

Swiss System Based on Rating

Approved by the 1992, 1997 and 1998 General Assemblies.

A. Introductory Remarks and Definitions**A.1 Rating**

It is advisable to check all ratings supplied by players. If no reliable rating is known for a player the arbiters should make an estimation of it as accurately as possible before the start of the tournament.

(to convert German Ingo or British BCF use rating = $2840 - 8 \times \text{INGO} = 600 + 8 \times \text{BCF}$)

A.2 Order

For pairing purposes only, the players are ranked in order of, respectively

- a) score
- b) rating
- c) FIDE-title (IGM-WGM-IM-WIM-FM-WFM-no title)
- d) alphabetically (unless it has been previously stated that this criterion has been replaced by another one)

The order made before the first round (when all scores are obviously zero) is used to determine the pairing numbers: the highest one gets #1 etc.

A.3 Score brackets

Players with equal scores constitute a homogeneous score bracket. Players who remain unpaired after the pairing of a score bracket will be moved down to the next score bracket, which will therefore be heterogeneous. When pairing a heterogeneous score bracket these players moved down are always paired first whenever possible, giving rise to a remainder score bracket which is always treated as a homogeneous one.

A heterogeneous score bracket of which at least half of the players have come from a higher score bracket is also treated as though it was homogeneous.

A.4 Floats

By pairing a heterogeneous score bracket, players with unequal scores will be paired. To ensure that this will not happen to the same players again in the next round this is written down on the pairing card. The higher ranked player receives a downfloat (), the lower one an upfloat ().

A.5 Byes

Should the total number of players be (or become) odd, one player ends up unpaired. This player receives a bye: no opponent, no colour, 1 point. A bye is considered to be a downfloat.

A.6 Subgroups

To make the pairing, each score bracket will be divided into two subgroups, to be called S1 and S2.

In a heterogeneous score bracket S1 contains all players moved down from a higher score bracket.

In a homogeneous score bracket S1 contains the higher half (rounding downwards) of the number of players in the score bracket.

The number of players in S1 will be indicated by "p", indicating the number of pairings to be made.

In both cases S2 contains all other players of the score bracket.

In both S1 and S2 players are ordered according to A2.

A.7 Colour differences and colour preferences

The colour difference of a player is the number of games played with white minus the number of games played with black by this player.

After a round the colour preference can be determined for every player.

- (a) An absolute colour preference occurs when a player's colour difference is greater than 1 or less than -1, or when a player played with the same colour in the two latest rounds. The preference is white when the colour difference is ≤ 0 or when the last two games were played with black, otherwise black. In this case the (obligatory) colour is already written down on the score card. (This rule is not in effect when pairing players with a score of over 50% in the last round).
- (b) A strong colour preference occurs when a player's colour difference is unequal to zero. The preference is white when the colour difference is < 0 , black otherwise.
- (c) A mild colour preference occurs when a player's colour difference is zero, the preference being to alternate the colour with respect to the previous game. In this case the colour difference is written down as +0 or -0 depending on the colour of the previous game (white or black respectively).

Before the first round the colour preference of one player (often the highest one) is determined by lot.

A.8 Definition of "x"

The number of pairings which can be made in a score bracket, either homogeneous or heterogeneous, not fulfilling all colour preferences, is represented by the symbol x.

x can be calculated as follows:

w = number of players having a colour preference white.

b = number of players having a colour preference black.

q = number of players in the score bracket divided by 2, rounded upwards.

If $b \gg w$ then $x = b - q$, else $x = w - q$.

A.9 Transpositions and exchanges

- (a) In order to make a sound pairing it is often necessary to change the order in S2. The Rules to make such a change, called a transposition, are in D1.
- (b) In a homogeneous score bracket it may be necessary to exchange players from S1 and S2. rules for exchanges are found under D2. After each exchange both S1 and S2 are to be ordered according to A2.

B. Pairing Criteria*Absolute Criteria*

(These may not be violated. If necessary players will be moved down to a lower score bracket.)

B.1

- a) Two players shall not meet more than once.
- b) A player who has received a point without playing, either through a bye or due to an opponent not appearing in time, shall not receive a bye.

B.2

- a) No player's colour difference will become $>+2$ or <-2 .
- b) No player will receive the same colour three times in row.

