

GUIDELINES FOR TEAMS TOURNAMENTS

GENERAL DESCRIPTION OF FORMATS

1 Round Robin

Each team in the field plays each of the other teams in the competition.

An even number of teams is preferable for a round robin format, but not essential. If there is an odd number of teams in the competition, the bottom 3 teams can play a triangular movement as described in the “Events with an Odd Number of Teams” section below.

One advantage of a round robin is that the draw can be determined in advance with teams selecting a team number by lot to determine playing order. Alternately, the event may seeded so that the competition gets progressively tougher for the leading seeds as the event progresses with the No 1 and 2 seeds playing the last match.

Software available for teams scoring will generate a draw for a Round Robin format, however, draws for the various numbers of tables using a round robin format are also included in the Detailed Format section below.

2 Swiss

This is the most common format used for team tournaments.

Each team in the field plays a selection of the other teams in the competition. The first round is determined by random draw, thereafter the draw is based on the current overall standing of a team. The leading team plays the team nearest in rank that they have not already played. This process is repeated until all teams are matched up.

In this way teams are draw in each round against opponents who are performing approximately as well as themselves throughout the competition.

Care should be used in deciding the number of rounds over which the event is to be played. In large fields (over 20 teams) sufficient rounds should be played to separate the leading teams at the conclusion of the competition.

In smaller fields (less than 20 teams) the number of rounds played should be one third to (at most) one half of the number of teams in the competition. If too many rounds are played, the draw in the latter rounds will pit teams who are significantly different in their performance in the event against each other. This effect is magnified the greater the variation in standard of the field.

Software available for teams scoring will generate a draw for a Swiss format.

3 Qualifying Rounds Followed by Cut-off into Final / Plate

3.1 Format

This type of format is used in, but not limited to, longer events of at least two days duration.

- a) The qualifying rounds on the first day may be played as:
 - i) a round robin of all teams in the field..
 - ii) a Swiss draw appropriate to the size of the field (see the Detailed Format section) but generally 5 to 7 matches.
 - iii) seeded pools, with the field divided into two or more groups, each group playing a round robin within itself, with the top two or three teams in each group to qualify.
 - iv) seeded pools, with the field divided into two or more groups, each group playing each team in one or more of the other pools, with the top two or three teams in each group to qualify
- b) The final and plate is played on the second day with 2, 4, or 6 teams qualifying depending on the size of the field.
- c) The final may be played as:
 - i) a round robin
 - ii) a semi-final and final with 3rd/4th play-off for 4 qualifiers
- d) The plate consists of 4 or 5 matches, using a new Swiss draw, with a timetable to approximately match the Final.
- e) Carry-overs to the final should be considered – see the Carry-over Guidelines section below.

3.2 Seeding into Sections

If the field is divided into two or more pools from which the top finishing two or three teams qualify for a final, it is most important that the pools be balanced. Each pool contains a cross section of the total field with all teams having an approximately equal draw, regardless in which pool they play.

The seeding of the field requires experience of the comparative strengths or weakness of the players, particularly if the field is of a mixed standard. If balance cannot be achieved, for example, you wish to divide the field into two pools and there are five almost equal very strong teams, it is best to consider an alternative format – say, a Swiss draw over the whole field.

4 Events with an Odd Number of Teams (Triangular Movement)

Both round robin and Swiss formats may be played with an odd number of teams contesting the event

The draw for the first round is made in the normal manner except that one draw contains three teams and not the usual two. The three teams play a triangular

movement based on the Mitchell movement that is completed after two rounds of the regular part of the draw. The second round draw involves only teams in the regular draw.

The third and subsequent odd numbered round draws involve the complete field. For convenience the three lowest ranked teams who have not played each other form the triangular movement.

Important Notes

- i) The format described below can accommodate matches of any number of boards.
- ii) Three different sets of boards are required for the triangular movement, each set containing the number of boards in a match in the regular draw. If the boards are pre-dealt, two of the sets may be those designated for play in the two rounds of the regular part of the draw at that time. The third set must be additional boards dealt specifically for the triangular movement and not one that a team may meet in another round.
- iii) It is preferable that an even number of rounds be played in the competition
- iv) The same players must sit North-South in both matches that constitute a round in the triangular movement.
- v) At the conclusion of the first part of each triangular movement, players **must not** discuss hands or compare scores with their team-mates.

An illustration is probably the best way to explain the triangular movement.

- a) Teams 7, 8, and 13 have been drawn to play in the triangular movement that has three tables numbered say 21, 22 and 23. The three teams are allocated a “home” table – at which they play North-South. The same players must play North-South in both matches that constitute a triangular movement round.

Table 21: home table for Team 7

Table 22: home table for Team 8

Table 23: home table for Team 13.

- b) Place a different set of boards on each table of the triangular movement .If 12 board matches are being played

Table 21: Boards 1 to 12

Table 22: Boards 13 to 24

Table 23: Boards 25 to 36

One of these sets of boards is used solely by the triangular movement at this round and must not be boards that players may meet in another round. The other two sets may be those designated for play in the two rounds of the regular draw at that time.

- c) North- South at each table remain stationary
East-West move to the next higher numbered table in the triangular movement, or the lowest numbered table if they are at the highest numbered table.

The boards move to the next lowest numbered table.

After the boards on the table are completed, the East-West pairs again move to the next higher numbered table, and the boards move back to the next numbered table. The movement is shown in the table below.

	Table 21	Table 22	Table 23
Round 1	7NS – 13EW	8NS – 7EW	13NS – 8EW
Boards	13 to 24	25 to 36	1 to 12
Round 2	7NS – 8EW	8NS – 13EW	13NS – 7EW
Boards	25 to 36	1 to 12	13 to 24

- d) Scores for both matches in the triangular movement may only be compared at the completion of the triangular movement round – ie after each two rounds of the regular draw.