

NZCF Tournament Rules

1. General

1.1 SCHEDULE OF TOURNAMENTS

1.1.1 Annual Events

The following NZCF tournaments shall be held in each year:

- New Zealand Championship
- New Zealand Major Open Tournament
- New Zealand Women's Championship
- New Zealand Seniors Championship
- New Zealand Junior and Age Group Championships
- North Island Championship
- South Island Championship
- New Zealand Rapid Championship
- North Island Rapid Championship
- South Island Rapid Championship

1.1.2 Dates, Venues and Controlling Authorities

Where specific provision is not made in these regulations for allocation of the dates, venue and controlling authority of an NZCF tournament, these will be decided by Council.

1.1.3 Application of NZCF Regulations

All NZCF tournaments shall be conducted according to the Federation's rules and regulations unless the Council directs otherwise.

1.1.4 Eligible Players

All New Zealand players competing in NZCF tournaments and other tournaments rated by NZCF shall be registered in accordance with the NZCF constitution and regulations.

1.1.5 Eligibility for North and South Island Titles

New Zealand players are eligible to hold either the North Island Championship or the South Island Championship, but not both in the same year. Eligibility is determined by the location of the club through which the player is registered for that year, or if this does not apply (Gambit CC or NZCCA members, or players who have not declared membership of a club) by the player's address at the time of registration.

1.1.6 Smoking Prohibited

Smoking is not permitted in any room in which a chess competition is being played.

1.1.7 Electronic Devices in Tournament Hall

The following shall apply to all FIDE-rated NZCF tournaments, unless Council agrees in writing to a variation in advance for a specific event.

Electronic devices belonging to players are permitted in the tournament hall provided they are always fully switched off, and are not carried on a player's person during the game (starting when a player has made their first move). Players are permitted to store switched off devices in their bag, and to store the bag next to their board.

A switched off device stored in a jacket pocket is permissible, provided the jacket is not being worn (i.e. it is draped over the player's chair). For the purpose of clarification, under no circumstances is a device allowed in the bathrooms during play.

Tournament spectators are permitted to carry switched-off devices including on their person in the tournament hall (with a 10-minute grace period allowed when the device may be on for taking photos at the start of each game).

Penalty guidelines: if a player has access to an electronic device in the bathroom, whether switched on or off, a default is automatic.

Otherwise for minor or inadvertent breaches involving a switched off device, a first warning from the arbiter may be an appropriate penalty.

For the purpose of this rule Electronic Devices are defined as a device which might reasonably be considered capable of being used as an electronic aid to chess playing.

1.2 TOURNAMENT COMMITTEES

1.2.1 Appointment of Tournament Committee

The controlling authority (which may be a club or district association) organising an NZCF tournament shall appoint a tournament committee.

1.2.2 Duties of Tournament Committee

The tournament committee shall make regulations for the conduct of the tournament, impose and enforce penalties for breaches of the rules and regulations, appoint the tournament director, and make all such financial, social and other arrangements and do all such things as may be necessary or desirable for the conduct of the tournament, provided always that any regulations so made by the tournament committee and any penalties so imposed or enforced shall not be in contravention of the Laws of Play.

1.2.3 Authority of NZCF Council

- a) Notwithstanding tournament rule 1.2.2 the Council shall always be deemed to have full authority over the organisation of an NZCF tournament and shall have power to direct in writing that its wishes be adhered to by the controlling authority.

- b) The Council shall have power to change the venue of an NZCF tournament if the controlling authority declines to carry out the wishes of the Council.

1.2.4 Remuneration of Tournament Officials

No individual official shall receive remuneration from NZCF tournament funds for his services without the consent of the Council.

1.3 FINANCIAL GRANTS FROM N.Z.C.F.

1.3.1 Power to Make Grants

The Council shall have power to make grants to controlling authorities of NZCF tournaments and may require such controlling authorities to provide detailed proposals concerning expenditure and general organisation of the tournament.

