

Chapter 12

Withdrawals

1. If a player withdraws before the start of an event, he should be replaced.
2. If a player withdraws during a knock-out, he is not replaced and his opponent receives a bye into the next round.
3. If a player withdraws during a Swiss, he is *sometimes* replaced by a filler. Personally I abhor wins by default as do many contestants.
 - a) if the withdrawal takes place after the draw has been announced, the filler replaces the defaulting player in the draw for that round.
 - b) for subsequent rounds, if any, he is placed in his 'correct' position in the draw, justified by his rating or score.
 - c) often subsequently there is another withdrawal. The filler may be taken out of the draw in order to make the numbers even again, or a new filler may be introduced.
4. If a player withdraws during a round-robin, traditionally he isn't replaced. He could be, particularly in events paying attention to title opportunities, but FIDE have never ruled on this matter.

Tournament Chart

The player's results stand for rating and historical purposes.

In a Round-robin

1. Where the player has played less than half the games, his score is deleted from the tournament table for prize money purposes.
2. Where the player has played half or more of the games, his results stand and he is deemed to have lost the remaining games by default.
3. In a double-round all-play-all tournament, where each

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player meets his opponents in two separate cycles, each half of the tournament is treated by Rule 1 or 2 as if a separate tournament. e.g. an 8 player double round all-play-all:

- a) If a competitor plays fewer than 4 games, then his score is deleted from the tournament.
- b) If he plays 4 to 7 games, then the results stand and those not played are lost by forfeit.
- c) If he plays 8 to 10 games, then the results from the first half stand while he loses the entire second half by forfeit.
- d) If he plays more than 10 games, then his results stand and the remainder are lost by forfeit.

Geurt Gijssen, Chairman of the Rules Committee, disagrees with me about this. He believes a double round tournament should be treated in the same manner as a single round. Of course this is correct if the two game matches are played consecutively. For such an event, the regulations should be announced in advance.

Prizes

Where a player withdraws through no fault of his own, unless stipulated otherwise, he receives the full prize money due to him at the conclusion of the event. Also he is not required to return any appearance money already received.

Where a player withdraws without any good reason during an event, the organiser must decide about the disposition of his prize money, appearance money and expenses. This decision may possibly be subject to review by an Appeal Committee.

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Chapter 13

Tie-Break Systems

It is often necessary to break a tie between players in a tournament. Since there can be no perfect of doing this, it should be avoided where possible. A play-off is best and this is discussed on Page 16. Spectators enjoy such matches. It is best to offer extra prize money, if possible. Whatever system used, it should be announced in advance of the start of the tournament.

Team Knockout Matches

Ties are usually resolved by assuming it is better to win on a high board than on a low one. The Board numbers on which each team has won are summed and the team with the Lower Board Count wins. If the Board Counts are the same, then eliminate the bottom board, etc. until the tie is resolved. Consider the following matches:

1.	Reuben	Anand	1-0	½-½
2.	Iljumzhinov	Kramnik	0-1	0-1
3.	Campomanes	Topalov	0-1	1-0
4.	Gijssen	Shirov	1-0	1-0
5.	Krause	Morozevich	1-0	0-1
6.	Abundo	Adams	0-1	½-½

Result 1: The Organisers win on 1, 4 and 5. Total 10. The Players win on 2, 3 and 6. Total 11. The Organisers are declared the winners.

Result 2: The Organisers win on 3 and 4. Total 7. The Players win on 2 and 5. Total 7. Now End Board Elimination is used. Board 6 is a draw. The Players win on Board 5. Thus the Organisers again triumph.

At least this system has the merit of encouraging teams to play in order of strength. It favours the team that wins the toss and thus has White on Board 1.

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Official FIDE Tie-break Systems

Where a player does not play a game for whatever reason, irrespective of the result, the game shall be counted as a draw against the player himself for systems using the results between the players, Buchholz # or Sonneborn-Berger. For Koya and Sum of Progressive *, it is the result itself which counts.

Individual Round-robin Tournaments

- a) The results between all the players involved in the tie.
- b) Koya System. This is the number of points scored against all players who have scored 50% or more.
- c) Koya System extended: step by step, the highest score groups with less than 50% are included. It could be extended by deleting results 50% and then above.
- d) Sonneborn-Berger (*This is explained on Page 22 and is, in my opinion, complicated nonsense whenever used for tie-breaks.*)
- e) Number of won games.

If the extended Koya system does not work, then the players involved in the tie have drawn with each other and had identical results. There is no way to break such a tie, except in favour of the player who has played more games with Black.

At Linares in 2005, the system used was the player to win more games with black.

Team Round-robin Tournaments

- a) Where game points have been used for the initial ranking, match points scored.
- b) Where match points have been used for the initial ranking, game points scored.
- c) The results between the teams involved in the tie.
- d) Sonneborn-Berger.

I do not understand why the Koya System is not used in preference to (d).

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Swisses

There is no good tie-break system for Swisses. The players have each met a field assigned to them by the controller, so why break the tie artificially? Often there is no time for a play-off. Thus tie-breaks become a necessary evil for qualifying places, titles or trophies.

Individual Swisses where all the Players have Reliable Ratings

- a) Average rating of opponents, deleting where necessary the lowest rated opponent(s) in order to find a difference.
- b) Tournament Performance Rating, including the 350 point rule B.02.10.67.

This is unfair on a player who accidentally meets a much lower rated opponent. The games of the players involved in the tie should be eliminated, otherwise the lowest rated player has an advantage. (b) may favour a higher rated player.

Individual Swisses where only a majority of players have reliable ratings

- a) The results between the players involved in the tie.
- b) Sum of Progressive Score.*
- c) Sum of Opponents' Scores (Buchholz).#
- d) Sonneborn-Berger.
- e) Number of won games.

Individual Swisses where most or all players are not rated

- a) The results between the players involved in the tie.
- b) Buchholz.
- c) Sonneborn-Berger.
- d) Number of won games.

It would seem more sensible to use the system immediately above.

