

Online Swiss Team FAQs

When can I register?

You can register up to 2 hours before game time. We ask that you register *at least* 30 minutes before game time to allow the directors time to set up the game.

Do I need my own team?

You can make up your own team, but if you don't have a team on game day, BBO will assign you a pair with a similar number of masterpoints.

How do my partner and I register if we already have a team?

You and your partner will register the same way you do for pairs games. Then, after your partnership registers, you'll be taken to a waiting room where all the other registered pairs will be. There you'll be able to invite the pair you've arranged to play with. Once your entire team is created, you'll be removed from the waiting room.

How do we register if we don't have a team?

You and your partner will register the same way you do for pairs games. Then you'll be taken to a waiting room where all the other pairs will be. You can invite any other pair you see in the waiting room, but if that pair already has a team arranged, they will decline the invitation. Pairs still in the waiting room at game time will be matched with another pair with a similar number of masterpoints.

What if there's an odd number of pairs?

If there's an odd number of pairs, one pair will be matched with two robots. Then the director will try to get humans to replace the robots.

How are teams assigned their opponents?

BBO will automatically assign the first round by masterpoints—the team with the most masterpoints will play the team with the second highest number of masterpoints, and so on, down the line. For the second and subsequent rounds, opponents will be assigned by Victory Points, just like in an in-person Swiss Team game.

What if no one on the team knows how to score with IMPs or Victory Points?

All scoring will be done automatically by BBO.

What are the table fees for this Swiss Team game?

Table fees are \$5/person.

Is there anything else I need to know?

One very important thing to mention: The game *will not be delayed* if someone isn't online at game time. If one team member isn't online, the *entire team* will be dropped from the game. So it's crucial that everyone be online *before* the game starts.

What happens after the game?

After the game on March 29, there will be a Zoom meeting at which people can discuss the game—what they liked and disliked, and whatever else they want to talk about. A link to that meeting will be provided on game day.

**I hear that playing team games requires a different strategy than playing matchpoint games.
How is it different?**

Read [20 Tips for Playing Swiss Team Games](#) for those IMP-specific strategies.