

GUIDELINES FOR TEAMS TOURNAMENTS

20 and More Even Numbered 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

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

3) 8 Round Swiss

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

b) Two-Day Events

i) Round Robin over 4 or 5 Sessions

This is not a practical format for 20 or more teams.

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 (20 board VP scale)
= 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)

3) 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+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 or More Seeded Pools Qualifying / Final – 4 or 6 to Qualify

Qualifying

A field of 20 or more even numbered teams may be divided into two or more sections of approximately equal strength; refer to the section on seeded a field into two or more sections.

The number of qualifiers to the final section is the number (or multiple) of the number of pools into which the field is divided. Qualifying may then be arranged in one of the following formats:

a) Two Pools

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

This arrangement is only practical for 20 teams where 9 matches of 8 or 9 boards can played in the time allocated for the qualifying phase of the event.

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

b) Three or More Pools

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) Each team plays each of the teams in another pool

This arrangement is only suitable when there is an **even** number of pools **and** the pools contain 5 to 7 teams. A list of possible arrangement of matches (dependent on pool size) is given in the Swiss option below.

iii)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

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.