Team Swiss Tournaments

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- a) Where game points have been used for the initial rankings, match points.
 - b) Where match points have been used for the initial rankings, game points.
 - c) The results between the teams involved in the tie.
 - d) Buchholz.
 - e) Sonneborn-Berger.
- 1) * **Sum of Progressive Score.** The highest score wins. If still tied, deduct the first round score and, if necessary, the second, etc. This has the merit of great simplicity and players know where they stand at the start of the last round. Usually players who start off well meet stronger opposition. But consider the following: **Player A** Progressive Score 1, 2, 3, 4, 5, 5. Total 20. **Player B** 0, 1, 2, 3, 4, 5. Total 15. **A** is declared the winner by a massive margin, but probably lost to **B** in the last round.
 - 2) # **Buchholz.** There are many variations to this system of summing the scores of the opponents of the tied players. E.g. ignoring the score of the lowest scoring opponent. This system works reasonably well but suffers from the massive defects that the players do not know where they stand going into the last round and also may have to sit around waiting for two other players to decide their fate.
 - 3) **Vlastimil Hort System** This is used to divide up prize money in Swisses. It is well-regarded. Where a group of players tie for a number of prizes, half the money is divided equally. The other half is awarded in order of Buchholz Score.
 - a) Where a group of players tie for a number of prizes, some tournaments award all the prize money on a given score in order of Buchholz. This is totally wrong. The prize distribution depends on the whim of players who may have lost interest in the tournament. Players who start well, can coast in towards the end with quick draws, knowing it probably does not matter if others tie with them with a late sprint.
 - 4) Resolve in favour of the player who has won more games. This rewards more positive chess, but the winner becomes

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the player who has lost more games.

- 5) Resolve in favour of the player who has had to play more Blacks.

Grandmaster Joe Gallagher recently explained to me why he thought tiebreaks such as Bucholz or Sonneborn-Berger were used in Swisses in Switzerland. Each prize is then awarded to an individual rather than being shared. Thus an envelope can be prepared for each prize in advance and this saves the treasurer time.

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Chapter 17

Specification for a complete information system for a chess tournament

Prepared with the help of Eddie Price

In Halkidiki, Greece in 2003 we were asked to produce such a document for the use of people who would be interested in creating such a system or parts of it.

1. An electronic chessboard where, when a player moves, all the information is transmitted, including the changing clock times.

2. The board to be powered by battery.

3. The information to go to an Electronic Scoresheet (ESC) situated in the middle on either the left or right hand side of the board. Alternatively both players might each have their own ESC. The ESC should display the last several moves played, with the ability for the moves to be scrolled backwards. Possibly the position should also be displayed. Definitely the time remaining for each player and the number of moves made should be shown. If there is just one ESC, then it should be mounted at 45° and the display large enough to be visible to both players and the arbiter.

Alternatively the time could be made available so that a separate chess clock is used as at present. Then the new move should not be displayed on the ESC until the player has pressed his clock.

4. There should be an option for the timing system to be started by the arbiter centrally for all games in the round, including the parameters of the clock.

5. When one player has used all his time, this should be indicated on either the ESC or clock. This might be: freezing the clock times, indicating which player has used up all his time,

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or an optional flashing warning light not, of course, obtrusive enough to disturb other boards.

When an illegal move is made, there should be an optional flashing warning light.

6. The ESC should have the option of displaying the information that the position has occurred for the third time, or that 50 moves have occurred without a capture or pawn move, or that checkmate has occurred, or that it is impossible to win by any series of moves.

7. There should be a way of indicating on the ESC, the offer of a draw, or the acceptance of a draw.

8. It should be very easy for the arbiter to change the time expired on the ESC or clock. But not so easy, that it did not require a positive act to do so.

9. The information on the ESC should be saved automatically each time a move is made.

10. A means of indicating clearly the result of the game

11. There should be a facility on the ESC for printing out the moves of the game. 4 paper copies may be required; one for each of the players; one for administration and one for the press.

12. If the game score is computerised, a paper protocol will be required for both players and the arbiter to sign at the conclusion of the game.

13. The information from the ESC shall be transmitted passed on by an encrypted wireless system to server. This should service: the bulletin; web; demonstration board; commentary room; public tournament chart and leader board.

14. The results of the completed round, standings and game scores should be available on the web after verification.

15. The computer should compile all results and then, where appropriate, prepare the pairings for the next round for the controller to verify.

16. The information on the server should be saved at regular intervals and backed up as appropriate. It must be protected from hackers.

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There are problems with any such specification.

a) Advances in technology will provide additional opportunities not yet considered.

b) There is only a very small market for such a system and thus it is unlikely to be commercially viable. Even if it were produced, it would be difficult for it to be flexible enough to change with each advance in technology. However, people may well take on parts of the project, as indeed they have in the past. If such work is modular, it should be possible to bolt on other aspects.

c) Some of the suggestions would require changes in the Laws of Chess. There is little reason for a player to keep score or press a clock if these actions can be carried out by a machine.

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Chapter 18

Inputting games

by John Saunders

These days we have the most marvellous tools at our disposal, state of the art computers and fabulous software like ChessBase, yet many people still make a hash of keying in games. In the old days of typewriters and hand-cranked duplicators, bulletin editors often coped superbly despite technological handicaps. How come they were so good and we can be so bad? The answer is that they were professional journalists and experienced chess players. These days some organisers are tempted to use inexperienced people or weak chess players to key games, or rely on automatically-generated game scores instead. This is a bad mistake. Technology is useful but there is no substitute for human expertise.

Deciphering illegible or inaccurately kept scores is a perennial problem, of course, but here are a few tips to help you in the task.

- Agree with the arbiter what happens when illegible score sheets are handed in; he may have noted some time trouble moves on his own pad.

- To key, you need both players' top copies. Agree with the arbiter the procedure for you to collect/return the game scores, and how you indicate that a game has been keyed in (useful info for both parties).

- Don't be afraid to approach players, however exalted, for help in deciphering their score. They should be quite willing to dictate the moves of a game to you. [SR: Ideally this should be part of the regulations for the event.]

- If there are only a couple of moves that you cannot decipher, it is worth spending a few minutes trying to figure out what happened, by looking at subsequent moves. Remember that the

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error may be earlier in the game (e.g. a different rook going to d1). This is where your chess expertise kicks in, and where weak players will struggle.

