

Compass Draw Format

1. This format works best for a more competitive tournament with 16-64 players. First round byes can be distributed if there are not enough players registered. The example below is shown with a 16 player draw and the use of four courts. The tournament can be completed in five and a quarter hours using 45 minute match limits.
2. Matches should be played with a 45-minute time clock. Due to time constraints, it is important that games are played using “No-ad” scoring. When a game is tied 40-40, the next point determines the winner of the game. In this format, the returner of serve chooses the side of the court (deuce or ad) they would like to return from. If the 45-minute match time limit expires and the match is tied, the tournament director will decide whether the match should end in a tie, or if a one point playoff should determine the winner. The returner of serve will choose the side of the court they would like to return from.
3. Matches should be played using a best two-out-of-three short-set format. In a short-set format, the winner of the set is the first to win four games. If games are tied 3-3, a short tie-breaker should be played to determine the winner of the set. In a short tie-breaker format, the winner is the first to win five points, and must win by two points. If sets are tied 1-1, a short tie-breaker should be played which would count as the 3rd set.
4. Following this format, all players are guaranteed a minimum of three matches.
 - a. Enter all player names in the ‘A Draw’ to begin the tournament. (Try to keep seeded players separate.)
 - b. First round winners move to the right side of the ‘A Draw,’ while losers move to the ‘C Draw.’
 - c. The losers of the quarter-final of the ‘A Draw’ are placed into the ‘B Draw.’
 - d. The losers of the quarter-finals of the ‘C draw’ move to the ‘D Draw.’
5. The tournament champion is the player who wins the final of the ‘A draw.’