



MELTHAM & DENBY DALE
CHESS CLUB

GUIDE TO INSTALLING AND RUNNING THE SWISS- MANAGER PROGRAM

The following document was written for internal use only by The Meltham and Denby Dale Chess Club to help it run its own events.

Meltham and Denby Dale Chess Club
17 February 2025

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Introduction

This document is a guide to using the “Swiss System and Round Robin pairing program otherwise known as Swiss-Manager. It was written and copyright © by Dupl. Ing. Heinz Herzog. The software is FIDE approved and has been translated into 24 languages.

Homepage: <http://swiss-manager.at>

The use of this program allows for simple publishing of tournaments at the international chess-tournament-server: <http://chess-results.com> which is a free to use platform.

This document has been created by the Meltham and Denby Dale Chess Club for its own use.

Note that the author of the software is Austrian, so despite this being the for the English language, some of the messages may appear in German.

The Swiss-manager is designed to allow chess tournaments to be organised efficiently.

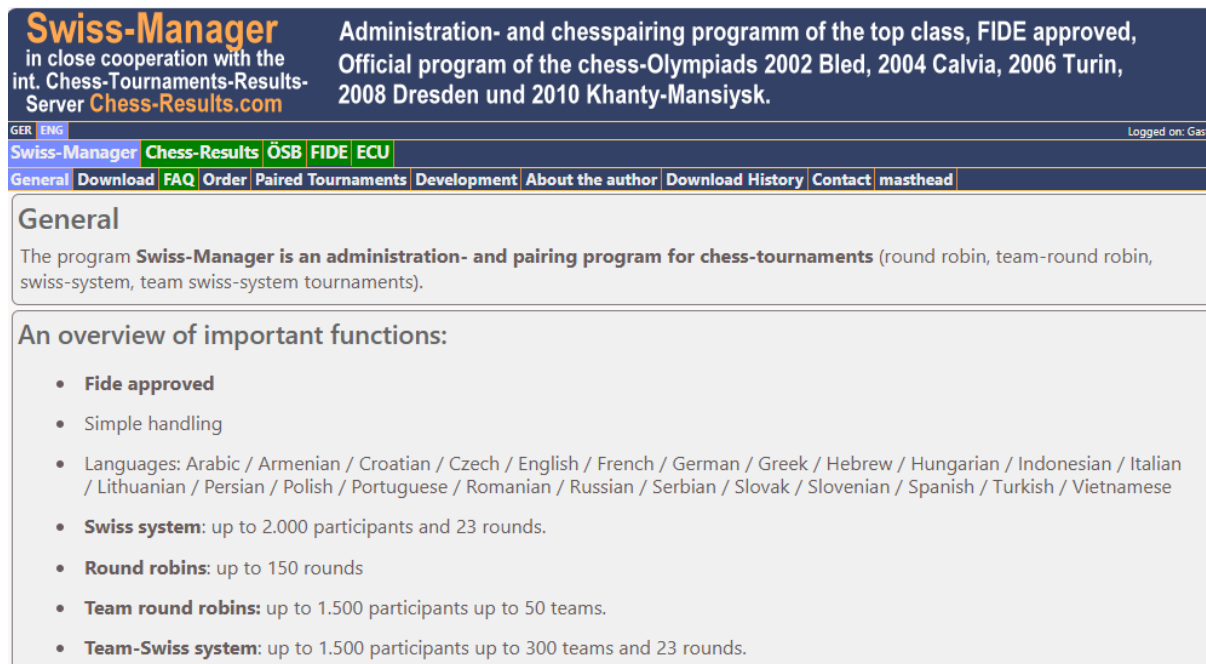
Downloading the Swiss-Manager software

Note that this software only runs on Windows and not Mac, tablets or mobiles.

Go to the Swiss-Manager homepage at <https://swiss-manager.at>

On the homepage (Figure 1) click on “Download”, which is next to the highlighted “General” near the top of the screen.

Figure 1



The screenshot shows the Swiss-Manager website. At the top, there is a dark blue header with the text "Swiss-Manager" in large orange letters, followed by "in close cooperation with the int. Chess-Tournaments-Results-Server Chess-Results.com". To the right, it says "Administration- and chesspairing programm of the top class, FIDE approved, Official program of the chess-Olympiads 2002 Bled, 2004 Calvia, 2006 Turin, 2008 Dresden und 2010 Khanty-Mansiysk." Below this is a navigation bar with links: "General", "Download", "FAQ", "Order", "Paired Tournaments", "Development", "About the author", "Download History", "Contact", and "masthead". The "General" link is highlighted in blue. Below the navigation bar, the "General" section is active, showing a description of the program and a list of important functions.

Swiss-Manager
in close cooperation with the
int. Chess-Tournaments-Results-
Server **Chess-Results.com**

Administration- and chesspairing programm of the top class, FIDE approved,
Official program of the chess-Olympiads 2002 Bled, 2004 Calvia, 2006 Turin,
2008 Dresden und 2010 Khanty-Mansiysk.

GER ENG Logged on: Gast

Swiss-Manager Chess-Results ÖSB FIDE ECU

General Download FAQ Order Paired Tournaments Development About the author Download History Contact masthead

General

The program **Swiss-Manager** is an **administration- and pairing program for chess-tournaments** (round robin, team-round robin, swiss-system, team swiss-system tournaments).

An overview of important functions:

- **Fide approved**
- Simple handling
- Languages: Arabic / Armenian / Croatian / Czech / English / French / German / Greek / Hebrew / Hungarian / Indonesian / Italian / Lithuanian / Persian / Polish / Portuguese / Romanian / Russian / Serbian / Slovak / Slovenian / Spanish / Turkish / Vietnamese
- **Swiss system:** up to 2.000 participants and 23 rounds.
- **Round robins:** up to 150 rounds
- **Team round robins:** up to 1.500 participants up to 50 teams.
- **Team-Swiss system:** up to 1.500 participants up to 300 teams and 23 rounds.

After selecting “Download” the screen (Figure 2) has a blue hyperlink. Click on this to start the download. Be aware some anti-virus software may block this. If this happens you will have to override the antivirus.

Figure 2



in close cooperation with the
int. Chess-Tournaments-Results-
Server [Chess-Results.com](https://chess-results.com)

Administration- and chesspairing programm of the top class, FIDE approved,
Official program of the chess-Olympiads 2002 Bled, 2004 Calvia, 2006 Turin,
2008 Dresden und 2010 Khanty-Mansiysk.

GER ENG

Swiss-Manager

Chess-Results

ÖSB

FIDE

ECU

Logged on: Gast

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Download

The download-file basically is the **full versions**. But only with the correct installation code, which the customer receives If he buys the program he can use it as light or full version. Otherwise, the program can used as a Demo version.

Download Swiss-Manager Unicode-Version and manual

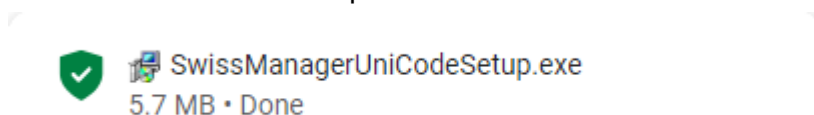
(Arabic / Armenian / Croatian / Czech / English / French / German / Greek / Hebrew / Hungarian / Indonesian / Italian / Lithuanian / Persian / Polish / Portuguese / Romanian / Russian / Serbian / Slovak / Slovenian / Spanish / Turkish / Vietnamese)

Swiss-Manager Program

If you update a new version you need not to deinstall the previous one!

- Swiss-Manager Unicode Version for Windows 7 and newer (**22.07.2024**, Build 14.0.0.98, Filegröße 6.018.264)

The download is the setup executable code.



Run this code to install the software. Even though the full version of the software is downloaded, restrictions on its functionality are in place until a licence code is entered.

The Demo version restricts tournaments to a maximum of 4 rounds.

Basic principles of running the software

- Set up a new tournament
- Import ratings list
- Add the players
- Sort the players by ranking
- For each round
 - Check for exclusions
 - Produce the pairings
 - Produce a pairings list
 - Enter the results
 - Enter the round date and time – this can also be done anytime including upfront, or after the event has been completed.
- If required report the outstanding results - this can be done after each round depending upon the time delay between rounds.

Interface

The Swiss-Manager consists of three types of interfaces.

- Top row options e.g. “**File**” (Figure 3).
- Second row icons, e.g. “**Tur**” (Figure 3).
- Drop-down menus from the top row e.g. “**New tournament**” (Figure 4).

Figure 3

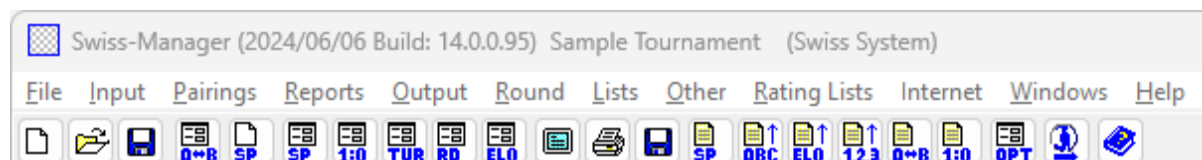
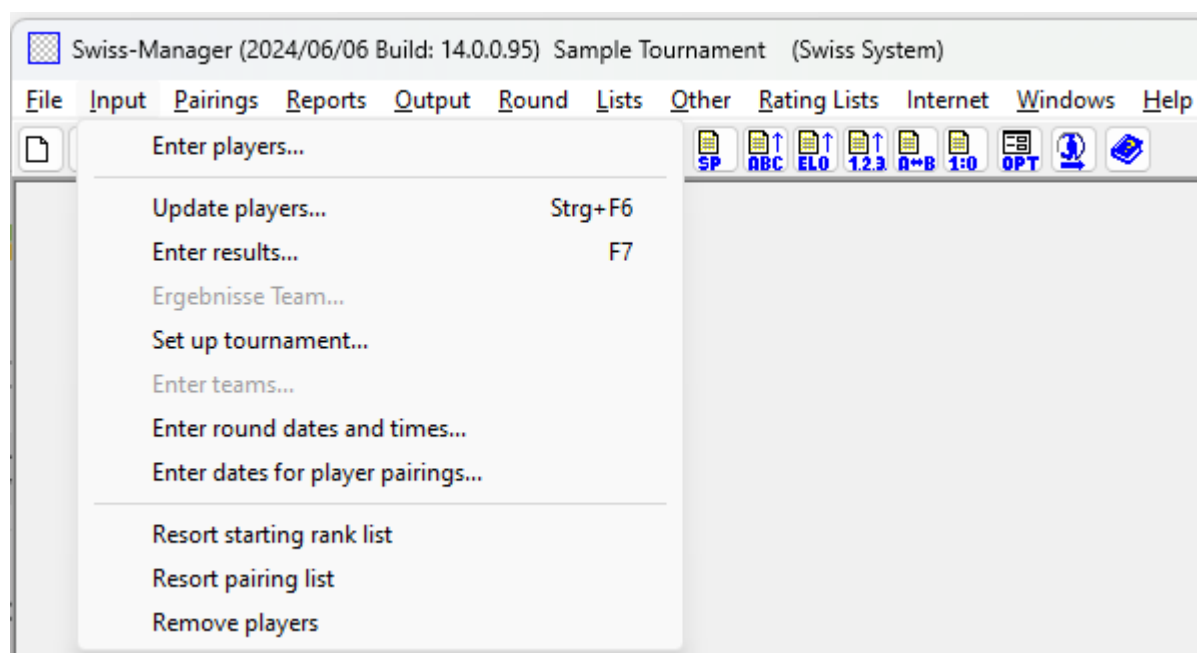


Figure 4



Clicking on the top row, produces drop down menus. Select the item from the drop-down menu that you require. Some of these drop-down menus also show a function key. You can use the function key as a shortcut for that menu item.