- Use a chess-playing program (e.g. Fritz) to help you determine the likeliest moves.
- Don't spend too long trying to figure out errors yourself. After a few minutes, move on and make a note to consult the players;
- If the game is truly indecipherable, put a text note to that effect in the keyed game score, e.g. "rest of score indecipherable". Later, if a corrected score is uploaded, ask the webmaster to flag that an amended score has been posted;
- Record where draw offers are made - put '(=)' as a textual note - and record losses on time - put 'time' as a textual note at the end of the score.
- [SR Don't waste time analysing the games, however tempting this may be.]

A time-saving trick

Do some of the game keying in advance of the game being played, including game headers, names, federations, ratings, round number beforehand, as soon as the pairings are known. If it is a conventional all-play-all tournament, there is a neat function built into ChessBase. You can create a tournament template: key in all the names and ratings of the players in draw order and you will have all the game headers ready-made before the tournament starts. When the time comes to key the actual moves of the game, open the game in ChessBase, open the skeleton game, key in the moves, set the result and 'replace'

It is trickier with a Swiss, but you can do something similar with some computer expertise and a little help from your friends. The pairings officer should provide an electronic copy of the Swiss pairings for the round as soon as they are available. These can be edited to create a database file. For example:

Round 1

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Bd	WHITE	Result	BLACK	PIN
1	KOTRONIAS,Vasilios	2599 (0)	HARPER,Ryan	2246 (0) 1 43

With global editing, you can make use of the name, rating and round data already input to turn this into a valid PGN-format database file, thus:

```
[Event "Hastings Knock-  
Out"] [Site "Hornty Park"]  
[Date "2004.12.28"]  
[Round "1.1"]  
[White "Kotronias,  
Vasilios"] [Black "Harper,  
Ryan"] [Result "*"]  
[ECO "A00"] [WhiteElo  
"2599"] [BlackElo  
"2246"] [PlyCount "0"]  
[EventDate  
"2004.12.28"]
```

The PGN file you create can be read directly into ChessBase, and then you can do some simple editing, such as standardising names and tournament identifiers.

Another advantage of preparing game 'skeletons' in advance is name standardisation. ChessBase has superb facilities to standardise player and tournament names without laborious retyping. Create a new, separate database to hold the games from the tournament (good practice). After keying in all the games for the round and before uploading to the web, check the player index for the database. If you find a very similar name more than once, it could mean that a name has been misspelled or mis-keyed. This can be fixed in ChessBase if you know how. Another good idea is to click on the 'crosstable' function: it can flag up where the round numbers are inaccurately keyed or more than one spelling of a name appears. Clearly you must familiarise yourself with ChessBase well before the event.

Keying the games of a big Swiss tournament is time-consuming

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but can be broken up into manageable batches. Games under 25 moves rarely involve time trouble problems; hence there is no nerve-related bad handwriting. Collect these scores early on and get them keyed because, as the session progresses, you are going to need to reserve your time and energy for the big glut of games that finish around move 40. About 50% of all games last between 26 and 45 moves. By the time you have keyed all the medium-length games, you will return to the tournament hall to find that there are just a few games left. These will be trickier to decipher, but there will be less of them.

Assuming no more than 40-45 games need to be keyed altogether, one experienced inputter can probably complete the work the same day, provided no game goes beyond 8pm. (SR ☺ John is being optimistic, he is probably World Champion at this skill.) If you are working with a team, the game skeletons must be shared with your partners. When you come together to consolidate all the scores, it is often a good time for you to have another look at any difficult scores that you have encountered.

Getting it right

Game inputters have an important function to fulfil. Because of the way games are disseminated on the internet, you only get one chance to get a game score right. Key in a game wrong and it will stay that way for ever as it traverses the world and find its way onto websites and commercial chess databases. By checking and correcting scores, the game inputter can fulfil his duty to posterity and ensure accurate game scores.

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USING ELECTRO-SENSITIVE BOARDS BY STEWART REUBEN;

WITH HELP FROM JOHN SAUNDERS AND DAVID CLAYTON.

This is a completely separate, time-consuming skill. If the Organiser of a Swiss wants to achieve this, it must be made clear to him an absolute minimum of two skilled staff is required, one for manual input and the other for the boards.

The equipment currently available requires cable connection, but DGT tell me they will go wireless next year. This will affect the whole lay-out of the playing hall and must be discussed with the organiser and arbiter.

The equipment requirements are: computer; sensory sets and boards; wires; cables and connections; software. If using DGT boards, TOMA is popular software; if you are using multiple boards, you will require a license.

You may also wish to display the games on monitors, TVs or projectors. At the World Championship in London as long ago as 1986, we had monitors all over the Park Lane Hotel, including such areas as commentary room, clubroom, pressroom, players' retirement rooms, office, lobby, restaurants. For a big hall, there may be several monitors. In 1983 one enchanting sight was deaf players discussing the games at the back of the playing hall, causing no disturbance whatsoever. Sadly such a buzz is less likely today. People stay at home and watch on the internet.

Where electro-sensitive boards are used it can be tempting to skip the manual inputting procedure altogether. This is a big mistake: the games inputter should do an occasional visual check during play and check the live games output against the scoresheets after the game. Many automatically-generated scores have errors, particularly a handful of spurious moves at the end of the game. Check the number of moves on the scoresheet against the number shown on the computer.

One problem when writing a book and mentioning modern equipment is that the information can become out of date very rapidly. My recent experience with this type of equipment is limited to DGT Electro-sensitive boards. For this equipment,

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the technology does not change rapidly. The demand for it is limited; it is not expensive for what you get, but each unit is costly. Also utilising the boards to put games on the Internet is labour- intensive. Ordinary chess boards and sets are supplied by the organisers except in the United States. Players are unlikely to lug their own equipment to a tournament.

ELECTRONIC CHESS ASSISTANT

This equipment is manufactured by Monroi of Canada, website www.monroi.com. It is endorsed by FIDE and has been accepted as conforming to the Laws of Chess.

