

# SWISS-STYLE PAIRING SYSTEM



## BASICS

The DCI recommends using the Swiss tournament system at all events, and it is required at premier events such as the **Magic: The Gathering® Pro Tour™**. Also known as the Swiss Draw, this tournament style allows all participants to play in every round, pairing each round's players based on their current records and standings. To determine who plays against whom, players with the best match records are matched against each other, and then the next highest records, etc.

For premiere events, Swiss rounds are one hour in length (70 minutes for constructed-deck tournaments), with each pair of participants playing one match per round. (Review the appropriate game's DCI Standard Floor Rules for round-length recommendations for non-premiere events.) **All matches are best two out of three games only. If a player won the first two games, the match ends. Players are not allowed to play the third game once the match is decided.**

This system offers many advantages over single-elimination. To begin with, all players get to participate for the duration of the tournament, and any number of players may play with (at most) one bye per round.

### CHART FOR APPROPRIATE NUMBER OF ROUNDS OF SWISS TO SELECT THE TOP 8 PLAYERS FOR SINGLE ELIMINATION:

<u>Number of Players</u>	<u>Number of Rounds</u>
<u>17-32 players</u>	<u>5 rounds of Swiss</u>
<u>33-64</u>	<u>6 rounds of Swiss</u>
<u>65-128</u>	<u>7 rounds of Swiss</u>
<u>129-226</u>	<u>8 rounds of Swiss</u>
<u>227-409</u>	<u>9 rounds of Swiss</u>
<u>410+</u>	<u>10 rounds of Swiss</u>

## SWISS SCORE RECORDING & PAIRING

If you do not have a pairing program, you must use note cards for each player. Each card must have the player's name and DCI membership number written at its top. Collect these cards once each player has completed this information at the top of his/her card. (Any tournament-pairing software an organizer's may use must be able to mirror the following pairing steps organizer's otherwise would have to perform by hand.)

1. Pair players randomly for the first round by shuffling the note cards. Keep the paired cards together for the rest of the round. If you have an odd number of players, the player remaining once pairings are completed receives a bye, equalling two game wins (6 game points) and one match win (3 match points).
2. After the first round, record match results **best 2 out of 3 games** on the players' note cards and/or in the computer if using tournament-pairing software. When participants complete a match, they are to report the results, check in their decks, and leave the playing area.
3. For all subsequent rounds after the first, pair players with the same match points against each other randomly. (If there is an odd number, match one player from that group with a person from the group with the next-highest match points.) **Do not use tiebreakers when pairing between rounds.**
4. Continue these match-point based pairings until you get to the bottom of the list. If you have one player left at the bottom of the list, that player receives a bye. (To see what this bye is worth, see 1. above.)
5. As players finish each round, record on their note cards the score of the match they just completed and their total running score. In addition, write the opponent's name and DCI number on the same line of the card corresponding to that round. See *Sample Scorecard below for an example.*
6. Games and matches are worth the following points during Swiss rounds:

<u>Game won</u>	<u>3 points</u>
<u>Game drawn</u>	<u>1 point</u>
<u>Game lost</u>	<u>0 points</u>
<u>Unfinished Game</u>	<u>1 point</u>
<u>Unplayed Game</u>	<u>0 points</u>

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<u>Match won</u>	<u>3 points</u>
<u>Match drawn</u>	<u>1 point</u>
<u>Match lost</u>	<u>0 points</u>

**The scoring method outlined above is intended to help players and judges track results within a tournament, but it is not relevant in participants' DCI rankings.**

7. Sample Scorecard

<b>DCI™ PLAYER MATCH RECORD CARD</b>										<i>SCOREKEEPING KEY:</i>									
<b>PLAYER INFORMATION</b>										Match Won: <b>3</b> Match Drawn: <b>1</b> Match Lost: <b>0</b>									
DCI #                      PLAYER NAME                      PLAYER #										Game Won: <b>3</b> Game Drawn: <b>1</b> Game Lost: <b>0</b>									
7 3 9 8 7 9					<b>Kai Sosejs</b>					<small>Keep a running match-point total in the "Match Pts." column.  <b>Example:</b> If the player who beat Mr. Sample (see bottom) wins the next match, writes "6" in the "Match Pts." box for the that round.</small>									
Game Outcome		Match Outcome			Round	Opponent's DCI Number					Opponent's Name	Match Pts.	Admin. Only						
1	2	3	4	5	Win	Draw	Loss												
W	W	W	W	W	X			1.	9	8	5	4	6	7	<b>Mike Ryan</b>	<b>3</b>			
L	L	L	L	L	X			2.	3	6	2	1	1	1	<b>Charles Brown</b>	<b>6</b>			
W	W	W	W	W			X	3.	8	1	4	5	6	3	1	8	<b>Svetlana Korsenko</b>	<b>6</b>	
L	L	L	L	L		X		4.	1	1	2	7	4	5	3	<b>Reese Cleveland</b>	<b>7</b>		
W	W	W	W	W				5.											
L	L	L	L	L				6.											
W	W	W	W	W				7.											
L	L	L	L	L				8.											
W	W	W	W	W				9.											
L	L	L	L	L				10.											
W	W	W	W	W															
L	L	L	L	L															

8. Continue for the appropriate number of rounds (based on the number of players, using the chart above). After the proper number of rounds, take the Top 8 players and have a single-elimination tournament to determine the winners.

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