

Satisfactory methods of classifying girls of high school and college ages have not been so well worked out. Some type of rotational method of choosing can be used fairly satisfactorily.

For the high schools and colleges a "Star list" has been used successfully. The use of a star list depends upon the team managers and intramural directors being acquainted with the group of students involved. A list of the best players is compiled by team managers, and posted as a "star list". Each team is then limited to two or three of the stars. This type of organization cannot be used successfully unless the tournament is open to all school members as contrasted with a system of inter-fraternity contests. If some such plan is not used, two or three managers are likely to "corner" all the available talent and ruin the competition in their leagues.

Other methods of organization are built around some central unit such as a club, a fraternity, a class, a home room, town ward, dormitories, etc. Each unit submits a team or a contestant and the tournament is drawn.

Another method of equalizing competition is on the basis of one round of play and then putting the poorer players in one league and the better ones in another. Where all are playing for fun anyway, both leagues will get more enjoyment out of this method of dividing talent.

## TOURNAMENTS

### Round Robin Tournament

The round robin tournament provides more competition than any other type for the contestants. It also takes longer to run and makes necessary more facilities if large numbers are involved. The round robin tournament is simple to draw by the rotational method. The technique is the same for both an even and an odd number of teams. The technique is shown for five and six teams.

#### For Six Teams

<u>First Round</u>	<u>Second Round</u>	<u>Third Round</u>	<u>Fourth Round</u>	<u>Fifth Round</u>
1-6	1-5	1-4	1-3	1-2
2-5	6-4	5-3	4-2	3-6
3-4	2-3	6-2	5-6	4-5

#### For Five Teams

<u>First Round</u>	<u>Second Round</u>	<u>Third Round</u>	<u>Fourth Round</u>	<u>Fifth Round</u>
1-bye	5-bye	4-bye	3-bye	2-bye
2-5	1-4	5-3	4-2	3-1
3-4	2-3	1-2	5-1	4-5

The only difference is that in an even number of teams the number "1" team is not moved while all others are rotated one place in a counter clockwise direction. In the odd number of teams the "bye" is held still and all others rotated.

If one keeps in mind that "1" or "bye" is not moved in the even and odd numbered tournaments respectively, there is no reason for mixing up the tournaments or for forgetting the method. Other methods for the drawing of round robin