Relative Criteria

(These are in descending priority. They should be fulfilled as much as possible. To comply with these criteria, transpositions or even exchanges may be applied, but no player should be moved down to a lower score bracket).

- B.3 The difference of the scores of two players paired against each other should be as small as possible and ideally zero.
- B.4 As many players as possible receive their colour preference. (Whenever x of a score bracket is unequal to zero this rule will have to be ignored. x is deducted by one each time a colour preference cannot be granted.)
- B.5 No player shall receive an identical float in two consecutive rounds.
- B.6 No player shall have an identical float as two rounds before.
Note: B2, B5 and B6 do not apply when pairing players with a score of over 50% in the last round.

C. Pairing Procedures

Starting with the highest score bracket apply the following procedures to all score brackets until an acceptable pairing is obtained. Afterwards the colour allocation rules (E) are used to determine which players will play with white.

- C.1 If the score bracket contains a player for whom no opponent can be found within this score bracket without violating B1 or B2 then:
- if this player was moved down from a higher score bracket apply C12.
 - if this score bracket is the lowest one apply C13.
 - in all other cases: move this player down to the next score bracket.
- C.2 Determine x according to A8.
- C.3 Determine p according to A6.
- C.4 Put the highest players in S1, all other players in S2.
- C.5 Order the players in S1 and S2 according to A2.
- C.6 Pair the highest player of S1 against the highest one of S2, the second highest one of S1 against the second highest one of S2, etc. If now p pairings are obtained in compliance with B1 and B2 the pairing of this score bracket is considered complete.
- in case of a homogeneous score bracket: remaining players are moved down to the next score bracket. With this score bracket restart at C1.

- in case of a heterogeneous score bracket: only players moved down were paired so far. Start at C2 with the homogeneous remainder group.
- C.7 Apply a new transposition of S2 according to D1 and restart at C6.
- C.8 In case of a homogeneous (remainder) group: apply a new exchange between S1 and S2 according to D2. Restart at C5.
- C.9 Drop criterion B6 and B5 (in this order) for downfloats and restart at C4.
- C.10 In case of a homogeneous remainder group: undo the pairing of the lowest moved down player paired and try to find a different opponent for this player by restarting at C7.
- If no alternative pairing for this player exists then drop criterion B6 first and then B5 for upfloats and restart at C2.
- C.11 As long as x is less than p : increase x by 1. When pairing a remainder group undo all pairings of players moved down also. Restart at C3.
- C.12 In case of a heterogeneous group: undo the pairing of the previous score bracket. If in this previous score bracket a pairing can be made whereby another player will be moved down to the current one, and this now allows p pairing to be made then this pairing in the previous score bracket will be accepted.
- C.13 In case of the lowest score bracket: the pairing of the penultimate score bracket is undone. Try to find another pairing in the penultimate score bracket which will allow a pairing in the lowest score bracket. If in the penultimate score bracket p becomes zero (i.e. no pairing can be found which will allow a correct pairing for the lowest score bracket) then the two lowest score brackets are joined into a new lowest score bracket. Because now another score bracket is the penultimate one C13 can be repeated until an acceptable pairing is obtained.
- C.14 Decrease p by 1 (and if the original value of x was greater than zero decrease x by 1 as well). As long as p is unequal to zero restart at C4. If p equals zero the entire score bracket is moved down to the next one. Restart with this score bracket at C1.

D. Transposition and Exchange Procedures

Example: S1 contains players 1, 2, 3 and 4 (in this sequence); S2 contains players 5, 6, 7 and 8 (in this sequence).

D.1 Transpositions within S2 should start with the lowest players, with descending priority:

- a) 5-6-8-7;
- b) 5-7-6-8
- c) 5-7-8-6
- d) 5-8-6-7
- e) 5-8-7-6
- f) 6-5-7-8
- g) 6-5-8-7, etc.

Hint: put all numbers constructable with the digits 5, 6, 7 and 8 in ascending order.

D.2 When applying an exchange between S1 and S2 the difference between the numbers exchanged should be as small as possible. When differences of various options are equal take the one concerning the lowest player of S1.

Exchange one player S1				Exchange two players S1				
	4	3	2		3+4	2+4	2+3	
5	a	c	f	S2	5+6	j	l	o
6	b	e	h		5+7	k	n	q
7	d	g	i		6+7	m	p	r

The above matrices contain the sequence in which exchanges should be applied.