1.3.2 Use of Grants

Any grant received by a controlling authority under rule 1.3.1 must be used solely for the organisation of the tournament. If required by the Council the controlling authority must submit an audited financial statement within four months of the completion of the tournament. Any controlling authority committing a breach of this regulation may be disqualified from receiving any further grants from the Federation for a period of up to ten years.

1.3.3 Refund of Excess Funds

If the full grant is subsequently found to be in excess of the amount required by the controlling authority to meet the expenses of the tournament, the balance remaining shall be refunded to the Federation.

1.4 SPONSORSHIP AND PUBLICITY

1.4.1 Sponsorship Grants

Financial sponsorship arranged by or on behalf of the Federation shall be deemed to be a financial grant from the Federation for the purposes of tournament rule 1.3.

1.4.2 Publicity Arrangements

Whenever a Federation tournament is receiving sponsorship the tournament committee shall ensure that all publicity concerning the tournament carries the sponsor's name. The tournament committee shall maintain liaison with the local press, the New Zealand Press Association, and radio and television. Representatives of the sponsor shall be invited to all official functions during the course of the tournament.

1.5 TOURNAMENT ENTRIES

1.5.1 Entry Fees

Entry fees for Federation tournaments shall be fixed each year by the Council.

1.5.2 Discount for Juniors

Players under 20 years of age on January 1 in any year will receive a 50 per cent discount on Federation tournament entry fees. This does not apply to the NZ Junior and Age Group Championships.

1.5.3 Closing Dates for Entries

Except as provided for the New Zealand Championship and Major Open (tournament rule 2.2.5), the New Zealand Women's Championship (tournament rule 3.1.3) and the New Zealand Junior and Age Group Championships (tournament rule 3.2.2) the closing dates for entries in a Federation tournament shall be fixed by the tournament committee.

1.5.4 Entry Fees to Accompany Entries

The entry fee for a Federation tournament must accompany the entry. Applications not accompanied by the entry fee shall be disregarded.

1.5.5 Entries to state Code Number

Every entry for a Federation tournament, or any other event rated by the Federation, shall include the player's registration number (which is the player's rating code number). If the entrant is not registered the entry shall be accompanied by the registration fee for the current year.

1.5.6 Check on Player Registration

Controlling authorities shall check that all entries in Federation and other rated tournaments are from players registered for the current year or shall ensure that the entrants pay the appropriate registration fee.

1.6 THE DRAW

1.6.1 Round Robin Tournaments

The draw for round robin tournaments shall be made in accordance with Appendix A.

1.6.2 Swiss System

Swiss system pairings shall be made in accordance with the NZCF rules for Swiss tournaments for the time being in force (Appendix B).

1.6.3 Playing Timetable

All games shall be played in the sessions as laid down in the official programme unless the tournament director decides that very exceptional circumstances necessitate a change. In no case shall a decision to alter the day or time of play in any round be left to one of the interested parties.

1.7 SCORING

1.7.1 Game Points

The player who wins a game scores one point. Players who draw each score half a point.

1.7.2 Tie-breaking in a Round-robin

In a round robin tournament ties shall be broken by successively employing as far as necessary Gelbfühs scores, number of wins obtained, and result of the mutual encounter between the tied players. Sums of opponents' scores with the lowest-scoring opponent deleted, sums of opponents' scores with the two lowest scoring opponents deleted, and so on until the tie is broken.

1.7.3 Tie-breaking in a Swiss

In a Swiss tournament ties shall be broken by successively employing sums of opponents' scores, Gelbfühs scores, sums of opponents' scores with the lowest scoring opponent deleted, sums of opponents' scores with the two lowest scoring opponents deleted, and so on until the tie is broken.

1.7.3 Unresolved Ties

Any tie still unresolved after the application of rules 1.7.2 and 1.7.3 may be decided by lot.

