



## Competition Ideas

### ***Pools of Three Competitions***

This format is an important middle ground for maximizing play per event and can be used in several ways.

Single-match league events, found most commonly in kids sports, generally take less than an hour to compete, plus travel time to and from the event. Standard tournaments of pools of four take 10-or-more hours to compete, with half the pool getting just three matches, or about three hours of play during the entire day.

In pools of three tournaments, you can stage 3-4 groups in a single long day with the competitors playing three matches in a 3-4 hour time span.

In pools of three seeding rounds, a tournament, such as a father/daughter day-long event, can break out the teams into finishing flights of 2-0, 1-1 and 0-2 pool record teams, and provide a much better finish to the event for all competing.

In pools of three league play, you can stage a league niter, with as many matches played in a normal weekend tournament for most, on a weeknight, from 5:30-8:30 p.m. This allows kids and families time for homework after school, dinner and family time. Hold it on a Friday night, and you can even start a bit later, with less impact on family life. Indeed, when such city leagues are held, the parents can get a movie night or time to shop, while the kids are playing or refereeing nonstop.

You can also set aside longer practices from 8 a.m.-12:30 p.m. once or twice a month. The first three hours your teams run the three-team pool tournament for younger kids - for 3, 4 or 6 person teams, providing refereeing, direction and coaching. Then, your team practices for 1.5- 2 hours. It's still half the time of a tournament and packs in both teaching to learn and learning to play in the same half day.

This same three-team pool concept can be used to run "short" tournaments for more local area teams, where the family only has to give up half their Saturday or Sunday, not their whole day as four and five team pools create. Of course, an event can have six teams on two courts, with a one match crossover happening after the pool is over and the losing team of the first round stays to referee the final match.

It's also the practice of some regions that some teams want to play hard and long, so they have events with pools of six on three courts- with no referees, just the old way of "honor calling" each contact and the play. The teams get in FIVE matches, in essentially the same number of hours. This is a different form of a half-day tournament.