Simply click on the icons to select that function. These are also shortcuts to options on the drop-down menus. You can hover the mouse over these for a brief explanation for their use.

Tournaments

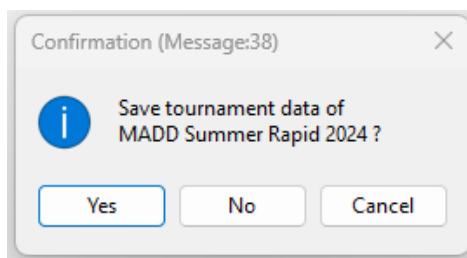
Creating a new tournament (general and individual)

Please note that the following relates to individual tournaments. Although most of the details are relevant to team tournaments there are some differences. See the Team Tournaments for specific details for teams.

To create a new tournament, select “**File/New tournament**”

If a tournament is currently open it will ask you whether you want to save it before creating the new one. A window will be displayed (Figure 5) with the name of the current tournament shown.

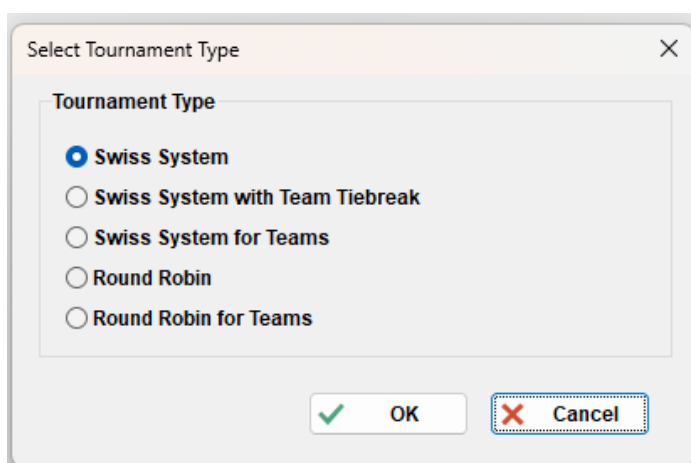
Figure 5



Select the type of tournament you want to create (see Figure 6).

The only two variants we are likely to use are “Swiss System” and “Round Robin”. Select the required option and press the “OK” button.

Figure 6



Enter the directory and filename where the tournament will be stored. It will save this file with the following extensions:

- “TUNx” extension for Swiss system tournaments.

- “TURx” for round robin tournaments.
- “TUMx” for team Swiss system tournaments.

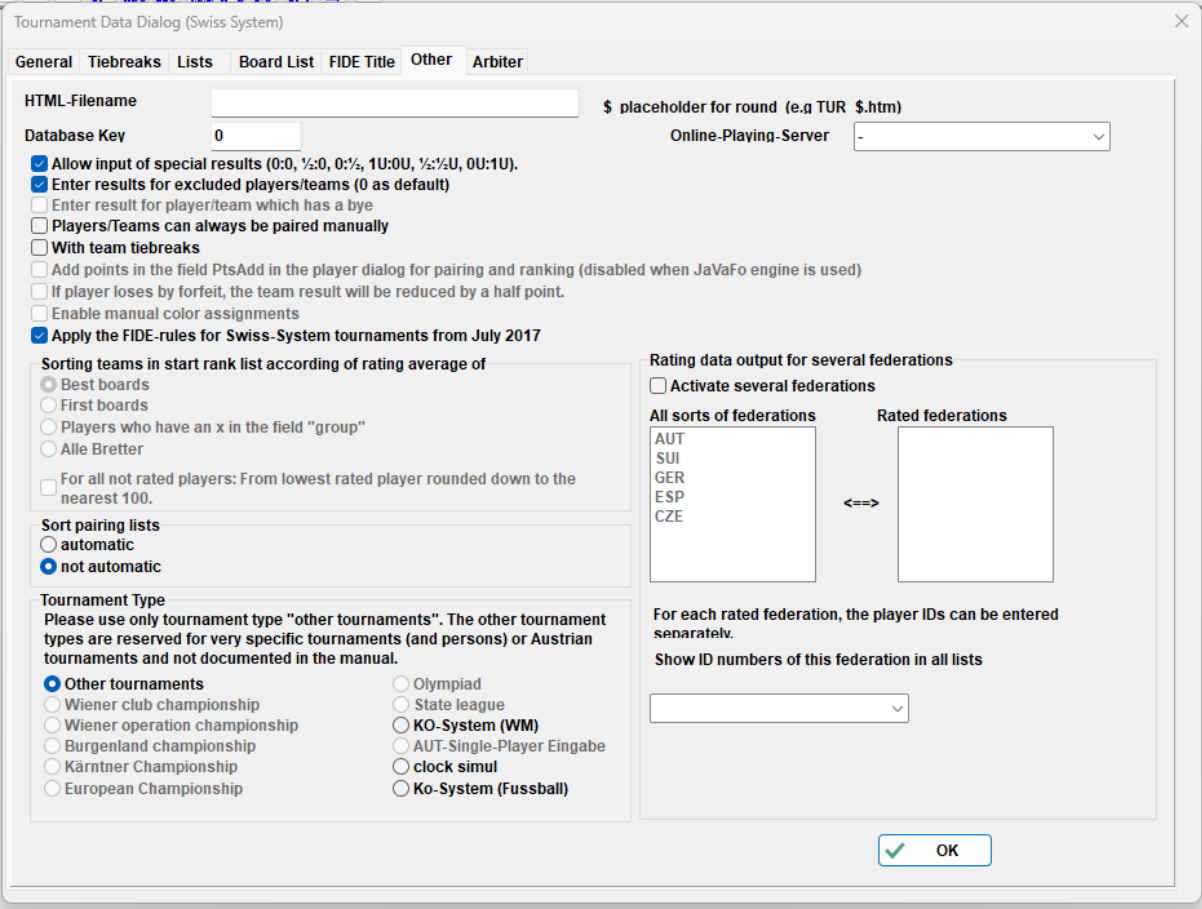
For consistency it would be better to store everything in a consistent area. I suggest “MADDChess/SwissManager/Tournaments/”. Filename should be easy to understand, relevant to the type of tournament and the year and maybe month or season.

Examples are

- Summer 2024 Swiss Rapid Open
- 2024 Round Robin Blitz Juniors
- 2024 Swiss Autumn Classic

On the “Tournament Data Dialog” screen (*Figure 7*) select tab for “**Other**”. You can come back to this screen at any time by using selecting “Input/Set up tournament” or by selecting the “TUR” icon.

Figure 7



Tournament Data Dialog (Swiss System)

General Tiebreaks Lists Board List FIDE Title **Other** Arbiter

HTML-Filename: \$ placeholder for round (e.g TUR \$.htm)

Database Key: Online-Playing-Server:

☒ Allow input of special results (0:0, %:%, 0:%, 1U:0U, %:U, 0U:1U).

☒ Enter results for excluded players/teams (0 as default)

☐ Enter result for player/team which has a bye

☐ Players/Teams can always be paired manually

☐ With team tiebreaks

☐ Add points in the field PtsAdd in the player dialog for pairing and ranking (disabled when JaVaFo engine is used)

☐ If player loses by forfeit, the team result will be reduced by a half point.

☐ Enable manual color assignments

☒ Apply the FIDE-rules for Swiss-System tournaments from July 2017

Sorting teams in start rank list according of rating average of

☒ Best boards

☐ First boards

☐ Players who have an x in the field "group"

☐ Alle Bretter

☐ For all not rated players: From lowest rated player rounded down to the nearest 100.

Sort pairing lists

☐ automatic

☒ not automatic

Tournament Type

Please use only tournament type "other tournaments". The other tournament types are reserved for very specific tournaments (and persons) or Austrian tournaments and not documented in the manual.

☒ Other tournaments

☐ Wiener club championship

☐ Wiener operation championship

☐ Burgenland championship

☐ Kärntner Championship

☐ European Championship

☐ Olympiad

☐ State league

☐ KO-System (WM)

☐ AUT-Single-Player Eingabe

☐ clock simul

☐ Ko-System (Fussball)

Rating data output for several federations

☐ Activate several federations

All sorts of federations: AUT, SUI, GER, ESP, CZE

Rated federations:

For each rated federation, the player IDs can be entered separately.

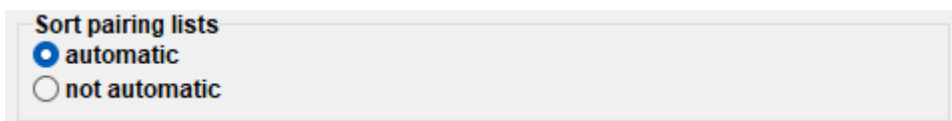
Show ID numbers of this federation in all lists

OK

“*Database Key*” is the reference used when the tournament is uploaded to chess-reults.com. A zero means that it has not been uploaded yet. A value in here is the unique reference that links to the data uploaded to chess-reults.com.

