

APPENDIX A

MELEE TOURNAMENTS

Melee Registration Form

Melee Team Sheet

Individual Melee Team Sheet

Snake Format Sheet

Melee Result sheet

MELEE TOURNAMENTS

Melee: *The choosing of teams by drawing lots.*

The title of this section refers to the method of selecting teams rather than the actual format of play. There can be two types of melee tournaments, the 'Fixed Team' and the 'Individual Play'. Both types require very little planning other than to select the format of play. No entries are required before the day for this type of event. A melee is an ideal event for a club day and introducing new players to tournament play.

A. FIXED TEAM

In this event players are drawn into teams which stay together for the complete event. The actual playing format can be determined beforehand or on the day.

The players names are entered onto the Melee Registration Form.
(Refer Example (1) Melee Registration Form)

Teams are made up by randomly drawing the players names and entering the names onto the Melee Team Sheet in the order they were drawn.
(Refer Example (2) Melee Team Sheet. The Team Sheet can be used for singles, doubles or triples. In this example the 12 players have been drawn to form 6 doubles teams)

B. INDIVIDUAL PLAY

In this event, players are drawn to play with different partners in each round and it is their individual scores that count for the end result. The actual playing format can be determined beforehand or on the day.

The players names are entered onto the Melee Registration Form.
(Refer Example (1) Melee Registration Form)

The players names are randomly drawn per round and entered onto the Individual Melee Team Sheet in the order they were drawn.
(Refer Example (3) Individual Melee Team Sheet. The Team Sheet can be used for singles, doubles or triples. In this example the 12 players have been drawn to form 6 doubles teams.)

The draw procedure is repeated for each round, as the team combinations will change each round.

MELEE REGISTRATION FORM			
No	NAME	No	NAME
1	<i>Player A</i>	21	
2	<i>Player B</i>	22	
3	<i>Player C</i>	23	
4	<i>Player D</i>	24	
5	<i>Player E</i>	25	
6	<i>Player F</i>	26	
7	<i>Player G</i>	27	
8	<i>Player H</i>	28	
9	<i>Player I</i>	29	
10	<i>Player J</i>	30	
11	<i>Player K</i>	31	
12	<i>Player L</i>	32	
13		33	
14		34	
15		35	
16		36	
17		37	
18		38	
19		39	
20		40	

Example (1): Melee Registration Form

MELEE TEAM SHEET			
TEAM No	NAME	NAME	NAME
1	<i>Player E</i>	<i>Player A</i>	
2	<i>Player C</i>	<i>Player F</i>	
3	<i>Player K</i>	<i>Player L</i>	
4	<i>Player B</i>	<i>Player H</i>	
5	<i>Player G</i>	<i>Player I</i>	
6	<i>Player D</i>	<i>Player J</i>	
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			

Example (2): Melee Team Sheet

INDIVIDUAL MELEE TEAM SHEET				ROUND	1	
PLAYER'S DRAW NUMBERS				PLAYER'S DRAW NUMBERS		
12	6		versus	1	3	
5	10		versus	9	2	
8	4		versus	7	11	
			versus			
			versus			
			versus			
			versus			
			versus			
			versus			
			versus			
			versus			
			versus			
			versus			
			versus			
			versus			
			versus			
			versus			
			versus			
			versus			
			versus			
			versus			

Example (3): Individual Melee Team Sheet

MELEE REGISTRATION FORM

No	NAME	No	NAME
1		21	
2		22	
3		23	
4		24	
5		25	
6		26	
7		27	
8		28	
9		29	
10		30	
11		31	
12		32	
13		33	
14		34	
15		35	
16		36	
17		37	
18		38	
19		39	
20		40	

MELEE TEAM SHEET

TEAM No	NAME	NAME	NAME
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			

[illegible]

THE SNAKE FORMAT

An ideal playing format for Fixed and Individual Team Melees. The Snake Format can be played with any number of teams and is a method of giving teams a predetermined number of games. The pre-set format of play is laid out with the odd team numbers in the left hand column and the even team numbers in the right hand column.

In Round (1) team 1 plays team 2, team 3 plays team 4 etc. The subsequent rounds are determined by a "slide rule system". The left hand column numbers (odd) are moved up a predetermined number of spaces. The numbers removed from the top of the left hand column rejoin the column at the end.

(Refer to table below and Example (4) Snake Format Sheet)

ROUND (1)	ROUND (2)	ROUND (3)	ROUND (4)	ROUND (5)
1 v 2	3 v 2	5 v 2	7 v 2	9 v 2
3 v 4	5 v 4	7 v 4	9 v 4	11 v 4
5 v 6	7 v 6	9 v 6	11 v 6	13 v 6
7 v 8	9 v 8	11 v 8	13 v 8	15 v 8
9 v 10	11 v 10	13 v 10	15 v 10	17 v 10
11 v 12	13 v 12	15 v 12	17 v 12	1 v 12
13 v 14	15 v 14	17 v 14	1 v 14	3 v 14
15 v 16	17 v 16	1 v 16	3 v 16	5 v 16
17 v 18	1 v 18	3 v 18	5 v 18	7 v 18

The number of spaces the numbers are moved will depend upon the number of entries. Thus the line can be moved 1 space each time or 2, 3 4 or whatever suits or fit without overlapping the original line. The line does not have to move the same number of spaces each round.

The number of rounds played will depend on the amount of time available eg a full day could be 6 to 7 rounds, a half day 3 to 4 rounds.

In the case of an odd number of entries, one team will always be resting. By playing an even number of rounds those rested teams can play an "extra" round against each other to catch up and hence avoid the need for byes.

Results (use Melee Result Sheet) are calculated on the number of wins then on points differential.

SNAKE FORMAT SHEET										
	ROUND (1)		ROUND (2)		ROUND (3)		ROUND (4)		ROUND (5)	
	TEAM No	TEAM No	TEAM No	TEAM No	TEAM No	TEAM No	TEAM No	TEAM No	TEAM No	TEAM No
GAME	1	2	3	2	5	2	7	2	9	2
SCORE										
POINTS										
GAME	3	4	5	4	7	4	9	4	11	4
SCORE										
POINTS										
GAME	5	6	7	6	9	6	11	6	13	6
SCORE										
POINTS										
GAME	7	8	9	8	11	8	13	8	15	8
SCORE										
POINTS										
GAME	9	10	11	10	13	10	15	10	17	10
SCORE										
POINTS										
GAME	11	12	13	12	15	12	17	12	1	12
SCORE										
POINTS										
GAME	13	14	15	14	17	14	1	14	3	14
SCORE										
POINTS										
GAME	15	16	17	16	1	16	3	16	5	16
SCORE										
POINTS										
GAME	17	18	1	18	3	18	5	18	7	18
SCORE										
POINTS										

Example (4): Snake Format Sheet

[illegible][illegible]

[illegible]