During play you can enter moves with a stylus, first pointing to the square and piece you wish to move and then to the square it is being moved to. The moves can be transmitted to a computer through the Chess Tournament Manager wirelessly. Each signal is encrypted and the signal can be recognised at a considerable distance. After the game, it can be stored and viewed on a board which can only be accessed after the game.

Each unit takes up less room than a scoresheet and clearly seeks to solve some of the problems of inputting games. I have seen the equipment but never had the opportunity to use it in a real tournament situation. Whether the organiser could supply each player of the white pieces with one and the opponent not, is unclear to me. That, of course, would cut the cost in half. When I last heard, the retail price was likely to be \$299 (£166).

It would be an absolute requirement when using this equipment that the move only be recorded *after* it has been played on the board. The ECA would have to remain beside the chessboard at all times during play. As GM Ian Rogers said when shown a prototype, "People are paranoid about new equipment helping people cheat. Frankly there are easier ways to go about this."As with any other equipment, the risk of theft must be considered. There would be a password which would help reduce the attractiveness of the equipment to thieves.

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USING THE GAMES ONCE THEY HAVE BEEN COLLECTED

It is clear one of the principal attractions of chess to many players is the preparation before a game. GM Ray Keene once told me he regarded a game very much as a debate about a particularly point in the opening. Once the truth had been established, for him the main interest was over. Players enjoy preparing for their opponents. Thus people are thirsty for new games. Find a game played by Rubinstein that IM John Donaldson doesn't have and he will be your friend for life.

Britain is a major player in sites which provide games. The Week in Chess TWIC <http://www.chesscenter.com/twic/twic> carries about 1-2 thousand games of international standard every week.

Britbase <http://www.bcmchess.co.uk/britbase/index.html> has many thousands of British tournament games available for download. Games of high quality are one of the main ways in which an event and thus the sponsor is publicised.

Sadly many games which are played even between strong players are lost forever. More than half the serious chess in Britain is played in leagues at small clubs which meet only once a week. Most of the rest is played in weekend tournaments. The players dutifully keep score and the arbiters dutifully collect them at tournaments. Then just as dutifully in due course they are thrown away. I have often wondered why the Laws are so strong about keeping score in such games; it seems a fruitless exercise. Yet archiving such games is just a matter of inputting them. For the London Chess League First Division it is only 792 games. This represents a month's work for one person, but it would be spread over 6 months and several people.

It is worrying that other event information is often only stored on a website. Theoretically they can hang in the ether forever, but in practice sites often seem to wither away. Presumably the FIDE Office has a large collection of crosstables. But what about the prize fund and other important facts? Every important event should store everything on at least one paper copy. But people don't buy bulletins anymore so that organisers see little purpose in producing them.

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Chapter 19

How to be a Tournament Webmaster

By John Saunders, Editor of B.C.M.

Every major tournament should be covered on the internet, providing publicity for chess and the sponsors and information to the world. The webmaster's job is to provide advance information, disseminate games, photos, pairings, results and news via the tournament website. If you have reasonable computing skills; your own laptop computer; know how to edit and upload web pages; then you have the basic skills and kit to be a tournament webmaster.

How do I start?

First agree your precise job description with the organiser and a budget for which you are responsible. Is your job solely web editing; game inputting; or production of the material from which bulletins can be printed? It is essential to get the website up and running well in advance of the tournament. Then, when satisfied with it, get it publicised via chess news sites, magazines, the brochure for the event and by e-mailing appropriate people.

What should the website look like?

Keep your website design simple. Flashy graphics may work on your up-to-date browser, but you need to cater for people who have more basic computer set-ups. On a tournament website, content is king, and website design is only a secondary consideration. People want to be able to get in, find games, results, pairings, commentary, look at a few photos - and then get out again fast.

The home page should have: title, dates, venue, contact details for the organiser, secretary and yourself. Don't forget the sponsor: feature their logo and a link to their website. The organiser should

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provide you with the following items to be placed on linked pages: an entry form, details of the events, venue, geography and tourism, plus a list of entrants (updated regularly). The website is a marketing tool. Once the tournament has started, you should provide links to reports for each round, game downloads, game viewers, pairings, results, crosstables, webcam view of the playing area, interviews and press information. Here are a few simple tips:

- Don't link to pages until they exist. Broken links and blank pages annoy readers.
- Put in a date/time 'last edited' message, so that your readers will be able to tell if it is worth revisiting your page. Don't forget the year. Sure, everyone knows this year is 2005 now, but they won't when they visit your page in years to come.
- Remember to use the 'title' field in the home page - something meaningful like 'Manchester Chess Congress, 13-17 July 2005'. It helps people using search engines to find you.

When you have uploaded your site, use your browser to see what it looks like online. However wonderful it may have looked offline, there is a chance that it may not work once it has been uploaded to the web. Use more than one browser to check it, and ask somebody to proof-read it on their own computer. [There are always errors. SR]

What will I need?

It is essential to inspect the layout in advance and to make contact with the person responsible for telecommunications at the venue. Do not assume people share your vision of how the event will work. They may think the games are simply going to be viewed by training a video camera on the games in progress. Normally you won't be welcome to work in the playing area as it disturbs players. A sound-proofed glass commentary box is ideal, which some venues have. Failing that you need to be as close as possible to the playing room, in a room which can be secured when unoccupied. It may be possible to work in your own hotel room, but make sure arrangements have been made to minimise

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telephone bills. It ensures minimal bloodshed when the time comes to check out.

Remember to ask the venue staff for at least a table, chairs and good lighting. Specify how many power points you need, and that they need to be close to telephone or telecommunications sockets. Practical tip: always carry an adaptor, a multi-way electrical socket, extension telephone lead and double telephone socket in your laptop kitbag. Wireless internet connectivity seems like bliss - provided it works.

Telecommunications often prove to be a problem. How do you dial out? Are you sure your internet connection will work away from home?

Avoiding First Round Syndrome.

Does the following scenario seem familiar? You visit a chess website during the first round, only to find a message saying "Sorry, we're having problems at the moment. We hope to have them sorted out soon." That is, if you're lucky. The webmaster has turned up unprepared and has had to waste time finding some space and furniture, or to track down someone who knows how the phone system works. Always plan to arrive well in advance of the event. [For a major event, having a test run tournament a day in advance would be good management. SR]

You'll need to bring your own computer. Ones provided by others may have an unfamiliar or incompatible operating system and you will need extra time to get all your specialist software loaded up on it.

