS	36
5.1 INTRODUCTION	36
5.2 COMPETITION OFFICIALS.....	36
5.3 CLASSIFICATION OF PLAYERS.....	37
5.4 TOURNAMENTS.....	37
5.5 ENTRIES.....	37
5.6 EVENTS	38
5.7 FORMAT OF PLAY	38
5.8 RULES	38
5.9 THE DRAW.....	38
5.10 SCHEDULING.....	38
5.11 RESULTS MANAGEMENT	39
5.12 MANAGING DRAWS, SCHEDULES, AND RESULTS	39
5.13 ACCESSIBILITY	39
5.14 COMMUNICATING WITH PERSONS WITH DISABILITIES	39
CONCLUSION.....	39
APPENDIX A: REFEREE CAREER DEVELOPMENT	40

APPENDIX B: OUT OF ORDER PLAY IN TEAM MATCHES	40
APPENDIX C: EXAMPLES OF SECOND STAGE DRAWS.....	42

LIST OF FIGURES

2.1	Single knock-out	9
2.2	Double knock-out	9
2.3	Progressive knock-out	10
2.4	Numbers of matches in knockouts	10
2.5	Numbers of matches in groups	10
2.6	Order of play in groups (1)	11
2.7	Order of play in groups (2)	11
2.8 – 2.16	Group results	12 - 14
2.17 – 2.21	Qualification	15
3.1	Seeds, byes, and qualifiers	18
3.2	Draws for 6 and 11 seeds	18
3.3	1/16 section of draw	19
3.4	Entries and ranking	20
3.5	Draw table	19
3.6	Draw table with seeds	21
3.7	Draw table with all direct entries	21
3.8	1st quarter of draw	22
3.9 – 3.14	Alternative draw	22 - 24
3.15	Justification for partial re-draw	25
3.16	Basic snake system	25
3.17	Modified snake system	25
4.1	Match numbering	30
4.2	Schedule for 64-place draw	31
4.3	Tournament schedule	32
4.4	Match details	32
4.5	Section of working schedule	33
4.6	Section of working draw	33
4.7	Umpires' schedule	35

HANDBOOK FOR TOURNAMENT REFEREES

INTRODUCTION

The Handbook for Match Officials covers the duties of a referee in relation to a match, while this booklet deals with the wider responsibilities of a referee in the planning and management of a tournament conducted in accordance with the Regulations for International Competitions. Duplication has been avoided as far as possible so that, while the Handbook for Match Officials may be used as a self-contained reference by umpires and match referees, tournament referees should regard the two documents as complementary.

A **MATCH REFEREE** is responsible for supervising match officials and for rule interpretation at a match or event. A **TOURNAMENT REFEREE** has the same responsibilities as a match referee in respect of a **whole competition and** is also responsible for its **technical management**.

1 RESPONSIBILITIES OF THE REFEREE

1.1 General

- 1.1.1 The role of a tournament referee differs widely from one Association to another and from one tournament to another. At one extreme, he or she is involved in every part of the organisation, from drafting the entry form to arranging the finals; at the other extreme, the referee appears only on the day of the tournament solely to decide any question of rule interpretation. In recent years, a Competition Manager has been appointed at major competitions, such as World Championships, WTT Events and Junior tournaments. The current Regulations for International Competitions do not define the duties of the Competition Manager. In broad terms, the referee is responsible for all technical aspects and the Competition Manager for matters of presentation.
- 1.1.2 It is usual to appoint one or more deputy referees, who exercise the authority of the referee in defined ways. For instance, the deputy referee may be required simply to take the referee's place in his or her absence, to be responsible for topics, such as the legality of clothing and equipment, or to take charge of a particular area, such as a separate playing hall. It is essential for the referee and the deputies to agree at the start of a competition what their duties will be. Thereafter, the referee should be careful not to undermine their authority by interfering unnecessarily in tasks for which they have been given responsibility while bearing in mind that the ultimate responsibility remains with the referee.
- 1.1.3 The objective of every referee must be to ensure that the tournament for which he or she is responsible proceeds according to plan, in full compliance with the relevant rules and without incident. This ideal situation seldom occurs, and the true test of a referee's ability is the way in which he or she deals with problems. In these situations, the referee must steer a course between trying to please everyone, which is practically impossible, and being totally inflexible, insisting on strict compliance with every detail of every rule, however unreasonable it may be in the circumstances.
- 1.1.4 While the interests of the players must be the referee's priority, there are usually others whose concerns must be considered, such as spectators, media, organisers and, not least, sponsors whose contribution may have made the competition possible. None of them should be allowed to dominate the referee's decision, but they should be given due consideration in the resolution of problems. The referee's task is to listen to the various points of view and then to make, and to keep to, the fairest possible decision.

1.2 Competition Manager (CM)

- 1.2.1 The CM and referee share responsibility for the success of a competition. The CM will help the organisers and referee to achieve the best possible presentation of our sport. The referee retains responsibility for rules interpretation and in that matter, a decision of the referee is final. The CM is an official ITTF representative and has final authority in all matters relating to the contractual agreement between ITTF and the organising body. The CM and referee must work closely in all technical matters including entries, seeding and draw, table, and time schedule, playing conditions and advertisements, and television planning.
- 1.2.2 Presenting a public draw is a key element of the CM and referee relationship. They must ensure that they provide a technically competent draw together with first class visual presentation for media and participants. In this regard, the referee is responsible for the conduct of the draw, the CM for the presentation. The CM and referee are jointly responsible for providing the Jury Meeting with up-to-

date information relating to the playing schedule, field of play (FOP), transport schedule, meals and hospitality arrangements, racket and doping controls and media requirements.

- 1.2.3 To ensure good presentation, the CM will coordinate FOP march on and exit arrangements appropriate for each stage of the competition, with detailed plans for TV courts. Especially during live TV, the CM and referee must ensure matches are on time as far as possible and without delay. The CM must ensure the referee is aware of match show-case arrangements such as preliminary music, starting/marching music, spectator announcements, interval music and TV requirements. During live TV, the CM is fully responsible for TV court procedures, liaison with TV director, announcer, and match participants.
- 1.2.4 The referee is responsible for communicating with racket testing, match officials and players. The CM will support closely, particularly assisting with players and coaches.

1.3 Entries

- 1.3.1 The entry form is required to specify the equipment to be used and make clear the conditions under which entries are accepted, drawing attention to any variations from the normal regulations. For team events, the entry form must specify the team format and, if there are to be qualifying competitions in individual events, it should indicate the basis on which players will be allocated to these competitions. The referee is nominally responsible for the entry form and, wherever possible, he or she should check it before publication.
- 1.3.2 The entry form can be regarded as a contract between the organiser and the player. In it, the organiser specifies the conditions under which the tournament is to be conducted and by completing and submitting the entry form the player signifies that he or she accepts these conditions. It is then the responsibility of the referee to see that both parties meet their obligations. The organiser must provide the specified equipment and playing conditions and the player must conform to the specified regulations.
- 1.3.3 The referee is responsible also for checking the validity of entries. Players may not take part in Open International Championships without the permission of their Associations and may represent an Association in a team event only if they are eligible to do so.

1.4 Draw and Schedule

- 1.4.1 The referee of a tournament is responsible for the conduct of the draw and for the scheduling of matches by time and table. The referee does not have to carry out these tasks personally and he or she may prefer to delegate, especially where the schedule is developed partly or completely by means of a computer programme. However, it is important to remember that while authority to carry out a task can be delegated, the responsibility for it cannot. The referee must, therefore, be sure that officials authorised to act on his or her behalf can do so.
- 1.4.2 Wherever possible, the referee or a deputy should attend the draw but if this is not possible the referee should be sent the results for approval as soon as possible afterwards. Similarly, if the referee does not prepare the schedule, he or she should be given an early opportunity to see that it is sensible in relation to the facilities available. Once the draw and schedule have been approved by the referee, no subsequent changes should be made without his or her agreement.

1.5 Match Officials

- 1.5.1 The success of a tournament depends on close collaboration between the referee and the match officials. The referee will probably not have appointed them directly nor know them personally, so an early opportunity should be taken to meet them individually. During the tournament, the referee should be seen to be accessible and ready to provide support where necessary but, in any dispute between players or coaches and match officials, he or she must take care to treat both sides fairly and impartially.
- 1.5.2 At least one week before the start of a tournament the referee is required to send the umpires briefing document to all match officials. It is suggested to have an online umpire briefing a few days before the event. One day before the event the referee must conduct a briefing for match officials in the

venue. These briefings ensure that all umpires have contact with the referee. The referee gives them details of transport and meal arrangements, their allocation to teams and a schedule of their duty periods, preferably with a printed summary; provision should be made for possible language challenges. They should be reminded of any recent rule changes and told how the referee expects laws and regulations to be applied, and it is advisable also to make team captains and coaches aware of any such guidance.

- 1.5.3 In controlling matches in accordance with the laws and regulations, these officials can be regarded as agents of the referee, who needs to be satisfied that they are competent. The regulations define the extent of their jurisdiction and the circumstances in which they must report to the referee, who alone can decide certain matters such as the legality of equipment. They should, however, be encouraged to try to resolve problems without recourse to the referee when it is within their power to do so.
- 1.5.4 The selection of match officials for staged matches, such as finals, should always be based on current competence and performance and not just on reputation or on seniority. It is advisable for the referee to form a small group of experienced observers to watch as many as possible of the officials while they are controlling matches and to assess their performance. Such assessments, which are especially valuable where the officials were previously unknown to the referee, enable him or her to appoint the most capable teams to officiate in the final stages of an event.

1.6 Decisions

- 1.6.1 The referee is the final arbiter on any question of rule interpretation arising during the competition for which he or she is appointed, and such decisions cannot be overruled by anyone. Decisions that he or she may make on matters not covered by rules are, however, subject to appeal to the appropriate management committee, so it is essential to know exactly which rules apply to the competition. In international competitions it may be assumed that the Laws and the Regulations for International Competitions apply unless the entry form indicates exceptions.
- 1.6.2 Decisions must be based primarily on knowledge of the relevant rules but, in many cases, there is an element of judgment. In such cases the referee may be guided by precedent, by an official ITTF interpretation or simply by taking account of the purpose of a law or regulation. It is good discipline for referees to keep a 'tournament log' in which to record any incidents dealt with and the actions taken. Not only will this help to maintain the consistency, which is essential, but it will provide a valuable record of the circumstances in case of any protest or appeal.
- 1.6.3 Judgment plays an important part in decisions on such matters as the acceptability of playing conditions and clothing. A protest by one player after changing ends against light from an uncovered window in the background cannot automatically be dismissed simply because in the previous game the other player raised no objection. The situation should be assessed objectively on each occasion and, if the referee considers the protest justified, the window could be covered, or the match moved to another table.
- 1.6.4 Similarly, the fact that a player has been allowed to wear, say, a shiny silver wristwatch in several matches does not mean that he or she has the right to do so in a subsequent match if the opposing player finds it distracting. A more difficult decision is whether to accept clothing, which is not illegal, but which could detract from the presentation of the sport. Not all referees will have the same opinion and clothing that is allowed without question at one tournament might be forbidden at another.
- 1.6.5 However, it is essential for consistent standards to be applied throughout a tournament and details of any decisions on the legality or suitability of clothing should be recorded in the tournament log. It is advisable also to inform players and umpires of any general restrictions that the referee wishes to apply such as permission to wear track suit trousers if the playing hall is very cold or for religious reasons.

1.7 Disqualification

- 1.7.1 The referee should not need to be directly concerned in minor cases of misbehaviour, although he or she should be kept informed of any penalties imposed by an umpire. The notification procedure enables a referee to anticipate possible problems by watching any match involving a player or coach who has been warned or penalised, to be aware of the circumstances in which disciplinary action may

be needed; where this is not possible, care should be taken to establish the facts through individual statements by those concerned and, if appropriate, by witnesses.

- 1.7.2 When an umpire reports a player's misbehaviour to the referee it means either that the misbehaviour is too serious to be dealt with by penalty points or that it has persisted after 3 penalty points have been awarded. In both cases, the referee should disqualify the player, unless he or she believes that the umpire's judgment is seriously wrong. The referee may, however, use discretion in deciding whether to disqualify a player from a match, an event, or a whole competition, according to the gravity of the offence.
- 1.7.3 There are certain offences for which disqualification is mandatory and others for which it is the usual procedure. A player who fails a doping test must be disqualified after due process has been followed as should, normally, one who changes a racket during a match without permission. For a player whose racket is found illegal during an official racket inspection, the referee must follow the Instructions for Racket Control for ITTF events which can be found at <http://www.ittf.com/wp-content/uploads/2018/12/WORKFLOW-DESCRIPTION-Call-Area-and-RCC-01122018-ITTF-website.pdf>. It is also recommended these be followed for other events at which Racket Control takes place.
- 1.7.4 The disciplinary powers of the referee and the competition management committee do not normally extend beyond the competition for which they are appointed; any subsequent penalties can be decided only by the offender's parent Association and/or the ITTF Integrity Unit. Where there has been a serious breach of the disciplinary regulations for which a player or coach has been disqualified, the referee must send a report to the host Association and to the offender's Association, with a copy to the URC for ITTF sanctioned events. This report should give a concise statement of the relevant facts and of the actions taken but should avoid opinions and recommendations. For less serious offences, which do not justify a disqualification, the referee may report such an offence to the ITTF Integrity Unit

1.8 Default

- 1.8.1 Disqualification for bad behaviour is, fortunately, rare but it is more common for players to be 'scratched' or 'defaulted' because they are not available when required to play. While the primary objective is to ensure that all the scheduled matches are played, care must be taken neither to penalise punctual competitors nor to prejudice the timely completion of the competition by over-generous allowance for lateness. Some latitude may be allowed in special circumstances, such as very bad weather which delays many competitors, or lateness due to an accident.
- 1.8.2 If possible, players should be warned of possible disqualification and then disqualified as soon as their absence seriously delays the progress of play. It is important not to discriminate between top players and others, so that everyone can see that the action taken is fair and impartial. Disqualification for absence from an event does not, of course, mean automatic disqualification from subsequent events, which should be treated separately unless the referee is notified that the player concerned will be unable to participate, perhaps owing to illness.
- 1.8.3 Lateness and non-appearance are sometimes attributed to the fact that the previously announced times of matches have been altered. Every effort should be made to keep to the planned schedule, but changes are sometimes unavoidable and where this happens, care must be taken to ensure that players, coaches, and team captains are given adequate warning. Word of mouth and notices left in pigeon-holes are not reliable means of communication; written notice should be delivered personally to all the players and officials concerned, if necessary at the hotels at which they are staying combined with public announcements in the competition hall.
- 1.8.4 If a player is defaulted after the completion of a match for any reason, this player shall be deemed to have lost the match. The match shall be recorded as an unplayed match, for the defaulted player as well as for his or her opponent, who will subsequently be the winner.

2 COMPETITION METHODS

2.1 Basic Systems

2.1.1 The basic competition systems are the knock-out and the group, or "round-robin", system, which may be used separately or in various combinations. In a knock-out, the entries are drawn in pairs to compete against each other; losers are "knocked out", or relegated, after a specified number of losses but winners continue to play in successive rounds until only one is left. In the group system, players are allocated to groups of which each member plays every other member, and the results of these matches are used to calculate a ranking order for the group.

2.1.2 The single knock-out shown in Figure 2.1 is the most common basis for competitions, but there are several variants. The 'double knock-out', shown in Figure 2.2, gives losers a second chance to progress by entering them in another knock-out, in places determined by the round in which they lose, and the principle can be extended to allow for 2 or more losses. The extra match shown in the lower right-hand corner of the diagram may be played if, in the final, a losing player from an earlier round beats a player who has not previously been beaten, so that both have suffered one defeat.

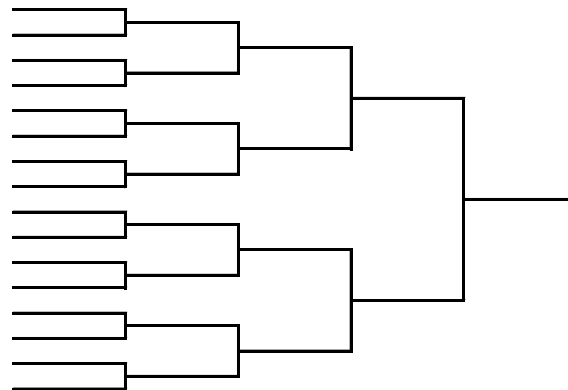


Figure 2.1 Single knock-out

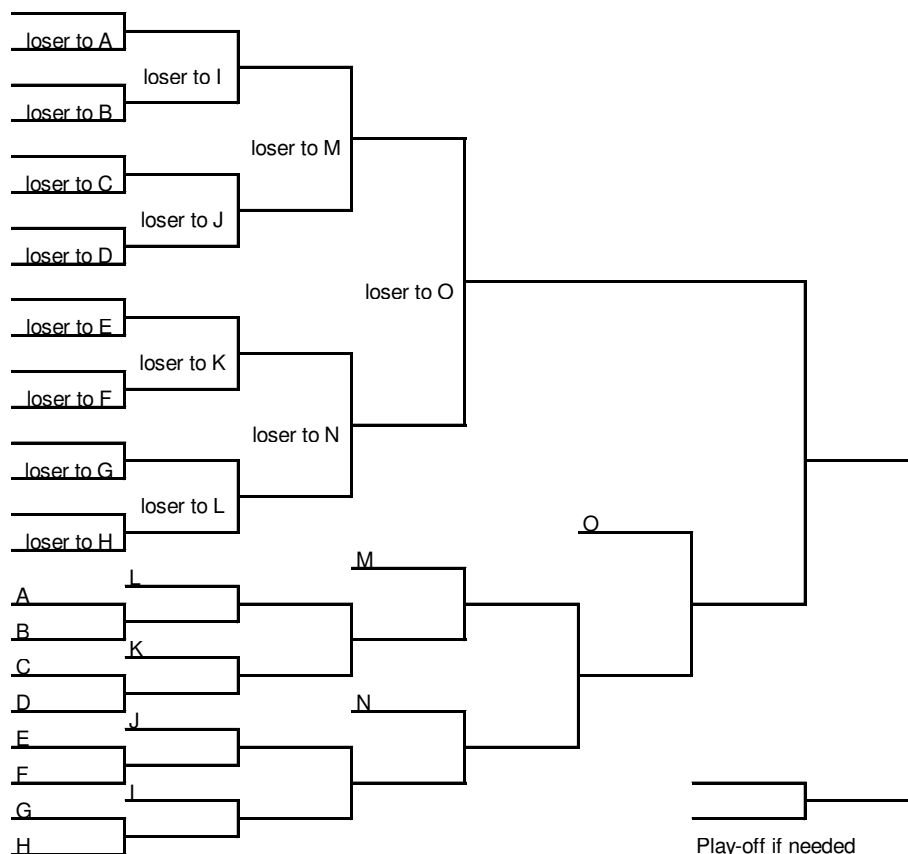


Figure 2.2 Double knock-out

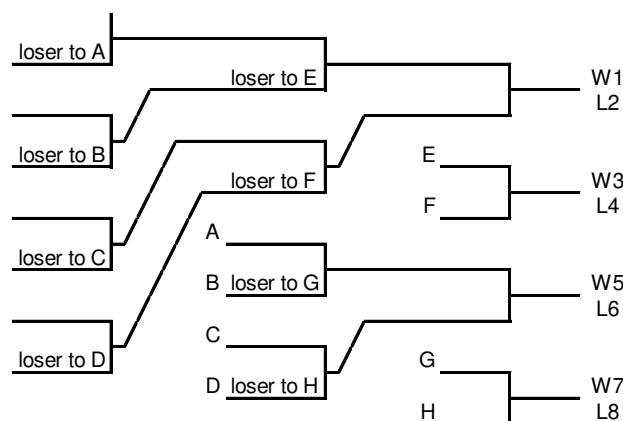


Figure 2.3 Progressive knock-out

- 2.1.3 The 'progressive knock-out', shown in Figure 2.3, is a useful alternative to the group system where it is required both to establish a ranking order and to provide a decisive final. In this system, losers continue to play each other in the same way as winners; thus, a participant losing in the 1st round is not eliminated but cannot finish in the top half of the final order, and one who loses in the first 2 rounds can compete only for places in the lowest quarter. The match for 1st place is contested by those who are undefeated in all the previous rounds.
- 2.1.4 The single knock-out is simple to understand and needs the fewest matches for a given number of entries, always equal to the number of entries less 1. However, up to half of the entries are eliminated in the 1st round and it does not provide a ranking order. The double knock-out gives 1st round losers a second chance, but also doubles the number of matches to be played and still does not determine ranking. The progressive knock-out provides a full ranking order and gives all participants the same number of matches. Figure 2.4 shows the numbers of matches to be played in all 3 knock-out systems.

