

VACB SWISS TEAMS POSSIBLE CONFIGURATIONS – please refer to the Swiss documentation for more about Swiss.

2 or fewer	<i>2 or fewer teams is insufficient for Swiss at this time</i>		
2.5 or 3 or 3.5 or 4 Teams	Registered	Will be 4 teams	BBO will add...
	2.5 teams (5 pairs)		1 team plus 1 pair of sit-outs (6 total), which you will fill as you do in pair games (bots or subs).
	3 teams (6 pairs)		1 team of sit-outs (4 total), which you will fill as you do in pair games (bots or subs).
	3.5 teams (7 pairs)		1 pair of sit-outs (2 total), which you will fill as you do in pair games (bots or subs).
<p>On the format tab, you MUST have the setup right! Set the total number of boards at the top and set the number of boards per round. This MUST be divisible by the rounds you plan. For 4 tables, you want 3 rounds:</p> <p>SETUP FORMAT TAB: 18 boards, 6 per round – <i>or</i> – 21 boards, 7 per round – <i>or</i> – 24 boards, 8 per round</p>			
4.5 or 5 or 5.5 or 6 Teams	Registered	Will be 6 teams	BBO will add...
	4.5 teams (9 pairs)		1 team plus 1 pair of sit-outs (6 total), which you will fill as you do in pair games (bots or subs).
	5 teams (10 pairs)		1 team of sit-outs (4 total), which you will fill as you do in pair games (bots or subs).
	5.5 teams (11 pairs)		1 pair of sit-outs (2 total), which you will fill as you do in pair games (bots or subs).
<p>On the format tab, you MUST have the setup right! Set the total number of boards at the top and set the number of boards per round. This MUST be divisible by the rounds you plan. For 5-6 tables, you want either 3 rounds (above) or 4 rounds:</p> <p>SETUP FORMAT TAB: 20 boards, 5 per round 24 boards, 6 per round 28 boards, 7 per round</p>			
6.5 or 7 or 7.5 or 8 Teams	Registered	Will be 8 teams	BBO will add...
	6.5 teams (13 pairs)		1 team plus 1 pair of sit-outs (6 total), which you will fill as you do in pair games (bots or subs).
	5 teams (14 pairs)		1 team of sit-outs (4 total), which you will fill as you do in pair games (bots or subs).
	5.5 teams (15 pairs)		1 pair of sit-outs (2 total), which you will fill as you do in pair games (bots or subs).
<p>On the format tab, you MUST have the setup right! Set the total number of boards at the top and set the number of boards per round. This MUST be divisible by the rounds you plan For 7-8 tables, you want either 4 rounds (above) or 5 rounds:</p> <p>SETUP FORMAT TAB: 20 boards, 4 per round 25 boards, 5 per round 30 boards, 6 per round</p>			

<p>ALL OTHER NUMBER OF TEAMS</p>	<p>The settings for 8 teams will work for every team configuration OVER 8 teams, as well. You will probably want to stick to 4 or 5 rounds, with the format tab setup as above.</p> <p>If you have the teams pre-register with you, you can set up flights and add +MPLIMIT=<i>nnn</i>+ hacks to the lower ones. Then send an email out to them, and let them know WHICH Swiss they're supposed to find to register. Include the player Swiss instructions, so that they will know how to go back into the game and select their teammates.</p> <p>The +LT=<i>n</i>+ hack does not work for Swiss team flights as yet, but you will be able to offer Swiss games with competition that matches the field with the MPLIMIT hack.</p>
	<p>The unknown can be scary. So, when you're setting up the game, you enter what you believe will be close to the right movement for the number of tables that you expect. As the registration continues, you will pay attention to it, and make adjustments to the setup as you go. If you get stressed as game time nears, you can handle it one of two ways: (1) add a few minutes to the start time, then modify, enabling you to edit the game for the perfect movement, then modify again. Or, (2) go into the entries tab and limit the registration (top left) to the number of PAIRS you have right now (not teams!). Modify. This will not allow anyone else to register, and your movement will again be perfect for the field.</p> <p style="text-align: center;"><i>Thanks to Chris Wiegand for her invaluable input on the Swiss Teams settings.</i></p>