



HOW TO RUN A GOOD TOURNAMENT

First of all, you must have a good Director. He must be honest, know the rules and be courteous at all times. He must be willing to take full responsibility for a good or bad tournament and not try to pass the responsibility on to someone else.

A Tournament Director has two major duties;

First of all, to please the club they represent; and, secondly, to please the people who play. Every club that sponsors a State-wide tournament should have a qualified Director in the club. Too often, when an out-of-town Director is retained to run a tournament, poor decisions leave ill feeling with players which reflect upon the club when actually the club is not at fault.

Every one who wishes to enter should be able to do so until the chart is drawn the morning of play. Check everyone in and at 9 P.M. automatically mark the chart according to the number of players who are there ready to play. Let everyone draw their own line number and watch the people writing the charts. Write two charts,—one for the office and the other to post outside the office for the players to see. Keep the outside chart up-to-date with the board numbers displayed so the players can see the boards that have been played on.

This method takes all question of honesty away from the Tournament Director, and players start play in a better frame of mind. After the games are underway the Director should make the final calls on all close discs, or appoint a qualified Director to do so.

After the charts are drawn, call the players on the boards from the chart and your games are underway. Then there is plenty of time to write the score cards before these first games are finished. We have used this method in Traverse City for the past four years and the players like it very much.

A good Director will see that the courts are in first class shape for play two or three days before play starts.

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