*POKÉMON™\**

# AGE-MODIFIED SWISS PAIRING SYSTEM

## BASICS

The Age-Modified Swiss pairing system is required at all DCI™-sanctioned **Pokémon™\*** tournaments because it allows all participants to play in each round of competition, regardless of how often they win or lose. This style is a slight variant of Swiss draw—the tournament style that pairs players each round based on their current records and standings. In Age-Modified Swiss, after players are separated for pairing each round based on their match records, players are further divided (if possible) based on their age group: 15 and up, 11 to 14, and 10 and under. Players are then paired based on their current match record and age group for the upcoming round.

## DETERMINING A WINNER BASED ON SWISS ROUNDS

If you want to determine an event's winner based solely on Swiss rounds, you can add each player's match points and compare the total against the other players' scores. For the first few rounds, several players will have the same number of match points, but as the tournament progresses, only one player will be left with the highest match-point total. That player would be the winner based on the results of the Swiss rounds.

### APPROPRIATE NUMBER OF SWISS ROUNDS
#### (by Number of Players)

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

## SCORE RECORDING & PAIRING

We recommend you use a note card (as a scorecard) for each player. Ask each player to write his or her name, age, and DCI membership number at the top of the card. Collect these cards from the players before the tournament begins.

1.  Pair all players ages 15 and up randomly. If an odd number of players exists in this age group, include the remaining unpaired player in the pool of 11-to-14-year-olds and pair that group. Any remaining unpaired players in the 11-to-14 age group should be moved to the 10-and-under pairing pool. If an odd number of players still exists in the yougest age group, one random player from that group receives a first-round bye. The player receiving the bye is credited with a match win and 3 match points.

2.  After the first round, record match results on the players' note cards.

3.  For all subsequent rounds, pair players primarily by match record, followed by age group. If an odd number of players exists with the same match record in any age group, pair one of those players against someone who has the same match record from the next highest age group.

    **Example:** At the end of the second round of competition, two players were 2–0, four players were 1–1, and two players were 0–2. While one of the undefeated players is from the 15-and-up age group, the other is from the 11-to-14 group. Given that the primary means of pairing players is match results, these two players are paired against one another for round 3. However, of the four players who are 1–1, two are from the 10-and-under group and two are between 11 and 14 years old. Players with the 1–1 match records are paired against players from the same age group.

    **Note:** Whenever possible, try to avoid pairing players from the 15-and-up age group against players from the 10-and-under age group. If you need to break a pairing of players from the 11-to-14 age group to meet this criteria, do so.

4.  If an odd number of players exists with the same match record, pair players in accordance with #3 above and move the remaining player from the youngest age group to the next-highest match-record group. The player moving to another match-record group should be paired against a player from the same age range, if possible.

    **Example:** In one particular event, five players are 2–1 and five players are 1–2. Of the five players who are 2–1, three are ages 15 and up, and two are under age 10. Two of the 15-and-up players are paired for the next round. The remaining 15-and-up player is paired against one of the players under age 10. The remaining player under age 10 is moved down to be paired against a player under age 10 in the 1–2 match-record group. (The player moving down retains his or her match record of 2–1 in the move.)

5. As players finish each round, record their match scores on their note cards and keep track of their total running scores. 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 as an example.)*

6. Matches are worth the following points during Swiss rounds:

| Match win | 3 points |
|---|---|
| Match draw | 1 point |
| Match loss | 0 points |

**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 (for an event featuring one game per match):

# DCI™ PLAYER MATCH RECORD CARD

## SCOREKEEPING KEY:

Match Won: **3**   Match Drawn: **1**   Match Lost: **0**
Game Won: **3**   Game Drawn: **1**   Game Lost: **0**

Keep a running match-point total in the "Match Pts." column.
***Example:*** *If the player who beat Mr. Sample (see bottom) wins the next match, writs "6" in the "Match Pts." box for the that round.*

### PLAYER INFORMATION

| DCI # | PLAYER NAME | PLAYER # |
|---|---|---|
| 7 3 9 8 7 9 | **Kai Sosejs** | |

| Round | Opponent's DCI Number | Opponent's Name | Match Pts. | Admin. Only |
|---|---|---|---|---|
| 1. | 9 8 5 4 6 7 | **Mike Ryan** | 3 | |
| 2. | 3 6 2 1 1 1 | **Charles Brown** | 6 | |
| 3. | 8 1 4 5 6 3 1 8 | **Svetlana Korsenko** | 6 | |
| 4. | 1 1 2 7 4 5 3 | **Reese Cleveland** | 7 | |
| 5. | | | | |
| 6. | | | | |
| 7. | | | | |
| 8. | | | | |
| 9. | | | | |
| 10. | | | | |

Game Outcome: 1 2 3 4 5 (W/L) — Match Outcome: Win Draw Loss

8. Continue for the appropriate number of rounds (based on the number of players, using the chart found on page 1). Award prizes based on match points. If players are tied based on match points, organizers may break the tie in any manner they feel appropriate, including:

• awarding the prize to the player who lost most recently in the event; and
• splitting prizes between tied players.

(See "Sanctioning & Running BLUE Events is Easy!" for more information about prizes.)