



Swiss is best described by a quote from the book *Movements*, page 242:

A Swiss Pair movement is a kind of barometer movement in which the order of meeting the other pairs depends on the results obtained in earlier rounds. The principle is that the highest pair meets the second highest, the third highest pair meets the fourth, etc.

Alternatively the starting positions may be randomized, or decided by some earlier contest. When the scoring can be carried out quickly (that is to say, when the number of tables is not too big), the results from the first round may decide the placing in the second round; then the cumulative scores for the two first rounds determine the placing in the third round, etc.

If scoring will take some time there is nothing to prevent you from organizing the seating one round in arrears. In that case the players may move after the first rounds as in a Barometer Howell, or you may instruct the EW pairs to move to the next higher table and arrow switch at every even table. The results from the first round the control the placings in round 3, and the standing after the two first rounds will control the placings in round 4, etc.

In Magic Contest Barometer Howell does not apply but instead the latter option is used where East-West moves to the next higher table and where boards are arrow switched at even tables. This arrow switch is optional, and removing it for round 2 simplifies the instructions to the players.

Considering the Swiss mechanism there will sooner or later be pairs meeting pairs they have already played. You can select to allow or prevent such double meetings. Allowing double meetings is often referred to as *Danish* and that terminology will be use throughout this document.

You can select between no delay and one round's delay when assigning opponents. You can also arrow switch some tables in some rounds.

Before the final round or rounds you can select to use Danish. You can also turn off the delay.

There is an option called 95% Swiss. It allows you to, in spite of having no delay, to post the new seatings before the last result has been entered.

This document will not in detail describe how you score a contest but focus on the parts that are specific to Swiss.

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Step 1 – Start the contest

In the top right corner of *Contest Explorer* you can find the button called *Special*. Click *Special*, select *Swiss* and then the contest type (pair, team, or individual contest). The normal contest settings are entered with two exceptions:

- Only one section is allowed at Swiss
- You can not specify total number of boards

As usual you can select to close preparations before or after step 2.

Step 2 – Enter names

The names are entered just as in any normal event. Since the names are entered table by table you actually enter the names in the order of the first round.

The pair number assignment is very simple. At table 1 pairs 1 and 2 meet, at table 2 pairs 3 and 4, and so on.

Step 3 – Close preparations

When you select the movement, no matter whether it is before or after entering names, you can select between one or two random rounds. Technically speaking the rounds are not random since you enter the pairs at the respective tables, but that does not matter that much.



If you want random seating you must enter all names and the select *Name menu-Random seating*.

The latter option of two random rounds is usually to be preferred since the players can start playing in round 2 while you score round 1. When you then distribute the results from round 1 (that contain the seating for round 3) the players can start playing round 3 when you score round 2, and so on.

On the other hand, if you use *Bridgmate* there is actually time enough to score the event without one the delay, so in that case the option of selecting two random rounds is obsolete.

When the names have been entered and the movement has been selected you are recommended to print the starting list called *Pair order (Swiss, rounds 1 and 2)*. The report shows one or two rounds based on how many random rounds you have selected.

For two random rounds North-South stays while East-East goes to the next higher table. To complicate matters slightly an automatic arrow switch takes place at the even tables. The thought behind this is that you are only to be compared with half the same pairs of the first round.

This complicating factor is however optional. If you click *Advanced* and select the *Swiss* tab you can select not to arrow switch the second round. If you do not care about total fairness this early in the contest this is to be preferred since the player instructions are simplified drastically.



Step 4 – Enter results and Add new round

Result entry takes place as normal, no matter if it is manual or through Bridgemate. When the last result has been entered a new window is shown with two major options – *Add round* and *Delete round 2*. Other settings when creating the new round are the following:

- Use Danish movement, i.e. allow the pairs to meet more than once
- Use arrow switches at even tables in odd rounds



This window can also be reached through *Contest menu-Swiss* and the *Add / Remove / Redo round* item in case you want to deviate from the automation.

Create Danish movement, i.e. allow the pairs to meet more than once

My recommendation is that this option is selected when two-three rounds remain. This creates real finals at table 1 towards the end of the event.

If you score a delayed Swiss, i.e. you selected two random rounds, there is also a case for removing the delay towards the end to guarantee a true final at table 1 in the last round. If you keep the delay the final table will consist of the two top ranked before the penultimate round, not before the last.

You remove the delay by checking the *Turn off one round's delay at Swiss* option. Then you ask the players to wait for five minutes while you print a new round result with the table seating.

Allowing double meetings is primarily interesting at the top tables, so Danish is only applied to the top-half of the field. After that, double meetings are not allowed.

Use arrow switches at even tables in odd rounds

Arrow switching even tables in odd rounds may seem peculiar but it serves a purpose when double meetings are not allowed.

