

# GUIDELINES FOR TEAMS TOURNAMENTS

## 14 Teams

### a) One-Day Events

#### i) Round Robin

$4+5+4 = 13 \times 6$  board matches – 78 boards (8 board VP scale)

#### ii) Swiss Format over 2 or 3 Sessions

##### 1) 6 Round Swiss

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

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

##### 2) 7 Round Swiss

$2+3+2 = 7 \times 10$  board matches – 70 boards (12 board VP scale)  
=  $7 \times 12$  board matches – 84 boards

Over 2 sessions the matches can be arranged 3+4 or 4+3.

### b) Two-Day Events

#### i) Round Robin over 4 or 5 Sessions

$4+3+3+3 = 13 \times 10$  board matches – 130 boards

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

#### ii) Swiss Format over 4 or 5 Sessions

##### 1) 6 Round Swiss

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

##### 2) 7 Round Swiss

$2+2+2+1 = 7 \times 14$  board matches – 98 boards  
=  $7 \times 16$  board matches – 112 boards  
=  $7 \times 18$  board matches – 126 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+1 = 5x14 board matches

2+2+2 = 6x12 board matches

#### **Final**

Round Robin

1+1+1 = 3x16 board matches

#### **Plate**

New Swiss draw

1+1+1 = 3x16 board matches

2+2 = 4x12 board matches

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

#### **Qualifying**

2+2+1 = 5x14 board matches

2+2+2 = 6x12 board matches

#### **Final**

Round Robin

3+2 = 5x12 board matches

#### **Plate**

New Swiss draw

3+2 = 5x12 board matches

### **3) Swiss Qualifying / Knockout Final – 4 to Qualify**

#### **Qualifying**

2+2+1 = 5x14 board matches

2+2+2 = 6x12 board matches

#### **Final**

24 board semi-final with either:

- the 1<sup>st</sup> ranked team after the qualifying is drawn against the fourth, and 2<sup>nd</sup> playing 3<sup>rd</sup>
- the 1<sup>st</sup> ranked team having the choice of opponents from the other qualifiers

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

#### **Plate**

New Swiss draw

2+2 = 4x12 board matches

#### **4) Two Seeded Pools Qualifying / Final – 4 or 6 to Qualify**

##### **Qualifying**

14 teams may be divided into two sections of approximately equal strength - refer to section on seeded a field into two or more sections.

Qualifying may then be arranged in one of two round robin formats:

**a) each team plays each of the other teams in the same pool**

2+2+2 = 6x12 board matches

Note: This format requires two pools each with an odd number of teams – see the section on formats for Odd Numbers of Teams above.

**b) each team plays each of the teams in the other pool**

2+3+2 = 7x10 board matches

= 7x12 board matches

A Swiss format within each pool is not recommended because of the size of the pool.

##### **Final and Plate**

Refer to formats 1 to 3 above depending on whether 4 or 6 teams qualify, or a round robin or knockout final structure is being played.

**c) Victory Point Scales for the Above Formats**

See the IMP to VP conversions scales.