1.8 DUTIES OF PLAYERS

1.8.1 Record of Moves

In every game each player shall keep, on an official score sheet provided for the purpose, a correct record in any recognised notation of the moves on each side numbered in consecutive order.

1.8.2 Official Record of Game

The players shall sign accurate legible copies of the game scores in English algebraic notation to be handed in as required by the tournament director. The score sheets signed by the players shall be official records of the game and shall be the property of the Federation. Should one or both players refuse to cooperate the tournament director may accept such evidence as he thinks fit to ascertain the result of the game in question.

1.8.3 Private Arrangements

No player may, without the sanction of the tournament committee, make any arrangements with any other players (except such as is provided for in the FIDE Laws of Chess or in the NZCF rules and regulations) which might affect the result of the game or of the tournament.

1.9 WITHDRAWALS

1.9.1 Notice of Withdrawal

Notice of withdrawal from the New Zealand Championship or New Zealand Women's Championship shall be forwarded to the secretary of the Federation and notice of withdrawal from any other Federation tournament shall be forwarded to the controlling authority. In the former case the Council shall decide and in the latter case the tournament committee shall decide whether or not the entry fee shall be refunded.

1.9.2 Refund of Entry Fee

The entry fee of every entrant who withdraws after commencing play shall be forfeited. The Council may decide that any player who withdraws after the commencement of play in any tournament shall forfeit the right to play in future tournaments.

1.9.3 Cancellation of Results

If at the time of withdrawing from a round robin a player has played less than half of his games the results of his games shall be cancelled.

1.10 APPEALS

1.10.1 Right of Appeal

A player may appeal any ruling of a tournament director or his assistant provided that such appeal is made in writing to the tournament director immediately after the ruling and before the appellant has made any subsequent move.

1.10.2 Appeals Committee

An appeal shall be referred to an appeals committee of three disinterested persons who may have been elected by a prior meeting of players or who may be appointed by the tournament committee.

1.10.3 Weight of Evidence

The appeals committee must give pre-eminent weight to the tournament director's testimony as regards anything which occurred in his presence. The committee shall give its decision in writing to the tournament director.

1.10.4 Further Right of Appeal

Notwithstanding the above rules both players shall have the further right of appeal to the Council, provided that the procedures set out in tournament rules 1.10.1, 1.10.2 and 1.10.3 have first been properly exhausted. An appeal must be lodged within seven days of the last day of the tournament. An appeal to the Council cannot be made on a question of fact. An appeal which fails to meet these provisions is void.

1.10.5 Absolute Discretion

In exercising the power conferred in tournament rule 1.10.4 the Council shall have absolute discretion as to the evidence it acts upon and as to the right of any member affected or other person to be heard.

1.10.6 Alteration of Results

In extreme circumstances the Council, on upholding an appeal, shall have the discretion to alter the result of any game or games affected and may make consequential alterations to the final placings or the award of titles. In addition the Council may direct the tournament controlling authority to compensate any player for loss of prize money arising from the decision appealed against.

1.10.7 Interpretation of Rules

A decision of the Council on an appeal shall establish an interpretation of the rule or rules in question. Such decision shall be published in the Federation's bulletin and shall be applied in all future tournaments or games.

1.11 CONDUCT OF PLAYERS

1.11.1 Power to Debar Players

The Council shall have power to debar from future Federation tournaments or other rated tournaments any player who wilfully infringes the Federation's rules or regulations or whose conduct is offensive, dishonourable or detrimental to the interests, welfare or standing of chess.

1.11.2 Absolute Discretion

In exercising the power conferred in tournament rule 1.11.1 the Council shall have absolute discretion as to the evidence it acts upon and as to the right of any player affected or other person to be heard.

1.11.3 Notice of Debarment

Notice of debarment from tournaments shall be given in writing to the offending player by the secretary.

1.11.4 Right of Appeal

Any player debarred from Federation or other rated tournaments shall have the right of appeal to an independent tribunal of three persons appointed by the Council. Such appeal shall be made in writing to the secretary within fourteen days of receipt of the notice of disbarment.