Number of entries	8	16	32	64
Single K-O	7	15	31	63
Double K-O	14	30	62	126
Progressive K-O	12	32	80	192

Figure 2.4 Numbers of matches in knock-outs

- 2.1.5 The group system guarantees that players will have more than one match and it provides a ranking for all members of the group, but it is unsatisfactory as the main stage of a competition because there is no 'final'. There is no certainty that the last match played will decide the group winner, who may not even be taking part in it. Another disadvantage is that the number of matches rises rapidly with increasing group size, as shown in Figure 2.5, and for this reason groups are usually limited to 4 or 5 members.

Number of entries	3	4	5	6	7	8
No of matches	3	6	10	15	21	28

Figure 2.5 Numbers of matches in groups

2.2 Order of Play in Groups

- 2.2.1 The order of play in a group is generally chosen so that matches are played at particular times. One way of planning the order is to fix the matches to be played in the final round and then to work back cyclically to determine the order for earlier rounds. Figure 2.6 shows a schedule in which the final

round consists entirely of matches between similarly ranked players. The order of matches in previous rounds is derived by fixing the position of No 1 and rotating the positions of 2-8 clockwise, as shown by the arrow.

2.2.2 In the qualifying stages, entries are drawn into groups and assigned group positions in descending order of their current World ranking, taking account of the requirements for separation by Association. These initial positions are then used in determining the order of matches. If one entry from the group is to qualify, the final match will be between the entries initially ranked 1 and 2, as in Figure 2.6; if two are to qualify, it is the match between those initially ranked 2 and 3 that will be in the final round, as shown in Figure 2.7.

2.2.3 However, the members of a group do not necessarily have an initial ranking order and in this case other considerations may determine the order of matches. For example, a group may contain several players who are from the same club or Association or who have some other common interest. To avoid any suggestion of collusion, such as a player who had given up hope of winning the group deliberately losing a match to a colleague to boost the colleague's chances, it is advisable to play the matches between these players as early as possible in the programme.

Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7
1 v 4	1 v 6	1 v 8	1 v 7	1 v 5	1 v 3	1 v 2
2 v 6	4 v 8	6 v 7	8 v 5	7 v 3	5 v 2	3 v 4
3 v 8	2 v 7	4 v 5	6 v 3	8 v 2	7 v 4	5 v 6
5 v 7	3 v 5	2 v 3	4 v 2	6 v 4	8 v 6	7 v 8

Figure 2.6 Order of play in groups (1)

Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7
1 v 7	1 v 8	1 v 2	1 v 3	1 v 4	1 v 5	1 v 6
6 v 8	7 v 2	8 v 3	2 v 4	3 v 5	4 v 6	5 v 7
5 v 2	6 v 3	7 v 4	8 v 5	2 v 6	3 v 7	4 v 8
4 v 3	5 v 4	6 v 5	7 v 6	8 v 7	2 v 8	3 v 2

Figure 2.7 Order of play in groups (2)

2.3 Calculation of Group Ranking

2.3.1 The calculation of group ranking is often subject to misunderstanding, but the basic principles are simple. They are that results are always determined at the highest possible level - for example, by matches rather than by games - and that where, at any stage of the calculation, group members are equal, their relative positions are decided only by the matches between them. The only substantial change made since the system was introduced is that matches which are started but not finished are now treated the same as those which are not played at all.

2.3.2 This is done by awarding "match points". The winner of a match earns 2 match points (column MP of the table below), whether it is played or is a walkover. The loser receives 1 point in a played match but none for a match which is not played or is not completed. In the example shown in Figure 2.8, A has 6 match points, B has 4, C has 3 and D has 5, so that it is easy to see that the final ranking (column R) is A, D, B, C. Group results are seldom so clear-cut as this and a more typical situation is shown in Figure 2.9 where B and D each have 5 match points and A and C each have 4.

	A	B	C	D	MP	R
A		3-2	3-0	3-1	6	1
B	2-3		3-0	2-3	4	3
C	0-3	0-3		1-3	3	4
D	1-3	3-2	3-1		5	2

Figure 2.8 Group results (1)

	A	B	C	D	MP	R
A		1-3	3-0	1-3	4	3=
B	3-1		3-2	0-3	5	1=
C	0-3	2-3		3-1	4	3=
D	3-1	3-0	1-3		5	1=

Figure 2.9 Group results (2)

- 2.3.3 A common mistake is to say that because all the positions have not been decided at this stage the next step is to consider the ratio of games won to games lost for all four. However, it has been established that, based on match points, B and D are contenders for 1st place while A and C are competing for 3rd, and it is necessary only to distinguish between the two players who are tying for each of these places. The relative positions of those equal at any stage depend only on the matches between them so, as D beat B and A beat C, the final order is D, B, A, C, as shown in Figure 2.10.

	A	B	C	D	MP	R
A		1-3	3-0	1-3	4	3
B	3-1		3-2	0-3	5	2
C	0-3	2-3		3-1	4	4
D	3-1	3-0	1-3		5	1

Figure 2.10 Group results (3)

- 2.3.4 There could, however, be the complication shown in Figure 2.11, where C, with 3 match points, is clearly 4th but A, B and D are equal with 5 match points each. The next step here is to eliminate the results of matches in which C took part, as shown in Figure 2.12. From the remaining matches, each of the players has gained 3 match points, and to resolve their positions it is necessary to consider next the ratios of games won to games lost (column G). A has a win/loss ratio in games of 4/5, B's is 5/3 and D's is 3/4, making the ranking order B, A, D, C.

	A	B	C	D	MP	R
A		3-2	3-0	1-3	5	1=
B	2-3		3-2	3-0	5	1=
C	0-3	2-3		1-3	3	4
D	3-1	0-3	3-1		5	1=

Figure 2.11 Group results (4)

	A	B	D	MP	G	R
A		3-2	1-3	3	4/5	2
B	2-3		3-0	3	5/3	1
C						4
D	3-1	0-3		3	3/4	3

Figure 2.12 Group results (5)

- 2.3.5 However, had the results been as shown in Figure 2.13, after eliminating C's matches A, B and D would each have had 3 match points and a games won/lost ratio of 5/5 and this would not have been decisive. In these circumstances, the next step is to consider the ratios of points won to points lost. Eliminating C's results, as before, and substituting point's scores for games scores, the new table is as shown in Figure 2.14. The points won/lost ratios (column P) for A, B and D are 89/95, 100/98 and 101/97 respectively, so the group order is D, B, A, C.

	A	B	D	MP	G	R
A		3-2	2-3	3	5/5	1=
B	2-3		3-2	3	5/5	1=
C						4
D	3-2	2-3		3	5/5	1=

Figure 2.13 Group results (6)

	A	B	D	G	P	R
A		9, -7, 8, -7, 6	9, -4, -6, 7, -10	5/5	89/95	3
B	-9, 7, -8 7, -6		12, -9, 6, -8, 11	5/5	100/98	2
C						4
D	-9, 4, 6, -7, 10	-12, 9, -6 8, -11		5/5	101/97	1

Figure 2.14 Group results (7)

- 2.3.6 Finally, suppose that in the group whose results are shown in Figure 2.9, D had been injured during play and had conceded the match 1-3 to C. The table would then be as shown in Figure 2.15, where the games scores in the unfinished match are shown in italics. There is no change in the numbers of match points won by A, B and C but D, with no match points from the match with C, has a total of

only 4 and is now in equal 2nd place. Eliminating the results of B's matches, as shown in Figure 2.16, gives the order B, A, C, D, so that the effect of the unfinished match is to drop D from 1st to 4th.

	A	B	C	D	MP	R
A		1-3	3-0	1-3	4	2=
B	3-1		3-2	0-3	5	1
C	0-3	2-3		3-1	4	2=
D	3-1	3-0	1-3		4	2=

Figure 2.15 Group results (8)

	A	B	C	D	MP	R
A			3-0	1-3	3	2
B						1
C	0-3			3-1	3	3
D	3-1		1-3		2	4

Figure 2.16 Group results (9)

- 2.3.7 If a match is unplayed or unfinished, the player who is declared the winner is awarded enough points to decide the match. Thus, the winner of an unplayed match is regarded as having won by 3-0 (or 4-0 in best-of-7 matches) in games and 11-0 in each game. However, in a match which has been partly played when it is abandoned in favour of one player, all points already scored are counted. For example, if a player is injured and must retire when leading 5-3 in the final game of a best-of-5 games match, the winner's score would, for example, be recorded as 11-7, 8-11, 11-6, 10-12, 11-5.

2.4 Qualifying Competitions

- 2.4.1 Where the number of entries in an event is much greater than the number of places available in the main knock-out, the stronger players are usually entered directly into the draw and the others are required to qualify. The qualifying competition may consist of a few preliminary knock-out rounds or, more commonly, of groups, and Figures 2.17 and 2.18 respectively show how players may qualify in these ways. In each case, the winners of the qualifying stages have been drawn into pre-determined places in the knock-out.
- 2.4.2 In some group qualifying competitions, both the winners and the runners-up qualify for the knock-out stage. An arrangement often used in team events is shown in Figure 2.19, where the winner of each group of 8 plays the runner-up of the other in a semi-final, the winners of these matches qualifying for the final. The system is open to exploitation, in that a team which knows it is certain to finish either 1st or 2nd in its group may lose a match deliberately to finish 2nd and thus avoid a particular opposing team in the semi-final.
- 2.4.3 This can be avoided by drawing the 4 teams into the semi-finals so that a group winner may play either the winner or the runner-up of the other group, as shown in Figure 2.20. However, this is not ideal because the strongest 2 teams may meet in the semi-final rather than in the final. Both "crossover" systems have the additional disadvantage that the final may be between 2 teams who have already played each other and, wherever practicable, it is better to have smaller groups with only group winners progressing to the knock-out stage, as shown in Figure 2.21.
- 2.4.4 Where the number of qualifying groups is less than the number of places in the knock-out, the "lucky loser" scheme can be used to make up the complement. In this, vacancies are filled from among the 2nd-placed members of all groups, either by draw or, if time permits, by some form of play-off. If, for

reasons such as injury, a group winner cannot take part in the knock-out, his or her place can be filled in the same way. It is unfair to allow only the runner-up of a group whose winner is absent to take the winner's place and if all runners-up cannot be given the opportunity to progress, it should be left vacant.

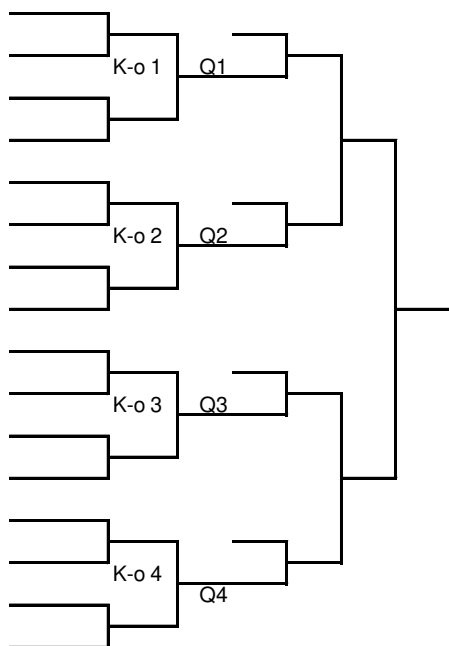


Figure 2.17 Qualification (1)

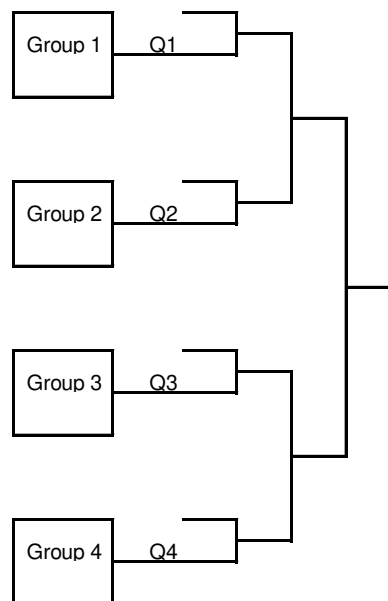


Figure 2.18 Qualification (2)

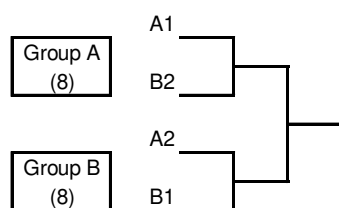


Figure 2.19 Qualification (3)

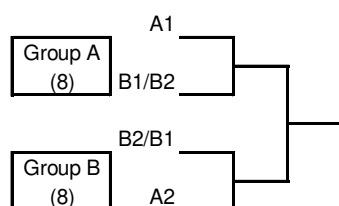


Figure 2.20 Qualification (4)

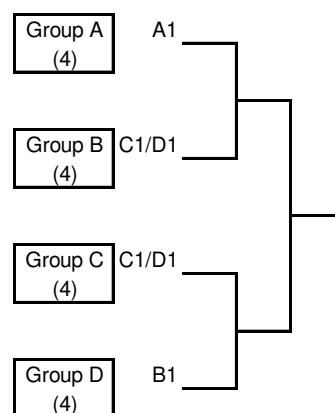


Figure 2.21 Qualification (5)

2.5 Team Competitions

- 2.5.1 Team competitions should use one of the systems specified in the ITTF Handbook. One of the most common is the former Corbillon Cup system of up to 4 singles and a doubles. The main reason for its popularity is that, although either or both of the doubles players may be different from the singles players, it is possible to form a team with only 2 players and this encourages more entries. Its disadvantage is that one strong player can dominate a match by winning two singles and playing a decisive part in the doubles.
- 2.5.2 The former Swaythling Cup system, in which teams of 3 players contest up to 9 singles, is less prone to single-player dominance but has other drawbacks. A team match may be completed in less than an hour or may last 4 hours or more; this makes it difficult to schedule the event and very long matches are not popular with spectators. Various systems have been devised to make matches more dependent on the strength of a team, without unduly extending their duration, and some are described in the

Regulations for International Competitions.

- 2.5.3 In World Championships, teams in both the men's and the women's events now consist of 3 players, playing up to 5 singles; the order of play means that a team, however strong, cannot win a team match without all its players having played at least once. Another system, used in some Continental competitions, requires teams of 3, 4 or 5 players to compete in up to 6 singles and a doubles and, here again, all the players must have played at least one individual match for their team to reach a winning score.

3 THE DRAW AND SEEDING

3.1 Purpose

- 3.1.1 The purpose of the draw is to introduce randomness, so that the outcome is less predictable and so that matches cannot be arranged to give an advantage to particular players. The penalty of complete randomness is that strong players will sometimes meet in an early round of a knock-out so that some are eliminated at that stage. Consequently, later rounds may be contested by relatively unknown players and, although some may welcome the chance of a surprise winner, organisers often depend on the presence of "stars" to attract spectators to the finals.

3.2 Seeds, Byes and Qualifiers

- 3.2.1 Seeding is a way of restricting the randomness of the draw by separating certain players so that they cannot meet until the latest possible rounds. Seeding by ranking separates the strongest entries and seeding by Association nomination separates the entries nominated by an Association. Nominated players who are in the relevant ranking list must be seeded in the order of that list, even if this conflicts with an Association's own ranking, but the seeding order of any unranked players is determined by the nominating Association.
- 3.2.2 The list of seeds by ranking must follow the current ITTF World Ranking unless all entries eligible for seeding in this way are from one Continent or one Association, when the relevant Continental or Association ranking list is used. If seeding by ranking conflicts with seeding by Association nomination, seeding by ranking always takes precedence. Very occasionally 2 or more players may have identical ranking. This is only an issue if it occurs at a "critical" point in the ranking – i.e., =2, =4, =8, =16, etc. If such a circumstance occurs the best idea is to decide by lot which player will occupy the higher ranked position. This should happen before the draw commences.
- 3.2.3. For an international team event, seeding normally follows the latest ITTF World (or, if appropriate, Continental) Ranking of the Associations concerned but, as an alternative, it may be based on the individual rankings of the team players.
- 3.2.4 There may be as many seeds by ranking as there are entries in the 1st round of a knock-out. In seeding by ranking or by Association, seeds Nos 1 and 2 are drawn into opposite halves, the No 3 seeds into quarters not occupied by the first 2, the No 5 seeds into eighths not occupied by the first 4 and so on, as shown in Figure 3.1. Where the number of seeds by ranking is not a power of 2, as may occur in a partial re-draw, the lowest ranked seeds are drawn as evenly as possible among the places allocated to them, and Figure 3.2 shows possible distributions for 6 and 11 seeds.
- 3.2.5 If the number of entries in the 1st round of a knock-out is not a power of 2, such as 32 or 64, it is necessary to include byes, which should be placed as evenly as possible throughout the draw, giving priority to the seeded entries in seeding order. Similarly, players who qualify for entry to the 1st round of a knock-out should be drawn as evenly as possible among the sections of the draw, observing as far as possible the requirements for seeding by Association. Figure 3.1 shows a recommended way of placing byes and qualifiers. Whilst this is a good guide, it is not mandatory to follow. Often a better draw can be obtained by moving byes at the same "level", whilst keeping them as evenly placed as possible. Figure 3.1a shows a simple draw where the byes have been placed in accordance with the table, thus resulting in JPN1 and JPN 2 meeting in the first round, which contravenes 3.6.3.3. Figure 3.1b shows a much better draw which now complies with the regulations. When doing a draw, it is often better to only put in the known byes, recognise the potential positions for the other byes, and then draw the players first. This helps considerably with Association separation, because if the byes are inserted first this could result in a situation where the requirements of 3.6.3. cannot be complied with.

Draw pos'n	S B Q 64	S B Q 32	S B Q 16	S B Q 8
1	1	1	1	1
2	33 1 32	17 1 16	9 1 8	5 1 4
3	33 17 16	17 9 8	9 5 4	5 3 2
4	17	9	5	3
5	17	9	5	3
6	33 25 8	17 13 4	9 7 2	5 1
7	33 9 24	17 5 12	9 3 6	5 2 3
8	9	5	3	2
9	9	5	3	
10	33 13 20	17 7 10	9 4 5	
11	33 29 4	17 15 2	9 1	
12	17	9	5	
13	17	9	5	
14	33 21 12	17 11 6	9 6 3	
15	33 5 28	17 3 14	9 2 7	
16	5	3	2	
17	5	3		
18	33 7 26	17 4 13		
19	33 23 10	17 12 5		
20	17	9		
21	17	9		
22	33 31 2	17 1		
23	33 15 18	17 8 9		
24	9	5		
25	9	5		
26	33 11 22	17 6 11		
27	33 27 6	17 14 3		
28	17	9		
29	17	9		
30	33 19 14	17 10 7		
31	33 3 30	17 2 15		
32	3	2		
33	3			
34	33 4 29			
35	33 20 13			
36	17			
37	17			
38	33 28 5			
39	33 12 21			
40	9			
41	9			
42	33 16 17			
43	33 1			
44	17			
45	17			
46	33 24 9			
47	33 8 25			
48	5			3
49	5			3
50	33 6 27			
51	33 22 11			
52	17			
53	17			
54	33 30 3			
55	33 14 19			
56	9			
57	9			
58	33 10 23			
59	33 26 7			
60	17			
61	17			
62	33 18 15			
63	33 2 31			
64	2			

1	
	3
	3
2	

Figure 3.3

The table shows the positions of seeds and the recommended positions for byes and qualifiers, for draws of 64, 32, 16 and 8 places. Entries to be seeded are ranked in order of strength and given seed numbers, as follows:

Ranking	Seed number
1	1
2	2
3-4	3=
5-8	5=
9-16	9=
17-32	17=
33-64	33=

Entries with the same seed number are drawn among the correspondingly-numbered places, as shown in column 1 of each section. If the number of seeds is not a power of 2, the lowest-ranked seeds are drawn as evenly as possible among the places allocated to them. Column 2 shows the suggested order in which byes are placed, up to the required number, and column 3 shows the order in which qualifiers are inserted.

