

## Other Stuff

*This section of the handbook provides some general information which we hope will be of assistance to New Zealand tournament organisers and directors.*

### **Round-robin Tournaments**

The round-robin (or all-play-all) tournament provides the most significant final results when compared with other types of tournament since each player meets each of his rivals.

The Berger pairing tables (see Appendix A under *Tournament Rules*) give the draws for round-robin tournaments with from three to eighteen players. Before the tournament starts, the players draw pairing numbers by lot, thus deciding the order in which each player meets his opponents and his colour against each of them.

If you don't have access to the Berger pairing table, all is not lost. Perhaps the easiest way to produce the round-by-round pairings is by preparing a cross-table for the appropriate number of players:

1. In the first round the top half of the table (lower numbers) has the white pieces against the bottom half.
2. Except for the first round, #1 always plays the opponent whose pairing number matches the round number.
3. After entering the round numbers for #1 (row 1 and column 1), the round numbers for the remaining players are entered consecutively from left to right but deleting the number which would go in the square marked with an "X". This deleted number is then placed in the final square of the row.
4. Colours: odd numbers have white against lesser odds and greater evens while even numbers have white against lesser evens and greater odds. The exception to this rule is the highest number who has black against the top half (lower numbers) and white against the bottom half.

The table below, for eight players, illustrates, **bold** indicating white for players listed at left:

	1	2	3	4	5	6	7	8
1	<b>X</b>	<b>2</b>	3	<b>4</b>	5	<b>6</b>	7	<b>1</b>
2	2	<b>X</b>	<b>4</b>	5	<b>6</b>	7	<b>1</b>	<b>3</b>
3	<b>3</b>	4	<b>X</b>	<b>6</b>	7	<b>1</b>	2	<b>5</b>
4	4	<b>5</b>	6	<b>X</b>	<b>1</b>	2	<b>3</b>	<b>7</b>
5	<b>5</b>	6	<b>7</b>	1	<b>X</b>	<b>3</b>	4	2
6	6	<b>7</b>	1	<b>2</b>	3	<b>X</b>	<b>5</b>	4
7	<b>7</b>	1	<b>2</b>	3	<b>4</b>	5	<b>X</b>	6
8	1	3	5	7	<b>2</b>	<b>4</b>	<b>6</b>	<b>X</b>

### ***Cyclical Round-Robin***

For the standard cyclical (or “shifting”) round-robin movement the tables are arranged in a row with colours alternating along each side. After each round the players, with the exception of one player (the “anchor-man”) at one end board, move one board in a clockwise direction. If there is an odd number of players the anchor-man’s place is taken by the bye. After each game boards are reset with colours as they were before the game except for the anchor-man’s board which reverses colours after each game.

As an example, we give the pairing arrangements for the first three rounds of a tournament with 9 or 10 players:

Round 1	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="margin-bottom: 5px;">Jury</div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: black; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: white; margin-bottom: 5px;"></div> <div style="margin-bottom: 5px;">Ashe</div> <div style="margin-bottom: 5px;">(Bye)</div> </div>	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="margin-bottom: 5px;">Iles</div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: white; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: black; margin-bottom: 5px;"></div> <div style="margin-bottom: 5px;">Ball</div> </div>	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="margin-bottom: 5px;">Hunt</div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: black; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: white; margin-bottom: 5px;"></div> <div style="margin-bottom: 5px;">Chan</div> </div>	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="margin-bottom: 5px;">Grobb</div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: white; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: black; margin-bottom: 5px;"></div> <div style="margin-bottom: 5px;">Dale</div> </div>	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="margin-bottom: 5px;">Fell</div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: black; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: white; margin-bottom: 5px;"></div> <div style="margin-bottom: 5px;">Eves</div> </div>
Round 2	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="margin-bottom: 5px;">Ball</div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: white; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: black; margin-bottom: 5px;"></div> <div style="margin-bottom: 5px;">Ashe</div> <div style="margin-bottom: 5px;">(Bye)</div> </div>	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="margin-bottom: 5px;">Jury</div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: white; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: black; margin-bottom: 5px;"></div> <div style="margin-bottom: 5px;">Chan</div> </div>	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="margin-bottom: 5px;">Iles</div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: black; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: white; margin-bottom: 5px;"></div> <div style="margin-bottom: 5px;">Dale</div> </div>	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="margin-bottom: 5px;">Hunt</div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: white; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: black; margin-bottom: 5px;"></div> <div style="margin-bottom: 5px;">Eves</div> </div>	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="margin-bottom: 5px;">Grobb</div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: black; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: white; margin-bottom: 5px;"></div> <div style="margin-bottom: 5px;">Fell</div> </div>
Round 3	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="margin-bottom: 5px;">Chan</div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: black; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: white; margin-bottom: 5px;"></div> <div style="margin-bottom: 5px;">Ashe</div> <div style="margin-bottom: 5px;">(Bye)</div> </div>	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="margin-bottom: 5px;">Ball</div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: white; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: black; margin-bottom: 5px;"></div> <div style="margin-bottom: 5px;">Dale</div> </div>	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="margin-bottom: 5px;">Jury</div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: black; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: white; margin-bottom: 5px;"></div> <div style="margin-bottom: 5px;">Eves</div> </div>	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="margin-bottom: 5px;">Iles</div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: white; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: black; margin-bottom: 5px;"></div> <div style="margin-bottom: 5px;">Fell</div> </div>	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="margin-bottom: 5px;">Hunt</div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: black; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; background-color: white; margin-bottom: 5px;"></div> <div style="margin-bottom: 5px;">Grobb</div> </div>

