



# Recommended movements for teams

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# Swiss: odd or even number

No of boards → No of Teams ↓	Up to 16 to 18 About 2 hours	About 20 About 2 ¼ hours	About 24 Just under 3 hours	About 28 About 3 ¼ hours
10 (**)	3 rounds of 5 boards (15)	4 rounds of 5 boards (20)	4 rounds of 6 boards (24)	4 rounds of 7 boards (28)
11 (one 3-way) **	3 rounds of 6 boards (18)	See left	4 rounds of 6 boards (24)	4 rounds of 8 boards (32)
12	4 rounds of 4 boards (16)	4 rounds of 5 boards (20)	4 rounds of 6 boards (24)	4 rounds of 7 boards (28)
13 (one 3-way)	3 rounds of 6 boards (18)	See left	4 rounds of 6 boards (24)	4 rounds of 8 boards (32)
14	4 rounds of 4 boards (16)	4 rounds of 5 boards (20)	4 rounds of 6 boards (24)	5 rounds of 6 boards (30)
15 (one 3-way)	3 rounds of 6 boards (18)	See left	4 rounds of 6 boards (24)	4 rounds of 8 boards (32)
16	4 rounds of 4 boards (16)	4 rounds of 5 boards (20)	5 rounds of 5 boards (25)	5 rounds of 6 boards (30)
17 (one 3-way)	4 rounds of 4 boards (16)	5 rounds of 4 boards (20)	4 rounds of 6 boards (24)	5 rounds of 6 boards (30)
18	4 rounds of 4 boards (16)	4 rounds of 5 boards (20)	5 rounds of 5 boards (25)	5 rounds of 6 boards (30)

Teams	Rounds									
	3	4	5	6	7	8	9	10		
10	3.0	2.3	1.8	1.5	1.3	1.1	1.0	0.9		
11	3.3	2.5	2.0	1.7	1.4	1.3	1.1	1.0		
12	3.7	2.8	2.2	1.8	1.6	1.4	1.2	1.1		
13	4.0	3.0	2.4	2.0	1.7	1.5	1.3	1.2		
14	4.3	3.3	2.6	2.2	1.9	1.6	1.4	1.3		
15	4.7	3.5	2.8	2.3	2.0	1.8	1.6	1.4		
16	5.0	3.8	3.0	2.5	2.1	1.9	1.7	1.5		
17	5.3	4.0	3.2	2.7	2.3	2.0	1.8	1.6		
18	5.7	4.3	3.4	2.8	2.4	2.1	1.9	1.7		
19	6.0	4.5	3.6	3.0	2.6	2.3	2.0	1.8		
20	6.3	4.8	3.8	3.2	2.7	2.4	2.1	1.9		
21	6.7	5.0	4.0	3.3	2.9	2.5	2.2	2.0		
22	7.0	5.3	4.2	3.5	3.0	2.6	2.3	2.1		

\*\* In general the number of possible opponents should be at least 3 times the number of rounds (see the yellow boundary in the grid above). When this cannot be done, there is danger of “over Swissing”. However, with a small number of teams this may not be possible.

When there are 3-ways/triples/triangles, it's best to have an even number of boards per round. Teams also play more opponents on average, because of the triple. For these reasons, we suggest tending to have fewer rounds.

If the event is “club friendly” then the Tournament Director’s objective may be to “play as many different teams as possible. In that case, it is better to play a Round Robin.

# Round Robin: even number of teams

No of boards → No of Teams ↓	Up to 18 About 2 hours	About 20 About 2 ¼ hours	About 24 Just under 3 hours	About 28 About 3 ¼ hours
4	3 rounds of 6 boards (18)	3 rounds of 7 boards (21)	3 rounds of 8 boards (24)	3 rounds of 9 boards (27)
6	5 rounds of 3 boards (15)	5 rounds of 4 boards (20)	5 rounds of 5 boards (25)	5 rounds of 6 boards (30)
8	7 rounds of 2 boards (14)	7 rounds of 3 boards (21)	6 rounds of 4 boards (24) Partial Round Robin	7 rounds of 4 boards (28)
10	9 rounds of 2 boards (18)	9 rounds of 2 boards (18)	8 rounds of 3 boards (24) Partial Round Robin	9 rounds of 3 boards (27)
12	9 rounds of 2 boards (18) Partial Round Robin	10 rounds of 2 boards (20) Partial Round Robin	11 rounds of 2 boards (22)	10 rounds of 3 boards (30) Partial Round Robin
14	9 rounds of 2 boards (18) Partial Round Robin	10 rounds of 2 boards (20) Partial Round Robin	11 rounds of 2 boards (22) Partial Round Robin	13 rounds of 2 boards (26)
14				10 rounds of 3 boards (30) Partial Round Robin

# Round Robin: Odd number of teams

No of boards → No of Teams ↓	Up to 18 About 2 hours	About 20 About 2 ¼ hours	About 24 Just under 3 hours	About 28 About 3 ¼ hours
9 (with a short sit out for some/all teams)	9 rounds of 2 boards (18)	See left	8 rounds of 3 boards (24) Partial Round Robin	9 rounds of 3 boards (27)
11 (with a short sit out for some/all teams)	9 rounds of 2 boards (18) Partial Round Robin	10 rounds of 2 boards (20) Partial Round Robin	11 rounds of 2 boards (22)	10 rounds of 3 boards (30) Partial Round Robin
13 (with a short sit out for some/all teams)	9 rounds of 2 boards (18) Partial Round Robin	10 rounds of 2 boards (20) Partial Round Robin	12 rounds of 2 boards (24) Partial Round Robin	13 rounds of 2 boards (26)
13 (with a short sit out for some/all teams) - Alternative				10 rounds of 3 boards (30) Partial Round Robin

# Round Robin:

## Special case of 3, 5, 7 teams (run as “Swiss”)

No of boards → No of Teams ↓	Up to 18 About 2 hours	About 20 About 2 ¼ hours	About 24 Just under 3 hours	About 28 About 3 ¼ hours
3 Three-way	2 rounds of 8 boards (16)	2 rounds of 10 boards (20)	2 rounds of 12 boards (24)	3 rounds of 10 boards (30)
5 In each round One x two-way One x three-way	4 rounds of 4 boards (16) Load RealBridge special config file*	See left or right	4 rounds of 6 boards (24) Load RealBridge special config file*	4 rounds of 8 boards (32) Load RealBridge special config file*
7 Two x two-way One x three-way		See right	6 rounds of 4 boards (24) Load RealBridge special config file*	

\* RealBridge special config file = write to [support@realbridge.online](mailto:support@realbridge.online) to ask for this