Often a few top pairs “run away” in the ranking. Once these pairs have met the first ranked is at table 1, the second at table 2 and the third at table 3 and that can stay so for several rounds. To ensure that these pairs do not always compare with each other you can arrow switch the even tables in every other round.

Print round result and continue with the next round

When the new table assignment has been created you just print a score recap for the played round. On the printout the pairs seating for the next round is printed. If you use *Current standing* the seating is also shown there.

After that you simply continue entering results, creating new rounds and printing score recaps until you have reached the end of the contest.

Swiss break, e.g. after a lunch break

When using one round's delay you can get problems after for instance a lunch break, namely that the round after lunch is not what is shown on printouts and *Current standing*.

You can select *Contest menu-Swiss-Swiss break* to temporarily change what round is shown on printouts and *Current standing*. When you want to return to the normal setting you simply select this option again to deactivate the break.

Remove / Redo round

If you have created a round and then have time to make a correction before the new round has started you can correct this by first removing the created round and then creating it again based on the new ranking:

- Make the correction.
- Click *Contest menu* and select *Swiss-Add / Remove / Redo round*. Select *Remove round 3* (if it is round 3) and click *OK*.
- Then do the same but select *Add round 3* and click *OK* and then print a new score recap with the new table assignment.



Use 95% Swiss

This is an option that only works when using Bridgemate.

Often one round's delay is used (results after round 2 decides the seating for round 4, 3 decides 5, and so on) to allow the new seating assignments to be posted without delaying the game.

If you do not use one round's delay a late table can easily make an entire round late due to all results not being entered.

You can however combine the best from the two worlds:

- Do not use any delay
- Create the results manually when three to five minutes remain of the round, i.e. when 95% of the results have been imported

The catch is that when the last result is imported Magic Contest automatically shows the window where new rounds are added. In this case two rounds would be added, first manually and then automatically. This is solved by using the following menu item:

Contest menu-Swiss-Use 95% Swiss

Then there will be no automatic adding of rounds when the last result is imported but all such handling is done completely manually from by you. This also gives some flexibility since you at breaks actually can wait for all results and create the new seating assignments based on a complete round.

Convert barometer to Swiss

There is a new and interesting option for barometer:

Contest menu-Swiss-Convert barometer to Swiss

Now you can play a few rounds of barometer and finish the evening with a few rounds of Swiss. Remember that you need to start the Swiss with the next board number following the original movement. The event also has to be run as single-section barometer for the conversion to be possible.

What you do is select the above menu item to activate Swiss. You cannot go back on this, but there is no real harm done if you accidentally select this option without wanting it. Then you select *Contest menu-Swiss-Add/Remove/Redo round* to create the next round. From that point and on the event runs just like a normal Swiss.

An extra option, albeit a little rough in the edges, in to run a 2-session barometer event that is converted into Swiss in the session 2.

When you move to session 2, Magic Contest asks you to close the preparations in order to decide the first round (according to Barometer Howell) and the first board number. You should select 1 round only as well as start play on board 1. This is only step 1 as there is still no Swiss involved.

Once you have closed the preparations you can first select *Contest menu-Swiss-Convert barometer to Swiss* in order to unlock the Swiss features. Then select *Contest menu-Swiss-Add/Remove/Redo round* and then select the *Redo round 1* option. This means that the first round in session 2 will arranged according to Swiss.

The major drawback of multi-session Swiss is that Magic Contest at the moment cannot keep track of previous meetings from one session to the next, so this approach will give an involuntary Danish (=allow double meetings) as far as meetings from previous session go, but keep track of meetings in this session.

More options and fine-tuning will be developed for the November version. This is just a rough draft to get more flexibility around using Swiss. Please contact me in case you have ideas in this area you would like me to develop in Magic Contest.



Drop-out in team events

If a team drops out you can set it as a drop-out team and thereby exclude it from future seatings and ranking lists. Do like this:

- Go to *Contest menu-Enter names*
- Select the drop-out team and click *Edit*
- Select *Drop-out* and enter after what round the team will drop out
- Click *OK*

From now on that team will only show in ranking lists before the drop-out round. After the drop-out round it will not show on ranking lists nor will it appear in any seatings.

Manually modify seating for next round

Through *Contest menu-Swiss-Add/Delete/Redo* you can find the following new option:

Add round X, but edit before inserting

Magic Contest will create the seating just like normal. However, before actually applying the automatic seating, it will show in a window on the screen. This window gives you the possibility to modify and fine-tune the seating according to your preferences.

There might be two pairs that cannot play a specific round and should be assigned each other as opponents. Maybe a medical doctor got an emergency call, and you assign that pair against the phantom pair for a couple of rounds. And so on...

There can be many reasons for using this feature. The reason this was developed at all is described in the case study found at the end of this list of news.

Technical details around new table assignments

When you have an odd number of pairs the bye is given to the worst ranked pair that has not already had a bye.

