

RISK 2210™ SWISS-STYLE PAIRING SYSTEM



BASICS

The DCI recommends using the Swiss tournament system at all RISK 2210 events. 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.

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.

While the RISK 2210 game rules allow games of 2 or more players, to maintain game balance the DCI only allows 4 or 5 players games to be sanctioned.

You need a minimum of 4 players to run a sanctioned RISK 2210 tournament and can certainly do so with more. If you want to run a tournament with 8 players, you could do so by running two 4-player games. The 4 or 5 players per game limit does mean that there are certain numbers of players that cannot be sanctioned unless additional players are added or subtracted (all numbers must be additive multiples of 4 or 5). For example you could not run a tournament with 2, 3, 6, 7, or 11 players without adding or dropping players (4 is the minimum; 6, 7, and 11 are not additive properties of 4 or 5).

To help, please look at the chart below to see how many Risk 2210 sets you would need to run a tournament of a particular number of players.

Number of Players

Number and Breakdown of Game Boards

4 players

1 board of 4

5 players

1 board of 5

8 players

2 boards of 4

9 players

1 board of 4, 1 board of 5

10 players

2 boards of 5

12 players

3 boards of 4

13 players

2 boards of 4, 1 board of 5

14 players

1 board of 4, 2 boards of 5

15 players

3 boards of 5

16 players

4 boards of 4

17 players

3 boards of 4, 1 board of 5

18 players

2 boards of 4, 1 board of 5

And so on.

RISK 2210 tournaments is the first DCI sanctioned non-team multiplayer game system created. In a single player tournament (such as for Magic: The Gathering), each player in a Swiss Event would play in a number of rounds based upon the number of participants. In RISK 2210, the same holds true but the number of rounds an event runs is based upon the number of boards being played, not the actual number of participants.

Please use the following chart to determine the appropriate number of rounds of Swiss to select the top 5 players for single elimination.

<u>Number of Game Boards</u>	<u>Number of Rounds</u>
<u>1 to 5 boards</u>	<u>1 round of Swiss</u>
<u>6 to 10 boards</u>	<u>2 rounds of Swiss</u>
<u>11 to 15 boards</u>	<u>3 rounds of Swiss</u>
<u>16 to 20 boards</u>	<u>4 rounds of Swiss</u>

And so on.

The number of effective games a player has finished in a round also varies for this new sanctioned non-team multiplayer game system.

In a single player tournament (such as for Magic: The Gathering), each round consists of 1 match against a single opponent. The results of this match are then used in conjunction with the two player's ELO ratings to determine how many points each player's rating goes up or down (details on the ELO system are in Appendix A of the [DCI Universal Tournament Rules](#)).

Each round of a RISK 2210 tournament consists of 3 or 4 matches for each player. Each opponent that a player finishes ahead of in a round counts as a match win against that opponent, and each player they finish behind counts as a match loss against that opponent.

In a 4-player game, the person who finished first has won 3 matches (against the 2nd, 3rd, and 4th place finishers). The 2nd place finishers has lost 1 match (against the 1st place player) and won 2 matches (against 3rd and 4th) and so on. A participant on a 5-player board has won or lost 4 different matches based upon their finishing place as well.

In a single player tournament (such as for Magic: The Gathering), the K-Value of the event represents the maximum number of points that their DCI rating can go up or down based upon the results of a single match within the event using the ELO system. This is true with a RISK 2210 tournament as well, but keep in mind that each round consists of 3 or 4 matches (depending on the number of players on your board). This means that an individuals DCI rating can move a multiple of 3 or 4 times the K-Rating of the event per round. Since a round of RISK 2210 generally takes 2.5 – 3 hours (as opposed to 1 hour

for Magic the Gathering) the possible variance in an individual's rating is relatively the same for each system.

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 a 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. You cannot end up with extra non-assigned players. The RISK 2210 tournament rules do not allow byes.
2. After the first round, record each board's results on the RISK 2210 Reporting forms and/or in the computer if using tournament-pairing software. Make sure you collect not only the finishing order of each game but the tie-breaker information (number of points and energy each player finished with) This may be necessary for later round pairings. When participants complete a round, they are to report the results 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. As players finish each round, record on the RISK 2210 Reporting forms the finishing order of the game they just completed as well as their score and number of energy they finished the game with. *See Sample Reporting Form below for an example.*

5. Games are worth the following points during Swiss rounds:

- Player who finished 1st – 5 points**
- Player who finished 2nd – 4 points**
- Player who finished 3rd – 3 points**
- Player who finished 4th – 2 points**
- Player who finished 5th – 1 point**
- Player who dropped – 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.

RISK 2210™ Player Match Record Card

SCOREKEEPING KEY:

- 1st Place Finish - 5 points
- 2nd Place Finish - 4 points
- 3rd Place Finish - 3 points
- 4th Place Finish - 2 points
- 5th Place Finish - 1 point
- DQ/Withdrawn - 0 points

PLAYER INFORMATION

DCI #

Player Name

3 5 3 2 0 0 5 5

Kierin Chase

Keep a running match-point Total in the Match Pts. column.

Table #	Match Outcome (Circle Finishing Place)	Round	Game Points	Energy Left	Match Pts.
5	(1st) 2nd 3rd 4th 5th WD	1.	37	5	5
1	(1st) 2nd 3rd 4th 5th WD	2.	33	7	10
1	1st (2nd) 3rd 4th 5th WD	3.	26	2	14
1	(1st) 2nd 3rd 4th 5th WD	4.	44	6	19
	1st 2nd 3rd 4th 5th WD	5.			
	1st 2nd 3rd 4th 5th WD	6.			
	1st 2nd 3rd 4th 5th WD	7.			
	1st 2nd 3rd 4th 5th WD	8.			
	1st 2nd 3rd 4th 5th WD	9.			
	1st 2nd 3rd 4th 5th WD	10.			

6. Continue for the appropriate number of rounds (based upon the number of players and boards, using the chart above). After the proper number of rounds, take the Top 5 players and run a final round to determine the winners.

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