Exchanging one player: a) 4 and 5; b) 4 and 6; c) 3 and 5; etc. until i) 2 and 7.

Exchanging two players: j) 3+4 with 5+6; k) 3+4 with 5+7; l) 2+4 with 5+6 etc. After each exchange both S1 and S2 should be ordered according to A2.

Remark: if the number of players in a score bracket is odd, S1 contains one player less than S2. So with 7 players S1 contains players 1, 2 and 3, S2 4, 5, 6 and 7. The exchanges needed in that case can be found from the above ones by deducting all numbers in S1 and S2 by 1. The last column of the second matrix has then become obsolete.

E. Colour Allocation Rules

For each pairing apply (with descending priority):

- E.1 Grant both colour preferences.
- E.2 Grant the stronger colour preference.
- E.3 Alternate the colours to the most recent round in which they played with different colours.
- E.4 Grant the colour preference of the higher ranked player.
- E.5 In the first round all even numbered players in S1 will receive a colour different from all odd numbered players in S1.

F. Final Remarks

- F.1 After a pairing is complete sort the pairing before making them public.
The sorting criteria are (with descending priority)
 - the score of the higher player of the pairing involved;
 - the sum of the scores of both players of the pairing involved;
 - the rank according to A2 of the higher player of the pairing involved.
- F.2 Byes, and pairing not actually played, or lost by one of the players due to arriving late or not at all, will not be taken into account with respect to colour, Such a pairing is not considered to be illegal in future rounds.
- F.3 A player who after five round has a colour history of BWB-B (i.e. no valid game in round 4) will be treated as -BWB with respect to E3. So WB-WB will count as -BWB and BWB-B-W as - - BWBWB.
- F.4 Because all players are in one homogeneous score bracket before the start of round one and are ordered according to A2 the highest player of S1 will play against the highest player of S2 and if the number of players is odd the lowest ranked player will receive a bye.
- F.5 Players who withdraw from the tournament will no longer be paired. Players known in advance not to play in a particular round are not paired in that round and score 0.

F.6 A pairing officially made public shall not be changed unless it violates the absolute pairing criteria (B1 and B2).

F.7 If either

- result was written down incorrectly, or
- a game was played with the wrong colours, or
- a player's rating has to be corrected, then this will only affect pairing yet to be made.

Whether it will affect a pairing already made public but not yet played should be decided by the arbiter.

Unless the rules of the tournament state otherwise:

F.8 Players who are absent during a round without notification to the arbiter will be considered to have withdrawn themselves.

F.9 Adjourned games are considered draws for pairing purposes only.

F.10 In order to make the final standings the following criteria apply (in descending priority):

- the highest number of points scored; should this be equal for several participants prize money should be shared;
- where it concerns the first place: the best result in games played against each other;
- the highest average rating of the opponents;
- the drawing of lots.

Regulations for Swiss System Tournaments

Short title: "FIDE Swiss Rules"

Approved by the General Assembly of 1987.

Amended by the 1988, 1989, 1997, 1998 General Assemblies and 1999 Executive Board.

Scope: These regulations are to be used in FIDE competitions and in FIDE registered competitions which are declared to be conducted by "FIDE Swiss Rules". In this case, only minor departures from these regulations are permitted, and such departures must be declared before the competition begins and the attention of participants specially drawn to the departures.

If a computer is used for making swiss pairings and an evaluation of results, this is regarded as an aid for the arbiter. He may accept or change the output; nevertheless the arbiter has the final responsibility.

Note: In the version of Reg. C.04A (FIDE Swiss Rules (1987) approved by the 1987 General Assembly, it was decided (Reg. 12.7) that the exchange of opponents, for example, so as to balance colours, should be limited to opponents with a rating difference of 100 points or less. The 1988 General Assembly decided that this restriction should apply only to "Maxi-tournaments", i.e. tournaments in which the number of participants is greater than $2 \cdot M^n$ (2 raised to the power of n) where n is the number of rounds.

In the FIDE Swiss Rules (1988), approved by the 1988 General Assembly, passages in Rules 10.2 and 10.8 that are placed in parentheses, as well as Rule 12.7, are to apply only to Maxi-tournaments.

Other 1988 amendments have also been incorporated.

