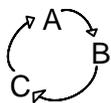




Swiss Teams Round Robin Matches

by Bob Gruber



In a Swiss Teams game, an odd number of teams results in three (3) teams playing in a round robin. A round robin spans two (2) matches of head-to-head competition for the rest of the field. By spanning two matches, each team in the round robin plays the other two teams the full number of boards¹.

Where several sections are in play, a round robin usually uses the same table number in three different sections, say A, B and C. Where only two (2) sections are in play, round robin Table Indicators/Markers identified as Section RR and numbered 1 to 3 may be beneficial.

Over the course of two regular matches for the rest of the field, the round robin teams play four half matches in two segments, 2 half matches per segment. To start, each “home” table has a set of boards. Each E-W pair moves “up” one table, leaving all the boards behind. They will play the set of boards at the table they move to. This movement has, for example, the E-W at Section RR Table 3 going to Section RR Table 1. The boards are shuffled, dealt and played.

When a round robin table finishes (and verifies the scores), the boards are taken by the E-W pair to their N-S teammates (at the next “lower” table) and left without comment. Then, the E-W pair moves up one table from where they played. The boards are **NOT** shuffled; they are played as is against the 3rd team in the round robin. When all three (3) tables have finished (and verified scores), the teams are ready for the 2nd segment of half matches. Before resuming play, however, the teammates gather (at the home table) and compare results to determine the status of each match to that point.

The 2nd segment of the round robin is a repeat of the 1st segment. Each E-W pair moves up one table from their home table. They may confirm the status of that particular match to that point. The boards are shuffled, dealt and played.

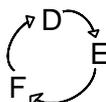
Once again, when a round robin table finishes (and verifies scores), the boards are taken by the E-W pair to their N-S teammates and left without comment. Then, the E-W pair moves up one table from where they played. The boards are **NOT** shuffled; they are played as is against the 3rd team in the round robin.

When all three (3) round robin tables have finished the 2nd segment (and verified scores), the E-Ws return to their “home” table to compare results with their teammates and see where they finished in the two (2) matches.

All 3 teams will have completed 2 matches, as shown below:

Team 1 vs. Team 2, Team 1 vs. Team 3, and Team 2 vs. Team 3

The results of the 3 matches are turned in at the scoring table in the normal manner.



¹ In knock out events (KOs), round robin matches may be used to qualify only 1 of the 3 teams to quickly reduce the number of teams in the event. Conversely, qualifying 2 of the 3 teams keeps a greater number of teams in the event.