

GUIDELINES FOR TEAMS TOURNAMENTS

16 Teams

a) One-Day Events

i) Round Robin

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

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)
= 6×12 board matches – 72 boards
= 6×14 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)
= 7×12 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 5 Sessions

$3+3+3+3+3 = 15 \times 8$ board matches – 120 boards

ii) Swiss Format over 4 or 5 Sessions

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) 7 Round Swiss

$2+2+2+1 = 7 \times 14$ board matches – 98 boards
= 7×16 board matches – 112 boards
= 7×18 board matches – 126 boards (20 board VP scale)

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 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

2+2 = 4x12 board matches

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

Qualifying

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

Qualifying may then be arranged in one of two round robin formats or by a Swiss draw within the pool:

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

$2+3+2 = 7 \times 10$ board matches

$= 7 \times 12$ board matches

ii) each team plays each of the teams in the other pool

$2+3+2 = 8 \times 10$ board matches

iii) a 4 round Swiss draw within each pool

$1+1+1+1 = 4 \times 16$ board matches

$= 4 \times 18$ board matches

$= 4 \times 20$ board matches

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.