

GUIDELINES FOR TEAMS TOURNAMENTS

13 Teams

See the section on Formats for an Odd Number of Teams.

a) One Day Events

i) Round Robin over 3 Sessions

Note: an even number of boards must be played per match

$4+4+4 = 12 \times 6$ board matches – 72 boards (8 board VP scale)

A draw is given in the Round Robin Draw tables.

ii) Swiss Format over 2 or 3 Sessions

An even number of rounds must be played

$2+2+2 = 6 \times 10$ board matches – 60 boards
= 6×12 board matches – 72 boards
= 6×14 board matches – 84 boards

Over 2 sessions the matches can be arranged 3+3.

b) Two-Day Events

i) Round Robin over 4 or 5 Sessions

$4+3+4+3 = 12 \times 10$ board matches – 120 boards

Over 5 sessions the matches can be arranged 2+3+3+3+3.

ii) Swiss Format over 4 or 5 Sessions

6 Round Swiss

$2+2+1+1 = 6 \times 16$ board matches – 96 boards
= 6×18 board matches – 108 boards
= 6×20 board matches – 120 boards

iii) Qualifying followed by Final / Plate

There are many variations of format that can be applied, essentially using any of the one-day formats listed above as the qualifying tournament, then using either round robin, Swiss, or knockout methods in the Final and Plate.

A few of formats are detailed below.

1) Swiss Qualifying / Round Robin Final – 4 to Qualify

Qualifying:

2+2+2 = 6x12 board matches

Final

Round Robin

1+1+1 = 3x16 board matches

Plate

New Swiss draw for 9 teams

2+2 = 4x12 board matches

2) Swiss Qualifying / Knockout Final – 4 to Qualify

Qualifying

2+2+2 = 6x12 board matches

Final

24 board semi-final with either:

- the 1st ranked team after the qualifying is drawn against the fourth, and 2nd playing 3rd

- the 1st ranked team having the choice of opponents from the other qualifiers

24 board final and 3rd/4th play-off

Plate

New Swiss draw for 9 teams

2+2 = 4x12 board matches

c) Victory Point Scales for the Above Formats

See the IMP to VP conversion scales.