1.11.5 Publication of Name

The name of any player debarred from Federation or other rated tournaments and the period of debarment shall be published in the Federation bulletin.

1.12 PRIZES AND TROPHIES

1.12.1 Prize Money

The controlling authority shall take steps to ensure that the prize money is as attractive as the position allows.

1.12.2 Ties

In the event of a tie in any tournament the prize money shall be shared equally among the tied players and they shall be jointly awarded the trophy or trophies.

1.12.3 Engraving Costs

The Council shall reimburse trophy winners for the costs of engraving their names.

2. Annual Congress

2.1 GENERAL

2.1.1 Events

The Annual Congress shall consist of the New Zealand Championship, the Major Open, the New Zealand Rapid Championship and such subsidiary tournaments as the controlling authority shall decide.

2.1.2 Dates

The Annual Congress shall commence on either the 28th December (Schedule A) or 2nd January (Schedule B) in each year.

2.1.3 Schedule A Playing Times

Schedule A shall commence on 28th December. There shall be either one or two rest days, at the discretion of the controlling authority. If there is one rest day, it shall fall after round seven. If there are two rest days, they shall fall after rounds four and eight. There shall be one session each playing day. The final round shall commence at 10.00am. Each other round shall start at a time between 12.00 noon and 1.00pm, such start time being determined by the controlling authority, and stated on the entry form for Congress.

2.1.4 Schedule B Playing Times

Schedule B shall commence on 2nd January. There shall be one rest day that shall fall after round six. The schedule shall have 2 rounds on three of the playing days. Each other playing day shall have one round. The controlling authority may determine which days are to have 2 rounds with the proviso that the final day shall have one round. The final round shall commence at 10.00am. For all other rounds the controlling authority has the discretion to set round start times with the following provisos: (1) rounds shall not begin earlier than 9.30am; (2) on days with two scheduled rounds there must be a minimum break of two hours between rounds. If a Fischer time control is being used the break is to be calculated based on games of 100 moves. The start times shall be stated on the entry form for Congress.

2.1.5 Time Controls

In one round per day events the game shall be played in a single session with time controls of one hundred (100) minutes for each player with an additional increment of thirty (30) seconds per move from move one. [Under Schedule B] the controlling authority may set the time control for the New Zealand Championship and the Major Open at the current FIDE long play time control. If the controlling authority wishes to use an alternative time control they may do so provided the time control is approved by the New Zealand Chess Federation Council. In the event of a disagreement between the controlling authority and the NZCF Council over the time control to be used, the current FIDE long play time control shall be used.

2.1.6 Venue

The venue of Congress shall be fixed by a previous annual general meeting of the Federation, or failing this, by the Council not later than six months prior to the start of the Congress.

2.1.7 Council Discretion

Notwithstanding anything in rule 2 hereof, Council at its discretion may alter the annual Congress tournament dates and format, including the time controls and number of rest days, in order to facilitate the conduct of the annual Congress in conjunction with an international tournament. Any such decision by the Council under this rule shall be subject to ratification by the Federation in general meeting.

2.2 NEW ZEALAND CHAMPIONSHIP

2.2.1 New Zealand Champion

The New Zealand player who attains the highest place in the New Zealand Championship tournament shall be styled Chess Champion of New Zealand until the close of the following New Zealand Championship tournament.

2.2.2 Swiss System

The Championship tournament shall be conducted as either a nine or eleven round swiss with a minimum of twenty players, except as provided under tournament rule 2.2.9.

2.2.3 Eligible Players

Players eligible for the Championship tournament are those rated 2000 or higher on the latest NZCF standard rating list or 2100 or higher on the latest FIDE rating list.