### ***Scheveningen Matches***

In a match played under the Scheveningen system, each member of a team plays against each member of the opposing team. This format is largely neglected but provides interesting possibilities for training or title norm events and also for lightning chess.

Scheveningen matches are usually played on an even number of boards so that all players can have equal colours and the teams can have equal colours in each round. Nevertheless, the objection to playing such matches on an odd number of boards is really quite small, as the resulting colour inequalities are no worse than in a normal round-robin tournament.

The classical Scheveningen draws (with an even number of players per team) allow all players to have equal colours with perfect alternation by the simple expedient of giving each team white on all boards in alternate rounds. This can, however, reduce the reliability of progress scores as the team with white tends to score more heavily. The modern Scheveningen draws (at least with an even number of boards) give the teams equal colours overall and each round and all players equal colours though not perfect alternation.

We give the modern pairing tables for matches on 4 to 10 boards, using numbers for one team and letters of the alphabet for the other.

#### **Match on 4 Boards**

Round 1	1-A	2-B	3-C	D-4
Round 2	B-1	A-2	3-D	4-C
Round 3	1-C	2-D	A-3	B-4
Round 4	D-1	C-2	3-B	4-A

#### **Match on 5 Boards**

Round 1	1-A	2-B	3-C	D-4	E-5
Round 2	B-1	C-2	D-3	4-E	5-A
Round 3	1-C	2-D	E-3	A-4	5-B
Round 4	D-1	E-2	3-A	4-B	C-5
Round 5	1-E	A-2	B-3	4-C	5-D

#### **Match on 6 Boards**

Round 1	A-1	E-2	3-D	4-B	5-C	F-6
Round 2	B-1	2-A	C-3	D-4	5-F	6-E
Round 3	1-C	2-B	A-3	F-4	E-5	6-D
Round 4	1-D	F-2	3-E	4-A	B-5	C-6
Round 5	E-1	D-2	3-F	C-4	5-A	6-B
Round 6	1-F	2-C	B-3	4-E	D-5	A-6

#### **Match on 7 Boards**

Round 1	1-A	2-B	3-C	4-D	E-5	F-6	G-7
Round 2	B-1	C-2	D-3	4-E	5-F	6-G	A-7
Round 3	1-C	2-D	3-E	F-4	G-5	A-6	7-B
Round 4	D-1	E-2	3-F	4-G	5-A	B-6	C-7
Round 5	1-E	2-F	G-3	A-4	B-5	6-C	7-D
Round 6	F-1	2-G	3-A	4-B	C-5	D-6	E-7
Round 7	1-G	A-2	B-3	C-4	5-D	6-E	7-F

#### **Match on 8 Boards**

Round 1	1-A	2-B	3-C	4-D	E-5	F-6	G-7	H-8
Round 2	B-1	C-2	D-3	A-4	5-F	6-G	7-H	8-E
Round 3	1-C	2-D	3-A	4-B	G-5	H-6	E-7	F-8
Round 4	D-1	A-2	B-3	C-4	5-H	6-E	7-F	8-G
Round 5	1-E	2-F	3-G	4-H	A-5	B-6	C-7	D-8
Round 6	F-1	G-2	H-3	E-4	5-B	6-C	7-D	8-A
Round 7	1-G	2-H	3-E	4-F	C-5	D-6	A-7	B-8
Round 8	H-1	E-2	F-3	G-4	5-D	6-A	7-B	8-C

**Match on 9 Boards**

Round	1-A	2-B	3-C	4-D	5-E	F-6	G-7	H-8	1-9
Round	B-1	C-2	D-3	E-4	5-F	6-G	7-H	8-I	A-9
Round	1-C	2-D	3-E	4-F	G-5	H-6	I-7	A-8	9-B
Round	D-1	E-2	F-3	4-G	5-H	6-I	7-A	B-8	C-9
Round	1-E	2-F	3-G	H-4	I-5	A-6	B-7	8-C	9-D
Round	F-1	G-2	3-H	4-I	5-A	6-B	C-7	D-8	E-9
Round	1-G	2-H	I-3	A-4	B-5	C-6	7-D	8-E	9-F
Round	H-1	2-I	3-A	4-B	5-C	D-6	E-7	F-8	G-9
Round	1-I	A-2	B-3	C-4	D-5	6-E	7-F	8-G	9-H