1		
		5
	3	
2	3	
		5

1			
		5	
		5	9
	3		
2	3		
			9
		5	
		5	9

Figure 3.2 Draws for 6 and 11 seeds

CHN
Bye
Bye
GER 2
JPN 1
JPN 2
Bye
GER 1

Figure 3.1a

CHN
Bye
JPN 2
GER 2
JPN 1
Bye
Bye
GER 1

Figure 3.1b

3.3 Conduct of the Draw

- 3.3.1 It is now common practice to carry out the draw with the help of a computer, but a fully automated draw is not consistent with the sort of public presentation that can be an important part of the publicity for a tournament. In major competitions, the seeds are often drawn either manually or by means of an interactive computer program, with other entries being drawn automatically. Where possible, spectators should be involved in the proceedings so that they can follow what is happening and can see that the draw is conducted fairly.
- 3.3.2 Although every advantage should be taken of the facilities offered by computers, it would be unwise to rely totally on them. They do occasionally fail and may not always be available when required. The referee must, therefore, be thoroughly familiar with the procedure and be able to make or amend a draw manually if necessary. There are many different methods of conducting a draw, but they all embody the same principles, and the following example is intended only to demonstrate these principles.
- 3.3.3 It is for a hypothetical open tournament men's singles event, with a draw of 64 places. Of these places, 16 are to be filled by seeded players, each of whom will have a bye. In addition, there are to be 16 other direct entries nominated by Associations, and a further 16 places are to be filled by the winners of a qualifying competition. Each sixteenth of the draw will, therefore, consist of a seeded player (S), who will have a bye (B) and an unseeded direct entry (D) who will play a qualifier (Q), as shown in Figure 3.3.

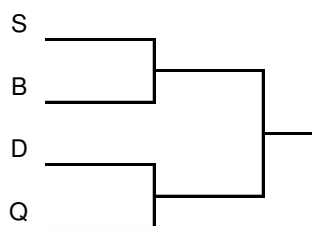


Figure 3.3 1/16 section of draw

- 3.3.4 Figure 3.4 lists the seeds and other direct entries, the seeding numbers being based on an old ranking list. A convenient method of recording the progress of the draw is shown in Figure 3.5. It consists of a table having columns for the entries from each Association, in descending order of the numbers of entries, and rows for the halves, quarters, eighths and sixteenths of the draw. As each sixteenth is identical, it is necessary only to draw entries into these sections; where the sections are not identical, a further draw may have to be made within individual sections.

1	1	1	1	CHN	GER	KOR	FRA	SWE	JPN	DEN	TPE	ARG	NGR
2	4	8	16	6	5	5	4	3	3	2	2	1	1
1	1	1	1										
		2	2										
		3	3										
		4	4										
	2	5	5										
		6	6										
		7	7										
		8	8										
2	3	9	9										
		10	10										
		11	11										
		12	12										
	4	13	13										
		14	14										
		15	15										
		16	16										

Figure 3.5 Draw table

ARG	1	LIU Song	95	
CHN	1	MA Lin	1	S1
	2	WANG Liqin	3	S3
	3	LIU Guoliang	14	S5
	4	HOU Yingchao	28	S9
	5	QIU Yuke	38	
	6	ZHAN Jian	50	
DEN	1	MAZE Michael	24	S9
	2	BENTSEN Allan	54	
FRA	1	CHILA Patrick	26	S9
	2	ELOI Damien	30	S9
	3	LEGOUT Christophe	57	
	4	VARIN Eric	92	
GER	1	BOLL Timo	2	S2
	2	ROSSKOPF Jorg	25	S9
	3	WOSIK Torben	39	
	4	FRANZ Peter	56	
	5	KEINATH Thomas	69	
JPN	1	TASAKI Toshio	37	
	2	ISEKI Seiko	49	
	3	KAYAMA Hyogo	73	
KOR	1	RYU Seung Min	16	S5
	2	OH Sang Eun	17	S5
	3	KIM Taek Soo	18	S9
	4	LEE Chul Seung	36	
	5	JOO Se Hyuk	58	
NGR	1	TORIOLO Segun	85	
SWE	1	PERSSON Jorgen	20	S9
	2	KARLSSON Peter	21	S9
	3	LUNDQVIST Jens	43	
TPE	1	CHUAN Chih-Yuan	7	S3
	2	CHIANG Peng-Lung	11	S5

Figure 3.4 Entries & ranking

- 3.3.5 The No 1 seed, CHN1, is placed in section 1 and the No 2 seed, GER1 in section 16. Normally, the No 3 seeds are drawn between sections 8 and 9, but in this case CHN2 must be in the opposite half to CHN1 and must, therefore, occupy section 9, with TPE1 in section 8. The four No 5 seeds are drawn among sections 4, 5, 12 and 13, with CHN3 in a quarter not containing CHN1 or CHN2, such as in section 5, and TPE2 in the opposite half to TPE1, say in section 12. KOR 1 and KOR2 can then be drawn into opposite halves, say into sections 4 and 13, respectively.
- 3.3.6 The eight No 9 seeds are drawn among the bottom sections of the odd-numbered eighths and the top sections of the even-numbered eighths. CHN4 and KOR3 must each be in quarters not containing entries from the same Association and GER2 in the opposite half to GER1, so they could be in sections 14, 6 and 3, respectively. FRA 1 and FRA2 must be in separate halves, as must SWE1 and SWE2, so FRA 1 could be drawn into section 10, FRA2 into section 2, SWE1 into position 15 and SWE2 into section 7, leaving section 11 for DEN1. Figure 3.6 shows the draw for the 16 seeds.
- 3.3.7 The 16 other direct entries are now drawn so that there are not more than 2 entries in any section and so that the requirements for separation by Association nomination are observed. GER3 and GER4 must be in quarters not containing GER1 or GER2, say in sections 11 and 5, and GER5 is then drawn into any position not containing a German entry, such as into section 1. CHN5 and CHN6 can be in any position not containing a Chinese entry so they could be in sections 15 and 8, respectively.
- 3.3.8 KOR4 must be drawn into the only quarter not containing a Korean entry, say into section 10, and

KOR5 into any position not containing a Korean entry, such as into section 16. The next two French entries, FRA 3 and FRA4, must be drawn into the 2nd and 4th quarters, say into sections 13 and 6, respectively. SWE3 can be drawn into any vacant place in the 1st or 3rd quarters, say into section 4. The remaining entry which must be separated from previous entries is DEN2, which must be in the opposite half to DEN 1, say in section 7.

- 3.3.9 JPN1 and JPN 2 must be in opposite halves, say in sections 3 and 14 respectively, and JPN3 must then be in a quarter not containing a Japanese entry, such as in section 9. ARG 1 and NGR 1 are then drawn between the 2 remaining vacant places, perhaps ARG 1 into section 2 and NGR1 into section 12. This completes the draw for direct entries and the resulting table is shown in Figure 3.7, while Figure 3.8 shows the positions of the direct entries, byes, and qualifiers in the first quarter of the draw in the conventional format.

1	1	1	1	CHN	GER	KOR	FRA	SWE	JPN	DEN	TPE	ARG	NGR
2	4	8	16	6	5	5	4	3	3	2	2	1	1
1	1	1	1	1									
		2					2						
		3			2								
		4				1							
	2	3	5	3									
		6				3							
		7						2					
		8									1		
2	3	5	9	2									
		10					1						
		6	11							1			
		12									2		
	4	7	13			2							
		14	4										
		8	15					1					
		16			1								

Figure 3.6 Draw table with seeds

1	1	1	1	CHN	GER	KOR	FRA	SWE	JPN	DEN	TPE	ARG	NGR
2	4	8	16	6	5	5	4	3	3	2	2	1	1
1	1	1	1	1	5								
		2					2					1	
		3			2				1				
		4				1		3					
	2	3	5	3	4								
		6				3	4						
		7						2		2			
		8	6								1		
2	3	5	9	2					3				
		10				4	1						
		6	11		3					1			
		12									2		1
	4	7	13			2	3						
		14	4						2				
		8	15	5				1					
		16			1	5							

Figure 3.7 Draw table with all direct entries

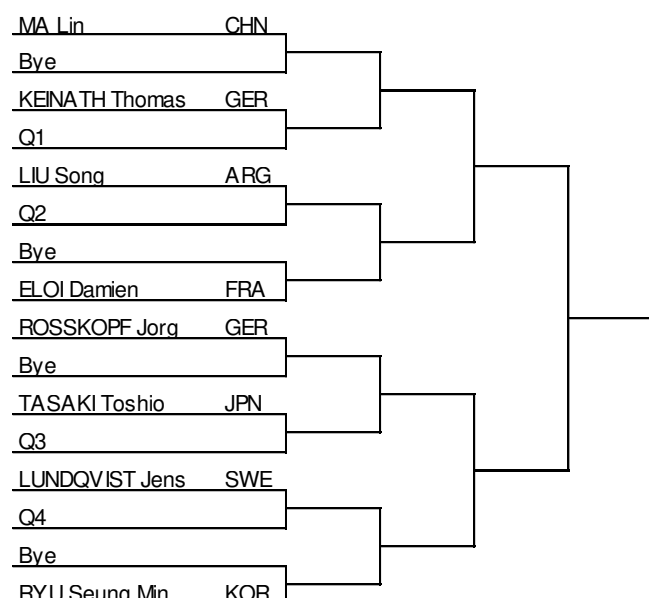


Figure 3.8 1st quarter of draw

- 3.3.10 Qualifiers should, where possible, be separated both in groups and in the knock-out from other players of the same Association, and this can be ensured in either of two ways. The easier way is to wait until the qualifying competition is completed and then to draw the winners in the same way as the direct entries were drawn. However, many organisers prefer to be able to publish a complete draw before the start of the tournament and this can be done by allocating indirect entries to groups in such a way that whoever wins will be correctly placed in the knock-out.
- 3.3.11 To do this, the groups are numbered to correspond with the sections which the winners will enter - 01 in section 1, 02 in section 2 and so on - and players drawn into them to take account of the positions of direct entries from the same Association. Thus, if there are 2 more Chinese entries, they can be drawn into any group except groups 8 or 15. Similarly, the next German entry could be drawn into any group except group 1.

3.4 Alternative Draw Procedure

- 3.4.1 There is a slight risk that, in a draw conducted as described above, it will not be possible to meet all the requirements for seeding by Association. For instance, where there are an odd number of entries from an Association, the last entry may be drawn into either half. If there are several such Associations, all these last entries might be drawn into the same half, and this could mean that there were no places available later in the draw to separate the entries of other Associations. Figure 3.9 shows a draw of 16 entries from 5 Associations in which this situation has occurred.

ITA 4	EGY 4	IND 3	BRA 3	CAN 2
X	X	X	X	
X	X	X	X	
X	X	X		X
X	X		X	X

Figure 3.9 Alternative draw (1)

- 3.4.2 Here, ignoring any consideration of ranking, the entries from Italy, Egypt, India, and Brazil have been drawn correctly into separate quarters, but the only places left for the 2 Canadian entries are both in the 2nd half. With experience, it is often possible to foresee possible difficulties and take the necessary steps to avoid them, but in a large draw they might not become apparent until it is too late. There is, however, a systematic method of ensuring that all the requirements can be met, and this is illustrated in Figures 3.10-3.14.

3.4.3 The table in Figure 3.10 is like that in Figure 3.9, but it also shows the number of places available in each quarter (Q) and each half (H).

ITA 4	EGY 4	IND 3	BRA 3	CAN 2	left in Q	left in H
					4	8
					4	
					4	8
					4	
Figure 3.10 Alternative draw (2)						

Entries are first assigned to regions of the draw, as shown in Figure 3.11. If it is clear into which quarters entries will be drawn, as for ITA and EGY, crosses are placed in the appropriate spaces. For IND and BRA, it is known only that there will be 1 entry in one half and 2 in the other, and for CAN that there will be one entry in each half. These uncertain positions are shown by placing a mark between the appropriate sections. This shows that 2 places have now been filled in each quarter, and the numbers in the final 2 columns are reduced accordingly.

ITA 4	EGY 4	IND 3	BRA 3	CAN 2	left in Q	left in H
X	X				2	1
X	X				2	
X	X				2	1
X	X				2	
Figure 3.11 Alternative draw (3)						

The 3 IND entries are then drawn, and Figure 3.12 shows them in the 1st, 2nd, and 4th quarters, leaving 1 place in each of these quarters and 2 in the 3rd.

ITA 4	EGY 4	IND 3	BRA 3	CAN 2	left in Q	left in H
X	X	X			1	0
X	X	X			1	
X	X				2	1
X	X	X			1	
Figure 3.12 Alternative draw (4)						

However, there is now no place left in the upper half so the 3rd BRA entry must be drawn into the lower half, as shown in figure 3.13.

ITA 4	EGY 4	IND 3	BRA 3	CAN 2	places left in Q	places left in H
X	X	X	X		0	0
X	X	X			1	
X	X		X		1	0
X	X	X	X		0	

Figure 3.13 Alternative draw (5)

The 2 CAN entries can now be drawn into the remaining vacant places in the 2nd and 3rd quarters,

and the completed draw is shown in figure 3.14.

ITA 4	EGY 4	IND 3	BRA 3	CAN 2	left in Q	left in H
X	X	X	X		0	0
X	X	X		X	0	
X	X		X	X	0	0
X	X	X	X		0	
Figure 3.14 Alternative draw (6)						

3.5 Alterations to the Draw

- 3.5.1 Alterations to the draw should be avoided if possible, and they may be made only to correct errors, to include additional players or to correct a serious imbalance arising from the absence of seeded players. Even in these circumstances, no change may be made to the draw of an event after play has started in that event, whether it concerns any of the matches that have been played or are in progress, but for the purposes of this regulation a qualifying competition and the knock-out are regarded as separate events.
- 3.5.2 Otherwise, no player may be moved from one part of the draw to another, whether play has started, except in accordance with the special provisions for re-drawing seeds, and no change may be made to a doubles pair if both partners are present and fit to play. A player may not be deleted from the draw without his or her permission, except that the referee may disqualify a player for bad behaviour or for not being available when due to play in a match. Finally, any changes to the draw are subject to the agreement of the tournament management committee.
- 3.5.3 Any additional players or pairs who would have been seeded had they been in the original draw can be accepted only if there are vacancies in seeded places, but other entries may be accepted if there are vacancies in the draw. The new entries are drawn, in order of playing strength, first into any vacancies in seeded places, then into any other vacancies and finally into places occupied by byes other than those against a seeded entry, taking account as far as possible of the requirements for seeding by Association.
- 3.5.4 Changes to the draw are sometimes considered where several players or pairs are absent. In particular, if several seeds are missing from the same section of the draw, weak players may progress to late stages of the event or even finals, and the resulting matches may be very one-sided and thus of little interest to spectators. If this risk is considered unacceptable, the ideal remedy is to re-draw the event with a full set of seeds made up of players who are present, but if the absences are not known until very late there may not be enough time to do so.
- 3.5.5 To allow for this, there is provision in the regulations for re-drawing only the seeded places, leaving the rest of the draw unchanged. The remaining seeds are arranged in ranking order, re-numbered and then re-drawn according to the normal procedure, except that when they have been re-drawn any remaining seeded places are left unfilled. Players must not be moved from elsewhere in the draw to make up the full number of seeds and the vacant seeded places can be filled only by the acceptance of new entries.
- 3.5.6 This partial re-draw is allowed only where the imbalance is substantial. It is difficult to give precise rules for the degree of imbalance which would justify a re-draw of the seeds but, as a guide, Figure 3.15 shows some situations in which a partial re-draw would be permissible. In columns 1 and 2 there are 2 seeds absent and in column 1 both are in the same half, so there is an imbalance; in column 2 they are in opposite halves, which are thus still reasonably balanced. Columns 3 and 4 show similar situations with 3 seeds absent.

S1	S1	S1	S1
S5	S5	X	S5
S5	S5	X	S5
S3	X	X	X
X	S3	S3	S3
S5	S5	S5	X
X	S5	S5	S5
S2	X	S2	X
2 absent		3 absent	
Yes	No	Yes	No

Figure 3.15 Justification for partial re-draw

- 3.5.7 It is a common misconception that where several seeds are missing the remaining seeds must be re-drawn, but the referee is under no obligation to do so, however many seeds are absent. It is entirely at his or her discretion whether a partial or complete re-draw is made, and many referees believe that it is best not to make any changes, however many players are absent and whatever their ranking. Where many players are missing, perhaps owing to bad weather, it may be feasible to make a complete re-draw, but this again is a matter for the referee's judgment.

3.6 Seeding of Groups

- 3.6.1 For seeding groups, especially in team competitions, it is usual to employ the "snake" system, in which the highest ranked entry is placed in the 1st group, the 2nd in the 2nd group, the 3rd in the 3rd group and so on, until there is one in each group. In the simplest form, the next highest-ranked entries are similarly placed into the groups, starting this time with the last group, and ending at the first. The process continues until all entries have been placed, so that they form a continuous "snake" in ranking order; Figure 3.16 shows how 32 entries can be allocated in this way to 8 groups.

GROUPS								
A	B	C	D	E	F	G	H	
1	2	3	4	5	6	7	8	→
← 16	15	14	13	12	11	10	9	←
→ 17	18	19	20	21	22	23	24	→
← 32	31	30	29	28	27	26	25	←

Figure 3.16 Basic snake system

- 3.6.2 The disadvantage of this arrangement is that the composition of all the groups is predictable from the initial ranking and it is better to introduce an element of randomness. After one entry has been placed in each group the others should be drawn, a few at a time in ranking order, as shown in Figure 3.17. Here the entries ranked 9 – 12 are drawn among Groups E – H, those ranked 13 – 16 among Groups A – D and so on, making sure only that players from the same Association are drawn into different groups.

GROUPS								
A	B	C	D	E	F	G	H	
1	2	3	4	5	6	7	8	→
← (13,	14,	15,	16)	(9,	10,	11,	12)	←
→ (17,	18,	19,	20)	(21,	22,	23,	24)	→
(29,	30,	31,	32)	(25,	26,	27,	28)	←

Figure 3.17 Modified snake system

3.7 Second Stage Draw

3.7.1 When doing a second stage draw from preliminary group play, with 2 players progressing to the main draw, then a further consideration is that the 1st and 2nd placed players in a group must be in opposite halves. This takes precedence over separation by Association. For Consolation events there should be no seeds, with the 3rd placed players in the opposite half to the 4th placed player (in their group), and then separation by Association if possible.

3.7.2 Rules for KO Draw

- Group winners take the “seeded” position, and this applies to both individual and team events. In effect this means that the group winner becomes the seed according to the group, which could have implications for Seeding by Association Nomination. For example, in a competition having 16 teams drawn into 4 groups, if ENG have 3 teams entered, ENG1 seeded 1, ENG2 seeded 4 and ENG 3 unseeded, but in group 3 which they win, then ENG3 becomes the number 3 seed, ahead of ENG2. Assuming the other seeds win their groups, ENG3 will be drawn in the bottom half, which would mean that ENG2 would be drawn into the same half as ENG1;
- Draw is done according to ITTF rules;
 - Winner of group 1 placed in top position,
 - Winner of group 2 placed in bottom position,
 - Winners of groups 3 and 4 drawn between bottom of top half and top of bottom half (subject to Association separation),
 - Winners of groups 5 – 8 drawn similarly into the bottom or top of each quarter not already occupied,
 - Continue this principle until all group winners are placed,
- Second placed players in group are drawn at random into the opposite half to their group winner (this takes precedence over Association separation),
- Finally separate by Association where possible,
- By drawing group winners first, they will always receive preference over second placed players – for example 2 group winners should not meet in a first-round match.

Appendix C gives a few examples of this process with a blank draw shown and then a completed draw.

Whilst the second stage (following above instructions) is done by the letter of the Regulations, the normally accepted procedure when there are either 5 or 6 groups (except where this would clash with Association separation) is to draw the group winner(s) into positions 5 or 12 only (i.e., same quarter as the number 3 seeds), either receiving a bye (5 groups) or drawn against a second placed player (6 groups). The second placed players in the groups are treated equally and drawn into the opposite half of the draw to their respective group winner. With 5 groups this means that one of the second placed players will also receive a bye.

4 SCHEDULING AND CONTROL

4.1 Objective

- 4.1.1 The objective of scheduling is to make the best use of the time and tables available for the benefit of competitors and spectators. Competitors must be assured a reasonable timetable of play, with adequate but not excessive intervals between matches; spectators want the opportunity to watch entertaining matches at times and in situations that are convenient for them. The more efficient the scheduling, the greater the number of players that can take part in the tournament, and this may benefit the organisers by increasing the income from entry fees.
- 4.1.2 The requirements of the media also must be considered. Newspapers have reporting deadlines and critical matches should not be scheduled so late in the day that their results will be out-of-date before they can be published. The schedule may have to provide for matches to be played at times when the TV cameras are available and possibly on particular tables. The uncertainty of timing that is often associated with TV means that there must be some flexibility in the schedule, to allow quick adjustment where necessary.
- 4.1.3 As with the draw, computers are often used in preparing the schedule and this can greatly assist in planning. It must be recognised, however, that a computer may not be as good as a human scheduler in making the detailed decisions that can enhance presentation. For example, it will probably not be able to forecast that a match between A and X is likely to be highly entertaining and should be played when and where as many spectators as possible can watch it, or that one between B and Y is equally likely to be dull and should be staged less conspicuously.
- 4.1.4 Referees should understand the principles of scheduling sufficiently well to enable them at least to modify a computer-generated schedule where necessary, to take account of special circumstances or to prepare a schedule manually where the computer is not available, or its use is not justified. Insistence on manual scheduling as a matter of principle is as short-sighted as unquestioning reliance on a computer, and referees should take advantage of the benefits of automation while retaining the ability to optimise a schedule manually if required.