2.2.3a Automatic Qualifiers

Notwithstanding rule 2.2.3, the defending New Zealand champion(s) shall qualify automatically for the Championship tournament. The highest placed New Zealand player in each of the following tournaments in the current year

shall also qualify automatically: New Zealand Junior Championship, New Zealand Major Open, North Island Championship and South Island Championship. A tie in any of these four tournaments shall be resolved according to Tournament Rule 1.7.

2.2.4 Entries

Each entry, signed by the entrant and accompanied by the appropriate entry fee, shall be on the official entry form or otherwise in writing, including all information required on the official entry form. Entries shall be sent to the Congress controlling authority.

2.2.5 Closing Date for Entries

The preliminary closing date for entries shall be 30 November. All entries received by the controlling authority on or after 1 December are late entries and incur a 20% surcharge. Entries shall be accepted until one and a half hours before the scheduled start of the first round.

2.2.6 Circulation of List of Entries

Immediately after the preliminary closing date the controlling authority shall circulate to all entrants, NZCF affiliates and the Council a list of entries received up to that time.

2.2.7 Invitations to Overseas Players

The Council, or the Congress controlling authority with the consent of the Council, may invite overseas players. Such invitees will be so chosen as to enhance the status of the tournament or improve international title norm possibilities.

2.2.8 Special Case Applications

Any New Zealand player who does not qualify for the Championship under tournament regulation 2.2.3 but who nevertheless wishes to be considered for selection may make application to be treated as a special case. Such an entry shall be sent to the Secretary and considered by selectors appointed by the Council. The onus is on the entrant to prove exceptional circumstances and the selection committee must be reasonably certain that the player's actual strength is consistent with the principles of tournament regulation 2.2.3. The selectors may take into account the effect of the player's selection on the tournament as a whole.

2.2.9 Effect of Small Entry

If, after the application of the above rules, there are no more than 12 entries then, notwithstanding tournament regulation 2.2.2, the Championship shall be conducted as a round-robin of twelve players.

2.2.10 Filling Vacant Places

If the Championship field, whether a swiss or round-robin, is not filled by the application of the above rules the vacant place or places shall be offered in succession to the highest-rated players entered in the Major Open. This rule

shall be used, if necessary, to avoid having a bye in the Championship tournament. Any player thus promoted shall pay the difference between the Major Open and Championship entry fees.

2.3 MAJOR OPEN

2.3.1 Eleven-round Swiss

The Major Open shall be conducted as an eleven-round swiss tournament. Tournament rules 2.2.4 and 2.2.5, governing entry procedures, shall also apply to the Major Open.

2.3.2 Eligible Players

No player with a current New Zealand standard rating of 2100 or higher shall be eligible to play in the Major Open.

Note: Players with an NZCF rating from 2000 to 2099 are eligible to play in either the New Zealand Championship or Major Open. This rule would not exclude from the Major Open a player with an NZCF rating of 2099 even if his FIDE rating was over 2100. Also, any player applying for, but not receiving, special consideration for his Championship entry would be eligible to play in the Major Open.

2.4 NEW ZEALAND RAPID CHAMPIONSHIP

2.4.1 New Zealand Rapid Champion

The New Zealand player who attains the highest place in the New Zealand Rapid Championship tournament shall be styled Rapid Chess Champion of New Zealand until the close of the following New Zealand Rapid Championship tournament.

2.4.2 Nine-round Swiss

The Rapid Championship tournament shall be conducted as an open nine-round swiss tournament, with a time limit of 30 minutes per player, played after the conclusion of the other Congress events.

3. Other NZCF Tournaments

3.1 NEW ZEALAND WOMEN'S CHAMPIONSHIP

3.1.1 New Zealand Women's Champion

The New Zealand player who attains the highest place in the New Zealand Women's Championship tournament shall be styled New Zealand Women's Champion until the close of the next such tournament.

3.1.2 Tournament Format

The New Zealand Women's Championship format shall be decided by Council in consultation with the controlling authority.

3.1.3 Dates and Venue

The dates, venues and closing dates for entries for the New Zealand Women's Championship shall be decided at a previous annual general meeting of the Federation, or failing this by Council.