**Match on 10 Boards**

Round	1-A	2-B	3-H	I-4	E-5	6-C	7-D	F-8	G-9	J-10
Round	B-1	A-2	D-3	4-G	5-J	H-6	C-7	8-E	9-F	10-I
Round	1-C	2-H	3-A	B-4	F-5	6-D	7-J	G-8	I-9	E-10
Round	D-1	C-2	3-I	A-4	5-G	J-6	7-F	H-8	9-E	10-B
Round	1-E	2-D	B-3	4-C	A-5	I-6	G-7	8-J	H-9	10-F
Round	F-1	2-G	E-3	D-4	5-H	6-A	7-I	8-B	J-9	C-10
Round	1-G	E-2	3-J	4-F	D-5	B-6	A-7	I-8	9-C	10-H
Round	H-1	F-2	C-3	J-4	5-I	6-E	7-B	8-A	9-D	G-10
Round	1-I	2-J	3-F	4-H	B-5	6-G	E-7	C-8	A-9	D-10
Round	J-1	I-2	G-3	4-E	5-C	F-6	H-7	8-D	9-B	10-A

***Cyclical Scheveningen***

A simple Scheveningen lightning match between two teams can be played using the standard Scheveningen tables but a cyclical movement between games is feasible and works well. The two teams remain on opposite sides of a row of boards which has alternating colours.

The general rules are that the colours at each board remain unchanged throughout the match and each player moves one board to his left after each game (from left end board to right end board) – but there are always exceptions to one or both of these simple rules. Thus, for a match between teams of  $n$  players:

1. If  $n$  is odd the colours on the  $n$ th board are reversed after each round.
2. If  $n$  is even and divisible by 4 one team does not move after round  $n/2$ .
3. If  $n$  is even but not divisible by 4 one team has white on all boards in round  $n/2$  and does not move after that round; the other team has white on all boards in the following round and thereafter colours alternate along the row as for round one.

## ***Tie-breaking Systems***

There is little agreement on what tie-breaking methods are best or even what they should be called. Most have drawbacks and are somewhat arbitrary in nature. Nevertheless, final tables have to place tied players in some sort of order and if qualification is a factor and a play-off is impractical, then tie-break scores are necessary. Some options are given below.

A fuller coverage of tie-breaking systems may be found on the FIDE website as an annex to the FIDE Tournament Regulations.

NZCF rules provide for round robin ties to be broken by successively applying Sonneborn-Berger (or Gelbfühs) scores, number of wins, and result of mutual encounter. In Swiss tournaments NZCF applies successively Buchholz scores (sums of opponents' scores), Sonneborn-Berger scores, Buchholz scores with lowest scoring opponent deleted, and so on.

### **Adjusted scores**

Where the tie-break method employed uses the opponents' results, scores should be adjusted for unplayed games (byes or defaults). This is done by counting the unplayed game as a draw against the player himself. Such adjusted scores are used only for the purpose of calculating tie-break scores and do not affect the players' actual game scores.

The following tie-breaking methods all apply to Swiss tournaments. The only one of these practical for round robins is Sonneborn-Berger scores but other round robin methods not listed include those mentioned above as well as results against the top half where tied players are ranked according to their scores against players who scored 50% or more of the possible points (**Koya system**). Other subsidiary methods include the number of games with the black pieces, or even the number of points scored with the black pieces.

**Sum of Progressive Scores** (Cumulative System): For each tied player the sum of his progress scores after each round.

**Sonneborn-Berger Scores** (a.k.a. Gelbfühs scores): For each tied player, sum the adjusted scores of opponents defeated and half the adjusted scores of opponents drawn with.

**Buchholz Scores** (a.k.a. Sum of Opponents' scores or Solkoff scores):

For each tied player the sum of adjusted scores of all opponents.

**Buchholz Cut 1:** as Buchholz scores but with the lowest opponent's score deleted.

**Median Buchholz** (a.k.a. Harkness): For each tied player the sum of opponents' adjusted scores except: (a) in a tournament of 8 or fewer rounds, the highest and

lowest; (b) in a tournament of 9-12 rounds, the two highest and two lowest; or (c) in a tournament of 13 or more rounds, the three highest and three lowest.

### **Weighted Score System** (Kashdan)

For each player in a tie four points are given for a win, two points for a draw and one point for a loss. Wins and losses by default are counted as two points.

Some of the above methods may also be used in **team competitions** where game points and match points are normally, in one order or the other, the primary and secondary scoring methods. NZCF rules provide that in a tied match each team scores the sum of the board numbers at which it won, the team having the lesser total winning. Failing this, the team scoring the greater number of wins with the black pieces.