## Sort Criteria for tie-break rules

## 1. Total Score

Higher number of points decides
2. Number of wins

Number of winning games decides

## 3. Truncated Solkoff

the largest total score of opponents played, not counting the weakest, if needed the second weakest etc.

Remark: for rounds without opponent's system counts " 0 ". No difference between games won/lost regularly, by referee decision or ...
4. Median Solkoff
the largest total score of opponents played, not counting the weakest, if needed the second weakest etc with the same remark as above
5. Direct Encounter

Better score between 2 (or more) players at the shared places
6. Better results with the best opponent

Better results with player in order of classification. In case of loop, place will be shared for manual decision if necessary.
7. Average Rating of Opponents

Highest average (or total) rating of opponents decides.
Remark: games not played (bye) or games with players without rating are also counted with value 0 .

## 8. Match Points

Important for team version - Sum of match points (2-1-0)

## 9. Manual Tiebreak

Higher value entered as manual tiebreak decides. Very practical for any extraordinary situations or barrage played.

Manual tiebreak can be entered only at the option Tournament -> Tournament's settings

## Tournament's settings


10. Better rating $A$

Better own rating decides. Any ratings not marked as "a" are counted as zero.

## 11. Sonneborn-Berger

Sum of results against opponents multiplied by the score against the opponent, in the tournament.
12. Buchholz

The largest total score of opponents played. Remarks from "Truncated Solkoff" also valid.

## 13. Progress

Calculated by adding points after each round. eg
player A score each round: 2-1-0-0-2-2-2 his progress after each round: 2-3-3-3-5-7-9 his progress tie-break value is 32
player B score each round: 2-2-2-2-1-0-0
his progress after each round: $2-4-6-8-9-9-9$ his progress tie-break value is 47

Player B is better
14. Red. Average Rating of Opponents (-1, $-2, \ldots$ )

Same as "Average rating of Oppenents" not counting the weakest, if needed the second weakest etc

## 15. Koya System

Number of points achieved against all opponents who have achieved $50 \%$ or more. These criteria is dedicated for round robin tournaments
16. Difference 1+ minus 1-

The difference between draws 1+ and 1-: "1+ minus 1-"
17. Number of draws with advantage

Highest number of draws with dominance (1+) decides.
18. Win/Lost games

Relation of wining into lost games
With 6 games won and 4 lost , value for this will be shown as " $6 / 4$ "

## Local rating list format

We have such a tool at the menu: Internet -> Download LOCAL rating list.

This need text file. First row needs to be with fields name. System is reading only this value. Order of columns are not important.

Name of columns possible to use:

1. nr_ew player ID
2. last_n last name
3. first_n first name
4. country country code
5. sex $\quad \mathrm{W}$ or M
6. title title
7. rating rating (main)
8. list rating list
9. place place at rating list
10. games number of games played for rating
11. wtitle women's title
12. wlist women's list
13. wplace place at women's rating list
14. born date of birth
15. borny year of birth
16. ripy year of death
17. brating blitz/rapid rating
18. blist blitz/rapid rating list
19. bplace
place at blitz/rapid rating list
20. bgames number of games played for blitz/rapid rating
21. referee referee title (eg. ir, fr, tr)

## Example:

```
nr_ew,last_n,first_n,country,sex,title,rating,list,place,games,wtitl
e,wlist,wplace,born,borny,ripy,brating,blist,bplace,bgames,referee
    13092,"a","gantogs","mn","M","",0," ",0,0,""," ",0," . .
",0,0,0," ",0,0,""
13250,"aalbers","carlijn", "nl", "W","",1922,"b", 957, 33,"","b", 316,"31
.08.1987",1987,0,0," ",0,0,""
    16941,"aalberts","bert","nl","M","mf", 2240,"a",128,221,"","
",0,"01.08.1994",1994,0,2146,"a",157,34,""
13035,"abdullina","olesia","lv","W","mf", 2108,"a",551, 291,"mif","a",
35,"01.10.1989",1989,0,2099,"a",219,172,""
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