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

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,...)

Same as “Average rating of Opponents” 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 winning 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 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,wtitle,wlist,wplace,born,borny,ripy,brating,blist,bplace,bgames,referee
13092,"a","gantogs","mn","M","",0," ",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," ",",0,0.01.08.1994",1994,0,2146,"a",157,34," 