Take with you: half a dozen floppy disks and a 'flash memory' stick, for exchanging data with arbiters and other work colleagues. You can probably live without a printer but this may well not be true for your colleagues.

You've arrived and set everything up - what now?

Get to know your chess and venue administration colleagues. Make yourself known to the players. British chess staff don't like badges, but they can be very useful.

Make certain the website is working before play. Put up photos

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and a final list of participants and update the information. This gives your customers something to look at and will encourage them to come back for regular updates.

Remember to monitor comments from the outside world. People may point out errors or show their confusion. If they cannot navigate their way around your site, you may be able to solve the problems not just for them, but others who have not commented.

Updating the website

The basic contents of a tournament website are: results, crosstable, downloadable games, games viewers, round by round reports, photos, live video play and live games. The first two may be obtainable from the arbiters. If games need to be transcribed, don't make off with the game scores without consulting the arbiter. Game viewers (which enable readers to play through games online) are now very easy to generate. Either via ChessBase's own native facilities or using a freebie such as 'Mychess' (from www.mychess.com) which is quite easy to implement. Prepare your solution before travelling and make sure it works on the test website before implementing live.

Round by round reports can be left to the day after the round where it is one game per day in the afternoon. It will give your readers a taste of the event which they cannot gain from bare game scores. This may be somebody else's part-time job.

Photos: make certain you acknowledge the intellectual property rights of the photographer. You will need image editing software, so that you can reduce height, width and byte size of high resolution photos. Readers who use slow dial-up connections will get fed up waiting for massive images to load. Keep the photo size down to no more than 30k and don't put more than three or four photos on one page. Don't forget to provide captions identifying people shown.

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Live games

This is a whole area of its own. I'll admit I've never done a live games transmission. This is a completely separate technical function. The webmaster may also be in charge of this aspect, but he cannot possibly have time also to input the games himself.

[Note by SR. Much the same comments about advance planning apply equally to this function. The layout of the playing area needs to be discussed in detail with the arbiter and organiser.]

Last Round Syndrome

This is as common a problem as at the start. You visit a website after the last round and find no games and no last-round report. What happens is that the webmaster packs up his gear, gets drunk at the prize-giving and goes home. For shame! The last round is the most important, not finishing the job virtually leaves it only half done. The webmaster should be practically the last person to leave the building. This happened to me once at a major London tournament. I was still inputting games and updating the website as the organiser cheerily announced: See you, John, we're all off down the pub. Give the key to the janitor! Foolishly I forgot to ask which pub. and he didn't even say thanks! I snarled to myself as I trudged off home. So... do you still want to be a tournament webmaster?

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Chapter 20

Peripheral activities

I was having dinner in 2005 with Sergio Mastropietro and Miguel Quinteros, they being two of the organisers of the forthcoming World Championship in Argentina. It became clear they were interested in much more than just the 8 player round robin. I sent them a note, but realised it should be of general interest to other chess organisers. Herewith some ideas, that have been used in the past.

1. Commentary on the games in progress. The comments can be transmitted on the web. Possibly one room for stronger and one for weaker players.

2. Earphone commentary in the playing hall. This needs infra-red or wireless transmission.

3. Chess classes.

4. One on one chess tuition at various levels, including beginner.

5. Master classes by the players in the event. This was very successful in Gibraltar.

6. Persuading TV soaps to include chess in their story lines.

7. Persuading advertising agencies to use chess imagery.

8. Getting the chess celebrities on chat shows.

9. An opening parade through the town.

10. Drawing of lots ceremony. This has been done in various ways, Easter eggs, Christmas crackers, chocolate chess pieces and a game taking place, bank notes.

11. A living chess game.

12. Provision of giant chess sets in the open air.

13. A prediction of the move competition. This should work extremely well on the Internet, but can be done in the Playing Hall. It can be obtrusive in a Commentary Room.

14. Voting for the Best Game Prizes. This can be in the venue or online.

15. Predicting the results of the games. Nowadays it is

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commonplace for there to be betting on chess online. A decision must be made whether to encourage this.

16. Provision of a TV programme simply teaching the chess rules.

17. Simultaneous displays.

18. Blindfold simultaneous display.

19. Families Championship. This has never been done except as part of an open Swiss. To play there must be at least two members of any family. Husband wife, brother sister, mother son, grandfather grandson are all possibilities. Cousins can be a bit tricky.

21. A tournament played on transport, for example bus, train, plane, boat.

22. A match between players in two different hot air balloons. This has never been done.

23. Blitz tournaments.

24. Rapidplay tournaments.

25. Rapidplay or blitz teams of two, no consultation. The total rating not to exceed 4600. This has been very successful wherever I have held it.

26. Pro-celebrity teams of two, preferably for charity. I have never heard of this happening.

27. Weekend tournaments, one or two master Swisses.

28. Special children's tournaments, possibly even international.

29. Kriegspiel chess. This variant is rarely played these days, but is excellent.

30. Bug-house or Exchange Chess. I hate this game because the pieces always get mixed up, but children love it.

31. Crazy blitz chess. Every 10 moves, God announces a change in the rules, for example all bishops move like knights, if you can make a capture you must. This gets very noisy and the rules should be provided in advance on paper. A popular rule is that God can be bribed.

32. A special event for disabled players alongside able-bodied ones. Perhaps a tournament could be run where nobody has sight of the board.