On this screen it is recommend that the “Sort pairing lists” (Figure 8) is changed to “*automatic*”, so that we always have the sorting by ratings done. If manually entering an existing tournament from elsewhere then it is recommended to select “*not automatic*”, so the pairings in the “Pairings list” are shown in the order of input.

Figure 8



Sort pairing lists

☒ automatic

☐ not automatic

“*Players/teams can always be paired manually*” allows the manual pairings. As it is likely that we may have to make manual adjustments to the pairings at some point, it is recommended to set.

NOTE: Even without this set, it will allow the entry of manual pairing and entry of the results, but it will not register these and will prompt for the results regardless.

All other options on this tab can remain as they are.

Select the “General” tab (Figure 9).

Figure 9

Enter the details as required. Most of this data is for internal use only. The key parts to enter are “Tournament Name” (Figure 10) which **MUST** be entered. The tournament cannot be saved without it. Make it an appropriate and useful name. The top line should be the competition name, and the second line can be for the section of the competition i.e. under 1500 or under 2000 or open section.

Figure 10

“Remarks” is for internal use only

“Time Control” is free format text.

In the federation field (Figure 11) use the drop-down list to select “ENG England”. This is used when sending results to chess-results.com.

Figure 11

“Rounds” relates to the number of round of games that will be played. This MUST be entered.

“Rtg.min for Rtg-0” **Error! Reference source not found.** defines the minimum rating that can be applied for the lowest player. As we have some very low rating players, we suggest that this is set to 500 or even 0.

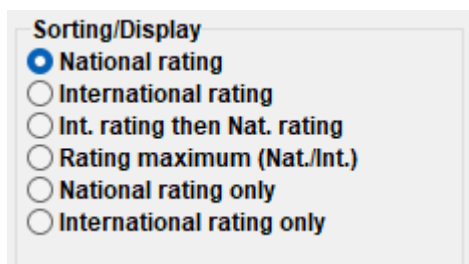
“Points for the Bye Player” is for the points given when a player cannot be matched in a round. They will automatically be given these points. A bye can only occur once for each player in a tournament. In the more ad-hoc tournaments we might set this to zero to allow more flexibility of players coming and going.

“Rated FIDE” should be set to “No”

“Rated national” should be set to “No”

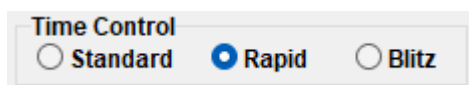
“Sorting/Display” (Figure 12) defines which criteria is used for the sorting by ratings when displayed. Note that this is different from the “Sort pairing lists” on the “Other” tab.

Figure 12



“Time Control” (Figure 13) is for reference purposes only.

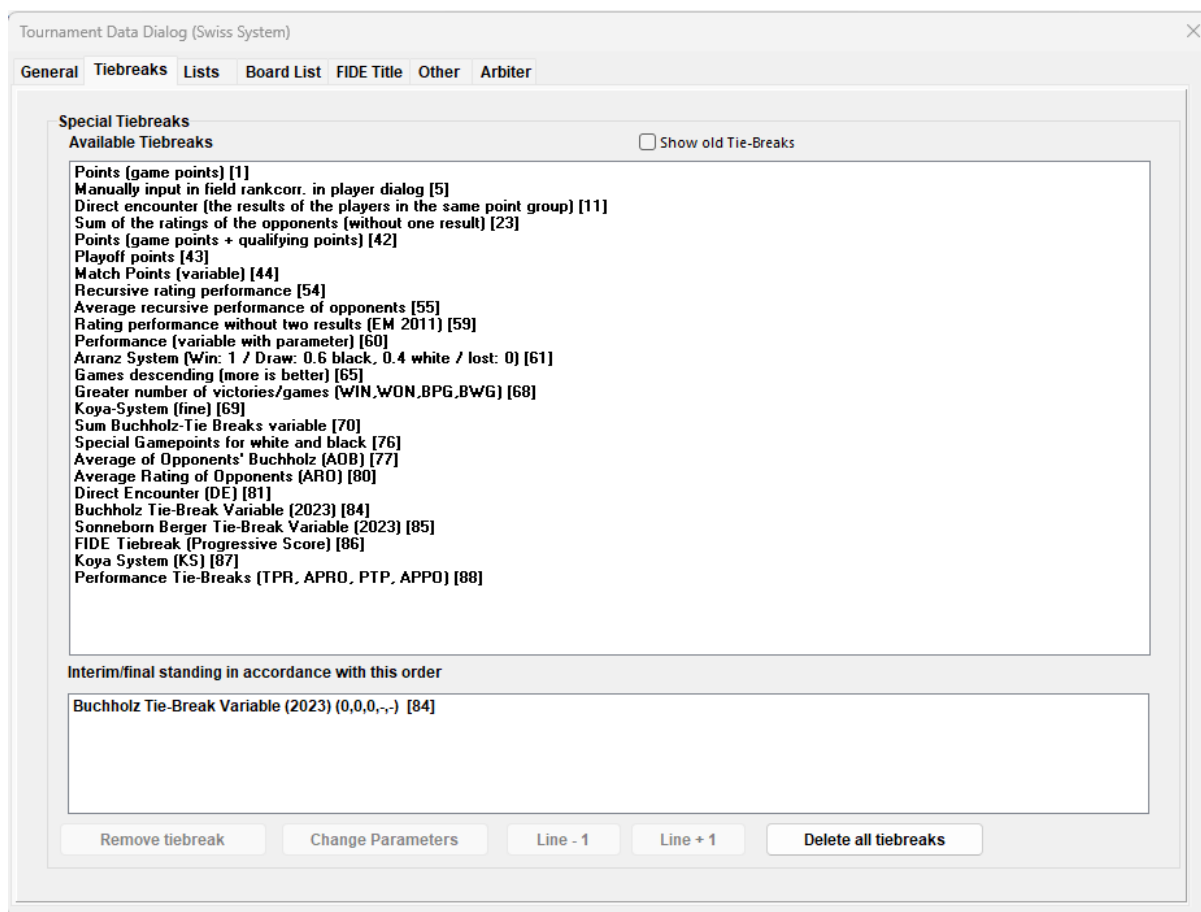
Figure 13



The “Copy tournament data” button allows you to copy all fields and all dates from an already existing tournament. This could be used where we set up different groups for the same tournament.

Select the “Tiebreaks” tab (Figure 14). We don’t use tiebreaks so Select the “Delete all tiebreaks” button.

Figure 14



Select the “Lists” tab (Figure 15). Here we can set the ratings for the prize winners for each group over the tournament. We can also select “Best rank improvement”.

Don’t forget to press “OK” afterwards.

Figure 15

For Category Prize List

Lines per Category			8
Rating Category 1	0	to	0
Rating	0	to	0
Rating	0	to	0
Rating	0	to	0
Rating	0	to	0
Rating	0	to	0
Rating	0	to	0

☐ Best female
☐ Best rank improvement
☒ Appropriate to field type
☐ Appropriate to field club name
☐ Appropriate to field group
☐ In U18 also U16, U14,... possible

Note: Don't forget to select "OK" on the general tab to save the data entered.

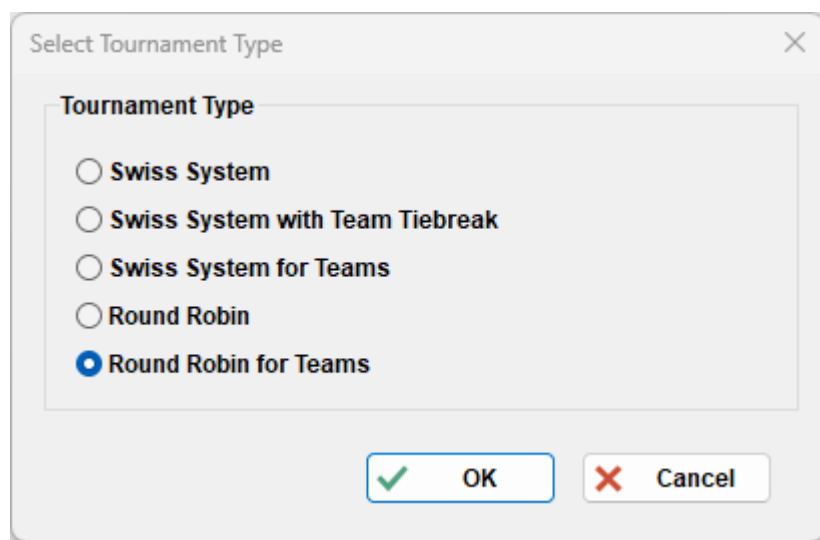
After completing the tournament data, the "**Enter New Players from Rating List**" is displayed (see Adding Players section).

Creating a new tournament (team)

In this example we show how to setup a Round Robin team event, though most of the settings will be the same for all team events.

Create a new tournament following standard procedures outlined in **“Tournaments/Creating a new tournament”**. Select the type of tournament you want to create (Figure 16). There are three “Team options”.

Figure 16



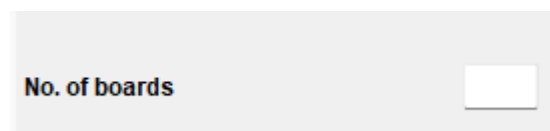
In this section we deal with “Round Robin for Teams”

The Tournament Data Dialog (Team Round Robin) window is opened.

In Round Robin the number of rounds is not a value that can be entered as that is determined by the number of teams.

In the enter the number of boards (Figure 17) for each team.

Figure 17



The “Pairings according to” doesn’t allow for any change. The “Game points” is preset.

Figure 18

Pairings according to

☒ Game points (1, 1/2, 0)

☐ Match points (2, 1, 0)

☐ Match points (3,1,0)

In the “Other” (Figure 19) tab the screen is the same as the individual’s version but with some options disabled.

Figure 19

Tournament Data Dialog (Team Round Robin)

General Tiebreaks Lists Board List FIDE Title **Other** Arbiter

HTML-Filename \$ placeholder for round (e.g TUR \$.htm)

Database Key Online-Playing-Server

☒ Allow input of special results (0:0, ½:0, 0:½, 1U:0U, ½:½U, 0U:1U).

☐ Enter results for excluded players/teams (0 as default)

☐ Enter result for player/team which has a bye

☐ Players/Teams can always be paired manually

☐ With team tiebreaks

☐ Add points in the field PtsAdd in the player dialog for pairing and ranking (disabled when JaVaFo engine is used)

☐ If player loses by forfeit, the team result will be reduced by a half point.

