

## Swiss Team Information

All you wanted to know about swiss but were afraid to ask!

Swiss is a game of four players that consist of a 'team'. North will always play with South as partners and East will play with West. The team is working together to bid and make the best score possible, not necessarily taking extra risks or over tricks.

Before the game begins, the team captain will identify their team player names and position for the computer operator, who has a form to be filled out. This will be done each week as team members will change.

Your team and level will be determined by the number of master points that the whole team has in total. This will determine if your team will receive 'handicap' points, these points will be added to your score at the end of each round.

A Team gives a D Team 12 points (IMPs-international match points)  
B Team gives a D Team 8 points  
C Team gives a D Team 4 points  
D Team will have under 500 master points

In each round your team will play six boards. **The boards will be shuffled before the 1st round and again after all the boards have been played. This happens every round.**

The North player will be considered the Team captain. A 'Team Private Score' card will be kept by at least two players of each team, North and an East/West player.

The North and South pair will play together at an identified table in Section A or B assigned by the Director of the game, East and West will play at the same table number, but in the opposite section. Three boards out of six will be played by North/South and then switched to the other table played by the East/West members. Remember always the opposite!

After the round the scores are compared with your opponents to be sure there are no discrepancies in the results.

The scores are recorded as usual, with a plus or minus score. After the six boards are played, the team players return to the table where their captain is sitting and the team reviews the scores together. You find out your IMP score by looking at the 'difference in points' looking under the INTERNATIONAL MATCH POINT SCALE (IMP's) at the top left of the team private score sheets. You take the difference in value between your score and your opponents, this will give you a positive or negative IMP number. When you are done - you add your plus and minus scores on the Swiss score sheet plus any handicap values if awarded. To find out your final result, you look at the 20VP scale on the left side of the sheet.

Once your score is determined, a score paper is completed and given to the computer operator. The computer operator reviews both team scores to verify that both teams agree to the final score. Or both team captains initial on one score paper to show each team agrees with the final score.

The director will then determine where you move to the next table. All teams positioning is posted on the board at the front of the room. Your team's home table is posted below your team number for example:

5        If you are Team 5, N/S is at Section A table 1 and your E/W is at  
A1       Section B table 1, remember always the opposite!

The North player will let his/her team members know regarding their next move.

J Wood - September 2015