4.2 Timing

- 4.2.1 The basis of scheduling is to divide the time available into periods to which matches are allocated, and one of the first considerations is the duration of the match period. This depends not only on the number of possible games in a match but also on such factors as the stage of the tournament and the type of competition. For instance, 1st round matches often take less time than later matches because they are more likely to be between players of widely differing strengths, and it is easier to keep to a tight schedule in a group event.
- 4.2.2 The time required to complete a match depends to some extent on the level of the tournament. In a small tournament, where close control can be maintained, it may be acceptable to schedule 20 minutes for a best-of-5 games match and 30 minutes for a best of-7 games match. At major tournaments, where it is often essential to avoid over-running, it is advisable to schedule at least 30 minutes and 50 minutes respectively, to allow for delays due to overlong matches or the lateness of players or officials. For the average tournament, durations of 25 minutes and 40 minutes are a reasonable compromise.
- 4.2.3 Some organisers prefer matches to start at the same time on all tables, to allow public announcements and presentations to be made without disturbing other matches in progress. This means that every round lasts as long as the longest match, so that it is necessary to base the schedule on the longest expected match times rather than on the average. Occasional match-free periods should be scheduled on each table, to reduce the risk of delays accumulating and to allow matches to be transferred if the table for which they were intended is still occupied.
- 4.2.4 However, the scheduled place or time of matches should not be changed unless necessary. It is very unlikely that a tournament will run precisely in accordance with the pre-arranged programme, and only if delays appear to be building up seriously on one or more tables should changes be considered. But there are other reasons why schedule alterations may be required. For example, in major tournaments the organisers may ask for changes so that particular players or matches can be shown on TV, and this can happen at very short notice.

- 4.2.5 In view of the possible contractual and financial implications the referee should make every effort to accommodate such requests, bearing in mind the interests of the people likely to be affected by any changes. The most important consideration is that, once a change has been agreed, all those concerned – players, coaches, officials, and spectators are notified as soon as possible. If, as sometimes happens, the decision is made after the players and officials have left the venue, the referee must make sure that they receive the necessary information at their place of accommodation.
- 4.2.6 Players who have just finished a match should not be required to play another match immediately afterwards, but equally they should not have to wait several hours between successive matches. Ideally, in the early rounds of a knock-out competition, the interval between matches should be not less than 1 match period and not more than 3, but in later rounds players may welcome a longer break as matches become harder. It is necessary, especially in later rounds, to take account also of players' possible involvement in other events being played in parallel.
- 4.2.7 The regulations do not specify how many matches a player can be required to play in a given period. Average players, and young players in general, usually want to play as many matches as they can, but most professional players expect only a limited number each day, especially in the later stages of an event. As a guide, it is not unreasonable for a player to have to play 3 best-of-7 game matches and 3 best-of-5 game matches in a day, provided there are adequate intervals between them. Ideally, matches should not start before about 1000 nor finish later than about 2200.
- 4.2.8 This guidance applies to the main events of a tournament, such as the open singles and doubles. In tournaments having a large number of events for different categories of players, based on such criteria as age or playing strength, it can be assumed that a player who enters several events is willing to accept the risk of having to play a number of matches in a limited time. From the referee's point of view, the main consideration must be the greatly increased risk of conflicting scheduled matches, and it may be advisable to limit the number of events in which the same player may compete.

4.3 Conflict

- 4.3.1 Scheduling would be easy if each event were played in isolation, but usually several events must be run at the same time to make the best use of the tables available. Obviously an all-men's and an all-women's event may run simultaneously, and alternating rounds of men's and women's matches is a useful way of providing suitable intervals. This is easy to arrange in the early stages of events but, as the number of matches in each round diminishes, not all the tables will be occupied, and it is tempting to start another event.
- 4.3.2 This may lead to conflicting scheduled matches, because it is almost impossible to forecast which players will still be required for the events already in progress. The art of scheduling is to try to avoid the possibility of such clashes but to allow adequate margins for recovery when, almost inevitably, they do occur. Normally, every match should be assigned a unique place in the timetable but in a local tournament it may be feasible to schedule, for example, a few unspecified matches of the 1st round of the men's doubles at the same time as the later matches of the men's singles.
- 4.3.3 The doubles matches that can be played then will depend on which players are available, having been eliminated from the men's singles. Such overlap requires much closer control because matches must be arranged and players notified, at short notice, and it is not advisable in a major tournament. It can, however, be useful in local tournaments, where the main objective is generally to provide as much competition as possible with the facilities available and where players are usually ready to accept some uncertainty in the times of their next matches.
- 4.3.4 Mixed doubles clashes with both men's and women's events, and for this reason it is often scheduled on its own as the first or last event. There are arguments for both, but some referees think it unwise to start a tournament with a doubles event, on the grounds that it is more likely that two players will arrive on time for a singles match than that all four will be there for a doubles. In a group event, all the players in a group can reasonably be asked to report at the same time and only 2 of them need be present for play to begin.
- 4.3.5 It is recommended that where a tournament includes both team and individual events, the team events be played first. Ideally, team events should be concluded before the start of individual events,

but this is seldom practical except in World or Continental Championships and even here there may be some overlap. Holding the team events first does, however, allow the draw for the individual events to be deferred until after teams have arrived and confirmed their entries, and this makes it much less likely that changes will have to be made to it later.

4.4 Allocation of Tables

- 4.4.1 The allocation of matches to tables should take account of the interests both of players and of spectators. For instance, it is better for a player not to play successive matches on the same table, to avoid any suggestion of an unfair advantage through familiarity with playing conditions there. Where certain matches are likely to be very entertaining or to have special interest, they can be played on tables where they can be easily watched, although care should be taken that concentrating spectators round a few tables does not cause access problems.
- 4.4.2 The initial plan for the assignment of matches to tables should be changed only for good reasons. A match may be moved because the table to which it was allocated is not available, perhaps because an earlier match over-ran its scheduled time, although this may simply transfer the delay from one table to another. An important or especially attractive match may be moved to a table which is better situated for spectators or TV but, for whatever reason a change is made, players, spectators and the media must be told promptly.

4.5 Documentation

- 4.5.1 The preparation of a schedule requires identification of matches and a way for recording their time assignments, preferably in a form which can be used also to control play while the tournament is in progress. This can be done in various ways, each with its own advantages and disadvantages, and the system described in the following paragraphs is one of the many possible. Here each match is allocated to a specific table at a specific time, but some referees prefer to retain flexibility by allocating groups of matches to time slots rather than to particular tables.



Figure 4.1 Match numbering

- 4.5.2 A method of identifying matches is shown in Figure 4.1, for a draw of 64 entries. Matches are numbered in order from top to bottom and from left to right, so that 1st round matches are numbers 01-32, 2nd round matches 33-48 and so on. The prefix X represents a digit (or letter) to identify the event, so that match 103 (or A03) might be the 3rd match in the 1st round of the men's singles and match 262 (or 862) the 2nd semi-final of the women's singles. The diagram shows which matches depend on the results of earlier matches and hence where intervals must be planned.
- 4.5.3 Figure 4.2 shows a possible schedule for a knock-out with 64 entries, in the form of a table with rows for match periods and columns for the available tables; all matches are the best of 5 games. Here the sequence of matches is arranged so that players have an interval of between 1 and 3 match periods between matches and so that no-one plays successive matches on the same table. Normally, matches from other events would be played on some of the tables that are unused in the later stages, but a few blanks would be left in the schedule as a contingency.

Time	TABLES							
	1	2	3	4	5	6	7	8
1000	X01	X02	X03	X04	X05	X06	X07	X08
1040	X09	X10	X11	X12	X13	X14	X15	X16
1120	X17	X18	X19	X20	X21	X22	X23	X24
1200	X25	X26	X27	X28	X29	X30	X31	X32
1240								
1320	X35	X36	X39	X40	X33	X34	X37	X38
1400	X43	X44	X47	X48	X41	X42	X45	X46
1440								
1520	X49		X50		X51		X52	
1600		X53		X54		X55		X56
1640								
1720			X57				X58	
1800	X59				X60			
1840								
1920		X61				X62		
2000								
2040				X63				

Figure 4.2 Schedule for 64-place draw

4.5.4 Figure 4.3 shows a possible schedule for the knock-out stage of a tournament, comprising men's singles, women's singles, men's doubles, and women's doubles. There are 48 entries in each singles and 24 pairs in each doubles, and the competition is to be played over 3 days on up to 8 tables. The schedule does not require anyone to play more than 2 singles and 2 doubles matches in a day and play finishes each day at a reasonable time; there is also an interesting programme of quarter-final matches on the second evening.

4.6 Control of Play

4.6.1 A similar format can be used to control play. The starting time of each match is marked on the draw sheet; this provides a useful check on the schedule, as inadequate intervals are immediately apparent. The working schedule is an expanded form of the table used for planning, with the players' names, the match reference numbers and the time and table for the follow-up match inserted in the appropriate "box", as shown in Figure 4.4. Figure 4.5 shows a typical section of a working draw at, say, 11.35, from which it can be seen that the late finishes on tables 2 and 3 have delayed the start of the matches due on these tables at 11.30. Figure 4.6 shows the corresponding section of the working draw.

4.6.2 As each match is completed, the name of the winner is marked on the draw sheet and the working schedule, in the box provided for the follow-up match. A convenient method of showing the progress of play is to put one diagonal line through a box when the match starts and another when it is completed, as shown. If the tournament is running according to plan, at any given time all the boxes for matches due to start before that time should be marked with either one or two diagonal lines, and it will be obvious whether there is a delay on any of the tables.

4.6.3 Another way of monitoring play is to stack the match cards for each table in chronological order. Initially only the 1st round cards include players' names; the other cards, with the scheduled times marked on them, are completed as the earlier winners become known. When a match is due the match card is issued to the umpire, and the time shown on the top card left on each stack shows whether play on that table is on schedule. The simplicity of this scheme is offset by the risk of the cards being knocked over and it is probably suitable only for small tournaments.

F R I D A Y	Time	1	2	3	4	5	6	7	8
	1000	WD1		MD1		WD1		MD1	
	1015		MD1		WD1		MD1		WD1
	1030	MD1		WD1		MD1		WD1	
	1045		WD1		MD1		WD1		MD1
	1100	WS1		MS1		WS1		MS1	
	1130		MS1		WS1		MS1		WS1
	1200	MS1		WS1		MS1		WS1	
	1230		WS1		MS1		WS1		MS1
	1400	WD1		MD1		WD1		MD1	
	1430		MD1		WD1		MD1		WD1
	1500	MD1		WD1		MD1		WD1	
	1530		WD1		MD1		WD1		MD1
	1600	WS1		MS1		WS1		MS1	
	1630		MS1		WS1		MS1		WS1
	1700	MS1		WS1		MS1		WS1	
	1730		WS1		MS1		WS1		MS1
	1900	WS2		MS2				MS2	
	1930		MS2		WS2		MS2		WS2
	2000	MS2		WS2		MS2		WS2	
	2030		WS2		MS2		WS2		MS2
	2100	FINISH							

S A T U R D A Y	Time	1	2	3	4
	1000		WD2		MD2
	1015	MD2		WD2	
	1030		MD2		WD2
	1045	WD2		MD2	
	1100		WS3		MS3
	1130	MS3		WS3	
	1200		MS3		WS3
	1230	WS3		MS3	
	1400	WD2		MD2	
	1415		MD2		WD2
	1430	MD2		WD2	
	1445		WD2		MD2
	1500	WS3		MS3	
	1530		MS3		WS3
	1600	MS3		WS3	
	1630		WS3		MS3
	1800		WDQ		MDQ
	1815	MDQ		WDQ	
	1845		MDQ		WDQ
	1900	WDQ		MDQ	
	1930		WSQ		MSQ
2000	MSQ		WSQ		
2030		MSQ		WSQ	
2100	WSQ		MSQ		
2200	FINISH				

S U N D A Y	Time	1	2
	1000	WDS	
	1015		MDS
	1030	MDS	
	1045		WDS
	1130	WSS	
	1200		MSS
	1230	MSS	
	1300		WSS
	1500	FINALS	

For 48MS, 48WS
24MD and 24WD

Figure 4.3 Tournament schedule

217	Match ID No
ALVIS	Player 1
BOWIE	Player 2
1430/7	Time/table of winner's next match

Figure 4.4 Match details

Time	1	2	3	4
1030	125 ABDEL BROWN 1230/3	126 CRAIG DUTTA 1230/3	127 ENAMI FAYAD 1230/4	128 GREEN HUBER 1230/4
1100	129 IKEDA JUDGE 1300/1	130 KOVAR LAVIS 1300/1	131 MITRA NOVAK 1300/2	132 OSAKI PINTO 1300/2
1130	249 AMIDI/BEECH COWAN/DENIS 1630/2	250 EWING/FIRTH GOVER/HAJEM 1630/2	251 INMAN/JAMES KLEIN/LUCAS 1630/3	252 MILLS/NEILL OSMAN/PRICE 1630/3
1200	133 QUINN ROGER 1530/7	134 SEGUN TIMAR 1530/7	135 UNGER VARDA 1530/8	136 WOLFF XIANG 1530/8
1230	253 QUICK/RABIN SCOTT/TERRY 1630/2	254 URBAN/VILLA WORTH/ZSIGO 1630/2	145 BROWN DUTTA 1530/5	146 FAYAD HUBER 1530/5
1300	147 IKEDA KOVAR 1700/3	148 ? OSAKI 1700/3	255 ALVIS/BEECH CROFT/DOWNS 1630/1	256 EVANS/FROST GUPTA/HATCH 1630/1

Figure 4.5 Section of working schedule

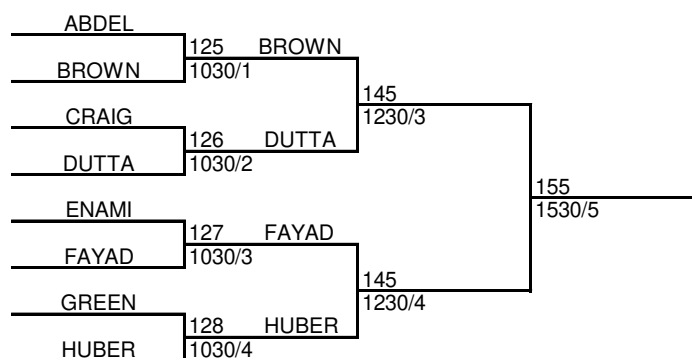


Figure 4.6 Section of working draw

4.6.4 Whichever method is used, the referee must be sufficiently aware of the progress of play to be able to anticipate problems and to make any necessary adjustments before delays become serious. Decisions which must be made hurriedly often generate more problems than they solve. Different events are not independent of each other, even if they do not include the same players. There is usually contention for the available tables and changing a match to a table other than that to which it was originally allocated can sometimes make the situation worse.

4.6.5 Care should be taken to avoid unnecessary changes, which can cause confusion for players, table controllers and match officials. There is no point in planning a schedule carefully if it is to be modified at the first sign of delay, especially where allowance has been made for "catching up" later by leaving some time-slots vacant. Difficulties are most likely to occur at the beginning and end of the programme, either because players arrive late or because the same players are concerned in the closing stages of several events.

4.7 Staged Matches and Finals

4.7.1 It is common for matches in closing rounds to be staged on only a few tables. While it may not be ideal for, say, both semi-finals of an event to be played simultaneously, there can be an advantage in having overlap between them in case one proves to be dull. Starting times can be staggered or, if there is no requirement for matches to start at pre-determined times, for each session a series of matches can be scheduled for each table. They can then be played in succession, each starting as soon as the previous match has ended, so that there is a continuous programme of play.

- 4.7.2 In finals programmes, it is not necessarily best to play what may be considered the most important matches last. Often a player will be in more than one final and players usually prefer to play singles before doubles. This has also the advantage that singles results, which are usually of more interest to the media, have a better chance of being reported than if they are played late in the programme. If there are no other constraints, such as TV requirements, the referee should seek the views of the players concerned before deciding the order of play.

4.8 Umpires' Schedule

- 4.8.1 Umpires' duties should be scheduled as carefully as matches, especially in the early stages of a knock-out tournament when most, if not all, of the tables are likely to be in use. For World Title competitions, the number of umpires should be $4 \times \text{the number of match tables} + 4$, to allow reasonable breaks and some spare capacity. For example, in a competition using 12 tables, there should be $12 \times 4 + 4 = 52$ umpires.

Sometimes there are more match tables available than indicated in the table schedule e.g.: The time and table plan is based on 8 tables; the playing hall is setup for 9 match tables. The additional table is often used, where matches are delayed, and the schedule needs to be revised.

In recent years, the number of umpires for international tournaments has been specified in the Directives for Match Officials.

World Title Competitions:

Qualification and Main draw (with more than 2 tables): Number of tables $\times 4 + 4$

Main draw with 2 tables: Number of tables $\times 4$

Final days with 1 table: 6

Other ITTF Sanctioned Events:

Qualification: Number of tables $\times 2 + 2$ – at least one umpire per table is required

Main draw: Number of tables $\times 4$

Final days if only 1 table is used: 6

If a tournament is organized into 18 umpire teams of 2, at any time there can be up to 12 teams controlling matches, 3 teams in reserve and 3 teams taking a short break.

- 4.8.2 The reserve teams are available to cover unplanned absences, unexpected changes of time and table plans due to delays, a call for stroke counting, or as substitutes when those due to officiate are from the same Association as one of the players or pairs.

They may be used also for duties such as supervising ball selection and taking custody of rackets which have been tested before a match and found to comply with the requirements. Figure 4.7 shows a possible duty schedule for 18 teams of umpires, labeled A-R inclusive.

- 4.8.3 The daily umpire schedule should be released the day before (at least prior to 8pm) indicating the start time and expected finish time but not necessary the assigned table/match to allow the umpires to prepare for the next day.

Match time	Table Number												Reserve teams	Not on duty
	1	2	3	4	5	6	7	8	9	10	11	12		
10:00	G	H	I	J	K	L	M	N	O	P	Q	R	A, B, C	D, E, F
10:40	A	B	C	J	K	L	M	N	O	P	Q	R	D, E, F	G, H, I
11:20	A	B	C	D	E	F	M	N	O	P	Q	R	G, H, I	J, K, L
12:00	A	B	C	D	E	F	G	H	I	P	Q	R	J, K, L	M, N, O
12:40	A	B	C	D	E	F	G	H	I	J	K	L	M, N, O	P, Q, R
14:00	M	N	O	D	E	F	G	H	I	J	K	L	P, Q, R	A, B, C
14:40	M	N	O	P	Q	R	G	H	I	J	K	L	A, B, C	D, E, F
15:20	M	N	O	P	Q	R	A	B	C	J	K	L	D, E, F	G, H, I
16:00	M	N	O	P	Q	R	A	B	C	D	E	F	G, H, I	J, K, L
16:40	G	H	I	P	Q	R	A	B	C	D	E	F	J, K, L	M, N, O
18:00	G	H	I	J	K	L	A	B	C	D	E	F	M, N, O	P, Q, R
18:40	G	H	I	J	K	L	M	N	O	D	E	F	P, Q, R	A, B, C
19:20	G	H	I	J	K	L	M	N	O	P	Q	R	A, B, C	D, E, F
20:00	A	B	C	J	K	L	M	N	O	P	Q	R	D, E, F	G, H, I
20:40	A	B	C	D	E	F	M	N	O	P	Q	R	G, H, I	J, K, L

4.7 Umpires' Schedule

CONCLUSION

A referee may often be faced with a situation in which there is more than one justifiable course of action, and different individuals may make different choices. This document does not attempt to cover all such situations nor to prescribe a unique "correct" decision in each case. Its purpose is to set out the principles on which such decisions must be made and to give guidance, where appropriate, on what is generally accepted as the preferred approach, as a help towards achieving the consistency which is so essential to good refereeing.

Referees should be consistent in their way of working because this gives all umpires security in their way of working during the tournament. Furthermore, it is necessary that each referee completes an electronic referee report. Referees are encouraged to use the documents provided in the [referee toolbox](#), which is available on the ITTF website.

Referees are also encouraged to take part in the information exchange platform on Facebook group "ITTF URC and Referees". This forum is used for sharing experiences and defining common standards and best practice.

