

# 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 using a pro set format, which is the first to eight games, and using a "time clock." If a match is played for 45 minutes, the winner is the player who has reached the maximum score in the pro set (eight games) or the player who is ahead when the time period has elapsed. Alternatively, the players can play to the end of the time period allotted and whoever is leading in the end is the winner (This allows for maximum playing time). If the score is tied in games and in points when the time limit is up, you can either leave it as a tie or play a one point playoff with the receiver choosing on which side to receive.
3. 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.'
4. The tournament champion is the player who wins the final of the 'A draw.'