☐ Enable manual color assignments

☐ Apply the FIDE-rules for Swiss-System tournaments from July 2017

Sorting teams in start rank list according of rating average of

☒ Best boards

☐ First boards

☐ Players who have an x in the field "group"

☐ Alle Bretter

☐ For all not rated players: From lowest rated player rounded down to the nearest 100.

Sort pairing lists

☐ automatic

☒ not automatic

Tournament Type

Please use only tournament type "other tournaments". The other tournament types are reserved for very specific tournaments (and persons) or Austrian tournaments and not documented in the manual.

☐ Other tournaments

☐ Wiener club championship

☐ Wiener operation championship

☐ Burgenland championship

☐ Kärntner Championship

☐ European Championship

☒ Olympiad

☐ State league

☐ KO-System (WM)

☐ AUT-Single-Player Eingabe

☐ clock simul

☐ Ko-System (Fussball)

Rating data output for several federations

☐ Activate several federations

All sorts of federations

AUT
SUI
GER
ESP
CZE

Rated federations

<==>

For each rated federation, the player IDs can be entered separately.

Show ID numbers of this federation in all lists

OK

At the bottom left of the window Select the “Tournament Type” (Figure 20). Here we select Olympiad.

Figure 20



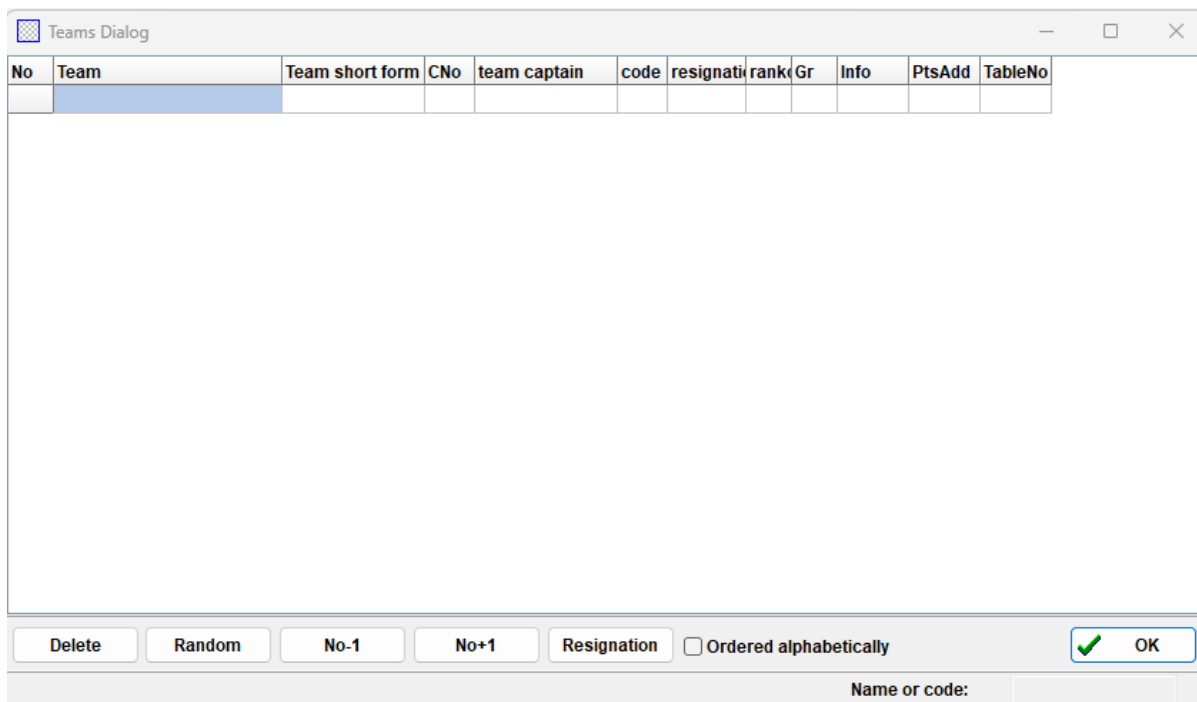
Tournament Type
Please use only tournament type "other tournaments". The other tournament types are reserved for very specific tournaments (and persons) or Austrian tournaments and not documented in the manual.

- ☐ Other tournaments
- ☐ Wiener club championship
- ☐ Wiener operation championship
- ☐ Burgenland championship
- ☐ Kärntner Championship
- ☐ European Championship
- ☒ Olympiad
- ☐ State league
- ☐ KO-System (WM)
- ☐ AUT-Single-Player Eingabe
- ☐ clock simul
- ☐ Ko-System (Fussball)

A tiebreak option must be selected before the Tournament can be created.

Start entering the details. The “Team Dialog” window (Figure 21) should be automatically displayed, if not select “Input/Enter teams...”. Now it is time to enter the team’s name. The team’s short name can be different from the Team field, but tabbing across this field will use the same name as the Team field. The Team Captain’s name is the only other field we need to enter. This is free format field and has no direct link to any players information.

Figure 21



No	Team	Team short form	CNo	team captain	code	resignati	rank	Gr	Info	PtsAdd	TableNo

Buttons: Delete, Random, No-1, No+1, Resignation, ☐ Ordered alphabetically, OK

Name or code:

Make a note of the team number assigned to each team (Figure 22).

Figure 22

Teams Dialog											
No	Team	Team short form	CNo	team captain	code	resignati	rank	Gr	Info	PtsAdd	TableNo
1	Pumas	Pumas		David Firth							
2	Cheetahs	Cheetahs		Robert Mitchell							
3	Tigers	Tigers		Robert Oldfield							
4	Lions	Lions		Brendan Briggs							

Press OK to accept the entries

Load tournament

Use this to load up a previously saved tournament. Making sure all tournaments are stored in the known directory with a good name makes finding a previously saved tournament easier.

Save tournament

Save the current tournament to the previously define location and file name. There will be no prompt or confirmation of this action.

Save tournament as

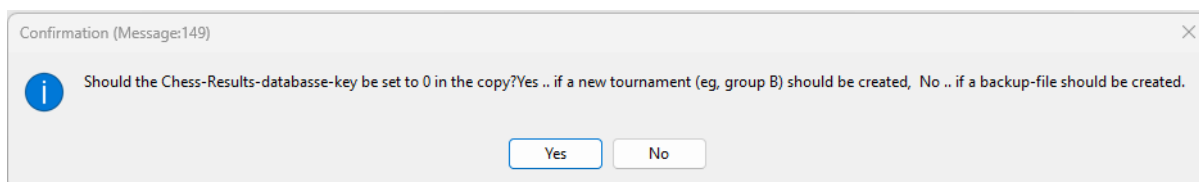
Select “**File/Save tournament as**” to specify the path and file name that the tournament is to be saved to.

If the data has already been sent to chess-results.com the prompt (Figure 23) will be displayed asking if the database key for chess-results.com should be reset.

“Yes” sets the key to zero allowing the data to be sent to chess-results.com in the future. This means that this is being treated as a new tournament. Only do this if you “save as” as a means to create a clean copy of a database before results have been entered.

“No” keeps the key as it is and effectively uses the “save as” as a backup under a different name.

Figure 23



Backup tournament

Select “**File/Backup tournament**” to create a backup file of the current tournament. This will create a file with the similar file name that was defined when the tournament was set up, but with a sequence number and with a “bak” file extension

e.g. Tournament file called SummerRapidSwiss.TUNx

In this case the backup file will be called SummerRapidSwiss001.bak

Each time the backup option is selected it will create a new file with the next sequence number e.g. SummerRapidSwiss002.bak

In “**Other/Options**” the value for “*Number of backup generations*” defines how many backup files will be stored. If more backups are generated than the value in this field, then the oldest backup will automatically be deleted.

Note. These files are different to the automatic backups that are done after each round of pairing. These files follow the same name as the tournament file, but with the addition of the word “round” and the round number and the extension “.bak”.

e.g. SummerRapidSwiss_round_1.bak

Recovering from a backup

To recover from a backup is quite simple. The file for the tournament is the name given to the tournament with the extension of “.TUNx”.

e.g. “Rapid Tournament.TUNx”

In the same area for the file there are other files with a “.bak” extension.

Some of these will have a three-digit sequential number after the tournament name that were created when the user selected “File/Backup tournament”.

e.g. “Rapid Tournament001.bak”.

Some of these will have a “_round_” and a number after the tournament name that were created automatically after the completion of each round.

e.g. “Rapid Tournament_round 2.bak”.

Before performing the recovery

- come out of the tournament
- **create** a backup folder
- **move** all the “.bak” files into the backup folder
- **copy** the “.TUNx” file into the backup folder

To use the “.bak” file simply copy the “.bak” file over the name of the “.TUNx” file.

Failure to move the “.bak” files out of the way will result in the program asking you to overwrite the file name when it wants to save a file to a name that already exists.

Players

Importing Ratings lists

Rating lists are the categorised data for each player for each type of time control i.e.