If double meetings are not allowed the following criteria (in order of priority) is used for the new table assignments:

The top ranked pair meets the first pair it has not yet played against. Then the assignments continue in the same fashion down the list until all pairs have received opponents.

When all pairs have received opponents it is possible that the lower ranked pairs have received opponents they have already played against. Then Magic Contest changes directions and starts looking at the tables assignments from the bottom according to the following:

If there is a double meeting at the last table Magic Contest looks the higher tables. If there is a table where none of the pairs have met the pairs at the last table the opponents will be swapped in order to remove the double meeting.

This “untangling” of opponents moves upwards in the ranking list but ends half-way to the top to avoid creating peculiar meetings at the top tables (which after all are the ones that count in a Swiss event).



Case study – Extend a Swiss event by 4 tables

In Iceland, a few months ago, I encountered a not so very happy surprise when 8 pairs walked into the room 2 hours after play had started (after 4 rounds) asking to be seated. The normal Magic Contest features do not allow adding pairs after the tournament has started.

The organiser requested that the pairs would be allowed to play, but the reasonable wish of allowing them the entry starting the next day was accepted. The trick was how.

There were many manual elements and tricks of the trades involved, I can say that, but with the newly developed feature where the seating assignments can be edited before inserted it would have been much easier. This is how you do it with this new feature.

- Manually copy the movement (N-S and E-W), round by round, to Excel. There is no available shortcut, so just enter the pair numbers in two separate columns (C+D). You must also add two columns (A+B) where round and table numbers is entered. This is a little time-consuming but mainly mechanical.
- Undo Close preparations. Enter 4 extra tables and let Magic Contest create the first two rounds. A fully acceptable alternative (probably even recommended) is to completely create a new contest, import the player names that you can export from the original contest, and take it from there.

At this point the 8 new pairs all play at the top 4 tables. The goal of this exercise is to keep it that way. You need to do a few things first:

- Arrange round 2 so that the seating assignments are correct. Round 1 is automatically correct, but in round 2, the E-W pair at the highest table number (one of the new pairs) goes to table 1. Go to Enter results, select round 2, click the E-W pair at table 1, and change to the correct pair in the second round. When you're done, select round 1 again.
- Go to Enter names. Make all new pairs into phantom pairs. This means that any seating assignment will exclude the new phantoms and keep them at the highest table numbers.

At this point the movements are identical in both the first rounds. This means you can start importing results from Bridgemate in the first round. You might

have to select Contest menu-Bridgemate-Import results unless the Bridgemate checkbox is available.

First one thing. You probably have automatic printing activated. You might want to turn off all automatic printings since otherwise you will print a lot of unnecessary papers every time a round ends and the new round is created.

All results of the first round will be imported. Then you are asked to create the third round. Now it's time to use the new option:

Add round 3, but edit before inserting

Let's assume there were no score changes in the first round. Then the seating assignments would have been the same after round 1 (now) as after round 1 (in real life). Since this is probably not the case there will be a different ranking forming the seating and thus different seating assignments.

This is where the copied Excel movement comes in play. Copy the 4 Excel columns (Round, Table, N-S, E-W) and completely replace the seating assignment suggested by Magic Contest (*). Click OK, and the new seating will be assigned.

(*) It's important that you remember to add the 4 tables at the end with the 8 new pairs. When you replace the suggested movement with the Excel movement you can easily replace everything except the 4 highest table numbers that already contain the 8 phantom pairs.

This means that you move to round 2 after creating round 3. Magic Contest usually imports round 2 automatically. In order to trigger end-of-round you might have to temporarily delete one result and the starting importing again. This time Magic Contest will ask to create round 4.

Again, select the edit option and copy the movement from Excel, again keeping the 4 highest tables. Then import round 3, create round 5, edit and replace, and so on. You will quickly get the hang of it. Continue with this until all rounds except one have been imported.

At this point the first round of the second day has been created. All the new pairs are still at the highest tables. This is when it's time to take away the phantom status and start integrating them in the normal seating assignments. Go to Enter names and make them into normal pairs.

Next step is to go through all the imported rounds and award Average= (or something suitable) on all results at the highest tables numbers. The fastest way to do this is to enter A=A= in one cell, select it, use the



Windows command Ctrl-C to copy it, and then press Enter. This means that Average= was awarded to both pairs on that board. Now Press Ctrl-V and A=A= will be inserted as the new result. Press Enter, and continue like that.

Remember, when you arrive at the last result of the round you might want to avoid pressing Enter after Ctrl-V. Instead you can click somewhere in the window. This will avoid triggering the end-of-round sequence.

Once you have finished awarding Average= in all the imported rounds you can actually press Enter after the last entry. This will automatically ask to create the next round (the second round of the second day). At this point you don't have to edit the movement before inserting it since the point from now and on is to let Magic Contest automatically assign all seatings.

Good luck, and I hope you will not have to use this case study for a live event.