A. Basic Principles of Swiss System Tournaments

The basic principles of a Swiss System tournament are:

1. The number of rounds to be played is declared beforehand.
2. Two players may play each other only once.
3. Players are paired with others of the same score, or nearest score.
4. When possible, a player is given the white pieces as many times as he is given the black pieces.
5. When possible, a player is given the colour other than that he was given the previous round.

6. The final ranking order is determined by the aggregate of points won: 1 point for a win, 0.5 point for a draw and 0 point for a loss. A player whose opponent fails to appear for a scheduled game receives one point.

B. General Pairing Rules

7. Pairing Numbers

Before the pairings are made for the first round, the list of participants is prepared and the players given Pairing Numbers according to their rank in the list. Number 1 is the player with the highest rank and rating. In these rules No. 1 is said to have the highest pairing number. Players with the same rating or without FIDE ratings are ranked in order of FIDE title, perhaps local rating, and then by lot. Pairing cards (see Rating Rules, B.02) may be used to record players' data.

8. Awarding the Bye

- 8.1 If in any round the number of participants is uneven, the Bye is awarded to the player with the lowest rank in the lowest score-group.

- 8.2 A player may receive the Bye only once. A player who has won a point by default may not be awarded a Bye subsequently.

- 8.3 A player awarded the Bye scores one point for the round. He does not have an opponent in that round and is considered to have had no colour.

9. Pairing a Score-group

- 9.1 Two players who have not yet played each other are said to be compatible provided that the pairing will not require either player to have the same colour in three successive rounds, or to have three more of one colour than the other.

- 9.2 The players with the same score form a score-group. The Median Score-group is the score-group with players having the score equal to half the number of rounds that have been played. Pairing begins with the highest score-group and proceeds downward until just before the Median Score-group, then continues with the lowest score-group and proceeds upwards to the Median Score-Group which is paired last. The Median-Score-group is paired downward.

- 9.3 Before the players in a score-group are paired, the players in the score-group who have no suitable opponents for the following reasons are identified and transferred to a neighbouring score-group:
- (a) the player has already played all the players of his score-group; or
 - (b) the player has already received two more of one colour over an equal allocation and there is no compatible opponent available in the score-group to enable him to have a permissible colour; or
 - (c) the player has already received the same colour in the previous two rounds and there is no compatible player in the score-group to enable the player to have the alternate colour; or
 - (d) it is necessary to make even the number of players in the score-group.

Such a transferred player is described as a floater. Rules on how to select the floater, if a choice is available, are given in the section on "Floater Selection Rules".

- 9.4 The players in a score-group, after transfer of players where necessary, are arranged in the order of their pairing numbers and the players in the top half are tentatively paired with the players in the bottom half. These pairings are said to be proposed pairings, to be confirmed after scrutiny for compatibility and proper colour. If the players in a score-group are numbered : 1, 2, 3 ... n, then the proposed pairings are (ignoring colours): 1 v (n/2 + 1), 2 v (n/2 + 2), 3 v (n/2 + 3) ... n/2 v n.

- 9.5 Where a proposed pairing would result in the pairing of players who have already played each other, the lower numbered player of the two is exchanged for another within the same score-group. Further exchanges of opponents may be made to allow alternation or equalisation of colours where possible. How players are exchanged is described in the "Exchange Rules".

- 9.6 Pairing a blocked median score-group

If the median score-group cannot be paired it should be extended step by step under the following rules:

- if the number of floaters from higher score-groups is larger than the number of floaters from lower score-groups the next pairing of the lower score-group shall be cracked and the players of this pairing shall be treated as additional floaters from the lower score-group. Then the pairing of the median score-group is started again.
- if the above condition is not fulfilled, then the next pairing of the higher score-group shall be cracked and the players of this pairing shall be

treated as additional floaters from the higher score-group. Then the pairing of the median score-group is started again.

10. Floater Selection Rules

10.1 The "floater" is a player who is transferred to another score-group in accordance with Rule 3, or because a compatible opponent cannot be found for the player in spite of exchanges in the score-group.

10.2 When pairing proceeds downward, the floater is transferred to the next lower score-group. When pairing proceeds upwards, the floater is transferred to the next higher score-group.

When making even a score-group, determine the due colours of the players and select as the floater a player who would tend to equalise the number of players due different colours.