Furthermore, a Frequently Asked Questions (FAQ) document is distributed to the referees and is available on the ITTF website. This document contains general questions and the official recommendation from URC. Call area and racket control procedures are also available.

<https://www.ittf.com/committees/umpires-referees/documents/>

5 PARA TABLE TENNIS (PTT) COMPETITIONS

5.1 Introduction

Table tennis is a sport for all levels of activity and proficiency. With more and more people with disabilities encouraged and engaged in sports activities, the ITTF Handbook includes the PTT Rules regarding wheelchair play, to facilitate integrated play in open competitions where people with and without disabilities play together in the same competition. The PTT directives detail all the specific Rules and Regulations for PTT Competitions, where only people with disabilities are involved.

Information about PTT Laws will be posted in the Handbook for Match Officials in appendix H.

When it comes to the referee's tasks, the basic principles of competition management are similar but in addition to ensuring the rules of play are applied correctly in the field of play, the referees of PTT competitions need to be aware of and to observe other PTT competition requirements. They must have good empathy with players with disabilities and the officials in the competitions, so that Para Table Tennis is conducted and played in a fair and friendly environment, while remaining highly competitive and spectacular for all.

This Chapter aims to highlight the specific features of PTT Competitions that the referee should note, and to encourage more referees to participate in and support PTT events and the Paralympic Movement.

5.2 Competition Officials

The type and number of competition officials may vary according to the level of the event; these are detailed in the PTT directives with effect from 1 September 2011. The types of competition officials are as follows:

5.2.1 Competition Manager

A Competition Manager in a Para event performs a similar role to that of the Competition Managers in other ITTF competitions, with the following specific responsibilities:

- To ensure that the competition will be organized according to the requirements of each factor tournament
- To oversee all aspects including the site inspection, accommodation, transport, equipment, number of playing days, maximum numbers of participants that can be accepted plus any other relevant information
- At the conclusion of the competition, to write an evaluation report of the tournament.

The CMs work with the Organising Committee on many of the technical and non-technical arrangements prior to the competition, and such arrangements have a significant impact on the event organisation as well as on the referee's tasks. Nevertheless, the referee remains responsible for the jurisdiction as described in section 1 above, especially for match situations in the field of play. Therefore, good communication and cooperation between the CMs and the referee are important for successful tournaments.

5.2.2 Classification Manager

The ITTF Classification Manager will approve the players' list and confirm which players on the list need to be classified and inform the Organising Committee, CM, referee, and chief classifier.

5.2.3 Classifiers

International classifiers are appointed by the ITTF Classification Officer and Classification Manager and are responsible for classifications, re-evaluations, and protests. The number of classifiers present at a tournament varies depending on the factor or level of tournament. Details are contained in the relevant PTT directives.

5.2.4 Referees

5.2.4.1 Appointments

Referees for the Paralympic Games and PTT World Championships are appointed by the ITTF URC. For other PTT Open International Competitions and Regional Championships, they are appointed by the Organising Committee or the Table Tennis Association of the host country. All appointed referees work with the Classification Manager and CM to confirm entries, events, and schedules.

5.2.4.2 Referee's Briefing

In 2007 some PTT rules became part of the ITTF rules, and the remainder were incorporated in 2011. These were also covered in umpires' education and in the bi-annual IU exams. However, there remain a few regulations for PTT competitions which can be found only in the directives for PTT events. Some umpires may have qualified before 2006 and thus have not participated in any PTT education sessions and/or are without

any PTT competition experience; therefore it is necessary for the referee to conduct an extended briefing session for umpires on PTT rules prior to the tournament, explaining the intention, interpretation and application of such rules in competition situations, as well as other PTT aspects such as classification, accessibility and communication with players with disabilities. The rules must be applied consistently to players with and without disabilities.

5.2.5 Selection Officer

The Selection Officer is responsible for proposing the selection process to be applied for the PTT World Championships and Paralympic Games. He or she will attend the PTT regional championships to oversee the playing system which must be the same in all regional championships as a key part of the qualification process leading to either the PTT World Championships or Paralympic Games.

5.3 Classification of Players

Players are separated in classes depending on lesions and limitations which are assessed:

- To determine eligibility to compete
- To group athletes equitably for competition purposes

The classes are broadly defined:

Class 1-5 for wheelchair players

Class 6-10 for standing players

Class 11 for players with an intellectual impairment

An international classification panel is responsible for classifying players. After they have been classified all players receive an international classification card (ICC) that specifies the class allocated as well as any physical limitations (e.g., to making a legal service) or permanent requirements permitted for medical reasons (e.g., strapping, binding, corset, modified wheelchair).

If a player plays in an international championship (Fa20 or Fa50) for the first time and does not have an ICC, his or her country will give him or her a temporary classification. He or she will then be classified at the championships and assigned a class. If this is different from the temporary class, he or she will play in the new class and the draw will be made accordingly (providing that event has not started). However, in the World Championships or Paralympic Games, the new class does not take effect until after the end of the event. Classification for specific players is organized at least the day before the start of the tournament to allow the referee to make the draw for the class singles and team events according to changed classifications. Referees should stay in close communication with the Organisers, the Classification Manager, and the Chief Classifier before and during the competition for confirmation of and advice on the updated information and changes. If a player deliberately misleads the classifiers, he or she shall be immediately disqualified by the referee in consultation with the CM and the Chief Classifier.

5.4 Tournaments

All organized tournaments on the ITTF PTT calendar are sanctioned with a rating factor which determines the rating points accumulated.

Tournaments sanctioned are the Paralympic Games, PTT World Championships and Regional Championships for each PTT approved region (Europe, Americas, Asia, Oceania, and Africa).

Other international tournaments are sanctioned with different Rating Factors depending on requirements for each Championship as set out in the directives to earn the corresponding factor.

5.5 Entries

Depending on the factor of the events, a combination of teams with players from different Associations is possible. Based on the initial entry number, the CM and the referee will decide the number of events to be organised, and combination of classes for the tournament. Owing to the cancellation of events of certain classes due to low entries, there will inevitably be changes to the entries and a new combination of teams within the same Association or with other Associations.

The CM and the referee inform the Organisers and the Associations involved when such changes occur and assist them to pair up for the team competition, and to confirm the team combination. This is also to avoid the situation that players find out only after arrival that some events are cancelled due to changes in the

classification of other players, or their own.

5.6 Events

In PTT Competitions, the requirements of which events to be organised are specifically stated in the directives. The referee, in consultation with the CM, decides the events to be organised, deleted, or combined based on the actual entries and competition environment (such as number of playing days, tables, match officials, etc.)

5.7 Format of Play

Different factor competitions have different restrictions on the number of players or teams per country per event, as well as in case of combined events. The referees must make sure that the system of play of each competition stated in the directives after 1 September 2011 is implemented.

Note: It is very important to check the current ITTF Para directives as the requirements may change from time to time.

5.8 Rules

Other than the rules in the ITTF Handbook specifying situations where integrated play takes place, there are other rules and regulations for PTT competitions, which are summarised in the Appendix H of the Handbook for Match Officials.

5.9 The Draw

Changes to the classes of players may affect the number of entries and possibly groups in the Singles and Team events, which may alter the draw and the competition schedule. The referee must make such changes and make timely announcements to all participants and officials.

Multiple draws for the second stage for the Singles and Team events should be done soon after the completion of the first stage group competition. Before the competition starts, the referee must make sure that everyone is informed where, when, how and by whom these draws will be conducted, and that all supporting facilities are in place, while competition in the field of play goes on. The pre-competition communication of the referees, CM and Organisers should clearly define such responsibilities and operation flow.

5.10 Scheduling

- 5.10.1 For wheelchair play, the minimum size of the playing space may be reduced to 8m x 6m, and a concrete floor is acceptable, but wheelchair accessible tables must be used. Referees should take note of the number of wheelchair and standing tables used and try to have wheelchair accessible tables and court size for all events throughout the tournament for easy scheduling.
- 5.10.2 A schedule for medal presentations is necessary and is normally done on completion of each event owing to the number of presentations and the time required for players with disabilities. If necessary, the presentations may be split into a few groups instead of all together to shorten the duration. If possible, they should be scheduled in different sessions throughout the tournament at the end of a playing sessions in the morning, afternoon and in the evening. This avoids lengthy waiting time and maintains interest of the participants.
- 5.10.3 Account must be taken of the fact that classes 1 and 2 need more playing time than other classes especially in later stages and in team events. A team event of Class 1 and 2 could take up to 3 hours or more. If possible, a blank period should be left on the same tables for possible delays for this purpose.
- 5.10.4 Matches for Classes 1 and 2 should start later in the morning and not finish last in the evening if possible because players need more preparation time.
- 5.10.5 Classes allocated later in a day should not start early the next morning.
- 5.10.6 In general, up to 45 minutes should be allowed for a class 1 or 2 singles match and 3 hours for a team match.

5.11 Results management

5.11.1 Dr. Wu's Programme offers easy input of results and provides all the match sheets automatically.

5.12 Managing Draws, Schedules, and Results

5.12.1 For the preparation and operation of PTT Competitions, referees must use the Excel programs written by Dr. Wu, Chi-Shih (<http://dr.wu.free.fr/draw/index.htm>). The programme facilitates data input, draws, scheduling and results management. It also provides all match sheets, draw sheets for team events, and individual match sheets for players. The file data_Common.xls must be completed and sent to the Classification Secretary for verification and approval before competition begins.

5.12.2 Once data_Common is authorised, a limited number of changes is allowed. Further changes to the data require further authorisation. It is recommended that minor changes on the data such as wrong spelling be tolerated and changed only after the completion of the competition.

5.12.3 After the tournament, the Organisers send the results by e-mail to ITTF Para Ranking Officer with a special form which is automatically generated as well as a paper results book that contains more details such as match scores which help to detect and fix errors in results.

5.12.4 Manual and other details of the programme can be found on the PTT page of the ITTF website. Trial use is also possible. Referees are advised to practise using the programme and on-the-job training would be most practical. Please visit the website for further details.

5.13 Accessibility

Accessibility is a major concern in all activities involving people with disabilities. Overlooking any such areas may result in inconvenience to the players and can affect the competition operation. Despite this, it is the responsibility of the CM to ensure such requirements are met by the Organisers and the referee should also take note of such arrangements. On the PTT website under Tournament Organizers, an Accessibility Check List can be found.

5.14 Communicating with Persons with Disabilities

It is not uncommon to be uncomfortable around people with disabilities. The most effective way is to be sensitive, flexible, and honest. The most appropriate terminology "person with a disability" puts the emphasis on the person, not the limitation or disability.

Conclusion

Referees appointed to PTT competitions should be familiar with the core subjects including the rules and regulations, and other responsibilities. Above all, when working with persons with disabilities, they must be respectful and empathetic, polite, and considerate, offer assistance, communicate effectively, and do not hesitate to ask questions. For those yet to have such experience, you are encouraged to get involved and become part of the big family.

Appendix A: REFEREE CAREER DEVELOPMENT

This document is available on the ITTF website.

[Documents - International Table Tennis Federation \(ittf.com\)](https://www.ittf.com) (Referee Career Development)

Appendix B: OUT OF ORDER PLAY IN TEAM MATCHES

One of the bigger problems referees face is team matches are played out of the correct sequence. Unfortunately, the Regulations do not cater for errors and the referee must decide in each case based on the circumstances. Whilst there are no definite rules, the following principles should be applied to determine the appropriate action.

Principles

The team fielding the correct player cannot be penalised or disadvantaged, but the team fielding the incorrect player can be.

- Any valid (scheduled) match played out of order will be nullified if the incorrect player won or put aside until required if the correct player won.
- Any invalid (not scheduled) match played will be awarded to the team with the correct player, and the valid (scheduled) match will not be played.

Generally, the first valid unplayed match will then be played, and matches continued in order, excluding any valid matches that may have already been played.

If the error is discovered during a match there are two options available:

- 1) Finish the match, then revert to the overriding principle.
- 2) Stop the match immediately, then revert to the overriding principle.

The basic principle here should be that the correct player is not disadvantaged. To avoid any discussion about this the team captain of correct players would have the choice to stop or finish the match.

These principles could be modified or “softened” in local or less important events.

To avoid the possibility of an error a primary principle should be established that both the umpire and assistant umpire must check that the match sheet is correct, the correct players are on the court, and thus avoid (almost) all these problems. A procedural matter could be that the umpire retains a copy of the toss sheet to ensure the match sheet is correct, and immediately answer any questions the team captain may have. The match sheet is incorrect almost as often as the umpire, often by reversing the teams, or, when the sheet is computer-generated, by selecting the incorrect player.

The following Case Studies illustrate some of the principles expressed above.

Note:

Case Study 1

ABC would be penalised by A having to play again immediately. It would be better if Y, as the offending player, had to play again immediately. The principle would be that the correct player/team had the option as to which of the two matches should be played immediately next.

Scheduled Matches	Matches played	Result / Games of Matches played	Correction after Error discovered
A v X	A v Y	4 : 2	next match to play ?
B v Y		Error discovered	
C v Z			
A v Y			4 : 2
B v X			

Figure B1 (Case study 1)

Scheduled Matches	Matches played	Result / Games of Matches played	Correction after Error discovered
A v X	A v Y	4 : 2	next match to play
B v Y	B v X	1 : 4	nullified, 2 nd next match to play
C v Z	C v Z	0 : 4	0 : 4 (stay as is)
A v Y		Error discovered	4 : 2
B v X			

Figure B2 (Case study 2)

Scheduled Matches	Matches played	Result / Games of Matches played	Correction after Error discovered
A v X	A v X	4 : 2	4 : 2 (stay as is)
B v Y	B v Z	1 : 4	4 : 0 (awarded to B)
C v Z	C v Y	0 : 4	4 : 0 (awarded to C)
A v Y		Error discovered	
B v X			

Figure B3 (Case study 3)

Scheduled Matches	Matches played	Result / Games of Matches played	Correction after Error discovered
A v X	B v Y	4 : 2	next match to play
B v Y		Error discovered	4 : 2
C v Z			
A v Y			
B v X			

Figure B4 (Case study 4)

Scheduled Matches	Matches played	Result / Games of Matches played	Correction after Error discovered
A v X	B v Z	4 : 2	nullified, next match to play
B v Y		Error discovered	
C v Z			
A v Y			
B v X			

Figure B5 (Case study 5)

Appendix C: EXAMPLES OF SECOND STAGE DRAWS

EXAMPLE 1 8 direct entries, 26 groups, KO 60, 4 byes



REFEREE'S EXAMPLE DRAW JUNIOR CHAMPIONSHIP

JUNIOR BOYS' SINGLES - MAIN DRAW

Seed 1	1	-	-	-	33	Seed 3-4
BYE	2	X	BYE	-	34	BYE
1st 25-26?	3	-	-	-	35	1st 25-26?
1st Gr. 9-24	4	-	-	-	36	1st Gr. 9-24
1st 25-26?	5	-	-	-	37	1st Gr. 9-24
2nd	6	-	-	-	38	1st 25-26?
1st Gr. 1-8	7	-	-	-	39	2nd
1st Gr. 1-8	8	-	-	-	40	1st Gr. 1-8
2nd	9	-	-	-	41	1st Gr. 1-8
1st 25-26?	10	-	-	-	42	2nd
1st Gr. 9-24	11	-	-	-	43	1st 25-26?
1st Gr. 9-24	12	-	-	-	44	1st Gr. 9-24
1st 25-26?	13	-	-	-	45	1st Gr. 9-24
2nd	14	-	-	-	46	1st 25-26?
Seed 5-8	15	-	-	-	47	2nd
Seed 5-8	16	-	-	-	48	Seed 5-8
2nd	17	-	-	-	49	Seed 5-8
1st 25-26?	18	-	-	-	50	2nd
1st Gr. 9-24	19	-	-	-	51	1st 25-26?
1st Gr. 9-24	20	-	-	-	52	1st Gr. 9-24
1st 25-26?	21	-	-	-	53	1st Gr. 9-24
2nd	22	-	-	-	54	1st 25-26?
1st Gr. 1-8	23	-	-	-	55	2nd
1st Gr. 1-8	24	-	-	-	56	1st Gr. 1-8
2nd	25	-	-	-	57	1st Gr. 1-8
1st 25-26?	26	-	-	-	58	2nd
1st Gr. 9-24	27	-	-	-	59	1st 25-26?
1st Gr. 9-24	28	-	-	-	60	1st Gr. 9-24
1st 25-26?	29	-	-	-	61	1st Gr. 9-24
BYE	30	-	-	-	62	1st 25-26?
Seed 3-4	31	X	BYE	-	63	BYE
	32	-	-	-	64	Seed 2

SEEDED PLAYERS

1	102	PLAYER Num 102	HUN
2	215	PLAYER Num 215	EGY
3	317	PLAYER Num 317	POL
4	113	PLAYER Num 113	GER
5	241	PLAYER Num 241	FRA
6	205	PLAYER Num 205	SWE
7	18	PLAYER Num 18	HRV
8	242	PLAYER Num 242	FRA

WINNERS

Gr 1	112	PLAYER Num 112	GER
Gr 2	115	PLAYER Num 115	GER
Gr 3	266	PLAYER Num 266	SVK
Gr 4	318	PLAYER Num 318	POL
Gr 5	5	PLAYER Num 5	IND
Gr 6	243	PLAYER Num 243	FRA
Gr 7	210	PLAYER Num 210	SWE
Gr 8	147	PLAYER Num 147	RUS
Gr 9	209	PLAYER Num 209	SWE
Gr 10	103	PLAYER Num 103	HUN
Gr 11	46	PLAYER Num 46	ROU
Gr 12	150	PLAYER Num 150	RUS
Gr 13	207	PLAYER Num 207	SWE
Gr 14	8	PLAYER Num 8	ESP
Gr 15	131	PLAYER Num 131	ENG
Gr 16	32	PLAYER Num 32	HRV
Gr 17	322	PLAYER Num 322	POL
Gr 18	154	PLAYER Num 154	RUS
Gr 19	36	PLAYER Num 36	NOR
Gr 20	104	PLAYER Num 104	HUN
Gr 21	216	PLAYER Num 216	DEN
Gr 22	20	PLAYER Num 20	HRV
Gr 23	148	PLAYER Num 148	RUS
Gr 24	47	PLAYER Num 47	ROU
Gr 25	94	PLAYER Num 94	LUX
Gr 26	19	PLAYER Num 19	HRV

RUNNER-UP

Gr 1	303	PLAYER Num 303	POL
Gr 2	149	PLAYER Num 149	RUS
Gr 3	130	PLAYER Num 130	ENG
Gr 4	109	PLAYER Num 109	HUN
Gr 5	62	PLAYER Num 62	LTU
Gr 6	218	PLAYER Num 218	DEN
Gr 7	323	PLAYER Num 323	POL
Gr 8	37	PLAYER Num 37	NOR
Gr 9	325	PLAYER Num 325	POL
Gr 10	92	PLAYER Num 92	BEL
Gr 11	93	PLAYER Num 93	BEL
Gr 12	327	PLAYER Num 327	POL
Gr 13	320	PLAYER Num 320	POL
Gr 14	264	PLAYER Num 264	SVK
Gr 15	230	PLAYER Num 230	DEN
Gr 16	321	PLAYER Num 321	POL
Gr 17	208	PLAYER Num 208	SWE
Gr 18	146	PLAYER Num 146	NED
Gr 19	48	PLAYER Num 48	ROU
Gr 20	88	PLAYER Num 88	BEL
Gr 21	326	PLAYER Num 326	POL
Gr 22	82	PLAYER Num 82	BEL
Gr 23	319	PLAYER Num 319	POL
Gr 24	132	PLAYER Num 132	ENG
Gr 25	217	PLAYER Num 217	DEN
Gr 26	265	PLAYER Num 265	SVK