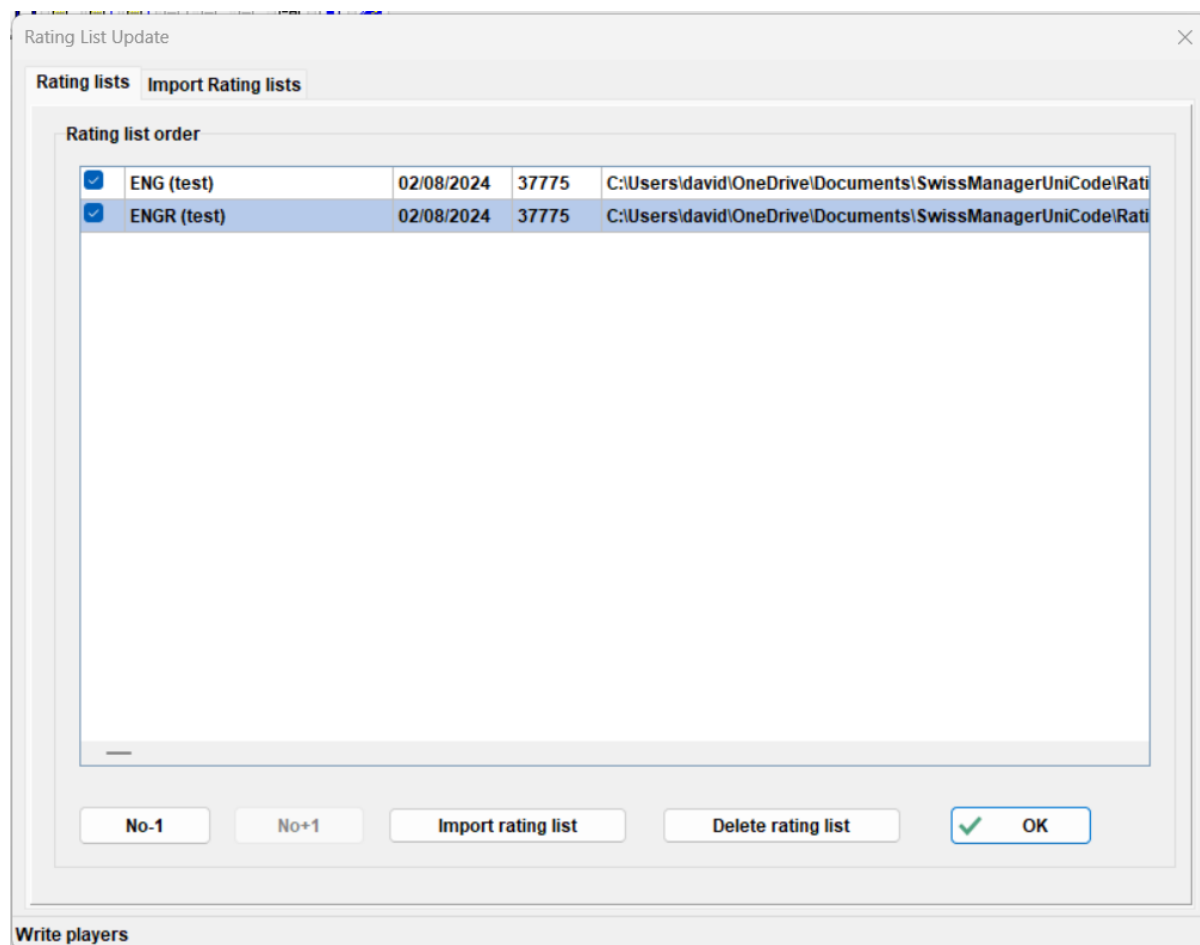
- Standard
- Rapid
- Blitz

The data includes names, DOB, ratings federation IDs etc. These are used to get the accurate information for each player with a simple selection and allows for quick and easy updates of the results back to the federation. These lists can be updated whenever required.

To import the ratings list, select “Rating Lists/Import rating lists”

The “rating list Update” window (Figure 24) will display the currently imported lists.

Figure 24



To download a new ratings list, press the “Import rating list” button or select the “**Import Rating lists**” tab. The following window (Figure 25) displays.

Figure 25

Rating List Update

Rating lists Import Rating lists

☐ Unicode-Version

1) Select rating list Output-File

NAT - national rating list C:\Users\david\OneDrive\Documents\SwissManagerUniCode\RatingNat.DAT

2) Select rating list import file for FIDE, AUT, GER the URL

Select Display File

3) Data validity (example: April 2002)

test

6) Start import

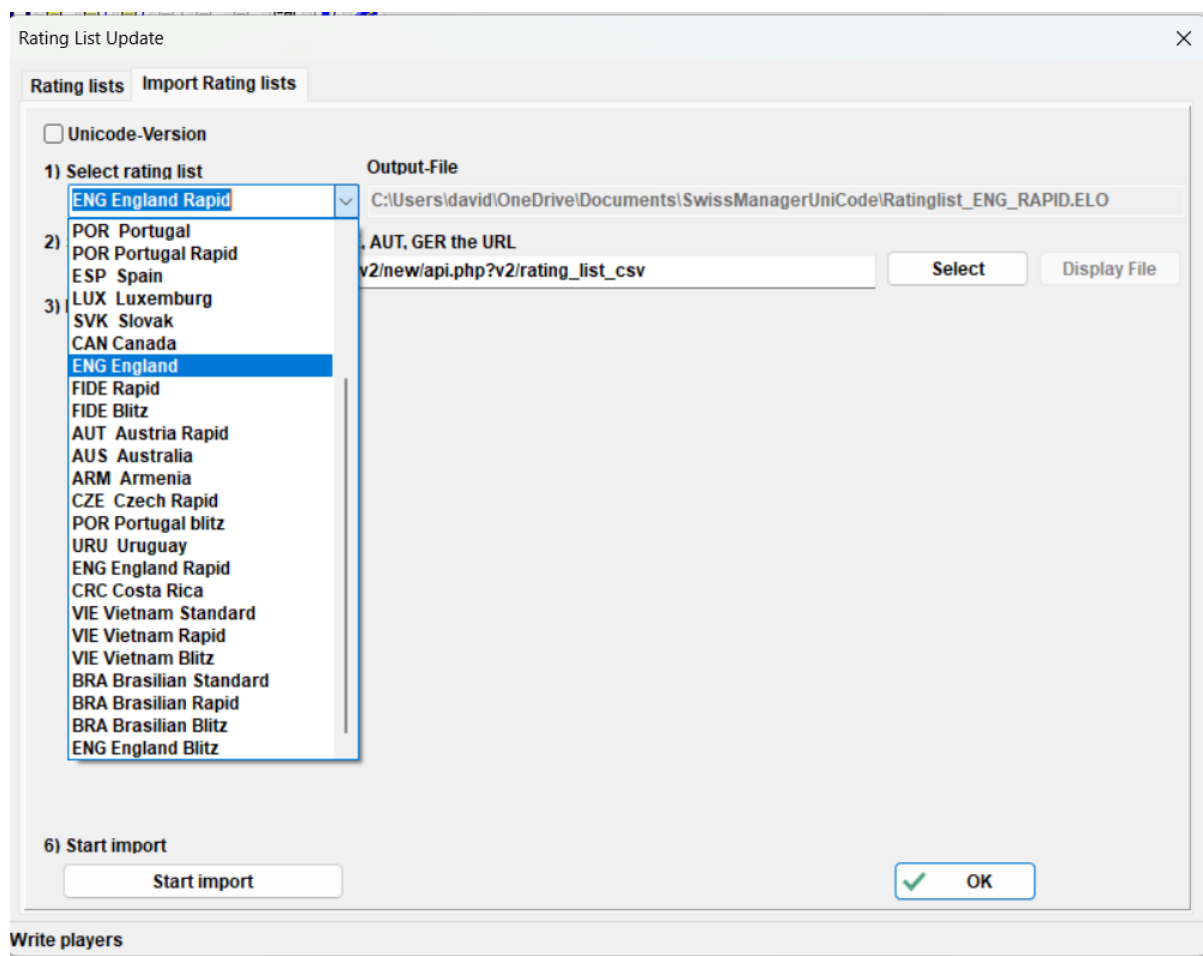
Start import OK

Write players

Click the drop-down menu for “Select rating list” (Figure 26) and select the appropriate list.

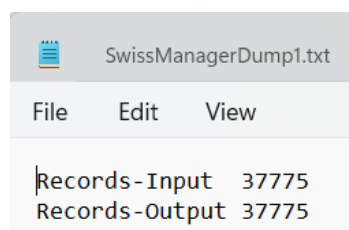
- “ENG England” is the standard rating list.
- “ENGR England Rapid” is the rapid rating list.
- “ENGB England Blitz” is the blitz rating list.

Figure 26



Select **“Start import”**. You will then be shown the number of records imported (Figure 27).

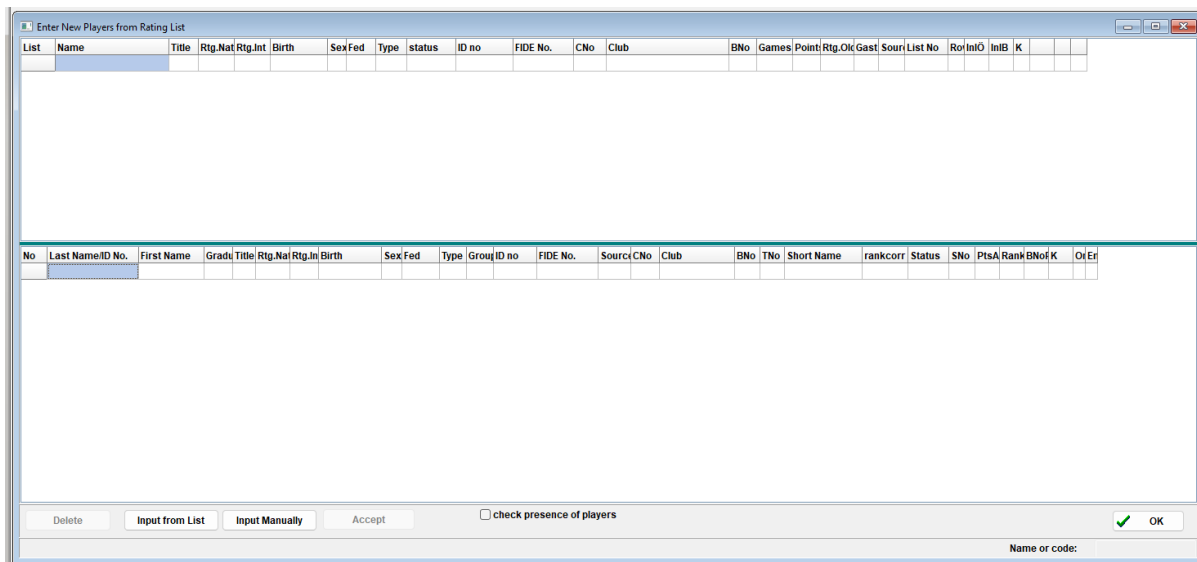
Figure 27



Adding players

The player information can be imported via an XML file, manually via this screen (Figure 28) or both. Take care in noting which of the ratings, or both, are used between importing, manual entry and the sorting criteria on the tournament “General” tab.

