Swiss System

Wikipedia (german)

Das „Schweizer System" lässt sich am besten als Sonderform des Rundenturniers beschreiben. Die erste Runde wird gesetzt oder gelost, danach wird nach jeder Runde der Zwischenstand bestimmt. In den folgenden Runden spielt stets der Führende gegen den Zweitplatzierten, der dritte gegen den vierten und in dieser Reihe jeweils weiter.

Es wird allerdings ausgeschlossen, dass zwei Spieler zweimal aufeinandertreffen, die Paarungen werden daher vor jeder Runde wie folgt festgelegt

- der Führende spielt gegen den bestplatzierten Spieler, gegen den er noch nicht gespielt hat,
- der Führende unter den verbleibenden Spielern spielt gegen den bestplatzierten Spieler, gegen den er noch nicht gespielt hat.

Liegen also nach einer Runde dieselben Spieler in Führung, so spielt nun der erste gegen den dritten (falls er gegen diesen noch nicht gespielt hat, daher: gegen den bestplatzierten Spieler, gegen den er noch nicht gespielt hat), der zweite gegen den vierten.

Wikipedia (english)

A **Swiss-system tournament** is a [tournament](#) which uses a non-elimination format. There are several rounds of competition, but considerably fewer rounds than in a [round-robin tournament](#), so each competitor (team or individual) does not play every other competitor. Competitors meet one-to-one in each round and are paired using a predetermined set of rules designed to ensure that as far as possible a competitor plays competitors with the same current score, subject to not playing the same opponent more than once. The winner is the competitor with the highest aggregate points earned in all rounds.

A Swiss system may be used when it is not feasible to play as many rounds as required in a round-robin, but it is not desired to eliminate any competitors before the end of the tournament.[1] This is the case for many tournaments of amateurs where the tournament's purpose is to provide playing experiences, and if continuing full use of facilities is not too expensive. On the other hand, if facilities are constrained or costly, if players are professionals who must be paid for their games played, and if the tournament's purpose is to present exciting matches of top contenders to a viewing audience, then single elimination would serve better. In a Swiss system there are a predetermined number of rounds and a predetermined scoring system. All competitors play in each round unless there is an odd number of competitors.

During all but the first round, competitors are paired based on approximately how well (or poorly) they have performed so far. In the first round, competitors are paired either randomly

or according to some pattern that has been found to serve a given game or sport well. If it is desired for top-ranked participants to meet in the last rounds, the pattern must start them in different brackets, just the same as is done in seeding of pre-ranked players for a single elimination tournament.

In subsequent rounds, competitors are sorted according to their cumulative scores and are assigned opponents with the same or similar score up to that point. Some adjustments may be made to assure that no two players ever oppose each other twice, or to even out advantages a player may have due to chance.

The first tournament of this type was a chess tournament in Zurich in 1895, hence the name "Swiss system".[1]