

The Swiss Ladder System & Timed Games

The SPA has decided to adopt the “Swiss Ladder” system for Grand Prix and National Titles (excluding the SPA Masters and of course the SPA Shooting). The system isn't new, it has been used for several years by the English and Welsh associations and is very common in central Europe. It is now widely in use in many Federations worldwide and the FIPJP. The SPA believes that we should bring our competitions in line with the general trend towards the Swiss system.

Timed Games

The SPA will adopt the same structure as the FIPJP suggest for timed games. Each game will last a maximum of 1 hour plus two additional ends, unless a team reach 13 beforehand of course.

In line with the FIPJP Rules of Pétanque, timed games must be played in individually strung lanes and the lane strings are considered as **dead lines** (i.e. a jack or boule which completely crosses the line is dead). Furthermore the SPA have decided to adopt the same rule regarding throwing the jack that was introduced at the Men's World Championships 2012 – the team throwing the jack have **one** attempt to throw a legal jack, if they fail their opponents may **place** (not throw) the jack where ever they want providing it is legal. This is to avoid multiple throws of the jack eating into the time allotted for the game.

Timed games will have the following advantages:

- Each event can be planned to have a more certain finish time which is more convenient to travellers than a potentially open ended event.
- Lunch breaks can be planned for a set time, helping our clubs with planning their catering and also preventing lunch breaks from interrupting a game in progress.

Swiss Ladder System

The Swiss Ladder System is designed to draw teams with the same win/loss record together in the next game. The first game is drawn randomly. After the first games have been completed all teams who have 1 win play against another team who has 1 win and similarly for first round losers. By the end of round 2 there will be some with 2 wins, some with 1 and some with 0. Those with 2 wins will be drawn against each other, those with 1W will be drawn against each other and so on.

There will be 6 rounds in each competition (i.e. 6 games) – unless due to inclement weather or other force majeure the Umpire decides to terminate the competition early. The draw for each round is made by a computer program; your next opponents will only be known once the draw is made after all games in the previous round have finished. In the event of an odd number of teams in a competition, one team will receive a BYE in each round. The computer system ensures that a team has no more than one BYE at each event. Teams with a BYE are credited with a 13-7 win.

Ranking

Once all of the rounds have been completed, the teams are ranked by the following measures to determine final placings:

1. Number of wins
2. Where there is a tie in the number of wins, the teams are ranked according to their Bucholz Number (BHN) – highest to lowest – see below.
3. Where teams are tied in number of wins and BHN number, they will be ranked according to their Fine Bucholz Number (fBHN) – see below.
4. Where there is still a tie, points difference

Bucholz Number

A team's BHN is the sum total of all wins achieved by their opponents during the event. Ranking teams in this way means that where two teams have the same number of wins, the higher ranked team is deemed to be the team who have played harder opponents statistically.

Any team which receives a BYE will be credited with the number of wins of the lowest ranked team towards their BHN rather than 0 for that round.

Fine Bucholz Number

The fBHN is a refinement of the BHN – it is the sum total of the BHN of all opponents.

The BHN and fBHN are calculated by a computer program (there is no manual process involved which saves time). It should be noted that it is very unlikely that game scores and points difference will influence ranking. Credit under the BHN/fBHN ranking system is weighted towards winning a game, the margin of victory is of little consequence. Only in the very unlikely event that 2 teams have the same Wins, BHN and fBHN record will points difference count.