Figure 28



List	Name	Title	Rtg.Nat	Rtg.Int	Birth	Sex	Fed	Type	status	ID no	FIDE No.	CNo	Club	BNo	Games	Point	Rtg.Ok	Gast	Sour	List No	Ro/Int	InIB	K

No	Last Name	ID No.	First Name	Grad	Title	Rtg.Nat	Rtg.Int	Birth	Sex	Fed	Type	Group	ID no	FIDE No.	Source	CNo	Club	BNo	TNo	Short Name	rankcorr	Status	SNo	PtsA	Rank	BNo	K	O	Er

☐ check presence of players

Name or code:

Importing data “from XML files - WIP

Importing data from XML files means that we can prepare a list of players in advance in a spreadsheet. Once we have certified the players just before a tournament then these can be loaded quickly instead of manually entering them on the day.

To create a load the data from an XML file, select “File/Import players (XML)”

.....

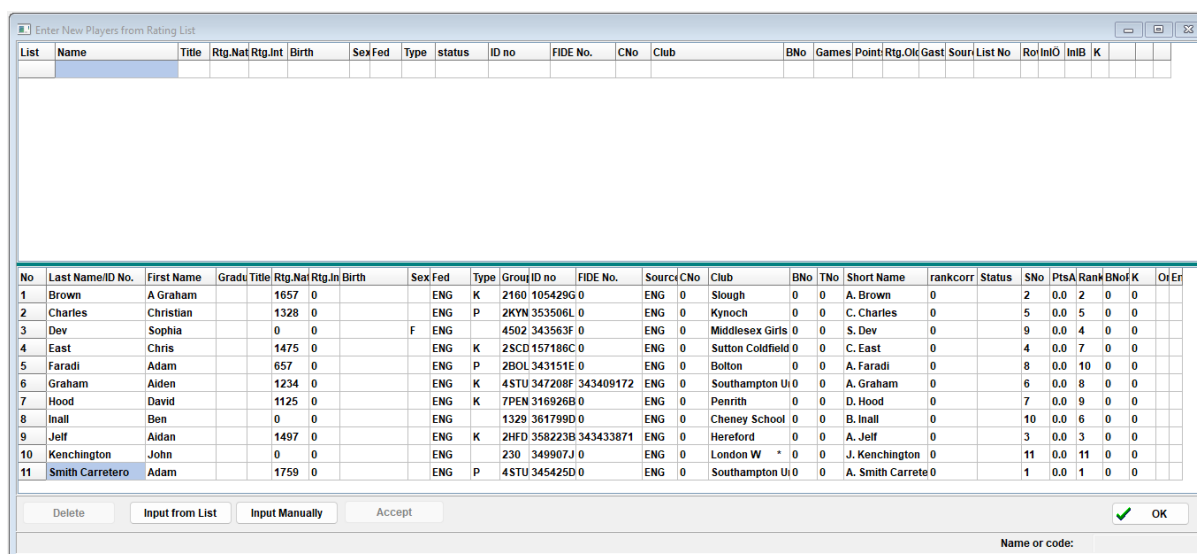
CREATE INSTRUCTIONS AND EXAMPLES OF HOW TO DO THIS

Entering players manually (general and individual)

To be able to use the player data directly from the ECF data you need to have imported the appropriate data via the “**Rating Lists/Import rating lists**” first. See the chapter “Importing Rating list”.

Select “**Input/Enter players**” or “**SP**” (the first of the two) icon to display the “Enter New Players from Rating List” window (Figure 29). It will display the players that have already been entered in the bottom half of the screen.

Figure 29



No	Last Name/ID No.	First Name	Grade	Title	Rtg.Nat	Rtg.Int	Birth	Sex	Fed	Type	Status	ID no	FIDE No.	CNo	Club	BNo	TNo	Short Name	rankcorr	Status	SNo	PtsA	Rank	BNo	K	Or Er
1	Brown	A Graham			1657	0			ENG	K		2160 105429G 0	ENG	0	Slough	0	0	A. Brown	0		2	0.0	2	0	0	
2	Charles	Christian			1328	0			ENG	P		2KYN 353506L 0	ENG	0	Kynoch	0	0	C. Charles	0		5	0.0	5	0	0	
3	Dev	Sophia			0	0		F	ENG			4502 343563F 0	ENG	0	Middlesex Girls	0	0	S. Dev	0		9	0.0	4	0	0	
4	East	Chris			1475	0			ENG	K		2SCD 157186C 0	ENG	0	Sutton Coldfield	0	0	C. East	0		4	0.0	7	0	0	
5	Faradi	Adam			657	0			ENG	P		2BOL 343151E 0	ENG	0	Bolton	0	0	A. Faradi	0		8	0.0	10	0	0	
6	Graham	Aiden			1234	0			ENG	K		4STU 347208F 343409172	ENG	0	Southampton U	0	0	A. Graham	0		6	0.0	8	0	0	
7	Hood	David			1125	0			ENG	K		7PEN 316926B 0	ENG	0	Penrith	0	0	D. Hood	0		7	0.0	9	0	0	
8	Inall	Ben			0	0			ENG			1329 361799D 0	ENG	0	Cheney School	0	0	B. Inall	0		10	0.0	6	0	0	
9	Jell	Aidan			1497	0			ENG	K		2HFD 358223B 343433871	ENG	0	Hereford	0	0	A. Jell	0		3	0.0	3	0	0	
10	Kenchington	John			0	0			ENG			230 349907J 0	ENG	0	London W	0	0	J. Kenchington	0		11	0.0	11	0	0	
11	Smith Carretero	Adam			1759	0			ENG	P		4STU 345425D 0	ENG	0	Southampton U	0	0	A. Smith Carrete	0		1	0.0	1	0	0	

Once the list has been imported enter the name into the “*Name or Code*” box (Figure 30) at the bottom right of the screen and press return. The name can be part, or all the surname and it may end in a comma and an initial.

For example, entering

- “David” will find surnames of “David”, “Davidge”, “Davids”, “Davidson” etc.
- “David,” (David with a comma) makes no difference to the results. The results are the same as using “David”.
- “David,B”, (David with a comma B) returns “David”, “Davidge”, “Davids”, “Davidson”, but with the initial of “B” only.
- “David,BA”, (David with a comma BA) returns “David”, “Davidge”, “Davids”, “Davidson”, ignoring the initials from the search.

This will search the ratings list(s) that have been imported and show all matching players. The “code” element of this box is for the “FIDE identification number”, which we don’t have.

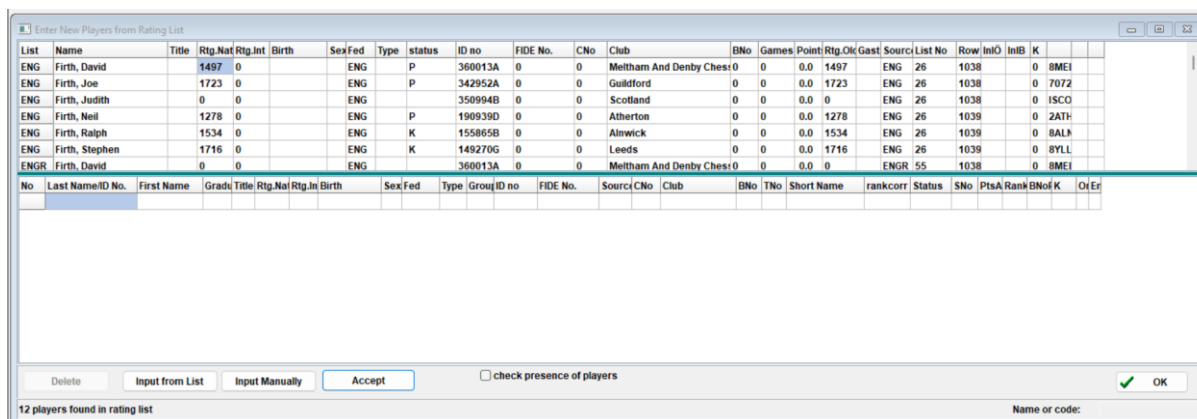
Figure 30



44 players found in rating list

There may be more than one page so you may need to scroll through the list (Figure 31).

Figure 31



List	Name	Title	Rtg	Nat	Rtg	Int	Birth	Sex	Fed	Type	status	ID no	FIDE No.	CNo	Club	BNo	Games	Point	Rtg	Ok	Gast	Sourc	List No	Row	Int	InB	K
ENG	Firth, David		1497		0			ENG	P			360013A	0	0	Meltham And Denby Chess	0	0	0.0	1497		ENG	26	1038	0	8MEI		
ENG	Firth, Joe		1723		0			ENG	P			342952A	0	0	Guildford	0	0	0.0	1723		ENG	26	1038	0	7072		
ENG	Firth, Judith		0		0			ENG				350994B	0	0	Scotland	0	0	0.0	0		ENG	26	1038	0	ISCO		
ENG	Firth, Neil		1278		0			ENG	P			190939D	0	0	Atherton	0	0	0.0	1278		ENG	26	1038	0	2ATH		
ENG	Firth, Ralph		1534		0			ENG	K			155865B	0	0	Alnwick	0	0	0.0	1534		ENG	26	1038	0	BALH		
ENG	Firth, Stephen		1716		0			ENG	K			149270G	0	0	Leeds	0	0	0.0	1716		ENG	26	1038	0	8YLL		
ENGR	Firth, David		0		0			ENG				360013A	0	0	Meltham And Denby Chess	0	0	0.0	0		ENGR	55	1038	0	8MEI		

12 players found in rating list

Select the one you want and then select the “Accept” button at the bottom of the screen.

If a player does not exist on the ratings list or you don’t want to use the ratings list, then the player details can be entered manually. To do this select the “**Input Manually**” button at the bottom of the screen. Enter the data into the highlighted (Figure 32) field and then press the tab key to move to the next field.

Not all the data needs to be entered, as defaults are applied. We are normally only entering the first name, last name and rating. The “Group” field is the Club ECF code.

Figure 32

No	Last Name/ID No.	First Name	Gradu	Title	Rtg	Nat	Rtg	Int	Birth	Sex	Fed	Type	Group	ID no	FIDE No.	Sourc	CNo	Club	BNo	TNo	Short Name	rankcorr	Status	SNo	PtsA	Rank	BNo	K	Or	Er
1	Bloggs	Joe			1550		0			ENG					0		0		0	0	B	0		1	0.0	1	0	0		

Note that you can access the player data screen at any point using the “**Input**” tab. Select either “**Enter players**” or “**Update players**” or select “**SP**” (the second of the two) icon as required.

