LADDER

This format is often used for competitions that will sustain interest in an activity over a long period of time. The basic premise is simple - players climb up the ladder by winning games against the person directly above them. Conversely, players drop down the ladder by losing games.

Players' names are drawn and placed at random on the rungs of the ladder. This ladder is then placed on view to all players. The final ranking order of the competiton is decided after a season's play.

USING THIS LADDER

Cut out the nameplates on the right of this poster, and fill them in with participants' names. Randomly distribute the names on the rungs of the ladder (using blu-tack or similar) as your starting point! As matches are played, if the winner is the lower ranked player then their name is elevated above the loser, and other names dropped down the list as appropriate.

RULES

The advantage of this type of competition is that it runs itself. Certain rules must be placed on the competition though, for example:

- Every player must compete reguarly in a given timescale or risk dropping a position on the ladder
- a challenge can be made to a player either one or two rungs above
- the challenge match must be played within a set timeframe. If not, the challenger moves one or two places up the ladder as appropriate
- once a game has been played, the two players cannot play each other until they have played somebody else
- new players may join but will be placed on the bottom rung of the ladder.

The finishing date of the competition must be entered on this sheet before it starts!

Make sure that the player who starts on the bottom rung of the ladder has enough time to reach the top!

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TOURNAMENT RULES