(In Maxi-tournaments, when pairing downward, the difference in rating between the chosen player and the lowest numbered player in the score-group must differ by 100 points or less, otherwise the lowest numbered player in the score-group is chosen as the floater. When pairing upwards, the difference in rating between the player chosen and the highest numbered player in the score-group must differ by 100 points or less, otherwise the highest numbered player is chosen as the floater.)

If the number of players due white equals the number of players due black, the lowest numbered player is chosen as the floater when pairing downward, and the highest numbered player is chosen as the floater when pairing upwards.

10.3 If there is a choice as to which player floats to a lower group, the player chosen is the lowest numbered player in the score-group who has a compatible opponent in the lower score-group, after excluding the opponents of other floaters who have higher scores or higher pairing numbers than the proposed floater.

10.4 If there is a choice as to which player floats to a higher score-group, the player chosen is the highest numbered player in the score-group who has a compatible opponent in the higher score-group, after excluding the opponents of other floaters who have lower scores or lower pairing numbers than the proposed floater.

10.5 If a proposed floater has no compatible opponent in the adjacent score-group, he shall, if possible, be exchanged for another player in his score-group; otherwise he shall be floated to a further score-group.

- 10.6 When pairing a group that includes floaters from a higher score-group, the floater with the highest score is paired first, or the floater with the highest pairing number, if scores are equal.
 - 10.6.1 When pairing a group that includes down-floaters (DF) from a higher score-group, the floater with the higher pairing number is paired first.
 - 10.6.2 When pairing a group with DF coming from different higher score-groups, the floater coming from the highest score group is paired first (not always the one with the highest pairing number).
 - 10.6.3 When there are DF and UF (up-floaters) in the same score-groups (this should normally happen in the median score-group) in the upper half of score-groups or in the median group, first pair the DF, then the UF and finally the remaining players.
- 10.7 When pairing a group that includes floaters from a lower score-group, the floater with the lowest score is paired first, or the floater with the lowest pairing number, if scores are equal.
 - 10.7.1 When pairing a group that includes UF from a lower score-group (in the 2nd half) the floater with the lowest pairing number is paired first.
 - 10.7.2 When pairing a group that includes UF coming from different lower groups, the UF coming from the lowest score-group is paired first (not always the player with the highest pairing number).
 - 10.7.3 When there are UF and DF in the same score group in the second half of score-groups, first pair the UF, then the DF, and finally the other remaining players.
- 10.8 When pairing downward, the floater is paired with the highest numbered player available who is due the alternate colour (provided, in Maxi-tournaments, that the ratings of proposed opponents who are exchanged for this purpose differ by 100 points or less). When pairing upwards, the floater is paired with the lowest numbered player available who is due the alternate colour (provided, in Maxi-tournaments, that the ratings of proposed opponents who are exchanged for this purpose differ by 100 points or less).
- 10.9 Due to their origin and their compatibility in the adjacent score-group there are 4 types of floaters listed in descending order of disadvantages.
 - (a) a floater who has already floated to the score-group just being handled and has no compatible opponent in the adjacent score-group.

- (b) a floater who has already floated to the score-group just being handled and has a compatible opponent in the adjacent score-group.
- (c) a floater who has no compatible opponent in the adjacent score-group.
- (d) a floater who has a compatible opponent in the adjacent score-group.

If there is a choice the floaters should be chosen to minimise the disadvantages using the following priorities.

- (a) avoid floater(s) of type a
- (b) avoid floater(s) of type b
- (c) avoid floater(s) of type c

10.10 A floater who has floated the round just before shall not be floated due to section 9.3.d provided:

- this will not produce other floaters of the types a, b, c of section 10.9
- this will not decrease the number of pairings of that score-group

11. Exchange Rules

11.1 The proposed pairings of players obtained according to Rule 9.4 are scrutinised in turn for compliance with Rule 2 which stipulates that the two players have not played each other in an earlier round. And,

- (a) when pairing downward, scrutiny of proposed pairings begins with the highest numbered player; if the pairing is found not to comply with Rule 2, the lower numbered player is exchanged until a compatible pairing is found; or,
- (b) when pairing upwards, scrutiny of proposed pairings begins with the lowest numbered player; if the pairing is found not to comply with Rule 2, the higher numbered player is exchanged until a compatible pairing is found.

11.2 In the following example of a score-group with six players, and pairing downward, the attempt is first made to find a compatible opponent for Player #1, the highest numbered player in the score-group.