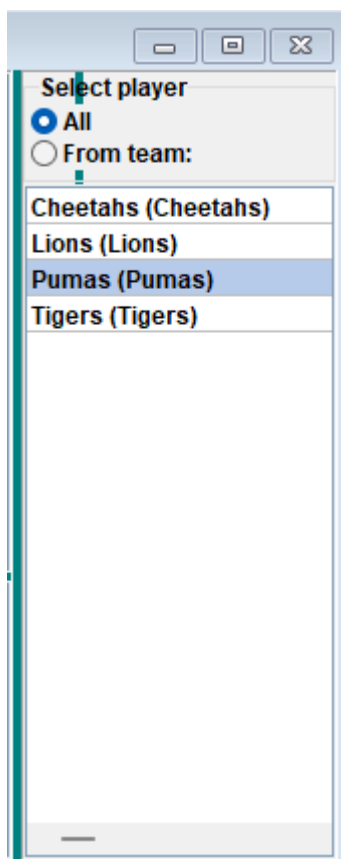
Note we enter the names on the bottom half of the window (Figure 33). The top half is for selecting rated players from the national rating lists.

[illegible]

Entering players manually (team)

When entering the players note at the right of the screen (see Figure 34) there is a list of the teams. These are shown in alphabetical order.

Figure 34



As a player is entered it will be assigned to the highlighted team (see Figure 35). Field “TNo” will contain the number assigned to the team that was highlighted.

“BNo” is the board number within the team. This defaults to the next available board number for the team highlighted. This can be overwritten with the team number at this point. There is no need to press “OK” for this to be accepted. This value can also be changed with “Input/Update players...”.

Changing the highlighted team name will show the players already assigned to that team.

Figure 35

No	Last Name/ID No.	First Name	Grade	Title	Rtg.Nat	Rtg.Int	Birth	Sex	Fed	Type	Group	ID no	FIDE No.	Source	CNo	Club	BNo	TNo
1	Firth	David			1433	0			ENG	K	8MEL	360013A	0	ENG	0	Meltham and De	1	1

Selecting the team names at the side shows the players already assigned to that team. Select “All” to show players from all teams.

Updating players

Update the player data by “Input/Update players” or pressing the “SP” icon.

This window (Figure 36) shows the data that can be added or changed.

Figure 36

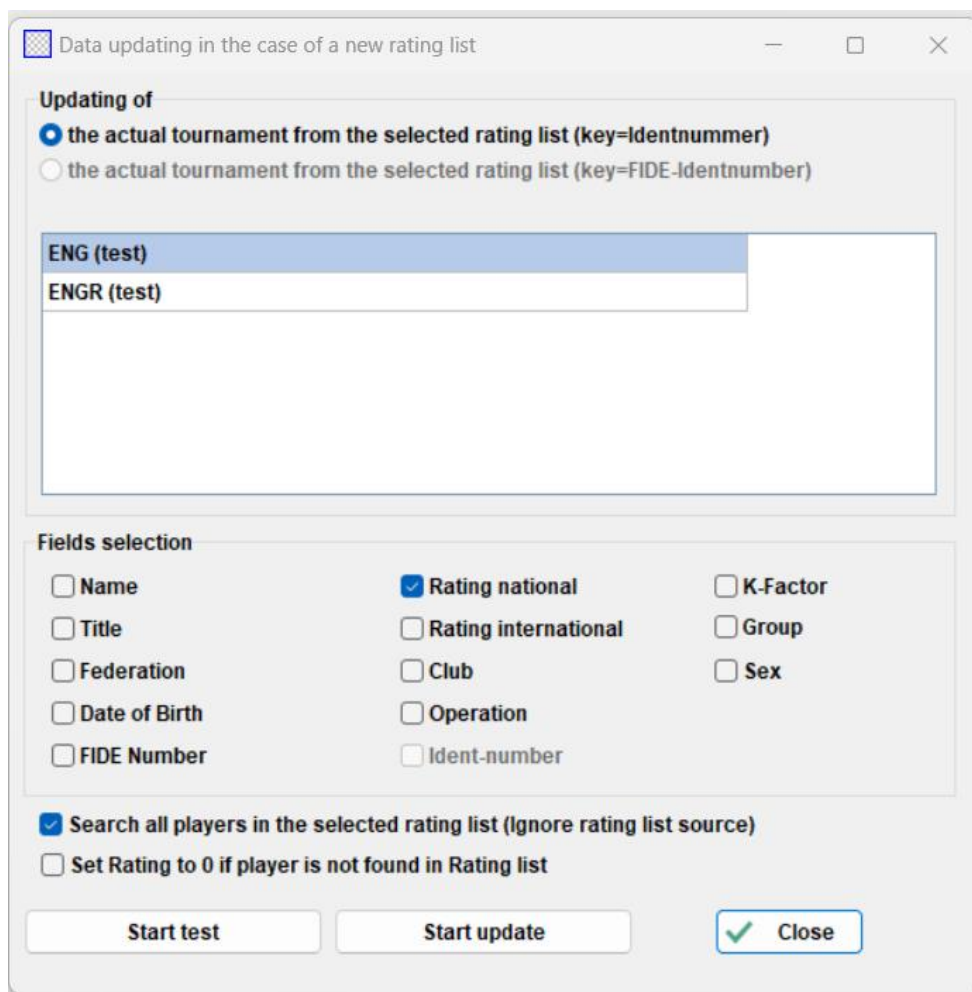
No	Last Name	ID No.	First Name	Grade	Title	Rtg.Nat	Rtg.Int	Birth	Sex	Fed	Type	Group	ID no	FIDE No.	Source	CNo	Club	BNo	TNo	Short Name	rankcorr	Status	SNo	PtsA	Rank	BNo	K	Of	Er
1	Bloggs		Joe			1550	0			ENG				0		0		2	0	B	0		3	0.0	3	0	0		
2	Brown					0	0			ENG				0		0		0	0	B	0		5	0.0	5	0	0		
3	Firth		David			1497	0			ENG	P	8MEL	360013A	0	ENG	0	Meltham And De	0	0	D. Firth	0		4	0.0	4	0	0		
4	Mitchell		Robert			1575	0			ENG	K	8MEL	209181B	0	ENGR	0	Meltham And De	0	0	R. Mitchell	0		2	0.0	2	0	0		
5	Smith		John			1600	0			ENG				0		0		1	0	S	0		1	0.0	1	0	0		

The “Source” column shows where the data came from. In this case “ENG” came from the standard chess rating, “ENGR” came from the rapid chess rating, and the rest were manually entered.

The ratings can be updated from the official sites by selecting “Other/Update ratings/data”.

“Data updating in the case of a new rating list” window (Figure 37) will be displayed.

Figure 37



Data updating in the case of a new rating list

Updating of

☒ the actual tournament from the selected rating list (key=Identnummer)

☐ the actual tournament from the selected rating list (key=FIDE-Identnummer)

ENG (test)

ENGR (test)

Fields selection

☐ Name ☒ Rating national ☐ K-Factor

☐ Title ☐ Rating international ☐ Group

☐ Federation ☐ Club ☐ Sex

☐ Date of Birth ☐ Operation

☐ FIDE Number ☐ Ident-number

☒ Search all players in the selected rating list (Ignore rating list source)

☐ Set Rating to 0 if player is not found in Rating list

Start test Start update Close

To select the ratings data source to be used for the update, highlight it. Tick the appropriate boxes for the fields that need to be updated. Press the “**Start Update**” button to process the update. This updates the data in the players list of the tournament against the latest downloaded rating list. If you need the latest ratings to be used, you will need to download the latest ratings list before running this update.

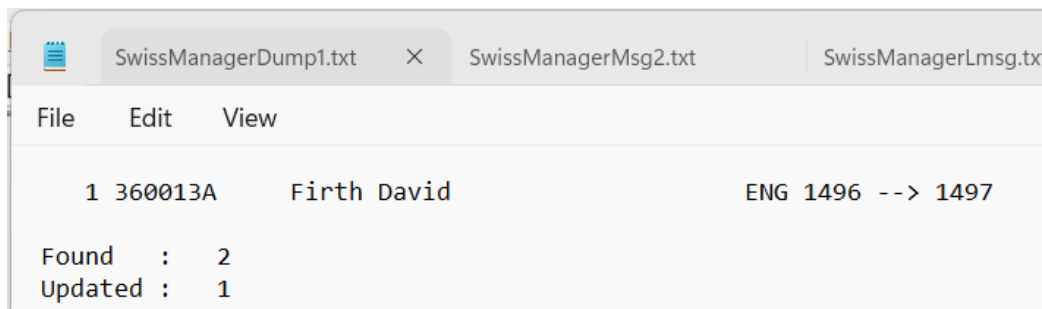
You can run the “**start test**”, before running the update, to test that the results match what you expect to achieve. Once completed, it displays how many matching rows were found and how many of them will be updated, and which data will be updated. **Note.** No actual update will be performed with this option.

Running the “**Start update**” shows the same results as shown in “**Start test**” but performs the update. In the following example (Figure 38) two matches to the ratings list were found. One of them was updated with a change to the rating itself.

If we are running a tournament where many of the ratings don’t exist for that time range i.e. Rapid or Blitz, but they do for standard, then there is a work around. Run the initial ratings for standard to get their ratings at that level and then run “**Update**”

Ratings/Data” against the Rapid or Blitz ratings list. This way, for those who have a rating in rapid, it will substitute the standard one, whereas the others will be left intact.

Figure 38

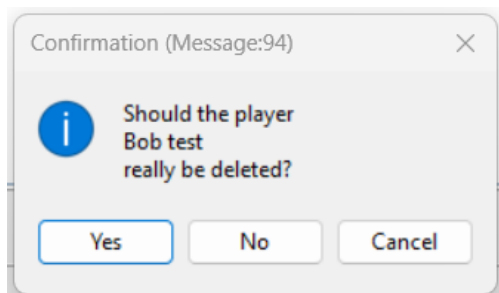


Change the data manually by clicking in a box to highlight it and then change the data. Don't forget to click “**OK**” to save the updates.

Deleting players

To delete a player, click on the player on the list and then press the “**Delete**” button at the bottom of the screen. A window will appear (Figure 39) asking you to confirm the deletion.

Figure 39



Note that ALL players can be deleted using the “Other/Options/General” tab and “Delete all players” button. See the General Settings in this manual.

Resort starting rank list

If a new player has been entered or the ratings have changed after the first round, then select “Input/Resort starting rank list”. This needs to be done as the ranking affects the pairings.

