

GUIDELINES FOR TEAMS TOURNAMENTS

19 and More Odd Numbered Teams

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

a) One-Day Events

i) Round Robin

It is not practical to play a complete round robin in one day with this number of teams.

ii) Swiss Format over 2 or 3 Sessions

An even number of rounds must be played

1) 6 Round Swiss

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

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

2) 8 Round Swiss

$2+3+3 = 8 \times 8$ board matches – 64 boards
= 8×10 board matches – 80 boards (12 board VP scale)

b) Two-Day Events

i) Round Robin over 5 Sessions

This is not a practical format for this number of teams.

ii) Swiss Format over 4 or 5 Sessions

An even number of rounds must be played

1) 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

2) 8 Round Swiss

$2+2+2+2 = 8 \times 12$ board matches – 96 boards
= 8×14 board matches – 112 boards
= 8×16 board matches – 128 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 formats are detailed below.

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

Qualifying:

2+2+2 = 6x12 board matches
= 6x14 board matches

Final

Round Robin

1+1+1 = 3x16 board matches

Plate

New Swiss draw for 15 teams

2+2 = 4x12 board matches

2) Swiss Qualifying / Round Robin Final – 6 to Qualify

Qualifying

2+2+2 = 6x12 board matches

Final

Round Robin

3+2 = 5x12 board matches

Plate

New Swiss draw for 13 teams

2+2 = 4x14 board matches

3) 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 15 teams

2+2 = 4x12 board matches

4) Three Seeded Pools Qualifying / Final – 6 to Qualify

For two-day events this type of format is only practical if the field can be divided into three pools.

Qualifying

If a large odd numbered field can be divided into three sections of approximately equal strength the following formats can be used. Refer to the section on seeded a field into two or more sections.

i) Each team plays each of the other teams in the same pool

This arrangement is only suitable for pools of 5 to 8 teams. A list of possible arrangement of matches (dependent on pool size) is given in the Swiss option below.

ii) A 4 to 7 round Swiss draw within each pool

The number of rounds played is dependent on the number of teams within the pool, see the “General Descriptions of Formats” section. The number of rounds should be at most one-half of the number of teams in the pool.

Typical arrangements for this format are:

4x16 board matches – 64 boards
4x18 board matches – 72 boards
4x20 board matches – 80 boards
5x12 board matches – 60 boards
5x14 board matches – 70 boards
5x16 board matches – 80 boards
6x12 board matches – 72 boards
6x14 board matches – 84 boards
7x10 board matches – 70 boards
7x12 board matches – 84 boards

Final and Plate

See format 2 above

c) Victory Point Scales for the Above Formats

See the IMP to VP conversions scales.