Six players in a score-group with proposed pairings as follows:

- 1 v 4
- 2 v 5
- 3 v 6

If the pairing 1 v 4 is not compatible, for example, because the players had met in an earlier round, the positions of Player #4 and Player #5 are exchanged so that we have:

1 v 5

2 v 4

3 v 6

If the pairing 1 v 5 is also not compatible, a further exchange is made. The original proposed pairing and possible exchanges made to find a compatible opponent for Player #1 are as follows:

Proposed Pairing (col. 1) and Possible exchanges to find compatible opponent for #1

1 v 4 1 v 5 1 v 6 1 v 3 1 v 2

2 v 5 2 v 4 2 v 4 2 v 5 3 v 5

3 v 6 3 v 6 3 v 5 4 v 6 4 v 6

- 11.3 After a compatible opponent, for example, #6, has been found for Player #1, the proposed pairing for Player #2 is scrutinised. Exchanges to find a compatible opponent for Player #2 are as follows:

Proposed Pairing (col. 1) and Possible exchanges to find compatible opponent for #2

1 v 6 1 v 6 1 v 6 1 v 3 1 v 2

2 v 4 2 v 5 2 v 3 2 v 6 3 v 5

3 v 5 3 v 4 4 v 5 4 v 5 4 v 6

- 11.4 The exchanges to find a compatible opponent for Player #2 must at the same time leave Player #1 with a compatible opponent. If this cannot be done, for example, if Player #1 and Player #2 have previously played each other and all the other players except Player #6, then the original pairing of Player #1 with Player #6 is retained and Player #2 is floated. And,

- (a) if the score-group originally had uneven members and the lowest numbered player was floated to make even the number of players in the score-group, #2 is exchanged with the floater, originally #7 in the score-group, or,
- (b) if the score-group was originally even, then the lowest numbered player remaining must be floated in company with #2 to maintain an even number of members in the score-group.

Other examples of exchanges can be found in the detailed "Instructions for Swiss Pairing" (Reg. C.04B).

12. Colour allocation rules
- 12.1 Where possible, and by means of exchanges, each player shall be given the alternate colour; at the end of each even-numbered round each player shall have had an equal number of whites and blacks. Moreover,
- (a) no player shall be given the same colour in three successive rounds, and
 - (b) no player shall be given three more of one colour than the other.
- 12.2 After the first scrutiny and exchanges necessary to establish that all pairings in a score-group are new pairings, a second scrutiny with exchanges where necessary is undertaken to give each player, if possible, the alternating colour and at the same time, the equalising colour.
- 12.3 If one of the players in a pairing had the same colour in the previous two rounds, he must be given the alternating colour. If both players had the same colour in the previous two rounds and compatible opponents in the score-group are not available, then one or both players must be floated.
- 12.4 If both players in a pairing had the same colour in the previous round, then the colours they had in earlier rounds, going back in sequence, shall decide who is given the alternate colour. If players in the median score-group or above had identical histories, then the higher ranked is given the alternate colour, or, in even-numbered rounds, the equalising colour. If the players below the median score-group had identical histories, then the lower ranked player is given the alternate colour, or, in even numbered rounds, the equalising colour.
- 12.5 In the odd-numbered rounds, whenever possible, each player shall be given the colour which gives him one more only of one colour than the other.
- 12.6 In the even-numbered rounds, whenever possible, each player shall be given the colour that gives him an equal number of whites and blacks.
- When both players of a pairing are due the same equalising colour, and further exchanges are not possible, the colour history will decide who is given the equalising colour, as in Rule 12.4. One player will then have two more of one colour than the other colour.
- This is allowed but care must be taken not to violate Rules 12.1(a) and 12.1(b), and to equalise the player's colours at the earliest opportunity.

- 12.7 (In Maxi-tournaments, an exchange of opponents to find, for example, one who is due the alternate colour is allowed only if the ratings of the opponents to be exchanged differ by 100 points or less.)
13. Exceptions applicable to the last round
In the last round, Rule 3, requiring players with the same score to be paired if they had not met in an earlier round, shall have priority over alternation and equalisation of colours, even if it is necessary for one of the players to be given the same colour for the third round in succession, or to be given three more of one colour than the other.

