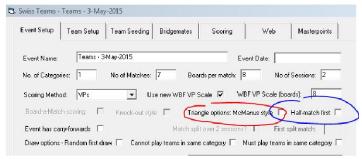# Swiss Teams Events with Triangles

SETTING UP

Teams events with an odd number of teams need a triangle. Triangles can be run either by:

(a) the McManus method where all teams in the triangle play the same boards as the rest of the room, but the opponents of each NS pair are not from the same team as the opponents of their team mates. While this significantly simplifies the mechanics of running a triangle, it is not recommended on the grounds of equity.

(b) the traditional "whist" method where double matches are played by triangle teams who meet each of the other teams in the triangle.

To select the McManus method, tick the box on the teams Setup tab (see illustration). No further setting up is needed and the event is run like a normal Swiss Teams event.

The balance of this document refers to the traditional whist method. The 3 triangle team tables are designated TT1, TT2 and TT3.
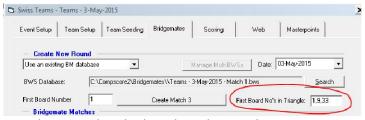

RUNNING THE EVENT

The standard Initial Draw places the three middle teams in the first match triangle but this can be changed by editing the initial draw.

The Bridgemates will know what boards and what opponents are expected at each triangle table.

For the first match of each double-match, place the triangle boards on the three triangle tables so that TT1 has the same boards as the rest of the room, TT2 has the next numbered set and TT3 has the extra set. Players should move to the appropriate table based on their team number, with the lowest team number taking TT1 and so on. For the first encounter, EW players move up a table. For the second encounter EW players again move up a table and the boards move down a table.

The board numbers for the extra set would normally be the next set of numbers after the highest numbered board used in the rest of the

field, but can be changed – see illustration. It is important however that the board numbers in the extra set must be unique throughout the life of the BWS file.

For the second match of the double-triangle match, boards move down a table and EW players move up a table.

When creating the first match of a double-match in Compscore2, you enter the first board number being used in the main field, and the first board numbers of the three triangle sets will appear. These can be changed if you wish, but once the match has been created, the boards are necessarily locked in place for the second half of the double match.

For future Swiss draws, triangle teams remain in the triangle for the full double-match (unless there's a half-match – see below). For the first match of each double-match throughout the event, the lowest three teams on the results ladder are assigned to the triangle, but with the proviso that no team can meet an opponent in the triangle who they have already played against. Note that there is no guarantee that a team won't find themselves in the triangle more than once. If this happens, you may need to re-deal the extra set.

There's also an option to have Compscore2 ask you for the teams to play in the triangle, instead of automatically assigning the bottom three teams. This of course only happens when

printing the draw for the first of each double-match. To do this, change the dropdown next to the Generate Draw button, and Compscore2 will ask you for the three team numbers. Enter the three team numbers separated by a dash e.g. 2-11-17.

Important – when calculating and Quick Posting at the end of each round, ensure the **[x] Re-score all rounds** checkbox is ticked, as prior round scoring is necessary to ensure latest match results in the triangle are matched against prior round results.

Odd number of matches

If your event has an odd number of matches and a triangle, you need to account for a half match. This can be either the first match or the last match. In this half-match, players play only half a match (e.g. 4 boards in an eight-board match) against each opponent before moving on to the next table. To make the first match your half match, tick the box on the setup form as pictured.

Whether you make the first or last match your half-match, the process is the same. In the half match, the Bridgemates will expect the same boards as the rest of the room for the first two triangle sets, and the extra set for the third triangle team. They will also have an additional round to reflect the mid-match movement. Players enter the 4 results they have, and enter No Play's on the Bridgemates for the remaining 4 results expected by the Bridgemates in that match. The process is completed for the second half of the match against the other opponents. Assuming 8-board matches, place Boards 1-4 on Triangle Table 1, 5-8 on Triangle Table 2 and 33-36 on Triangle Table 3. After 4 boards have been played and 4 No Play's have been entered at each table, players move up a table and boards move down, and the process is repeated.

Compscore2 will amalgamate these 2 half matches and arrive at VPs earned on the composite match.

If your event also has an odd number of boards per round, this complicates the management of triangle half-matches, and this should be avoided where possible. A more practical solution would involve increasing or decreasing the number of boards per match, or altering the number of matches to an even number and avoiding the half-match completely.

Important – when the half-match is at the start of the event, it is imperative that a new BWS file is used when you create Match 2. When creating other matches, normal rules apply about using the same or a new BWS file.

Double-match spanning the lunch break

Complications occur if a double-match is split by a significant break. This may happen for example when playing 6 x 10-board rounds where lunch is between Matches 3 and 4.

This should be avoided because if played in the traditional manner, players in the triangle can discuss hands which have yet to be played by their team-mates. One solution is to play 2 half-matches (5 + 5) at the triangle tables during Matches 3 and 4. This procedure cannot be fully automated, so players in the triangle would need to record their results up for those 2 matches manually. You have the option of adding those results to Compscore12 one by one, recording Boar5d number, pairs numbers, contract result etc, or simply entering the net imps to Compscore2 after the second match – see Manual Scoring section below. The former way is better because the full detail is available to players on their personals and on the web site.

Manual scoring in the triangle

Much of this can be simplified if you elect not to use Bridgemates in the triangle. To do this, simply have the triangle teams manually calculate their net imps against each of the other two opponents and after the second of the double matches, enter these net imps on the Scoring tab as manual results. After the next full calculation, the total scores of the triangle teams will reflect the triangle matches.

A final word

Players and directors dislike triangles. For players in the triangle, they are removed from the main field for two matches, and miss out scoring after each match and therefore have no sense of their progressive score or position in the field for the duration of the two matches. Further, if the director resorts to manual scoring for any of the reasons above, the level of results data available to triangle players is significantly reduced. For directors, having a triangle doubles their workload. For these reasons, it is often better to invite a house team to play in the event for no charge if an odd number of teams has entered.