33. Provision of a club room and for chess in the open air.

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34. Hospitality room particularly for sponsors.
35. Facilities for children's visits, including particularly the possibility of getting autographs.
36. Badges for the staff, journalists and visitors. These are well-liked even if unnecessary.
37. Bulletins. Although the day of the paper bulletin with just the game scores is passed, one with daily events and analysis would be welcome.
38. Book of the event.
39. Programme of the event. Have the players autograph a number of these in advance.
40. The website which requires careful advance planning.
41. A photo competition, not just of the event. These can be displayed on the website.
42. Any questions session where a team of experts answer questions from an audience.
43. Adoption of the players by schools. This can be used by the schools to educate the pupils about the countries represented in the event.
44. Tourist trips during the event. The players may not co-operate even on their rest days, but it provides excellent photo opportunities.
45. Social evenings.
46. A chess film festival. There are several suitable feature films.
47. Chess –The Musical. Sometimes this musical, which ran for 2½ years in London, can be performed during the event, even if just in a concert version rather than the whole show.
48. The ballet Chess.
49. A fine art exhibition with a chess theme.
50. A disco with a chess theme.
51. Press office. This needs to be well-manned with staff looking out for media opportunities all the time. Arranging for a small child to play against a leading player always works.
52. Radio programmes.
53. TV programmes.
54. Gala dinners opening, closing and in between days.

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Chapter 21

Events for Children

Most events I run are for people, irrespective of their age, sex, etc. Events for very young children have their own very special problems. Chess education often goes hand in hand with the actual play.

- Sometimes children need cushions on their chair in order to be comfortable.

- Usually there is no point in using clocks; we have all had events where the first game is completed before all the games have started.

- A round robin is to be preferred over a Swiss. Sometimes the people in charge do not understand the system. That children may have to stand around waiting for the draw to be made is highly undesirable. The noise level rises inexorably and the children get bored.

- It is very useful to discuss the games after play, but children usually keep score extremely badly. It is better to wander around and make notes of interesting situations during play.

- Provision of some form of coaching adds greatly to any chess event.

- In the UK Chess Challenge, 0 points are awarded for a defaulted game, 1 for a loss, 2 for a draw and 3 for a win. This is an identical scoring system to the more familiar 0, $\frac{1}{2}$, 1. It has the advantage that every child gets some points.

- It is highly desirable that each child gets something to take away. This might be a certificate, pen, button badge or magazine.

- Children readily adapt to the idea that, if they need a controller, they put up their hand.

- It is best if the result is handed in using either a scoresheet or result slip. Relying on word of mouth is fraught with problems; it is not unknown for 8 year olds to falsify the result.

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- It is desirable to have a separate safe area where children can play and run around.

- The whole matter of refreshments must be considered in depth.

- The toilet facilities should be inspected at any event, but it is vital for a children's event.

- The events are often started in a separate area and then the children led into the room playing room separated from their parents. Chess teaches children independence at a very early age. One of its benefits is that they learn to be responsible for their own decisions, which is unusual in modern society.

- Parents need to be educated. The film 'Searching for Bobby Fischer' ('Innocent Moves' in the UK) should be required viewing. It explores the relationship between a young chessplayer and his father.

- In the UK people working with children other than privately are required to have police clearance.

- In the UK and USA there is a thriving industry teaching children the rudiments of chess. Unfortunately they then often stop playing by the age of nine. Education is never wasted and they may return to the game later. It is highly desirable they learn beyond simply pushing the pieces around and, without a guiding adult, this is unlikely to happen. Competitive events are required and a relationship established with competitive events for more mature players.

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	Player	1	2	3	4	Total	Position
1		X					
2			X				
3				X			
4					X		

.Round 1: 1v4, 2v3. Round 2: 4v3, 1v2. Round 3: 2v4, 3v1.

	Player	1	2	3	4	5	6	Total	Position
1		X							
2			X						
3				X					
4					X				
5						X			
6							X		

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**1 : Blank Crosstables and Berger
all-play-all tables**

	Player	1	2	3	4	5	6	7	8	Total	Position		
1		X											
2				X									
3					X								
4						X							
5							X						
6								X					
7									X				
8										X			

1: 1v8, 2v7, 3v6, 4v5. **2:** 8v5, 6v4, 7v3, 1v2. **3:** 2v8, 3v1, 4v7, 5v6. **4:** 8v6, 7v5, 1v4, 2v3. **5:** 3v8, 4v2, 5v1, 6v7. **6:** 8v7, 1v6, 2v5, 3v4. **7:** 4v8, 5v3, 6v2, 7v1.

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	Player	1	2	3	4	5	6	7	8	9	10	Total	Position			
1		X														
2				X												
3					X											
4						X										
5								X								
6										X						
7											X					
8												X				
9													X			
10															X	

1: 1v10, 2v9, 3v8, 4v7, 5v6. **2:** 10v6, 7v5, 8v4, 9v3, 1v2. **3:** 2v10, 3v1, 4v9, 5v8, 6v7. **4:** 10v7, 8v6, 9v5, 1v4, 2v3. **5:** 3v10, 4v2, 5v1, 6v9, 7v8. **6:** 10v8, 9v7, 1v6, 2v5, 3v4. **7:** 4v10, 5v3, 6v2, 7v1, 8v9. **8:** 10v9, 1v8, 2v7, 3v6, 4v5. **9:** 5v10, 6v4, 7v3, 8v2, 9v1.

11 or 12 players

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

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13 or 14 players

0 1 2

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

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

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

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

Where there is an odd number of players, the highest number counts as the bye.

Double Round. In this case, it is recommended, the order of the last two rounds of each cycle should be reversed. This is to avoid 3 consecutive games with the same colour and does not work for a 4 player event.

Geurt Gijssen suggests

Round 1: 1-4, 2-3. Round 2: 4-1, 3-2. Round 3: 1-2, 4-3.

Round 4: 2-1, 3-4. Round 5: 1-3, 4-2. Round 6: 3-1, 2-4.