3.1.4 Circulation of List of Entries

Immediately after the preliminary closing date the controlling authority shall circulate to all entrants, NZCF affiliates and the Council a list of entries received up to that time.

3.2 NEW ZEALAND JUNIOR AND AGE GROUP CHAMPIONSHIPS

3.2.1 Tournament Format

The New Zealand Junior Championship shall be a swiss of either six or seven rounds.

3.2.2 Dates and Venue

The venue, dates, closing dates for entries and tournament format for the New Zealand Junior Championship and other events incorporated within the tournament (e.g. New Zealand Under-16 Championship, New Zealand Junior Girls' Championship) shall be decided at a previous annual general meeting of the Federation or failing this by the Council.

3.2.3 New Zealand Junior Champion

The New Zealand player who attains the highest place in the New Zealand Junior Championship tournament shall be styled New Zealand Junior Champion until the close of the next such tournament.

3.2.4 Age Limit

The New Zealand Junior Championship shall be restricted to players who have not attained the age of twenty (20) before 1st January in the year in which the tournament is held.

3.2.5 Eligibility for World Junior Championship

The New Zealand Junior Champion shall be entitled to represent New Zealand in the immediately following World Junior Championship.

3.3 NORTH ISLAND CHAMPIONSHIP

3.3.1 Dates

The North Island Championship shall be held in the second week of the mid-year school holidays.

3.3.2 Venue

The venue for the North Island Championship shall be decided at the annual general meeting of the Federation or, failing this, by Council as soon as possible after the annual general meeting.

3.3.3 Format and Time Controls

The North Island Championship shall be an open eight-round swiss system tournament. Each game shall be played in a single session with time controls of ninety (90) minutes for each player with an additional increment of thirty (30) seconds per move from move one.

The following playing sessions, with alternatives, were recommended by the Annual General Meeting held on 5 January 1998, with variations subject to agreement with the Council:

<i>Day 1</i>	<i>Round 1, 0900</i>	<i>Round 2, 1530</i>
<i>Day 2</i>	<i>Round 3, 0900</i>	<i>Round 4, 1530 or 1900</i>
<i>Day 3</i>	<i>Round 5, 0900</i>	<i>Round 6, 1530</i>
<i>Day 4</i>	<i>Round 7, 0900 or 1300</i>	
<i>Day 5</i>	<i>Round 8, 0900 or 1000.</i>	

3.3.4 North Island Champion

The North Island player who attains the highest place in the North Island Championship tournament shall be styled North Island Champion until the close of the following North Island Championship.

3.4 NORTH ISLAND RAPID CHAMPIONSHIP

3.4.1 Date and Venue

The North Island Rapid Championship shall be held immediately following and at the same venue as the North Island Championship.

3.4.2 Format and Time Controls

The North Island Rapid Championship shall be an open six-round swiss system tournament with a time control of 30 minutes per player.

3.4.3 North Island Rapid Champion

The North Island player who attains the highest place in the North Island Rapid Championship tournament shall be styled North Island Rapid Champion until the close of the following North Island Rapid Championship.

3.5 SOUTH ISLAND CHAMPIONSHIP

3.5.1 Dates

The South Island Championship shall be held in the first week of the school holidays between the third and fourth terms in the school year.

3.5.2 Venue

The venue for the South Island Championship shall be decided at the annual general meeting of the Federation or, failing this, by Council as soon as possible after the annual general meeting.

3.5.3 Format and Time Controls

The South Island Championship shall be an open eight-round swiss system tournament with a time control of forty (40) moves in 1 hour 45 minutes, plus 30-minute guillotine.

