

PLAYING IN A SWISS/KO TEAM EVENT

How Swiss Teams Works

Four or more players form a team and are assigned at random to play another team in a match of 7 boards. One half of your team plays one half of the other team at each of two tables, so your team plays both the N/S and E/W cards for every hand. The team scoring the best results in each match wins, and it is then assigned next to play another team which has won their match. Similarly, losers are assigned other losing teams for their next match.

There are some fractional master points awarded for every match won, and major points are awarded the overall winners and 3 to 5 places below.

Usually, everyone playing Swiss wins some master points; that's why they're so popular.

Swiss Team Captains

Team captains are responsible for filling out the entry blank properly, for turning in the scores and for finding the next assigned table when they are posted.

Teams may have more than 4 players - - up to six are usually allowed. In this case, the team captain assigns the pairs, players and non-players and manages the team like a football coach. Team captains don't have to play each match, although there are minimum numbers of matches each team member must play in order to collect any master points.

Starting a Swiss Team Event

The Home Table: Your assigned section and table, hand written on the entry form, will be your 'home table' for the first round only. The half of your team playing N/S will stay there and the E/W half will move to the corresponding table in another section when the director announces the 'crossover'.

Swiss Team Boards

The boards are shared between the two tables. There are no hand records or duplication in Swiss Team events, so the boards are to be shuffled and dealt before play starts. Each player should help shuffle and put the cards into the boards.

Finished Boards

When finished, each board is placed face down, under the unplayed boards, in the center of the table on the table marker. Caddies will come to get boards for relay to the other table and will bring boards not yet played to your table. North should hold up played boards and say "CADDIE PLEASE" out loud when boards are needed. Hold the boards up so the caddie can see what table is calling. North must check the new boards to be sure they are yours and put them in sequence, face up in the middle of the table, with the arrow pointing towards North.

The Final Score

No score tickets are prepared for Swiss team scoring -- only the winning/losing team numbers are turned in, along with the margin of victory. The Winning Team Captain gets to turn in the score to the scorekeepers.

After Play. Your whole team should sit at your home table and compare the scores on each board. You may have attained the same result, such as plus 420 for N/S and minus 420 for East/West. This is a 'push', and results in no score for either team.

Swiss team hands are scored in IMPs, meaning *I*nternational *M*atch *P*oints. IMP scores are printed on the private score sheet. They measure the difference in scores for a hand, and assign IMPs to the winners. If you scored 60 points better than your opponents on a hand, you are awarded 2 IMPs. They get none.

Example Score. For example, suppose you score 620 for making a vulnerable Heart game but your partners give up only minus 500 playing the same cards the other direction because they sacrificed. Your team has scored 120 points better than the other team, so you are awarded 3 IMP's margin of victory on that hand.

The Next Round

Your next round table assignment will be posted on a big board somewhere near the scorer's table under your team number. Your N/S pair will go to that table to play the next round and the E/W pair of your team will go to the corresponding table in the other section.

Swiss Team Strategy

Swiss Teams, and indeed all Teams play, is basically different strategy than matchpoint play, because of how Pairs Events are scored. Games and Slams are far more important, as the total score on a board is vital, and it's only played one other time -- not 12 times like Pairs events boards. At Matchpoints, every trick is vital, and players scrap for every one, and sometimes get disastrous results and go down 1100. But, it's only one board, so it won't hurt your overall score for a round -- much.

Big Swingers In Swiss Team play, and other events scored with IMP's, the difference between bidding and making a Vulnerable Game and not bidding it can be 500 points, and that's a lot of IMP's -- it could lose the whole match for you and your teammates. Slams are even bigger swingers, of course.

Aggressive Bidding In Swiss Team play, be aggressive about bidding even skinny Games and Slams -- go for Slam if it's even a 50% chance, because of the other team does and you don't, goodbye match.

Doubles at Swiss You have to be very careful to double in Swiss Team play because the potential loss is greater than the potential gain. At matchpoints, the different between +50 and +100 could be a lot of matchpoints. Whereas at Swiss Team play, it is only 1 IMP.

Each Match Counts

You also win some master points for each match you win or tie regardless of your final place in the overalls. This is one reason for the popularity of Swiss Teams, as you almost always beat one team or more, and so you get at least a fraction of a master point for your day's effort.