Example: 8 Player Double Round

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

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Appendix 2: Tables for the Scheveningen System

Match on Four Boards

Rd. 1	Rd. 2	Rd. 3	Rd. 4
A1-B1	B2-A1	A1-B3	B4-A1
A2-B2	B1-A2	A2-B4	B3-A2
B3-A3	A3-B4	B1-A3	A3-B2
B4-A4	A4-B3	B2-A4	A4-B1

Match on Six Boards

Rd. 1	Rd. 2	Rd. 3	Rd. 4	Rd. 5	Rd. 6
B1-A1	B2-A1	A1-B3	A1-B4	B5-A1	A1-B6
B5-A2	A2-B1	A2-B2	B6-A2	B4-A2	A2-B3
A3-B4	B3-A3	B1-A3	A3-B5	A3-B6	B2-A3
A4-B2	B4-A4	B6-A4	A4-B1	B3-A4	A4-B5
A5-B3	A5-B6	B5-A5	B2-A5	A5-B1	B4-A5
B6-A6	A6-B5	A6-B4	B3-A6	A6-B2	B1-A6

Match on Eight Boards

Rd. 1	Rd. 2	Rd. 3	Rd. 4	Rd. 5	Rd. 6	Rd. 7	Rd. 8
A1-B1	B2-A1	A1-B3	B4-A1	A1-B5	B6-A1	A1-B7	B8-A1
A2-B2	B3-A2	A2-B4	B1-A2	A2-B6	B7-A2	A2-B8	B5-A2
A3-B3	B4-A3	A3-B1	B2-A3	A3-B7	B8-A3	A3-B5	B6-A3
A4-B4	B1-A4	A4-B2	B3-A4	A4-B8	B5-A4	A4-B6	B7-A4
B5-A5	A5-B6	B7-A5	A5-B8	B1-A5	A5-B2	B3-A5	A5-B4
B6-A6	A6-B7	B8-A6	A6-B5	B2-A6	A6-B3	B4-A6	A6-B1
B7-A7	A7-B8	B5-A7	A7-B6	B3-A7	A7-B4	B1-A7	A7-B2
B8-A8	A8-B5	B6-A8	A8-B7	B4-A8	A8-B1	B2-A8	A8-B3

Match on Nine Boards

Rd. 1	Rd. 2	Rd. 3	Rd. 4	Rd. 5	Rd. 6	Rd. 7	Rd. 8	Rd. 9
A1-B1	B1-A9	A1-B3	B1-A7	A1-B5	B1-A5	A1-B7	B1-A3	B9-A1
A2-B2	B2-A1	A2-B4	B2-A8	A2-B6	B2-A6	A2-B8	B2-A4	A2-B1
A3-B3	B3-A2	A3-B5	B3-A9	A3-B7	B3-A7	A3-B9	B3-A5	A3-B2
A4-B4	B4-A3	A4-B6	B4-A1	A4-B8	B4-A8	A4-B1	B4-A6	B3-A4
A5-B5	B5-A4	A5-B7	B5-A2	A5-B9	B5-A9	A5-B2	B5-A7	A5-B4
A6-B6	B6-A5	A6-B8	B6-A3	A6-B1	B6-A1	A6-B3	B6-A8	B5-A6
A7-B7	B7-A6	A7-B9	B7-A4	A7-B2	B7-A2	A7-B4	B7-A9	A7-B6
A8-B8	B8-A7	A8-B1	B8-A5	A8-B3	B8-A3	A8-B5	B8-A1	B7-A8
A9-B9	B9-A8	A9-B2	B9-A6	A9-B4	B9-A4	A9-B6	B9-A2	A9-B8

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Match on Ten Boards, devised by Geurt Gijssen

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Rnd	1
A1	B1
A2	B2
B3	A3
B4	A4
A5	B5
A6	B6
B7	A7
B8	A8
A9	B9
A10	B10

Rnd	2
B2	A1
B1	A2
A3	B4
A4	B3
B6	A5
B5	A6
A7	B8
A8	B7
B10	A9
B9	A10

Rnd	3
A1	B9
A2	B10
B1	A3
B2	A4
A5	B3
A6	B4
B5	A7
B6	A8
A9	B7
A10	B8

Rnd	4
B10	A1
B9	A2
A3	B2
A4	B1
B4	A5
B3	A6
A7	B6
A8	B5
B8	A9
B7	A10

Rnd	5
A1	B7
A2	B8
B9	A3
B10	A4
A5	B1
A6	B2
B3	A7
B4	A8
A9	B5
A10	B6

Rnd	6
B8	A1
B7	A2
A3	B10

Rnd	7
A1	B5
A2	B6
B7	A3

Rnd	8
B6	A1
B5	A2
A3	B8

Rnd	9
A1	B3
A2	B4
B5	A3

Rnd	10
B4	A1
B3	A2
A3	B6

A4	B9
B2	A5
B1	A6
A7	B4
A8	B3
B6	A9
B5	A10

B8	A4
A5	B9
A6	B10
B1	A7
B2	A8
A9	B3
A10	B4

A4	B7
B10	A5
B9	A6
A7	B2
A8	B1
B4	A9
B3	A10

B6	A4
A5	B7
A6	B8
B9	A7
B10	A8
A9	B1
A10	B2

A4	B5
B8	A5
B7	A6
A7	B10
A8	B9
B2	A9
B1	A10

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Appendix 3: Hilton Pairings

This adaptation of the Hutton Pairing System was devised by the late Clifford Hilton. It is for Jamboree team tournaments with few rounds and many players. It is superior to Hutton in that nobody ever receives three pairings of the same colour in three rounds. Alternation is followed as much as possible.

The examples shown are for an even number of teams. Also the number of players in each team is optimum, one less than the number of teams competing. In real life, the pairings usually have either to be truncated or extended. If reduced, the appropriate number of boards are removed from the top of the table. If there are more players than teams less one, then repeat the top board pairings as necessary, reversing the colours.

Board	Round 1	Round 2	Round 3
1	CB DA	BA DC	AC BD
2	AC BD	CB DA	BA DC
3	BA DC	AC BD	CB DA
1	EB CD FA	DB AE CF	EC BA DF
2	AC DE BF	EC BA FD	AD CB FE
3	BD EA FC	AD CB EF	BE DC AF
4	CE AB DF	BE DC FA	CA ED FB
5	DA BC FE	CA ED BF	DB AE CF
1	GB CF ED HA	DB AE FG CH	EC BF GA DH
2	AC DG FE BH	EC BF GA HD	FD CG AB HE
3	BD EA GF HC	FD CG AB EH	GE DA BC FH
4	CE FB AG DH	GE DA BC HF	AF EB CD HG
5	DF GC BA HE	AF EB CD GH	BG FC DE AH
6	EG AD CB FH	BG FC DE HA	CA GD EF HB
7	FA BE DC HG	CA GD EF BH	DB AE FG CH
1	IB CH GD EF JA	DB AE FI HG CJ	EC BF GA IH DJ

