

Default Swiss Systems in DrA Menu

1. “Standard FMJD Swiss”

This is default system. Tiebreak rules are frozen¹.

- a. Total score
- b. Short Solkoff Truncated
- c. Solkoff plus
- d. Solkoff Baliakin
- e. Full truncated Solkoff
- f. Manual tiebreak

2. “FMJD Swiss on truncated Solkoff”

Tiebreak rules are frozen

- a. Total score
- b. Full Solkoff truncated
- c. Manual Tiebreak

3. “FMJD Swiss on Median Solkoff”

Tiebreak rules are frozen

- a. Total score
- b. Solkoff Median
- c. Full Solkoff truncated
- d. Manual Tiebreak

4. “FMJD on Rating”

Tiebreak rules are frozen. Everything as it is now:

- a. Total score
- b. Average Rating of Opponents
- c. Manual Tiebreak

¹ „Frozen” means that paring can be changes manually but ... each manual change will be marked with “*”.

5. “Manual (Swiss)”

Tiebreak rules are open.

6. “Manual (Round Robin)”

Tiebreak rules are open. Everything as it is now (default values):

- a. Total score
- b. Number of wins
- c. Direct Encounter
- d. Better result with the best opponents
- e. Manual Tiebreak

Sort Criteria for tie-break rules

1. Total Score

Higher number of points decides

2. Number of wins

Number of winning games decides

3. Full Truncated Solkoff

The sum of scores of all opponents minus the lowest score, if this is equal the sum of all opponents minus the 2 lowest scores ... etc. (Annex 5 p. 3.1.d).

Remark for all Solkoff/Buholtz calculations: rounds without opponent's system counts “0”. No difference between games won/lost regularly, by referee decision or ...

4. Short Truncated Solkoff

The sum of scores of all opponents minus the lowest score (Annex 5 p. 3.1.c).

5. Solkoff Baliakin

the sum of the opponents scores multiplied by their Solkoff (Annex 5 p. 3.1.f).

6. Solkoff plus

the sum of the opponents Solkoff (Annex 5 p. 3.1.e).

7. 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

8. Direct Encounter

Better score between 2 (or more) players at the shared places

9. 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.

10. 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.

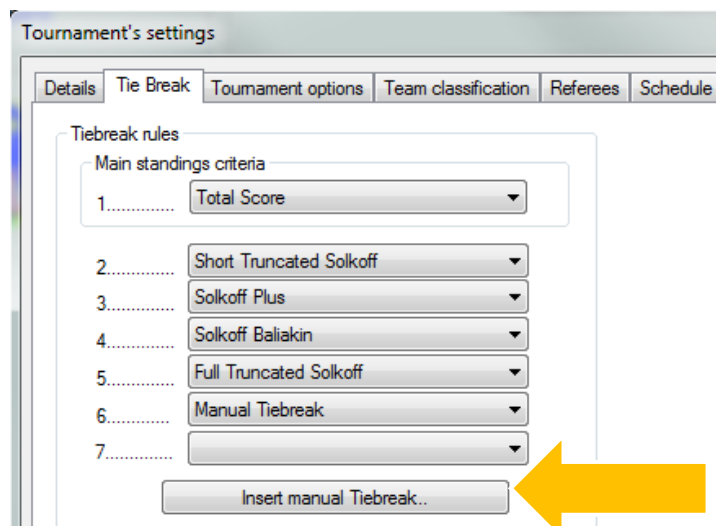
11. Match Points

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

12. 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



13. Better rating A

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

14. Sonneborn-Berger

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

15. Buchholz

The largest total score of opponents played.

16. Median Bucholtz

The largest total score of opponents played not counting the weakest, if needed the second weakest etc with the same remark as above

17. 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

18. Red. Average Rating of Opponents (-1, -2,...)

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

19. Koya System

Number of points achieved against all opponents who have achieved 50 % or more. These criteria is dedicated for round robin tournaments

20. Difference 1+ minus 1-

The difference between draws 1+ and 1-: "1+ minus 1-"

21. Number of draws with advantage

Highest number of draws with dominance (1+) decides.

22. 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"

23. Faster winning games (Superlitz)

Lower number of games played at winning matches decides.

24. Slower lost games (Superlitz)

Higher number of games played at loosed matches decides.