



2016 "Don't Miss the Swiss!" Swiss Style Tournament

Conducted by the Perth Table Tennis Club

at the

Perth Table Tennis Club
Maccabi Gym, 61 Woodrow Avenue, Yokine

To be held at
12:00pm, Sunday 26th June 2016

Entries should be submitted and fully paid to the WATTA Centre
or emailed to Greg Letts at greg@gregsttpages.com (pay on the day)
by 8.00pm Friday 24th June

Tournament Director and Referee: Greg Letts
40mm White 3 Star ITTF Approved Balls Will Be Used

2016 "Don't Miss the Swiss!" Entry Form

Given Name: _____ Surname: _____ Reg No: _____
Address: _____
Phone: _____ Email: _____
Club: _____

I agree to the Championship Conditions and decisions of the Tournament Director and Tournament Referee. I also agree to umpire when called upon to do so. I realise that failure to abide with the decisions of the Tournament Director, Tournament Referee, or failure to umpire, may result in disciplinary action being taken against me.

Signed: _____

EVENT	Fee (\$)
1 Open Singles	16.00
State Team Levy (compulsory)	4.00
Total Fee Paid	20.00

2016 "Don't Miss the Swiss!" Tournament Conditions

1. A separate entry form must be used for each competitor. Fees must accompany entry forms submitted to WATTA. Cash only. Entries emailed to Greg may be paid on the day.
2. The tournament will be played in accordance with ITTF, TTA and WATTA rules and regulations.
3. An umpire whose decision is final on point of fact shall control each game.
4. No claim will be recognised should any player be injured during participation in the tournament.
5. Players will be requested to umpire by the Tournament Director. Failure to do so may result in disciplinary action being taken against the participant.
6. Players must report to the Official's table 15 minutes prior to the event. Players absent when called to play will be disqualified.
7. All competitors must be registered members of the WATTA or an affiliated association.
8. No gluing or re-gluing of rackets is permitted at the playing venue.
9. ITTF approved 40mm white balls will be used.
10. Each round will be the best of 5 games.
11. The tournament will be conducted using a Swiss Style tournament format.

Prize Money for the Tournament

Open Singles	Winner \$100	Runner Up \$50	3 rd \$25	4 th \$20
--------------	--------------	----------------	----------------------	----------------------

Schedule of Play

12.00-5.00pm (approx) Open Singles

NOTE: There are 48 places available for the tournament. If more than 48 entries are received, places will be allocated according to WATTA ratings, with higher ratings taking precedence.

Current number of entries received and places available may be viewed at <http://perthtabletennis.com/2016-swiss-style-tournament/>

Swiss Style Tournament Format – Summary

A **Swiss-system tournament** is a non-eliminating tournament format which features a predetermined number of rounds of competition, but considerably fewer than in a round-robin tournament. In a Swiss tournament, each competitor does not play every other. Competitors meet one-to-one in each round and are paired using a predetermined set of rules designed to ensure that each competitor plays opponents with a similar running score, but not the same opponent more than once. The winner is the competitor with the highest aggregate points earned in all rounds. All competitors play in each round unless there is an odd number of them.

Swiss systems intend to provide a clear winner with a limited number of rounds and a potentially unlimited number of opponents. A Swiss system draw should result in a clear winner, without having to play all opponents as in round robin, and without a single bad result terminating participation.

The first round is either drawn at [random](#) or seeded according to some prior order, such as rating or last year's performance. All participants then proceed to the next round in which winners are pitted against winners, losers are pitted against losers, and so on. In subsequent rounds, each competitor faces an opponent with the same, or almost the same, cumulative score. No player is paired up with the same opponent twice.