

THE CURTIS CONSOLATION

When there is a shortage of courts or when a feed-in championship needs to be played in a limited amount of time, some tournaments use a modified feed-in championship format. One of the most widely known is the Curtis Consolation (CC). This format works when there is a:

- * Draw of 126 with up to 96 entrants;
- * Draw of 64 with up to 48 entrants; or
- * Draw of 32 with up to entrants.

Example 1. Draw of 64 with up to 48 entrants.

- a. **Byes.** The top and bottom quarters of the CC draw will automatically be filled with byes. (In the main draw, the byes are placed opposite the seeds and after that are placed opposite those lines where seeds would have been placed if the tournament had chosen to seed one in four players. The byes that automatically end up in the top and bottom quarters of the CC come from those lines.) Any additional byes are placed in the CC draw on the designated line just as if "bye" were the loser of a first round match.
- b. **First Round Losers.** The first round losers from the main draw are fed into the second and third quarters of the CC draw on the designated lines.
- c. **Second Round Losers.** The second round losers from the main draw are fed into the second round throughout the CC draw on the designated lines.
- d. **Round of 16 and Quarterfinal Losers.** Round of 16 and quarterfinal losers are not fed into the CC draw. Instead a standard feed-in competition involving only these players is held, or separate single elimination competitions are held for each of these groups.
- e. **Third Place Playoff.** The losing semi-finalists in the main draw play off for third place.
- f. **Not All Consolation Finals Held.** The tournament should decide in advance which events will be played through the finals. It is common to play the two or three consolations through the semifinals only.
- g. **Examples of Scheduling With Separate Single Elimination Consolation Events For Round-of-16 Losers and Quarterfinal Losers.**

First Day	First two rounds of Main Draw (16 + 16 matches)
	First Round of CC (8 Matches)

(Over)

Second Day Round-of-16 and Quarterfinals of Main Draw (8+4 Matches)
 Second round of CC (8 Matches)
 Quarterfinal Qualifying of CC (8 Matches)
 Quarterfinals of Round of 16 Consolation (4 Matches)

Third Day Semifinals and Finals of Main Draw (2+1 Matches)
 Quarterfinals and Semifinals of CC (4+2 Matches)
 Semifinals and finals of Round of 16 Consolation (2+1 Matches)
 Semifinals and finals of Quarterfinal Consolation (2+1 Matches)
 Third Place Playoff (1 Match)

Note in this three day schedule the CC is the only event not completed.

Example 2. Draw of 128 with up to 96 Entrants.

Follow the same pattern as the draw of 64. In addition to first and second round losers, feed in the third round losers. The byes will automatically show up again in the first and fourth quarters and the first round matches will be grouped in the second and third quarters. Playoffs for the round-of-16 and quarterfinal losers are held. The CC draw of 128 with associated consolations can be completed in 4 days.

Curtis Feed-In Consolation Draw

Quarterfinal

First Round Second Round Qualifying Quarterfinals SemiFinals Finals

Bye 2					
Bye 6 _____	Bye				
Bye 10 _____	61-64				
Bye 14 _____	Bye				
Bye 18 _____	57-60				
Bye 22 _____	Bye				
Bye 26 _____	53-56				
Bye 30 _____	Bye				
3-4 _____	49-52				
7-8 _____	_____				_____
11-12 _____	45-48				
15-16 _____	41-44				
19-20 _____	_____				
23-24 _____	37-40				
27-28 _____	_____				
31-32 _____	33-36				
33-34 _____	_____				
37-38 _____	29-32 _____				
41-42 _____	_____				
45-46 _____	25-28				
49-50 _____	_____				
53-54 _____	21-24				
57-58 _____	_____				
61-62 _____	17-20				
Bye 35 _____	Bye _____				
Bye 39 _____	13-16 _____				
Bye 43 _____	Bye				
Bye 47 _____	9-12				
Bye 51 _____	Bye				
Bye 55 _____	5-8				
Bye 59 _____	Bye				
Bye 63 _____	1-4				