C. Brief examples of pairing

14. Pairing Round One

14.1 If the number of players is uneven the lowest rated player in the Pairing List is given the Bye.

14.2 The colour to be given to Player #1 is decided by drawing lots; the other odd-numbered players in the upper half of the Pairing List are then given the same colour as Player #1. Player #2 together with the other even-numbered players in the upper half of the Pairing List are given the other colour.

Depending on the draw, the pairings for the first round in a tournament of forty players would be either 1 v 21, 22 v 2, 3 v 23, 24 v 4, ... 40 v 20; or 21 v 1, 2 v 22, 23 v 3, 4 v 24 ... 20 v 40, where the player having white is mentioned first. This is the only occasion when colours need be decided by lot.

14.3 Players who have won their games are each awarded one point; each of those who have drawn receives 0.5 point. Each of those who have lost receives 0 point.

15. Pairing Round Two

15.1 The players are arranged in groups of the same score.

15.2 Awarding the Bye

If the number of players is uneven, then the Bye is awarded as in Rule 8.

- 15.3 Pairing begins with the highest score-group (1 point), continues with the lowest score-group (0 point) and finishes with the Median Score-group (0.5 point).

Detailed instructions for pairing Round Two and subsequent rounds are given in Regulation C. 04A.

D. Miscellaneous

16. Tie-break Rules

Specific tie-break rules are given in regulations of most FIDE competitions. In the absence of such regulations, precedence shall be determined by the following:

- (a) For swiss tournaments where the players involved have all played only against rated opponents, after eliminating the lowest rated opponent, find the sum of opponents' ratings. The highest total wins. If still tied, eliminate the rating of the next lowest rated opponent(s) until a decision is possible.
- (b) For other Swiss tournaments, the sum of progressive scores. The highest total wins. If still tied, deduct the first round score, and if necessary the second round and so on.

17. Late entries

According to FIDE Tournament Rules, any prospective participant who has not arrived at the venue of a FIDE competition before the scheduled time for the drawing of lots shall be excluded from the tournament. An exception may be made in the case of a registered participant who has given written notice in advance that he will be unavoidably late. Where the Chief Arbiter decides to admit a Late Entrant,

- (a) if the player's notified time of arrival is in time for the start of the first round, the player is given a pairing number and paired in the usual way.
- (b) if the player's notified time of arrival is in time only for the start of the second (or third) round, then the player is not paired for the rounds which he cannot play. Instead, he receives no points for unplayed rounds, and is given an appropriate pairing number and paired only when he actually arrives. In these circumstances, the Pairing Numbers that were given at the start of the tournament are considered provisional. The definitive Pairing Numbers are given only when the List of Participants is closed, and corrections made

accordingly in the results charts. A player who is not present cannot receive the Bye.

18. **Maximising players' opportunities**
The FIDE Swiss Rules pair the players in an objective and impartial way, and different arbiters following the pairing rules should arrive at identical pairings. A proposal for varying the normal pairing so as to maximise players' opportunities to fulfil title requirements was not approved in the Graz Congress.
19. As directed by the Kishinev Congress 1997, below is the list of endorsed programmes and their respective capabilities:
 - (a) PETUNIA Dutch System
 - (b) GMB Lim System
 - (c) SWISS CHESS Dutch System
 - (d) SVBOSS Dutch System
 - (e) DUBOV
 - (f) BURSTEIN System (GA '98)
20. **Mandatory information to be provided in tournament's reports by arbiters**
 - 20.1 While reporting a tournament to FIDE, the Arbiter shall declare which of the official FIDE Swiss Systems was used. (GA '97).
 - 20.2 If another system was used, the Arbiter has to submit the rules of this system for checking by the Swiss Pairing Committee (GA '97)
 - 20.3 Where it can be shown that modifications of the original pairings were made in favour of a player to achieve a norm, a report may be submitted to the Qualification Commission to initiate disciplinary measures through the Ethics Commission (GA '97)
21. **Amendments to the existing Swiss Sytem Rules (Dutch System)**
The rules B2, B5 and B6 shall not apply in the last round at scoregroups with a score over 50 % if this helps to produce a greater number of pairings in the scoregroup. If the number of pairings would be the same when these rules are used, they shall be used.

22. Pairings for members of the same federation

Members of the same federation in a scoregroup of over 50 % will be not be paired against each other in the last three rounds of a Swiss tournament in Youth and Junior Championships (EB '99)