EXAMPLE 1 8 direct entries, 26 groups, KO 60, 4 bytes - completed draw



REFEREE'S EXAMPLE DRAW JUNIOR CHAMPIONSHIP

JUNIOR BOYS' SINGLES - MAIN DRAW

Seed 1	1	102	PLAYER Num 102	HUN		GER	PLAYER Num 113	113	33	Seed 3-4
BYE	2	X	BYE	-		-	BYE	X	34	BYE
2nd	3	149	PLAYER Num 149	RUS		POL	PLAYER Num 303	303	35	2nd
1st Gr. 9-24	4	209	PLAYER Num 209	SWE		SWE	PLAYER Num 207	207	36	1st Gr. 9-24
1st Gr. 9-24	5	322	PLAYER Num 322	POL		HRV	PLAYER Num 20	20	37	1st Gr. 9-24
2nd	6	92	PLAYER Num 92	BEL		DEN	PLAYER Num 218	218	38	2nd
2nd	7	130	PLAYER Num 130	ENG		POL	PLAYER Num 323	323	39	2nd
1st Gr. 1-8	8	243	PLAYER Num 243	FRA		SVK	PLAYER Num 266	266	40	1st Gr. 1-8
1st Gr. 1-8	9	112	PLAYER Num 112	GER		POL	PLAYER Num 318	318	41	1st Gr. 1-8
2nd	10	37	PLAYER Num 37	NOR		SVK	PLAYER Num 265	265	42	2nd
2nd	11	88	PLAYER Num 88	BEL		LTU	PLAYER Num 62	62	43	2nd
1st Gr. 9-24	12	46	PLAYER Num 46	ROU		HUN	PLAYER Num 103	103	44	1st Gr. 9-24
1st Gr. 9-24	13	150	PLAYER Num 150	RUS		RUS	PLAYER Num 154	154	45	1st Gr. 9-24
2nd	14	217	PLAYER Num 217	DEN		LUX	PLAYER Num 94	94	46	1st 25-26?
2nd	15	320	PLAYER Num 320	POL		POL	PLAYER Num 325	325	47	2nd
Seed 5-8	16	18	PLAYER Num 18	HRV		FRA	PLAYER Num 242	242	48	Seed 5-8
Seed 5-8	17	241	PLAYER Num 241	FRA		SWE	PLAYER Num 205	205	49	Seed 5-8
2nd	18	82	PLAYER Num 82	BEL		DEN	PLAYER Num 230	230	50	2nd
2nd	19	146	PLAYER Num 146	NED		POL	PLAYER Num 327	327	51	2nd
1st Gr. 9-24	20	8	PLAYER Num 8	ESP		HUN	PLAYER Num 104	104	52	1st Gr. 9-24
1st Gr. 9-24	21	131	PLAYER Num 131	ENG		ROU	PLAYER Num 47	47	53	1st Gr. 9-24
1st 25-26?	22	19	PLAYER Num 19	HRV		SVK	PLAYER Num 264	264	54	2nd
2nd	23	321	PLAYER Num 321	POL		BEL	PLAYER Num 93	93	55	2nd
1st Gr. 1-8	24	5	PLAYER Num 5	IND		RUS	PLAYER Num 147	147	56	1st Gr. 1-8
1st Gr. 1-8	25	210	PLAYER Num 210	SWE		GER	PLAYER Num 115	115	57	1st Gr. 1-8
2nd	26	109	PLAYER Num 109	HUN		SWE	PLAYER Num 208	208	58	2nd
2nd	27	326	PLAYER Num 326	POL		POL	PLAYER Num 319	319	59	2nd
1st Gr. 9-24	28	148	PLAYER Num 148	RUS		HRV	PLAYER Num 32	32	60	1st Gr. 9-24
1st Gr. 9-24	29	36	PLAYER Num 36	NOR		DEN	PLAYER Num 216	216	61	1st Gr. 9-24
2nd	30	132	PLAYER Num 132	ENG		ROU	PLAYER Num 48	48	62	2nd
BYE	31	X	BYE	-		-	BYE	X	63	BYE
Seed 3-4	32	317	PLAYER Num 317	POL		EGY	PLAYER Num 215	215	64	Seed 2

SEEDED PLAYERS

1	102	PLAYER Num 102	HUN	1	UP
2	215	PLAYER Num 215	EGY	64	DO
3	317	PLAYER Num 317	POL	32	UP
4	113	PLAYER Num 113	GER	33	DO
5	241	PLAYER Num 241	FRA	17	UP
6	205	PLAYER Num 205	SWE	49	DO
7	18	PLAYER Num 18	HRV	16	UP
8	242	PLAYER Num 242	FRA	48	DO

WINNERS

Gr 1	112	PLAYER Num 112	GER	9	UP
Gr 2	115	PLAYER Num 115	GER	57	DO
Gr 3	266	PLAYER Num 266	SVK	40	DO
Gr 4	318	PLAYER Num 318	POL	41	DO
Gr 5	5	PLAYER Num 5	IND	24	UP
Gr 6	243	PLAYER Num 243	FRA	8	UP
Gr 7	210	PLAYER Num 210	SWE	25	UP
Gr 8	147	PLAYER Num 147	RUS	56	DO
Gr 9	209	PLAYER Num 209	SWE	4	UP
Gr 10	103	PLAYER Num 103	HUN	44	DO
Gr 11	46	PLAYER Num 46	ROU	12	UP
Gr 12	150	PLAYER Num 150	RUS	13	UP
Gr 13	207	PLAYER Num 207	SWE	36	DO
Gr 14	8	PLAYER Num 8	ESP	20	UP
Gr 15	131	PLAYER Num 131	ENG	21	UP
Gr 16	32	PLAYER Num 32	HRV	60	DO
Gr 17	322	PLAYER Num 322	POL	5	UP
Gr 18	154	PLAYER Num 154	RUS	45	DO
Gr 19	36	PLAYER Num 36	NOR	29	UP
Gr 20	104	PLAYER Num 104	HUN	52	DO
Gr 21	216	PLAYER Num 216	DEN	61	DO
Gr 22	20	PLAYER Num 20	HRV	37	DO
Gr 23	148	PLAYER Num 148	RUS	28	UP
Gr 24	47	PLAYER Num 47	ROU	53	DO
Gr 25	94	PLAYER Num 94	LUX	46	DO
Gr 26	19	PLAYER Num 19	HRV	22	UP

RUNNER-UP

Gr 1	303	PLAYER Num 303	POL	35	DO
Gr 2	149	PLAYER Num 149	RUS	3	UP
Gr 3	130	PLAYER Num 130	ENG	7	UP
Gr 4	109	PLAYER Num 109	HUN	26	UP
Gr 5	62	PLAYER Num 62	LTU	43	DO
Gr 6	218	PLAYER Num 218	DEN	38	DO
Gr 7	323	PLAYER Num 323	POL	39	DO
Gr 8	37	PLAYER Num 37	NOR	10	UP
Gr 9	325	PLAYER Num 325	POL	47	DO
Gr 10	92	PLAYER Num 92	BEL	6	UP
Gr 11	93	PLAYER Num 93	BEL	55	DO
Gr 12	327	PLAYER Num 327	POL	51	DO
Gr 13	320	PLAYER Num 320	POL	15	UP
Gr 14	264	PLAYER Num 264	SVK	54	DO
Gr 15	230	PLAYER Num 230	DEN	50	DO
Gr 16	321	PLAYER Num 321	POL	23	UP
Gr 17	208	PLAYER Num 208	SWE	58	DO
Gr 18	146	PLAYER Num 146	NED	19	UP
Gr 19	48	PLAYER Num 48	ROU	62	DO
Gr 20	88	PLAYER Num 88	BEL	11	UP
Gr 21	326	PLAYER Num 326	POL	27	UP
Gr 22	82	PLAYER Num 82	BEL	18	UP
Gr 23	319	PLAYER Num 319	POL	59	DO
Gr 24	132	PLAYER Num 132	ENG	30	UP
Gr 25	217	PLAYER Num 217	DEN	14	UP
Gr 26	265	PLAYER Num 265	SVK	42	DO

EXAMPLE 2 8 direct entries, 19 groups, KO46, 18 byes



REFEREE'S EXAMPLE DRAW JUNIOR CHAMPIONSHIP

JUNIOR GIRLS' SINGLES - MAIN DRAW

Seed 1	1	-	-	-	-	-	-	33	Seed 3-4
	2	X	BYE	-	-	BYE	X	34	
2nd	3	-	-	-	-	-	-	35	2nd
2nd	4	-	-	-	-	-	-	36	2nd
1st Gr. 9-19	5	-	-	-	-	-	-	37	1st Gr. 9-19
2nd	6	-	-	-	-	-	-	38	2nd
	7	X	BYE	-	-	BYE	X	39	
1st Gr. 1-8	8	-	-	-	-	-	-	40	1st Gr. 1-8
1st Gr. 1-8	9	-	-	-	-	-	-	41	1st Gr. 1-8
	10	X	BYE	-	-	BYE	X	42	
2nd	11	-	-	-	-	-	-	43	2nd
1st Gr. 9-19	12	-	-	-	-	-	-	44	1st Gr. 9-19
1st Gr. 9-19	13	-	-	-	-	-	-	45	1st Gr. 9-19
2nd	14	-	-	-	-	-	-	46	2nd
	15	X	BYE	-	-	BYE	X	47	
Seed 5-8	16	-	-	-	-	-	-	48	Seed 5-8
Seed 5-8	17	-	-	-	-	-	-	49	Seed 5-8
	18	X	BYE	-	-	BYE	X	50	
2nd	19	-	-	-	-	-	-	51	2nd
1st Gr. 9-19	20	-	-	-	-	-	-	52	1st Gr. 9-19
1st Gr. 9-19	21	-	-	-	-	-	-	53	1st Gr. 9-19
2nd	22	-	-	-	-	-	-	54	2nd
	23	X	BYE	-	-	BYE	X	55	
1st Gr. 1-8	24	-	-	-	-	-	-	56	1st Gr. 1-8
1st Gr. 1-8	25	-	-	-	-	-	-	57	1st Gr. 1-8
	26	X	BYE	-	-	BYE	X	58	
2nd	27	-	-	-	-	-	-	59	2nd
1st Gr. 9-19	28	-	-	-	-	-	-	60	1st Gr. 9-19
2nd	29	-	-	-	-	-	-	61	2nd
2nd	30	-	-	-	-	-	-	62	2nd
	31	X	BYE	-	-	BYE	X	63	
Seed 3-4	32	-	-	-	-	-	-	64	Seed 2

SEEDED PLAYERS			
1	258	PLAYER Num 258	SVK
2	50	PLAYER Num 50	ROU
3	116	PLAYER Num 116	GER
4	244	PLAYER Num 244	FRA
5	51	PLAYER Num 51	ROU
6	106	PLAYER Num 106	HUN
7	275	PLAYER Num 275	POL
8	119	PLAYER Num 119	GER

WINNERS			
Gr 1	29	PLAYER Num 29	HRV
Gr 2	107	PLAYER Num 107	HUN
Gr 3	199	PLAYER Num 199	SWE
Gr 4	160	PLAYER Num 160	RUS
Gr 5	69	PLAYER Num 69	LTU
Gr 6	166	PLAYER Num 166	RUS
Gr 7	52	PLAYER Num 52	ROU
Gr 8	1	PLAYER Num 1	GGY
Gr 9	259	PLAYER Num 259	SVK
Gr 10	57	PLAYER Num 57	ROU
Gr 11	246	PLAYER Num 246	FRA
Gr 12	7	PLAYER Num 7	MDA
Gr 13	99	PLAYER Num 99	LUX
Gr 14	28	PLAYER Num 28	HRV
Gr 15	289	PLAYER Num 289	POL
Gr 16	70	PLAYER Num 70	LTU
Gr 17	53	PLAYER Num 53	ROU
Gr 18	110	PLAYER Num 110	HUN
Gr 19	118	PLAYER Num 118	GER

RUNNER-UP			
Gr 1	56	PLAYER Num 56	ROU
Gr 2	280	PLAYER Num 280	POL
Gr 3	276	PLAYER Num 276	POL
Gr 4	11	PLAYER Num 11	ESP
Gr 5	281	PLAYER Num 281	POL
Gr 6	245	PLAYER Num 245	FRA
Gr 7	163	PLAYER Num 163	RUS
Gr 8	260	PLAYER Num 260	SVK
Gr 9	165	PLAYER Num 165	RUS
Gr 10	193	PLAYER Num 193	RUS
Gr 11	185	PLAYER Num 185	CZE
Gr 12	111	PLAYER Num 111	HUN
Gr 13	168	PLAYER Num 168	RUS
Gr 14	247	PLAYER Num 247	FRA
Gr 15	68	PLAYER Num 68	LTU
Gr 16	279	PLAYER Num 279	POL
Gr 17	142	PLAYER Num 142	NED
Gr 18	139	PLAYER Num 139	ENG
Gr 19	277	PLAYER Num 277	POL

NOTE 12 possible positions for 11 winners of groups 9 - 19, unused one will become a second placed player
20 possible positions for 18 runners-up of groups 9 - 19, unused two will become byes (one in each half)

EXAMPLE 2 8 direct entries, 19 groups, KO46, 18 byes - completed draw



REFEREE'S EXAMPLE DRAW JUNIOR CHAMPIONSHIP

JUNIOR GIRLS' SINGLES - MAIN DRAW

Seed 1	1	258	PLAYER Num 258	SVK	GER	PLAYER Num 116	116	33	Seed 3-4
	2	X	BYE	-	-	BYE	X	34	
Bye	3	x	BYE	-	POL	PLAYER Num 280	280	35	2nd
2nd	4	56	PLAYER Num 56	ROU	ESP	PLAYER Num 11	11	36	2nd
1st Gr. 9-19	5	259	PLAYER Num 259	SVK	ROU	PLAYER Num 57	57	37	1st Gr. 9-19
2nd	6	193	PLAYER Num 193	RUS	LTU	PLAYER Num 68	68	38	2nd
	7	X	BYE	-	-	BYE	X	39	
1st Gr. 1-8	8	52	PLAYER Num 52	ROU	RUS	PLAYER Num 166	166	40	1st Gr. 1-8
1st Gr. 1-8	9	107	PLAYER Num 107	HUN	HRV	PLAYER Num 29	29	41	1st Gr. 1-8
	10	X	BYE	-	-	BYE	X	42	
2nd	11	276	PLAYER Num 276	POL	POL	PLAYER Num 279	279	43	2nd
1st Gr. 9-19	12	28	PLAYER Num 28	HRV	ROU	PLAYER Num 53	53	44	1st Gr. 9-19
1st Gr. 9-19	13	70	PLAYER Num 70	LTU	RUS	PLAYER Num 163	163	45	2nd
2nd	14	245	PLAYER Num 245	FRA	FRA	PLAYER Num 247	247	46	2nd
	15	X	BYE	-	-	BYE	X	47	
Seed 5-8	16	119	PLAYER Num 119	GER	HUN	PLAYER Num 106	106	48	Seed 5-8
Seed 5-8	17	51	PLAYER Num 51	ROU	POL	PLAYER Num 275	275	49	Seed 5-8
	18	X	BYE	-	-	BYE	X	50	
2nd	19	142	PLAYER Num 142	NED	SVK	PLAYER Num 260	260	51	2nd
1st Gr. 9-19	20	118	PLAYER Num 118	GER	FRA	PLAYER Num 246	246	52	1st Gr. 9-19
1st Gr. 9-19	21	110	PLAYER Num 110	HUN	MDA	PLAYER Num 7	7	53	1st Gr. 9-19
2nd	22	281	PLAYER Num 281	POL	RUS	PLAYER Num 165	165	54	2nd
	23	X	BYE	-	-	BYE	X	55	
1st Gr. 1-8	24	160	PLAYER Num 160	RUS	SWE	PLAYER Num 199	199	56	1st Gr. 1-8
1st Gr. 1-8	25	1	PLAYER Num 1	GGY	LTU	PLAYER Num 69	69	57	1st Gr. 1-8
	26	X	BYE	-	-	BYE	X	58	
2nd	27	168	PLAYER Num 168	RUS	ENG	PLAYER Num 139	139	59	2nd
1st Gr. 9-19	28	289	PLAYER Num 289	POL	LUX	PLAYER Num 99	99	60	1st Gr. 9-19
2nd	29	185	PLAYER Num 185	CZE	POL	PLAYER Num 277	277	61	2nd
2nd	30	111	PLAYER Num 111	HUN	-	BYE	x	62	Bye
	31	X	BYE	-	-	BYE	X	63	
Seed 3-4	32	244	PLAYER Num 244	FRA	ROU	PLAYER Num 50	50	64	Seed 2

SEEDED PLAYERS				
1	258	PLAYER Num 258	SVK	1 UP
2	50	PLAYER Num 50	ROU	64 DO
3	116	PLAYER Num 116	GER	33 DO
4	244	PLAYER Num 244	FRA	32 UP
5	51	PLAYER Num 51	ROU	17 UP
6	106	PLAYER Num 106	HUN	48 DO
7	275	PLAYER Num 275	POL	49 DO
8	119	PLAYER Num 119	GER	16 UP

WINNERS				
Gr 1	29	PLAYER Num 29	HRV	41 DO
Gr 2	107	PLAYER Num 107	HUN	9 UP
Gr 3	199	PLAYER Num 199	SWE	56 DO
Gr 4	160	PLAYER Num 160	RUS	24 UP
Gr 5	69	PLAYER Num 69	LTU	57 DO
Gr 6	166	PLAYER Num 166	RUS	40 DO
Gr 7	52	PLAYER Num 52	ROU	8 UP
Gr 8	1	PLAYER Num 1	GGY	25 UP
Gr 9	259	PLAYER Num 259	SVK	5 UP
Gr 10	57	PLAYER Num 57	ROU	37 DO
Gr 11	246	PLAYER Num 246	FRA	52 DO
Gr 12	7	PLAYER Num 7	MDA	53 DO
Gr 13	99	PLAYER Num 99	LUX	60 DO
Gr 14	28	PLAYER Num 28	HRV	12 UP
Gr 15	289	PLAYER Num 289	POL	28 UP
Gr 16	70	PLAYER Num 70	LTU	13 UP
Gr 17	53	PLAYER Num 53	ROU	44 DO
Gr 18	110	PLAYER Num 110	HUN	21 UP
Gr 19	118	PLAYER Num 118	GER	20 UP

RUNNER-UP				
Gr 1	56	PLAYER Num 56	ROU	4 UP
Gr 2	280	PLAYER Num 280	POL	35 DO
Gr 3	276	PLAYER Num 276	POL	11 UP
Gr 4	11	PLAYER Num 11	ESP	36 DO
Gr 5	281	PLAYER Num 281	POL	22 UP
Gr 6	245	PLAYER Num 245	FRA	14 UP
Gr 7	163	PLAYER Num 163	RUS	45 DO
Gr 8	260	PLAYER Num 260	SVK	51 DO
Gr 9	165	PLAYER Num 165	RUS	54 DO
Gr 10	193	PLAYER Num 193	RUS	6 UP
Gr 11	185	PLAYER Num 185	CZE	29 UP
Gr 12	111	PLAYER Num 111	HUN	30 UP
Gr 13	168	PLAYER Num 168	RUS	27 UP
Gr 14	247	PLAYER Num 247	FRA	46 DO
Gr 15	68	PLAYER Num 68	LTU	38 DO
Gr 16	279	PLAYER Num 279	POL	43 DO
Gr 17	142	PLAYER Num 142	NED	19 UP
Gr 18	139	PLAYER Num 139	ENG	59 DO
Gr 19	277	PLAYER Num 277	POL	61 DO

NOTE 12 possible positions for 11 winners of groups 9 - 19, unused one in position 45 is a second placed player
20 possible positions for 18 runners-up of groups 9 - 19, unused two in positions 3 and 62 became byes