The following playing sessions, with alternatives, were recommended by the Annual General Meeting held on 5 January 1998, with variations subject to agreement with the Council:

<i>Day 1</i>	<i>Round 1, 0900</i>	<i>Round 2, 1530</i>
<i>Day 2</i>	<i>Round 3, 0900</i>	<i>Round 4, 1530 or 1900</i>
<i>Day 3</i>	<i>Round 5, 0900</i>	<i>Round 6, 1530</i>
<i>Day 4</i>	<i>Round 7, 0900 or 1300</i>	
<i>Day 5</i>	<i>Round 8, 0900 or 1000.</i>	

3.5.4 South Island Champion

The South Island player who attains the highest place in the South Island Championship tournament shall be styled South Island Champion until the close of the following South Island Championship..

3.5.5 Council Discretion

Notwithstanding anything in these regulations Council may at the request of the organising authority, approve the alteration of the timing, format or time controls for the South Island Championship if it is satisfied that any such alteration will contribute to the effective conduct of the championship.

3.6 SOUTH ISLAND RAPID CHAMPIONSHIP

3.6.1 Date and Venue

The South Island Rapid Championship shall be held immediately following and at the same venue as the South Island Championship.

3.6.2 Format and Time Controls

The South Island Rapid Championship shall be an open eight-round swiss system tournament with a time control of 30 minutes per player.

3.6.3 South Island Rapid Champion

The South Island player who attains the highest place in the South Island Rapid Championship tournament shall be styled South Island Rapid Champion until the close of the following South Island Championship.

Appendix A – Berger Round Robin Pairing Tables**3 or 4 Players**

Round 1	1-4	2-3
Round 2	1-2	4-3
Round 3	3-1	2-4

5 or 6 Players

Round 1	1-6	2-5	3-4
Round 2	1-2	5-3	6-4
Round 3	3-1	4-5	2-6
Round 4	1-4	2-3	6-5
Round 5	5-1	4-2	3-6

7 or 8 Players

Round 1	1-8	2-7	3-6	4-5
Round 2	1-2	7-3	6-4	8-5
Round 3	3-1	4-7	5-6	2-8
Round 4	1-4	2-3	7-5	8-6
Round 5	5-1	4-2	6-7	3-8
Round 6	1-6	2-5	3-4	8-7
Round 7	7-1	6-2	5-3	4-8

9 or 10 Players

Round 1	1-10	2-9	3-8	4-7	5-6
Round 2	1-2	9-3	8-4	7-5	10-6
Round 3	3-1	4-9	5-8	6-7	2-10
Round 4	1-4	2-3	9-5	8-6	10-7
Round 5	5-1	4-2	6-9	7-8	3-10
Round 6	1-6	2-5	3-4	9-7	10-8
Round 7	7-1	6-2	5-3	8-9	4-10
Round 8	1-8	2-7	3-6	4-5	10-9
Round 9	9-1	8-2	7-3	6-4	5-10

11 or 12 Players

Round 1	1-12	2-11	3-10	4-9	5-8	6-7
Round 2	1-2	11-3	10-4	9-5	8-6	12-7
Round 3	3-1	4-11	5-10	6-9	7-8	2-12
Round 4	1-4	2-3	11-5	10-6	9-7	12-8
Round 5	5-1	4-2	6-11	7-10	8-9	3-12
Round 6	1-6	2-5	3-4	11-7	10-8	12-9
Round 7	7-1	6-2	5-3	8-11	9-10	4-12
Round 8	1-8	2-7	3-6	4-5	11-9	12-10
Round 9	9-1	8-2	7-3	6-4	10-11	5-12
Round 10	1-10	2-9	3-8	4-7	5-6	12-11
Round 11	11-1	10-2	9-3	8-4	7-5	6-12