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2	AC DI HE FG BJ	EC BF GA IH JD	FD CG HB AI JE
3	BD EA IF GH JC	FD CG HB AI EJ	GE DH IC BA FJ
4	CE FB AG HI DJ	GE DH IC BA JF	HF EI AD CB JG
5	DF GC BH IA JE	HF EI AD CB GJ	IG FA BE DC HJ
6	EG HD CI AB FJ	IG FA BE DC JH	AH GB CF ED JI
7	FH IE DA BC JG	AH GB CF ED IJ	BI HC DG FE AJ
8	GI AF EB CD HJ	BI HC DG FE JA	CA ID EH GF JB
9	HA BG FC DE JI	CA ID EH GF BJ	DB AE FI HG CJ

Board Round 1 Round 2 Round 3

1	KB CJ ID EH GF LA	DB AE FK JG HI CL	EC BF GA KH IJ DL
2	AC DK JE FI HG BL	EC BF GA KH IJ LD	AI HB CG FD LE JK
3	BD EA KF GJ IH LC	FD CG HB AI JK EL	GE DH IC BJ KA FL
4	CE FB AG HK JI DL	GE DH IC BJ KA LF	HF EI JD CK AB LG
5	DF GC BH IA KJ LE	HF EI JD CK AB GL	IG FJ KE DA BC HL
6	EG HD CI JB AK FL	IF GJ KE DA BC LH	JH GK AF EB CD LI
7	FH IE DJ KC BA LG	JH GK AF EB CD IL	HI KA BG FC DE JL
8	GI JF EK AD CB HL	KI HA BG FC DE LJ	AJ IB CH GD EF LK
9	HJ KG FA BE DC LI	AJ IB CH GD EF KL	BK JC DI HE FG AL
10	IK AH GB CF ED JL	BK JC DI HE FG LA	CA KD EJ IF GH LB
11	JA BI HC DG FE LK	CA KD EJ IF GH BL	DB AE FK JG HI CL

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Appendix 4: Calculation of Ratings of new players (1-4 refer to Swisses)

1. Only games in which at least one player is rated count for rating purposes.
2. For rated players, only their games against rated opponents count.
3. In order for an unrated player to gain a rating based solely on the one event, it is essential to play against 9 opponents all of whom are rated.
4. Where an unrated player meets less than 9 rated opponents, then his rating performance is averaged with rating performances in other events.
5. Where an unrated player meets less than 3 rated opponents his result is not counted.
6. Where an unrated player scores 0 or $\frac{1}{2}$ in his *first* performance, his result is ignored.
7. To determine the rating performance of a previously unrated player **Ru**:
 - a) Determine the average rating of the opponents **Ra**.
 - b) Where a player scores 50% Rating Performance = Ra
 - c) Where a player scores >50% Rating Performance = Ra + 12.5 for each point over 50%
 - d) Where a player scores <50% Rating Performance = Ra - number shown below

number of games	score	subtract	number of games	score	subtract
3	0	735	4	$1\frac{1}{2}$	87
3	$\frac{1}{2}$	273	5	0	735
3	1	125	5	$\frac{1}{2}$	366
4	0	735	5	1	240
4	$\frac{1}{2}$	322	5	$1\frac{1}{2}$	149
4	1	193	5	2	72

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number of games	score subtract	number of games	score subtract		
6	0	735	10	$2\frac{1}{2}$	193
6	$\frac{1}{2}$	401	10	3	149
6	1	273	10	$3\frac{1}{2}$	110
6	$1\frac{1}{2}$	193	10	4	72
6	2	125	10	$4\frac{1}{2}$	36
6	$2\frac{1}{2}$	57	11	0	735
7	0	735	11	$\frac{1}{2}$	470
7	$\frac{1}{2}$	422	11	1	366
7	1	309	11	$1\frac{1}{2}$	383
7	$1\frac{1}{2}$	230	11	2	262
7	2	158	11	$2\frac{1}{2}$	211
7	$2\frac{1}{2}$	102	11	3	175
7	3	50	11	$3\frac{1}{2}$	133
8	0	735	11	4	102
8	$\frac{1}{2}$	444	11	$4\frac{1}{2}$	65
8	1	322	11	5	36
8	$1\frac{1}{2}$	251	12	0	735
8	2	193	12	$\frac{1}{2}$	501
8	$2\frac{1}{2}$	141	12	1	401
8	3	87	12	$1\frac{1}{2}$	322
8	$3\frac{1}{2}$	43	12	2	273
9	0	735	12	$2\frac{1}{2}$	230
9	$\frac{1}{2}$	444	12	3	193
9	1	351	12	$3\frac{1}{2}$	158
9	$1\frac{1}{2}$	273	12	4	125
9	2	220	12	$4\frac{1}{2}$	87
9	$2\frac{1}{2}$	166	12	5	57
9	3	125	12	$5\frac{1}{2}$	29
9	$3\frac{1}{2}$	80			
9	4	43			
10	0	735			
10	$\frac{1}{2}$	470			
10	1	366			
10	$1\frac{1}{2}$	296			
10	2	240			

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number of games	score	subtract	number of games	score	subtract
13	0	735	14	0	735
13	$\frac{1}{2}$	501	14	$\frac{1}{2}$	501
13	1	401	14	1	422
13	$1\frac{1}{2}$	336	14	$1\frac{1}{2}$	351
13	2	296	14	2	309
13	$2\frac{1}{2}$	251	14	$2\frac{1}{2}$	262
13	3	211	14	3	230
13	$3\frac{1}{2}$	175	14	$3\frac{1}{2}$	193
13	4	141	14	4	158
13	$4\frac{1}{2}$	110	14	$4\frac{1}{2}$	133
13	5	87	14	5	102
13	$5\frac{1}{2}$	57	14	$5\frac{1}{2}$	80
13	6	29	14	6	50
			14	$6\frac{1}{2}$	29

8. Where an event commences in one rating period, but concludes in another, a player may be unrated in the first list, but rated in the second. Then he counts as unrated throughout for his opponents. His own rating change is determined as if he were rated from the beginning of the tournament.

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