REFEREE'S EXAMPLE DRAW JUNIOR CHAMPIONSHIP

JUNIOR BOYS' SINGLES - MAIN DRAW

WINNERS								RUNNER-UP												
1st Gr. 1	1	-	-	-	-	-	33	1st Gr. 3-4	Gr 1	112	PLAYER Num 112	GER			Gr 1	18	PLAYER Num 18	HRV		
2nd	2	-	-	-	-	-	34	2nd	Gr 2	115	PLAYER Num 115	GER			Gr 2	242	PLAYER Num 242	FRA		
2nd	3	-	-	-	-	-	35	2nd	Gr 3	266	PLAYER Num 266	SVK			Gr 3	303	PLAYER Num 303	POL		
1st 17-32	4	-	-	-	-	-	36	1st 17-32	Gr 4	318	PLAYER Num 318	POL			Gr 4	149	PLAYER Num 149	RUS		
1st 17-32	5	-	-	-	-	-	37	1st 17-32	Gr 5	5	PLAYER Num 5	IND			Gr 5	130	PLAYER Num 130	ENG		
2nd	6	-	-	-	-	-	38	2nd	Gr 6	243	PLAYER Num 243	FRA			Gr 6	109	PLAYER Num 109	HUN		
2nd	7	-	-	-	-	-	39	2nd	Gr 7	210	PLAYER Num 210	SWE			Gr 7	62	PLAYER Num 62	LTU		
1st Gr. 9-16	8	-	-	-	-	-	40	1st Gr. 9-16	Gr 8	147	PLAYER Num 147	RUS			Gr 8	218	PLAYER Num 218	DEN		
1st Gr. 9-16	9	-	-	-	-	-	41	1st Gr. 9-16	Gr 9	209	PLAYER Num 209	SWE			Gr 9	323	PLAYER Num 323	POL		
2nd	10	-	-	-	-	-	42	2nd	Gr 10	103	PLAYER Num 103	HUN			Gr 10	37	PLAYER Num 37	NOR		
2nd	11	-	-	-	-	-	43	2nd	Gr 11	46	PLAYER Num 46	ROU			Gr 11	325	PLAYER Num 325	POL		
1st 17-32	12	-	-	-	-	-	44	1st 17-32	Gr 12	150	PLAYER Num 150	RUS			Gr 12	92	PLAYER Num 92	BEL		
1st 17-32	13	-	-	-	-	-	45	1st 17-32	Gr 13	207	PLAYER Num 207	SWE			Gr 13	93	PLAYER Num 93	BEL		
2nd	14	-	-	-	-	-	46	2nd	Gr 14	8	PLAYER Num 8	ESP			Gr 14	327	PLAYER Num 327	POL		
2nd	15	-	-	-	-	-	47	2nd	Gr 15	131	PLAYER Num 131	ENG			Gr 15	320	PLAYER Num 320	POL		
1st Gr. 5-8	16	-	-	-	-	-	48	1st Gr. 5-8	Gr 16	32	PLAYER Num 32	HRV			Gr 16	264	PLAYER Num 264	SVK		
1st Gr. 5-8	17	-	-	-	-	-	49	1st Gr. 5-8	Gr 17	322	PLAYER Num 322	POL			Gr 17	230	PLAYER Num 230	DEN		
2nd	18	-	-	-	-	-	50	2nd	Gr 18	154	PLAYER Num 154	RUS			Gr 18	321	PLAYER Num 321	POL		
2nd	19	-	-	-	-	-	51	2nd	Gr 19	36	PLAYER Num 36	NOR			Gr 19	208	PLAYER Num 208	SWE		
1st 17-32	20	-	-	-	-	-	52	1st 17-32	Gr 20	104	PLAYER Num 104	HUN			Gr 20	146	PLAYER Num 146	NED		
1st 17-32	21	-	-	-	-	-	53	1st 17-32	Gr 21	216	PLAYER Num 216	DEN			Gr 21	48	PLAYER Num 48	ROU		
2nd	22	-	-	-	-	-	54	2nd	Gr 22	20	PLAYER Num 20	HRV			Gr 22	88	PLAYER Num 88	BEL		
2nd	23	-	-	-	-	-	55	2nd	Gr 23	148	PLAYER Num 148	RUS			Gr 23	326	PLAYER Num 326	POL		
1st Gr. 9-16	24	-	-	-	-	-	56	1st Gr. 9-16	Gr 24	47	PLAYER Num 47	ROU			Gr 24	82	PLAYER Num 82	BEL		
1st Gr. 9-16	25	-	-	-	-	-	57	1st Gr. 9-16	Gr 25	94	PLAYER Num 94	LUX			Gr 25	319	PLAYER Num 319	POL		
2nd	26	-	-	-	-	-	58	2nd	Gr 26	19	PLAYER Num 19	HRV			Gr 26	132	PLAYER Num 132	ENG		
2nd	27	-	-	-	-	-	59	2nd	Gr 27	102	PLAYER Num 102	HUN			Gr 27	217	PLAYER Num 217	DEN		
1st 17-32	28	-	-	-	-	-	60	1st 17-32	Gr 28	215	PLAYER Num 215	EGY			Gr 28	265	PLAYER Num 265	SVK		
1st 17-32	29	-	-	-	-	-	61	1st 17-32	Gr 29	317	PLAYER Num 317	POL			Gr 29	38	PLAYER Num 38	NOR		
2nd	30	-	-	-	-	-	62	2nd	Gr 30	113	PLAYER Num 113	GER			Gr 30	39	PLAYER Num 39	NOR		
2nd	31	-	-	-	-	-	63	2nd	Gr 31	241	PLAYER Num 241	FRA			Gr 31	40	PLAYER Num 40	NOR		
1st Gr. 3-4	32	-	-	-	-	-	64	1st Gr. 2	Gr 32	205	PLAYER Num 205	SWE			Gr 32	41	PLAYER Num 41	NOR		

EXAMPLE 3 32 groups, KO 64, 0 byes completed draw



REFEREE'S EXAMPLE DRAW JUNIOR CHAMPIONSHIP

JUNIOR BOYS' SINGLES - MAIN DRAW

1st Gr. 1	1	112	PLAYER Num 112	GER
2nd	2	303	PLAYER Num 303	POL
2nd	3	62	PLAYER Num 62	LTU
1st 17-32	4	241	PLAYER Num 241	FRA
1st 17-32	5	19	PLAYER Num 19	HRV
2nd	6	38	PLAYER Num 38	NOR
2nd	7	325	PLAYER Num 325	POL
1st Gr. 9-16	8	103	PLAYER Num 103	HUN
1st Gr. 9-16	9	209	PLAYER Num 209	SWE
2nd	10	146	PLAYER Num 146	NED
2nd	11	93	PLAYER Num 93	BEL
1st 17-32	12	47	PLAYER Num 47	ROU
1st 17-32	13	36	PLAYER Num 36	NOR
2nd	14	230	PLAYER Num 230	DEN
2nd	15	109	PLAYER Num 109	HUN
1st Gr. 5-8	16	147	PLAYER Num 147	RUS
1st Gr. 5-8	17	5	PLAYER Num 5	IND
2nd	18	320	PLAYER Num 320	POL
2nd	19	265	PLAYER Num 265	SVK
1st 17-32	20	102	PLAYER Num 102	HUN
1st 17-32	21	94	PLAYER Num 94	LUX
2nd	22	88	PLAYER Num 88	BEL
2nd	23	321	PLAYER Num 321	POL
1st Gr. 9-16	24	8	PLAYER Num 8	ESP
1st Gr. 9-16	25	32	PLAYER Num 32	HRV
2nd	26	39	PLAYER Num 39	NOR
2nd	27	242	PLAYER Num 242	FRA
1st 17-32	28	205	PLAYER Num 205	SWE
1st 17-32	29	148	PLAYER Num 148	RUS
2nd	30	92	PLAYER Num 92	BEL
2nd	31	48	PLAYER Num 48	ROU
1st Gr. 3-4	32	318	PLAYER Num 318	POL

SVK	PLAYER Num 266	266	33	1st Gr. 3-4
POL	PLAYER Num 323	323	34	2nd
NOR	PLAYER Num 37	37	35	2nd
GER	PLAYER Num 113	113	36	1st 17-32
RUS	PLAYER Num 154	154	37	1st 17-32
ENG	PLAYER Num 130	130	38	2nd
POL	PLAYER Num 327	327	39	2nd
ROU	PLAYER Num 46	46	40	1st Gr. 9-16
SWE	PLAYER Num 207	207	41	1st Gr. 9-16
HRV	PLAYER Num 18	18	42	2nd
BEL	PLAYER Num 82	82	43	2nd
POL	PLAYER Num 322	322	44	1st 17-32
DEN	PLAYER Num 216	216	45	1st 17-32
RUS	PLAYER Num 149	149	46	2nd
NOR	PLAYER Num 40	40	47	2nd
FRA	PLAYER Num 243	243	48	1st Gr. 5-8
SWE	PLAYER Num 210	210	49	1st Gr. 5-8
ENG	PLAYER Num 132	132	50	2nd
POL	PLAYER Num 326	326	51	2nd
HUN	PLAYER Num 104	104	52	1st 17-32
EGY	PLAYER Num 215	215	53	1st 17-32
DEN	PLAYER Num 218	218	54	2nd
POL	PLAYER Num 319	319	55	2nd
RUS	PLAYER Num 150	150	56	1st Gr. 9-16
ENG	PLAYER Num 131	131	57	1st Gr. 9-16
SWE	PLAYER Num 208	208	58	2nd
SVK	PLAYER Num 264	264	59	2nd
POL	PLAYER Num 317	317	60	1st 17-32
HRV	PLAYER Num 20	20	61	1st 17-32
NOR	PLAYER Num 41	41	62	2nd
DEN	PLAYER Num 217	217	63	2nd
GER	PLAYER Num 115	115	64	1st Gr. 2

WINNERS

Gr 1	112	PLAYER Num 112	GER	1	UP
Gr 2	115	PLAYER Num 115	GER	64	DO
Gr 3	266	PLAYER Num 266	SVK	33	DO
Gr 4	318	PLAYER Num 318	POL	32	UP
Gr 5	5	PLAYER Num 5	IND	17	UP
Gr 6	243	PLAYER Num 243	FRA	48	DO
Gr 7	210	PLAYER Num 210	SWE	49	DO
Gr 8	147	PLAYER Num 147	RUS	16	UP
Gr 9	209	PLAYER Num 209	SWE	9	UP
Gr 10	103	PLAYER Num 103	HUN	8	UP
Gr 11	46	PLAYER Num 46	ROU	40	DO
Gr 12	150	PLAYER Num 150	RUS	56	DO
Gr 13	207	PLAYER Num 207	SWE	41	DO
Gr 14	8	PLAYER Num 8	ESP	24	UP
Gr 15	131	PLAYER Num 131	ENG	57	DO
Gr 16	32	PLAYER Num 32	HRV	25	UP
Gr 17	322	PLAYER Num 322	POL	44	DO
Gr 18	154	PLAYER Num 154	RUS	37	DO
Gr 19	36	PLAYER Num 36	NOR	13	UP
Gr 20	104	PLAYER Num 104	HUN	52	DO
Gr 21	216	PLAYER Num 216	DEN	45	DO
Gr 22	20	PLAYER Num 20	HRV	61	DO
Gr 23	148	PLAYER Num 148	RUS	29	UP
Gr 24	47	PLAYER Num 47	ROU	12	UP
Gr 25	94	PLAYER Num 94	LUX	21	UP
Gr 26	19	PLAYER Num 19	HRV	5	UP
Gr 27	102	PLAYER Num 102	HUN	20	UP
Gr 28	215	PLAYER Num 215	EGY	53	DO
Gr 29	317	PLAYER Num 317	POL	60	DO
Gr 30	113	PLAYER Num 113	GER	36	DO
Gr 31	241	PLAYER Num 241	FRA	4	UP
Gr 32	205	PLAYER Num 205	SWE	28	UP

RUNNER-UP

Gr 1	18	PLAYER Num 18	HRV	42	DO
Gr 2	242	PLAYER Num 242	FRA	27	UP
Gr 3	303	PLAYER Num 303	POL	2	UP
Gr 4	149	PLAYER Num 149	RUS	46	DO
Gr 5	130	PLAYER Num 130	ENG	38	DO
Gr 6	109	PLAYER Num 109	HUN	15	UP
Gr 7	62	PLAYER Num 62	LTU	3	UP
Gr 8	218	PLAYER Num 218	DEN	54	DO
Gr 9	323	PLAYER Num 323	POL	34	DO
Gr 10	37	PLAYER Num 37	NOR	35	DO
Gr 11	325	PLAYER Num 325	POL	7	UP
Gr 12	92	PLAYER Num 92	BEL	30	UP
Gr 13	93	PLAYER Num 93	BEL	11	UP
Gr 14	327	PLAYER Num 327	POL	39	DO
Gr 15	320	PLAYER Num 320	POL	18	UP
Gr 16	264	PLAYER Num 264	SVK	59	DO
Gr 17	230	PLAYER Num 230	DEN	14	UP
Gr 18	321	PLAYER Num 321	POL	23	UP
Gr 19	208	PLAYER Num 208	SWE	58	DO
Gr 20	146	PLAYER Num 146	NED	10	UP
Gr 21	48	PLAYER Num 48	ROU	31	UP
Gr 22	88	PLAYER Num 88	BEL	22	UP
Gr 23	326	PLAYER Num 326	POL	51	DO
Gr 24	82	PLAYER Num 82	BEL	43	DO
Gr 25	319	PLAYER Num 319	POL	55	DO
Gr 26	132	PLAYER Num 132	ENG	50	DO
Gr 27	217	PLAYER Num 217	DEN	63	DO
Gr 28	265	PLAYER Num 265	SVK	19	UP
Gr 29	38	PLAYER Num 38	NOR	6	UP
Gr 30	39	PLAYER Num 39	NOR	26	UP
Gr 31	40	PLAYER Num 40	NOR	47	DO
Gr 32	41	PLAYER Num 41	NOR	62	DO

EXAMPLE 4 27 groups, KO 64, 10 byes



REFEREE'S EXAMPLE DRAW JUNIOR CHAMPIONSHIP

JUNIOR BOYS' SINGLES - MAIN DRAW

1st Gr. 1	1	-	-	-	33	1st Gr. 3-4
BYE	2	X	BYE	-	34	BYE
2nd	3	-	-	-	35	2nd
2nd	4	-	-	-	36	2nd
1st 17-27	5	-	-	-	37	1st 17-27
2nd	6	-	-	-	38	2nd
2nd? or bye	7	-	-	-	39	2nd? or bye
1st Gr. 9-16	8	-	-	-	40	1st Gr. 9-16
1st Gr. 9-16	9	-	-	-	41	1st Gr. 9-16
2nd? or bye	10	-	-	-	42	2nd? or bye
2nd	11	-	-	-	43	2nd
1st 17-27	12	-	-	-	44	1st 17-27
1st 17-27?	13	-	-	-	45	1st 17-27?
2nd	14	-	-	-	46	2nd
BYE	15	X	BYE	-	47	BYE
1st Gr. 5-8	16	-	-	-	48	1st Gr. 5-8
1st Gr. 5-8	17	-	-	-	49	1st Gr. 5-8
BYE	18	X	BYE	-	50	BYE
2nd	19	-	-	-	51	2nd
1st 17-27?	20	-	-	-	52	1st 17-27?
1st 17-27	21	-	-	-	53	1st 17-27
2nd	22	-	-	-	54	2nd
2nd? or bye	23	-	-	-	55	2nd? or bye
1st Gr. 9-16	24	-	-	-	56	1st Gr. 9-16
1st Gr. 9-16	25	-	-	-	57	1st Gr. 9-16
2nd? or bye	26	-	-	-	58	2nd? or bye
2nd	27	-	-	-	59	2nd
1st 17-27	28	-	-	-	60	1st 17-27
2nd	29	-	-	-	61	2nd
2nd	30	-	-	-	62	2nd
BYE	31	X	BYE	-	63	BYE
1st Gr. 3-4	32	-	-	-	64	1st Gr. 2

WINNERS				RUNNER-UP			
Gr 1	112	PLAYER Num 112	GER	Gr 1	18	PLAYER Num 18	HRV
Gr 2	115	PLAYER Num 115	GER	Gr 2	242	PLAYER Num 242	FRA
Gr 3	266	PLAYER Num 266	SVK	Gr 3	303	PLAYER Num 303	POL
Gr 4	318	PLAYER Num 318	POL	Gr 4	149	PLAYER Num 149	RUS
Gr 5	5	PLAYER Num 5	IND	Gr 5	130	PLAYER Num 130	ENG
Gr 6	243	PLAYER Num 243	FRA	Gr 6	109	PLAYER Num 109	HUN
Gr 7	210	PLAYER Num 210	SWE	Gr 7	62	PLAYER Num 62	LTU
Gr 8	147	PLAYER Num 147	RUS	Gr 8	218	PLAYER Num 218	DEN
Gr 9	209	PLAYER Num 209	SWE	Gr 9	323	PLAYER Num 323	POL
Gr 10	103	PLAYER Num 103	HUN	Gr 10	37	PLAYER Num 37	NOR
Gr 11	46	PLAYER Num 46	ROU	Gr 11	325	PLAYER Num 325	POL
Gr 12	150	PLAYER Num 150	RUS	Gr 12	92	PLAYER Num 92	BEL
Gr 13	207	PLAYER Num 207	SWE	Gr 13	93	PLAYER Num 93	BEL
Gr 14	8	PLAYER Num 8	ESP	Gr 14	327	PLAYER Num 327	POL
Gr 15	131	PLAYER Num 131	ENG	Gr 15	320	PLAYER Num 320	POL
Gr 16	32	PLAYER Num 32	HRV	Gr 16	264	PLAYER Num 264	SVK
Gr 17	322	PLAYER Num 322	POL	Gr 17	230	PLAYER Num 230	DEN
Gr 18	154	PLAYER Num 154	RUS	Gr 18	321	PLAYER Num 321	POL
Gr 19	36	PLAYER Num 36	NOR	Gr 19	208	PLAYER Num 208	SWE
Gr 20	104	PLAYER Num 104	HUN	Gr 20	146	PLAYER Num 146	NED
Gr 21	216	PLAYER Num 216	DEN	Gr 21	48	PLAYER Num 48	ROU
Gr 22	20	PLAYER Num 20	HRV	Gr 22	88	PLAYER Num 88	BEL
Gr 23	148	PLAYER Num 148	RUS	Gr 23	326	PLAYER Num 326	POL
Gr 24	47	PLAYER Num 47	ROU	Gr 24	82	PLAYER Num 82	BEL
Gr 25	94	PLAYER Num 94	LUX	Gr 25	319	PLAYER Num 319	POL
Gr 26	19	PLAYER Num 19	HRV	Gr 26	132	PLAYER Num 132	ENG
Gr 27	102	PLAYER Num 102	HUN	Gr 27	217	PLAYER Num 217	DEN

NOTE Only 8 byes have been put in to enable flexibility for the positioning of players

EXAMPLE 4 27 groups, KO 64, 10 byes - completed draw



REFEREE'S EXAMPLE DRAW JUNIOR CHAMPIONSHIP

JUNIOR BOYS' SINGLES - MAIN DRAW

1st Gr. 1	1	112	PLAYER Num 112	GER	SVK	PLAYER Num 266	266	33	1st Gr. 3-4
BYE	2	X	BYE	-	-	BYE	X	34	BYE
2nd	3	62	PLAYER Num 62	LTU	HRV	PLAYER Num 18	18	35	2nd
2nd	4	242	PLAYER Num 242	FRA	ENG	PLAYER Num 130	130	36	2nd
1st 17-27	5	19	PLAYER Num 19	HRV	RUS	PLAYER Num 154	154	37	1st 17-27
2nd	6	320	PLAYER Num 320	POL	NOR	PLAYER Num 37	37	38	2nd
2nd? or bye	7	X	BYE	-	POL	PLAYER Num 326	326	39	2nd? or bye
1st Gr. 9-16	8	103	PLAYER Num 103	HUN	ROU	PLAYER Num 46	46	40	1st Gr. 9-16
1st Gr. 9-16	9	209	PLAYER Num 209	SWE	SWE	PLAYER Num 207	207	41	1st Gr. 9-16
2nd? or bye	10	321	PLAYER Num 321	POL	-	BYE	X	42	2nd? or bye
2nd	11	92	PLAYER Num 92	BEL	BEL	PLAYER Num 82	82	43	2nd
1st 17-27	12	47	PLAYER Num 47	ROU	POL	PLAYER Num 322	322	44	1st 17-27
1st 17-27?	13	36	PLAYER Num 36	NOR	DEN	PLAYER Num 216	216	45	1st 17-27?
2nd	14	303	PLAYER Num 303	POL	POL	PLAYER Num 319	319	46	2nd
BYE	15	X	BYE	-	-	BYE	X	47	BYE
1st Gr. 5-8	16	147	PLAYER Num 147	RUS	FRA	PLAYER Num 243	243	48	1st Gr. 5-8
1st Gr. 5-8	17	5	PLAYER Num 5	IND	SWE	PLAYER Num 210	210	49	1st Gr. 5-8
BYE	18	X	BYE	-	-	BYE	X	50	BYE
2nd	19	146	PLAYER Num 146	NED	ENG	PLAYER Num 132	132	51	2nd
1st 17-27?	20	102	PLAYER Num 102	HUN	POL	PLAYER Num 327	327	52	1st 17-27?
1st 17-27	21	94	PLAYER Num 94	LUX	HUN	PLAYER Num 104	104	53	1st 17-27
2nd	22	325	PLAYER Num 325	POL	DEN	PLAYER Num 217	217	54	2nd
2nd? or bye	23	88	PLAYER Num 88	BEL	SVK	PLAYER Num 264	264	55	2nd? or bye
1st Gr. 9-16	24	8	PLAYER Num 8	ESP	RUS	PLAYER Num 150	150	56	1st Gr. 9-16
1st Gr. 9-16	25	32	PLAYER Num 32	HRV	ENG	PLAYER Num 131	131	57	1st Gr. 9-16
2nd? or bye	26	230	PLAYER Num 230	DEN	SWE	PLAYER Num 208	208	58	2nd? or bye
2nd	27	48	PLAYER Num 48	ROU	POL	PLAYER Num 323	323	59	2nd
1st 17-27	28	148	PLAYER Num 148	RUS	HRV	PLAYER Num 20	20	60	1st 17-27
2nd	29	109	PLAYER Num 109	HUN	RUS	PLAYER Num 149	149	61	2nd
2nd	30	93	PLAYER Num 93	BEL	DEN	PLAYER Num 218	218	62	2nd
BYE	31	X	BYE	-	-	BYE	X	63	BYE
1st Gr. 3-4	32	318	PLAYER Num 318	POL	GER	PLAYER Num 115	115	64	1st Gr. 2