13 or 14 Players

Round 1	1-14	2-13	3-12	4-11	5-10	6-9	7-8
Round 2	1-2	13-3	12-4	11-5	10-6	9-7	14-8
Round 3	3-1	4-13	5-12	6-11	7-10	8-9	2-14
Round 4	1-4	2-3	13-5	12-6	11-7	10-8	14-9
Round 5	5-1	4-2	6-13	7-12	8-11	9-10	3-14
Round 6	1-6	2-5	3-4	13-7	12-8	11-9	14-10
Round 7	7-1	6-2	5-3	8-13	9-12	10-11	4-14
Round 8	1-8	2-7	3-6	4-5	13-9	12-10	14-11
Round 9	9-1	8-2	7-3	6-4	10-13	11-12	5-14
Round 10	1-10	2-9	3-8	4-7	5-6	13-11	14-12
Round 11	11-1	10-2	9-3	8-4	7-5	12-13	6-14
Round 12	1-12	2-11	3-10	4-9	5-8	6-7	14-13
Round 13	13-1	12-2	11-3	10-4	9-5	8-6	7-14

15 or 16 Players

Round 1	1-16	2-15	3-14	4-13	5-12	6-11	7-10	8-9
Round 2	1-2	15-3	14-4	13-5	12-6	11-7	10-8	16-9
Round 3	3-1	4-15	5-14	6-13	7-12	8-11	9-10	2-16
Round 4	1-4	2-3	15-5	14-6	13-7	12-8	11-9	16-10
Round 5	5-1	4-2	6-15	7-14	8-13	9-12	10-11	3-16
Round 6	1-6	2-5	3-4	15-7	14-8	13-9	12-10	16-11
Round 7	7-1	6-2	5-3	8-15	9-14	10-13	11-12	4-16
Round 8	1-8	2-7	3-6	4-5	15-9	14-10	13-11	16-12
Round 9	9-1	8-2	7-3	6-4	10-15	11-14	12-13	5-16
Round 10	1-10	2-9	3-8	4-7	5-6	15-11	14-12	16-13
Round 11	11-1	10-2	9-3	8-4	7-5	12-15	13-14	6-16
Round 12	1-12	2-11	3-10	4-9	5-8	6-7	15-13	16-14
Round 13	13-1	12-2	11-3	10-4	9-5	8-6	14-15	7-16
Round 14	1-14	2-13	3-12	4-11	5-10	6-9	7-8	16-15
Round 15	15-1	14-2	13-3	12-4	11-5	10-6	9-7	8-16

17 or 18 Players

Round 1	1-18	2-17	3-16	4-15	5-14	6-13	7-12	8-11	9-10
Round 2	1-2	17-3	16-4	15-5	14-6	13-7	12-8	11-9	18-10
Round 3	3-1	4-17	5-16	6-15	7-14	8-13	9-12	10-11	2-18
Round 4	1-4	2-3	17-5	16-6	15-7	14-8	13-9	12-10	18-11
Round 5	5-1	4-2	6-17	7-16	8-15	9-14	10-13	11-12	3-18
Round 6	1-6	2-5	3-4	17-7	16-8	15-9	14-10	13-11	18-12
Round 7	7-1	6-2	5-3	8-17	9-16	10-15	11-14	12-13	4-18
Round 8	1-8	2-7	3-6	4-5	17-9	16-10	15-11	14-12	18-13
Round 9	9-1	8-2	7-3	6-4	10-17	11-16	12-15	13-14	5-18
Round 10	1-10	2-9	3-8	4-7	5-6	17-11	16-12	15-13	18-14
Round 11	11-1	10-2	9-3	8-4	7-5	12-17	13-16	14-15	6-18
Round 12	1-12	2-11	3-10	4-9	5-8	6-7	17-13	16-14	18-15
Round 13	13-1	12-2	11-3	10-4	9-5	8-6	14-17	15-16	7-18
Round 14	1-14	2-13	3-12	4-11	5-10	6-9	7-8	17-15	18-16
Round 15	15-1	14-2	13-3	12-4	11-5	10-6	9-7	16-17	8-18
Round 16	1-16	2-15	3-14	4-13	5-12	6-11	7-10	8-9	18-17
Round 17	17-1	16-2	15-3	14-4	13-5	12-6	11-7	10-8	9-18

