

Doubles Formulas

Four Players

Time 1	1,2	v	3,4
Time 2	1,3	v	2,4
Time 3	1,4	v	2,3
Time 4			
Time 5			
Time 6			
Time 7			

Five Players

1,2	V	3,4
1,3	V	2,5
1,4	V	3,5
1,5	V	2,4
2,3	V	4,5

Eight Players

Court 1

1,2	v	3,4
1,5	v	2,6
1,7	v	2,8
1,3	v	5,7
1,8	v	3,6
1,4	v	5,8
1,6	v	4,7

Court 2

5,6	v	7,8
3,7	v	4,8
3,5	v	4,6
2,4	v	6,8
2,7	v	4,5
2,3	v	6,7
2,5	v	3,8

Triples Formula

Seven Players

Time 1	1,2,3	v	4,5,6
Time 2	1,4,7	v	2,3,5
Time 3	2,6,7	v	1,3,4
Time 4	2,4,5	v	3,6,7
Time 5	1,5,7	v	3,4,6
Time 6	1,2,6	v	3,5,7
Time 7	1,5,6	v	2,4,7
Time 8			
Time 9			
Time 10			
Time 11			
Time 12			

Nine Players

1,4,7	V	2,5,9
1,5,8	V	2,6,7
1,6,9	V	2,4,8
2,4,8	V	3,5,7
2,5,9	V	3,6,8
2,6,7	V	3,4,9
3,4,9	V	1,5,8
3,5,7	V	1,6,9
3,6,8	V	1,4,7
1,2,3	V	4,5,6
4,5,6	V	7,8,9
7,8,9	V	1,2,3

Running a Bjerring Tournament

You can play a doubles or triples format (or a combination of both) with your group. For example, if you have 12 players in your group, you could play any variety of combinations: 8-player doubles, 4-player doubles, 3 and 4 player doubles, 7-player triples and 5-player doubles. All you need to do is divide the group up appropriately.

Calculate how long you want to make each round. Generally, 3 to 5 minutes per round is about the right amount of time.

At the end of each round, record if it's a win or a loss for each player and a point differential. If Team 1 defeated Team 2 by a score of 12-8 then each player on Team 1 gets a win along with a +4 point differential. All the players on Team 2 record a loss and a -4 point differential. The point differential is a cumulative total, so if a player wins 1 game by 5 points and loses the second game by 3 points, their differential is +2.

The winner of each group is the person with the most wins. If two or more players are equal, then you use the point differential as the tiebreaker.