WINNERS					RUNNER-UP				
Gr 1	112	PLAYER Num 112	GER	1 UP	Gr 1	18	PLAYER Num 18	HRV	35 DO
Gr 2	115	PLAYER Num 115	GER	64 DO	Gr 2	242	PLAYER Num 242	FRA	4 UP
Gr 3	266	PLAYER Num 266	SVK	33 DO	Gr 3	303	PLAYER Num 303	POL	14 UP
Gr 4	318	PLAYER Num 318	POL	32 UP	Gr 4	149	PLAYER Num 149	RUS	61 DO
Gr 5	5	PLAYER Num 5	IND	17 UP	Gr 5	130	PLAYER Num 130	ENG	36 DO
Gr 6	243	PLAYER Num 243	FRA	48 DO	Gr 6	109	PLAYER Num 109	HUN	29 UP
Gr 7	210	PLAYER Num 210	SWE	49 DO	Gr 7	62	PLAYER Num 62	LTU	3 UP
Gr 8	147	PLAYER Num 147	RUS	16 UP	Gr 8	218	PLAYER Num 218	DEN	62 DO
Gr 9	209	PLAYER Num 209	SWE	9 UP	Gr 9	323	PLAYER Num 323	POL	59 DO
Gr 10	103	PLAYER Num 103	HUN	8 UP	Gr 10	37	PLAYER Num 37	NOR	38 DO
Gr 11	46	PLAYER Num 46	ROU	40 DO	Gr 11	325	PLAYER Num 325	POL	22 UP
Gr 12	150	PLAYER Num 150	RUS	56 DO	Gr 12	92	PLAYER Num 92	BEL	11 UP
Gr 13	207	PLAYER Num 207	SWE	41 DO	Gr 13	93	PLAYER Num 93	BEL	30 UP
Gr 14	8	PLAYER Num 8	ESP	24 UP	Gr 14	327	PLAYER Num 327	POL	52 DO
Gr 15	131	PLAYER Num 131	ENG	57 DO	Gr 15	320	PLAYER Num 320	POL	6 UP
Gr 16	32	PLAYER Num 32	HRV	25 UP	Gr 16	264	PLAYER Num 264	SVK	55 DO
Gr 17	322	PLAYER Num 322	POL	44 DO	Gr 17	230	PLAYER Num 230	DEN	26 UP
Gr 18	154	PLAYER Num 154	RUS	37 DO	Gr 18	321	PLAYER Num 321	POL	10 UP
Gr 19	36	PLAYER Num 36	NOR	13 UP	Gr 19	208	PLAYER Num 208	SWE	58 DO
Gr 20	104	PLAYER Num 104	HUN	53 DO	Gr 20	146	PLAYER Num 146	NED	19 UP
Gr 21	216	PLAYER Num 216	DEN	45 DO	Gr 21	48	PLAYER Num 48	ROU	27 UP
Gr 22	20	PLAYER Num 20	HRV	60 DO	Gr 22	88	PLAYER Num 88	BEL	23 UP
Gr 23	148	PLAYER Num 148	RUS	28 UP	Gr 23	326	PLAYER Num 326	POL	39 DO
Gr 24	47	PLAYER Num 47	ROU	12 UP	Gr 24	82	PLAYER Num 82	BEL	43 DO
Gr 25	94	PLAYER Num 94	LUX	21 UP	Gr 25	319	PLAYER Num 319	POL	46 DO
Gr 26	19	PLAYER Num 19	HRV	5 UP	Gr 26	132	PLAYER Num 132	ENG	51 DO
Gr 27	102	PLAYER Num 102	HUN	20 UP	Gr 27	217	PLAYER Num 217	DEN	54 DO

NOTE Only 8 byes have been put in to enable flexibility for the positioning of players
Remaining byes put in positions 7 and 42

EXAMPLE 5 16 groups, KO 32, 0 byes



REFEREE'S EXAMPLE DRAW JUNIOR CHAMPIONSHIP

CADET BOYS' SINGLES - MAIN DRAW

1st G1	1	-	-	-
2nd	2	-	-	-
2nd	3	-	-	-
1st 9-16	4	-	-	-
1st 9-16	5	-	-	-
2nd	6	-	-	-
2nd	7	-	-	-
1st 5-8	8	-	-	-
1st 5-8	9	-	-	-
2nd	10	-	-	-
2nd	11	-	-	-
1st 9-16	12	-	-	-
1st 9-16	13	-	-	-
2nd	14	-	-	-
2nd	15	-	-	-
1st G3-4	16	-	-	-
1st G3-4	17	-	-	-
2nd	18	-	-	-
2nd	19	-	-	-
1st 9-16	20	-	-	-
1st 9-16	21	-	-	-
2nd	22	-	-	-
2nd	23	-	-	-
1st 5-8	24	-	-	-
1st 5-8	25	-	-	-
2nd	26	-	-	-
2nd	27	-	-	-
1st 9-16	28	-	-	-
1st 9-16	29	-	-	-
2nd	30	-	-	-
2nd	31	-	-	-
1st G2	32	-	-	-

GROUP WINNER			
Gr 1	56	PLAYER Num 56	ROU
Gr 2	280	PLAYER Num 280	POL
Gr 3	276	PLAYER Num 276	POL
Gr 4	11	PLAYER Num 11	ESP
Gr 5	281	PLAYER Num 281	POL
Gr 6	245	PLAYER Num 245	FRA
Gr 7	163	PLAYER Num 163	RUS
Gr 8	260	PLAYER Num 260	SVK
Gr 9	165	PLAYER Num 165	RUS
Gr 10	193	PLAYER Num 193	RUS
Gr 11	185	PLAYER Num 185	CZE
Gr 12	111	PLAYER Num 111	HUN
Gr 13	168	PLAYER Num 168	RUS
Gr 14	247	PLAYER Num 247	FRA
Gr 15	68	PLAYER Num 68	LTU
Gr 16	279	PLAYER Num 279	POL
RUNNER-UP			
Gr 1	29	PLAYER Num 29	HRV
Gr 2	107	PLAYER Num 107	HUN
Gr 3	199	PLAYER Num 199	SWE
Gr 4	160	PLAYER Num 160	RUS
Gr 5	69	PLAYER Num 69	LTU
Gr 6	166	PLAYER Num 166	RUS
Gr 7	52	PLAYER Num 52	ROU
Gr 8	1	PLAYER Num 1	GGY
Gr 9	259	PLAYER Num 259	SVK
Gr 10	57	PLAYER Num 57	ROU
Gr 11	246	PLAYER Num 246	FRA
Gr 12	7	PLAYER Num 7	MDA
Gr 13	99	PLAYER Num 99	LUX
Gr 14	28	PLAYER Num 28	HRV
Gr 15	289	PLAYER Num 289	POL
Gr 16	70	PLAYER Num 70	LTU

EXAMPLE 5 16 groups, KO 32, 0 byes - complete



REFEREE'S EXAMPLE DRAW JUNIOR CHAMPIONSHIP

CADET BOYS' SINGLES - MAIN DRAW

1st G1	1	56	PLAYER Num 56	ROU
2nd	2	69	PLAYER Num 69	LTU
2nd	3	107	PLAYER Num 107	HUN
1st 9-16	4	279	PLAYER Num 279	POL
1st 9-16	5	193	PLAYER Num 193	RUS
2nd	6	28	PLAYER Num 28	HRV
2nd	7	289	PLAYER Num 289	POL
1st 5-8	8	245	PLAYER Num 245	FRA
1st 5-8	9	163	PLAYER Num 163	RUS
2nd	10	99	PLAYER Num 99	LUX
2nd	11	259	PLAYER Num 259	SVK
1st 9-16	12	185	PLAYER Num 185	CZE
1st 9-16	13	111	PLAYER Num 111	HUN
2nd	14	1	PLAYER Num 1	GGY
2nd	15	160	PLAYER Num 160	RUS
1st G3-4	16	276	PLAYER Num 276	POL
1st G3-4	17	11	PLAYER Num 11	ESP
2nd	18	52	PLAYER Num 52	ROU
2nd	19	29	PLAYER Num 29	HRV
1st 9-16	20	165	PLAYER Num 165	RUS
1st 9-16	21	68	PLAYER Num 68	LTU
2nd	22	166	PLAYER Num 166	RUS
2nd	23	246	PLAYER Num 246	FRA
1st 5-8	24	281	PLAYER Num 281	POL
1st 5-8	25	260	PLAYER Num 260	SVK
2nd	26	7	PLAYER Num 7	MDA
2nd	27	57	PLAYER Num 57	ROU
1st 9-16	28	168	PLAYER Num 168	RUS
1st 9-16	29	247	PLAYER Num 247	FRA
2nd	30	70	PLAYER Num 70	LTU
2nd	31	199	PLAYER Num 199	SWE
1st G2	32	280	PLAYER Num 280	POL

GROUP WINNER				
Gr 1	56	PLAYER Num 56	ROU	1 UP
Gr 2	280	PLAYER Num 280	POL	32 DO
Gr 3	276	PLAYER Num 276	POL	16 UP
Gr 4	11	PLAYER Num 11	ESP	17 DO
Gr 5	281	PLAYER Num 281	POL	24 DO
Gr 6	245	PLAYER Num 245	FRA	8 UP
Gr 7	163	PLAYER Num 163	RUS	9 UP
Gr 8	260	PLAYER Num 260	SVK	25 DO
Gr 9	165	PLAYER Num 165	RUS	20 DO
Gr 10	193	PLAYER Num 193	RUS	5 UP
Gr 11	185	PLAYER Num 185	CZE	12 UP
Gr 12	111	PLAYER Num 111	HUN	13 UP
Gr 13	168	PLAYER Num 168	RUS	28 DO
Gr 14	247	PLAYER Num 247	FRA	29 DO
Gr 15	68	PLAYER Num 68	LTU	21 DO
Gr 16	279	PLAYER Num 279	POL	4 UP
RUNNER-UP				
Gr 1	29	PLAYER Num 29	HRV	19 DO
Gr 2	107	PLAYER Num 107	HUN	3 UP
Gr 3	199	PLAYER Num 199	SWE	31 DO
Gr 4	160	PLAYER Num 160	RUS	15 UP
Gr 5	69	PLAYER Num 69	LTU	2 UP
Gr 6	166	PLAYER Num 166	RUS	22 DO
Gr 7	52	PLAYER Num 52	ROU	18 DO
Gr 8	1	PLAYER Num 1	GGY	14 UP
Gr 9	259	PLAYER Num 259	SVK	11 UP
Gr 10	57	PLAYER Num 57	ROU	27 DO
Gr 11	246	PLAYER Num 246	FRA	23 DO
Gr 12	7	PLAYER Num 7	MDA	26 DO
Gr 13	99	PLAYER Num 99	LUX	10 UP
Gr 14	28	PLAYER Num 28	HRV	6 UP
Gr 15	289	PLAYER Num 289	POL	7 UP
Gr 16	70	PLAYER Num 70	LTU	30 DO

EXAMPLE 5 16 groups, KO 32, 0 byes - complete

EXAMPLE 6 13 groups, KO 32, 6 byes



REFEREE'S EXAMPLE DRAW JUNIOR CHAMPIONSHIP

CADET BOYS' SINGLES - MAIN DRAW

1st G1	1	-	-	-
X	2	X	BYE	-
2nd	3	-	-	-
2nd	4	-	-	-
1st 9-13	5	-	-	-
2nd	6	-	-	-
2nd?	7	-	-	-
1st 5-8	8	-	-	-
1st 5-8	9	-	-	-
2nd?	10	-	-	-
2nd	11	-	-	-
1st 9-13	12	-	-	-
1st 9-13?	13	-	-	-
2nd	14	-	-	-
X	15	X	BYE	-
1st G3-4	16	-	-	-
1st G3-4	17	-	-	-
X	18	X	BYE	-
2nd	19	-	-	-
1st 9-13?	20	-	-	-
1st 9-13	21	-	-	-
2nd	22	-	-	-
2nd?	23	-	-	-
1st 5-8	24	-	-	-
1st 5-8	25	-	-	-
2nd?	26	-	-	-
2nd	27	-	-	-
1st 9-13	28	-	-	-
2nd	29	-	-	-
2nd	30	-	-	-
X	31	X	BYE	-
1st G2	32	-	-	-

WINNERS			
Gr 1	112	PLAYER Num 112	GER
Gr 2	115	PLAYER Num 115	GER
Gr 3	266	PLAYER Num 266	SVK
Gr 4	318	PLAYER Num 318	POL
Gr 5	5	PLAYER Num 5	IND
Gr 6	243	PLAYER Num 243	FRA
Gr 7	210	PLAYER Num 210	SWE
Gr 8	147	PLAYER Num 147	RUS
Gr 9	209	PLAYER Num 209	SWE
Gr 10	103	PLAYER Num 103	HUN
Gr 11	46	PLAYER Num 46	ROU
Gr 12	150	PLAYER Num 150	RUS
Gr 13	207	PLAYER Num 207	SWE

RUNNER-UP			
Gr 1	8	PLAYER Num 8	ESP
Gr 2	131	PLAYER Num 131	ENG
Gr 3	32	PLAYER Num 32	HRV
Gr 4	322	PLAYER Num 322	POL
Gr 5	154	PLAYER Num 154	RUS
Gr 6	36	PLAYER Num 36	NOR
Gr 7	104	PLAYER Num 104	HUN
Gr 8	216	PLAYER Num 216	DEN
Gr 9	20	PLAYER Num 20	HRV
Gr 10	148	PLAYER Num 148	RUS
Gr 11	47	PLAYER Num 47	ROU
Gr 12	94	PLAYER Num 94	LUX
Gr 13	19	PLAYER Num 19	HRV

NOTE Only 4 byes have been put in to enable flexibility for the positioning of players

EXAMPLE 6 13 groups, KO 32, 6 byes - completed draw



REFEREE'S EXAMPLE DRAW JUNIOR CHAMPIONSHIP

CADET BOYS' SINGLES - MAIN DRAW

1st G1	1	112	PLAYER Num 112	GER
X	2	X	BYE	-
2nd	3	131	PLAYER Num 131	ENG
2nd	4	322	PLAYER Num 322	POL
1st 9-13	5	209	PLAYER Num 209	SWE
2nd	6	104	PLAYER Num 104	HUN
2nd?	7	148	PLAYER Num 148	RUS
1st 5-8	8	5	PLAYER Num 5	IND
1st 5-8	9	243	PLAYER Num 243	FRA
2nd?	10	X	BYE	-
2nd	11	216	PLAYER Num 216	DEN
1st 9-13	12	150	PLAYER Num 150	RUS
1st 9-13	13	46	PLAYER Num 46	ROU
2nd	14	19	PLAYER Num 19	HRV
X	15	X	BYE	-
1st G3-4	16	266	PLAYER Num 266	SVK
1st G3-4	17	318	PLAYER Num 318	POL
X	18	X	BYE	-
2nd	19	8	PLAYER Num 8	ESP
2nd	20	32	PLAYER Num 32	HRV
1st 9-13	21	103	PLAYER Num 103	HUN
2nd	22	36	PLAYER Num 36	NOR
2nd?	23	154	PLAYER Num 154	RUS
1st 5-8	24	210	PLAYER Num 210	SWE
1st 5-8	25	147	PLAYER Num 147	RUS
2nd?	26	X	BYE	-
2nd	27	20	PLAYER Num 20	HRV
1st 9-13	28	207	PLAYER Num 207	SWE
2nd	29	47	PLAYER Num 47	ROU
2nd	30	94	PLAYER Num 94	LUX
X	31	X	BYE	-
1st G2	32	115	PLAYER Num 115	GER

WINNERS				
Gr 1	112	PLAYER Num 112	GER	1 UP
Gr 2	115	PLAYER Num 115	GER	32 DO
Gr 3	266	PLAYER Num 266	SVK	16 UP
Gr 4	318	PLAYER Num 318	POL	17 DO
Gr 5	5	PLAYER Num 5	IND	8 UP
Gr 6	243	PLAYER Num 243	FRA	9 UP
Gr 7	210	PLAYER Num 210	SWE	24 DO
Gr 8	147	PLAYER Num 147	RUS	25 DO
Gr 9	209	PLAYER Num 209	SWE	5 UP
Gr 10	103	PLAYER Num 103	HUN	21 DO
Gr 11	46	PLAYER Num 46	ROU	13 UP
Gr 12	150	PLAYER Num 150	RUS	12 UP
Gr 13	207	PLAYER Num 207	SWE	28 DO

RUNNER-UP				
Gr 1	8	PLAYER Num 8	ESP	19 DO
Gr 2	131	PLAYER Num 131	ENG	3 UP
Gr 3	32	PLAYER Num 32	HRV	20 DO
Gr 4	322	PLAYER Num 322	POL	4 UP
Gr 5	154	PLAYER Num 154	RUS	23 DO
Gr 6	36	PLAYER Num 36	NOR	22 DO
Gr 7	104	PLAYER Num 104	HUN	6 UP
Gr 8	216	PLAYER Num 216	DEN	11 UP
Gr 9	20	PLAYER Num 20	HRV	27 DO
Gr 10	148	PLAYER Num 148	RUS	7 UP
Gr 11	47	PLAYER Num 47	ROU	29 DO
Gr 12	94	PLAYER Num 94	LUX	30 DO
Gr 13	19	PLAYER Num 19	HRV	14 UP

NOTE Only 4 byes were put in to enable flexibility for the positioning of players
 Remaining byes put in positions 10 and 26 - better draw for Player 148 (RUS)

[illegible]

LOGO OF THE EVENT

JUNIOR GIRLS' DOUBLES DRAW

(FIRST MATCHES ON SATURDAY dd/mmm)

1	1		
	2		
	3		
9=	4		
9=	5		
	6		
	7		
5=	8		
5=	9		
	10		
	11		
9=	12		
9=	13		
	14		
	15		
3=	16		
3=	17		
	18		
	19		
9=	20		
9=	21		
	22		
	23		
5=	24		
5=	25		
	26		
	27		
9=	28		
9=	29		
	30		
	31		
2	32		

1	119	PLAYER	Num 119-PLAYER	Num 116	GER
2	106	PLAYER	Num 106-PLAYER	Num 107	HUN
3	275	PLAYER	Num 275-PLAYER	Num 276	POL
4	258	PLAYER	Num 258-PLAYER	Num 259	SVK
5	50	PLAYER	Num 50-PLAYER	Num 52	ROU
6	244	PLAYER	Num 244-PLAYER	Num 246	FRA
7	51	PLAYER	Num 51-PLAYER	Num 53	ROU
8	160	PLAYER	Num 160-PLAYER	Num 168	RUS
9	68	PLAYER	Num 68-PLAYER	Num 69	LTU
10	57	PLAYER	Num 57-PLAYER	Num 56	ROU
11	245	PLAYER	Num 245-PLAYER	Num 247	FRA
12	117	PLAYER	Num 117-PLAYER	Num 118	GER
13	99	PLAYER	Num 99-PLAYER	Num 98	LUX
14	110	PLAYER	Num 110-PLAYER	Num 111	HUN
15	263	PLAYER	Num 263-PLAYER	Num 260	SVK
16	28	PLAYER	Num 28-PLAYER	Num 29	HRV
17	277	PLAYER	Num 277-PLAYER	Num 281	POL
18	7	PLAYER	Num 7-PLAYER	Num 186	MDA
19	198	PLAYER	Num 198-PLAYER	Num 2	SRB
20	163	PLAYER	Num 163-PLAYER	Num 165	RUS
21	279	PLAYER	Num 279-PLAYER	Num 283	POL
22	100	PLAYER	Num 100-PLAYER	Num 101	LUX
23	11	PLAYER	Num 11-PLAYER	Num 12	ESP
24	278	PLAYER	Num 278-PLAYER	Num 280	POL
25	220	PLAYER	Num 220-PLAYER	Num 221	DEN
26	185	PLAYER	Num 185-PLAYER	Num 187	CZE
27	141	PLAYER	Num 141-PLAYER	Num 143	NED
28	200	PLAYER	Num 200-PLAYER	Num 199	SWE
29	137	PLAYER	Num 137-PLAYER	Num 138	ENG
30	60	PLAYER	Num 60-PLAYER	Num 61	ROU
31	1	PLAYER	Num 1-PLAYER	Num 140	GGY
32	169	PLAYER	Num 169-PLAYER	Num 172	RUS