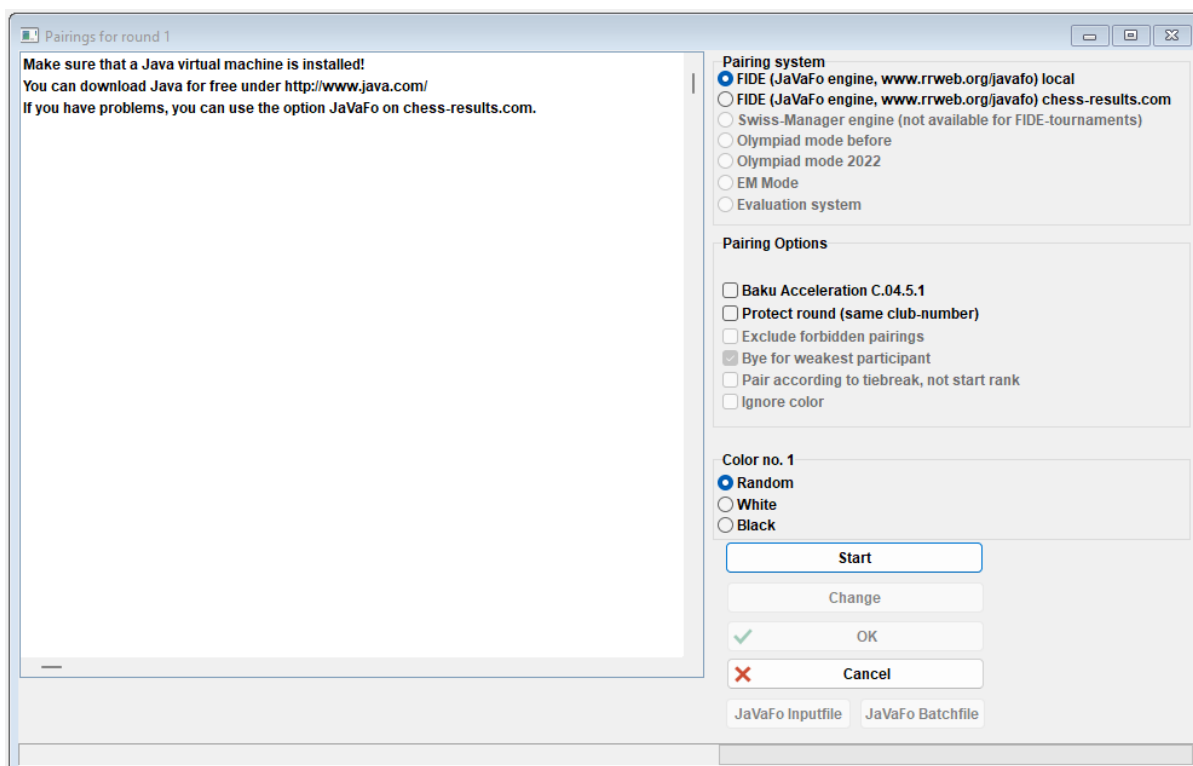
Individual Tournament Pairings

To start the pairings process, select “Pairings”.

For automatic pairings select “Computer pairings”. Note that “F6” is the shortcut to run this option.

The “Pairings for round x”, window (Figure 40) is displayed.

Figure 40



Make note of the “Pairing system” options (Figure 41).

Figure 41



If the engine to calculate the pairings has been downloaded to the local machine, then the first option is fine, if not then use the second option where the engine on the chess-results.com website is to be used. Note that this is a risk to rely on this, because there could be an issue with the internet connection at the time of the event.

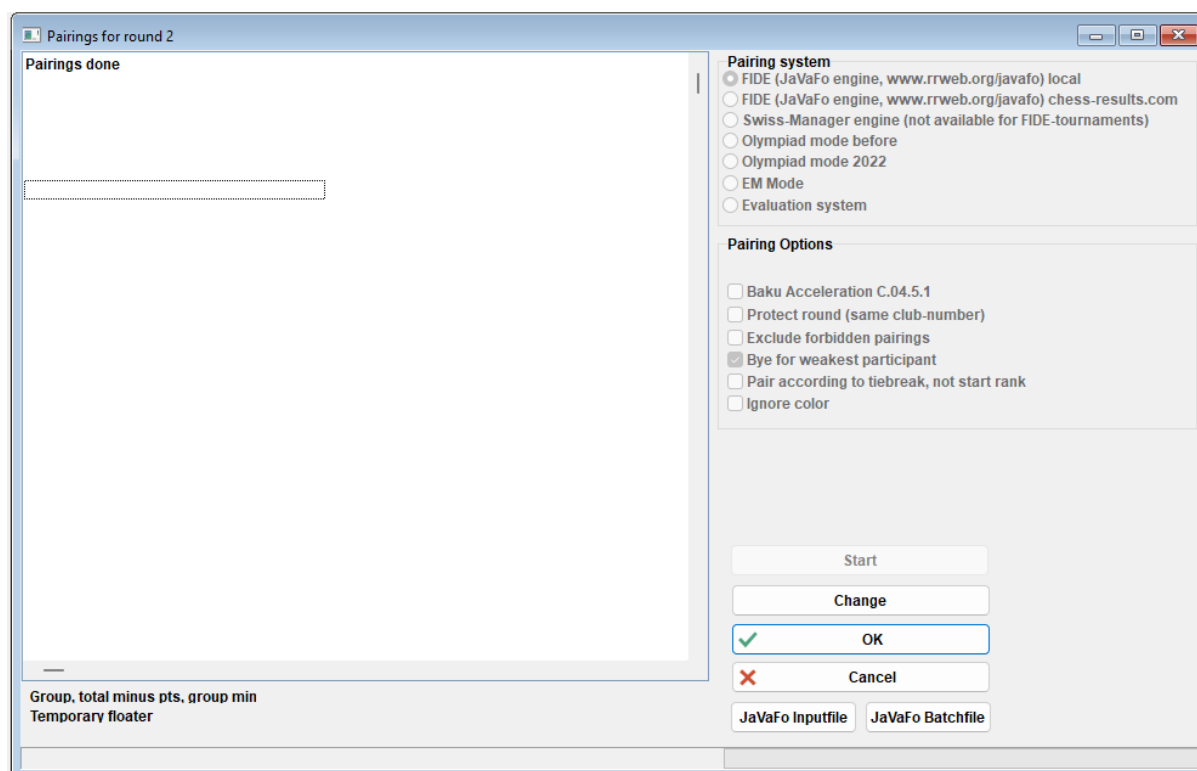
The colour of board 1 for the first round can be specified in the “Color no. 1” section (Figure 42), but this would normally be left as random.

Figure 42



Then press “**Start**” to generate the pairings. The message will be displayed about the success or otherwise of the pairings within the window (Figure 43). Here it says “Pairings done” so you are OK to proceed.

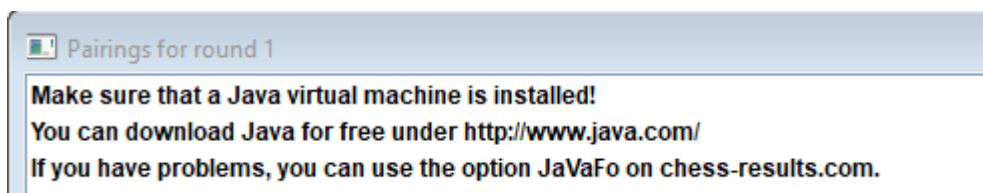
Figure 43



Then press “**OK**”, which closes the window for the pairing generation.

The first time you run this you may get the following messages (Figure 44).

Figure 44



Manual Pairing

To make pairings manually, either on a single or multiple pairs select “**Pairing/Manual pairings**”. The “Set pairings for round x manually” window will be displayed (Figure 45).

Figure 45

Here you select a player from the list on the left. The name will then be displayed

Note that the bottom right of the window shows which player in the pair is being selected (Figure 46). In this case player 1 (White)

Figure 46

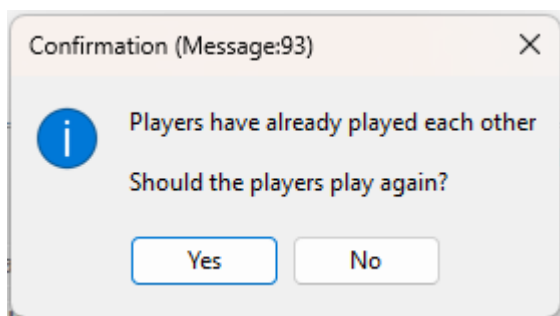
When player 1 has been selected, this will automatically switch to player 2 (Black). You can click on this area to change the player number to be selected.

When a player has been selected it is removed from the list on the left.

When the two players have been selected it shows the two names in the sequence selected and in reverse. Click on the “**pair**” button to select which is White/Black.

If the players have already played each other a window (Figure 47) will appear asking you confirm if they should play again.

Figure 47



To remove a pairing, highlight it and press the “**remove pairing**” button.

To switch the colours of a pairing, highlight it and press the “**change colour**” button.

Pairings that have been manually altered can be identified by an asterisk that shows before each pairing in the Pairings or results lists.

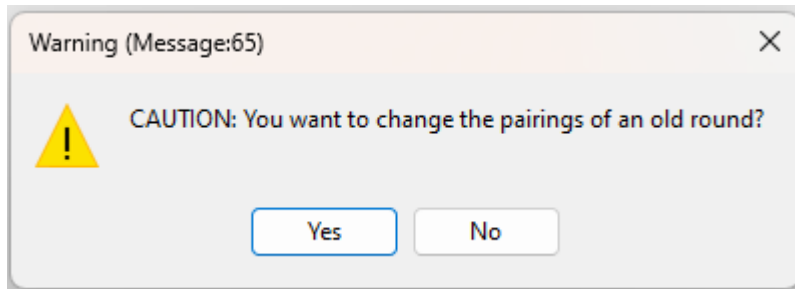
Note that although these pairings have been made for all players, the round is not set until the “**Pairings/Computer pairings**” has been run.

Change a pairing

To change a pairing select “Pairing/Set new player”

If you are changing the pairing that is not the current round, then a warning will appear (Figure 48) asking you to confirm that you want to change the pairings for an old round. You should only do this to correct a difference between what the pairing was, and the game played.

Figure 48

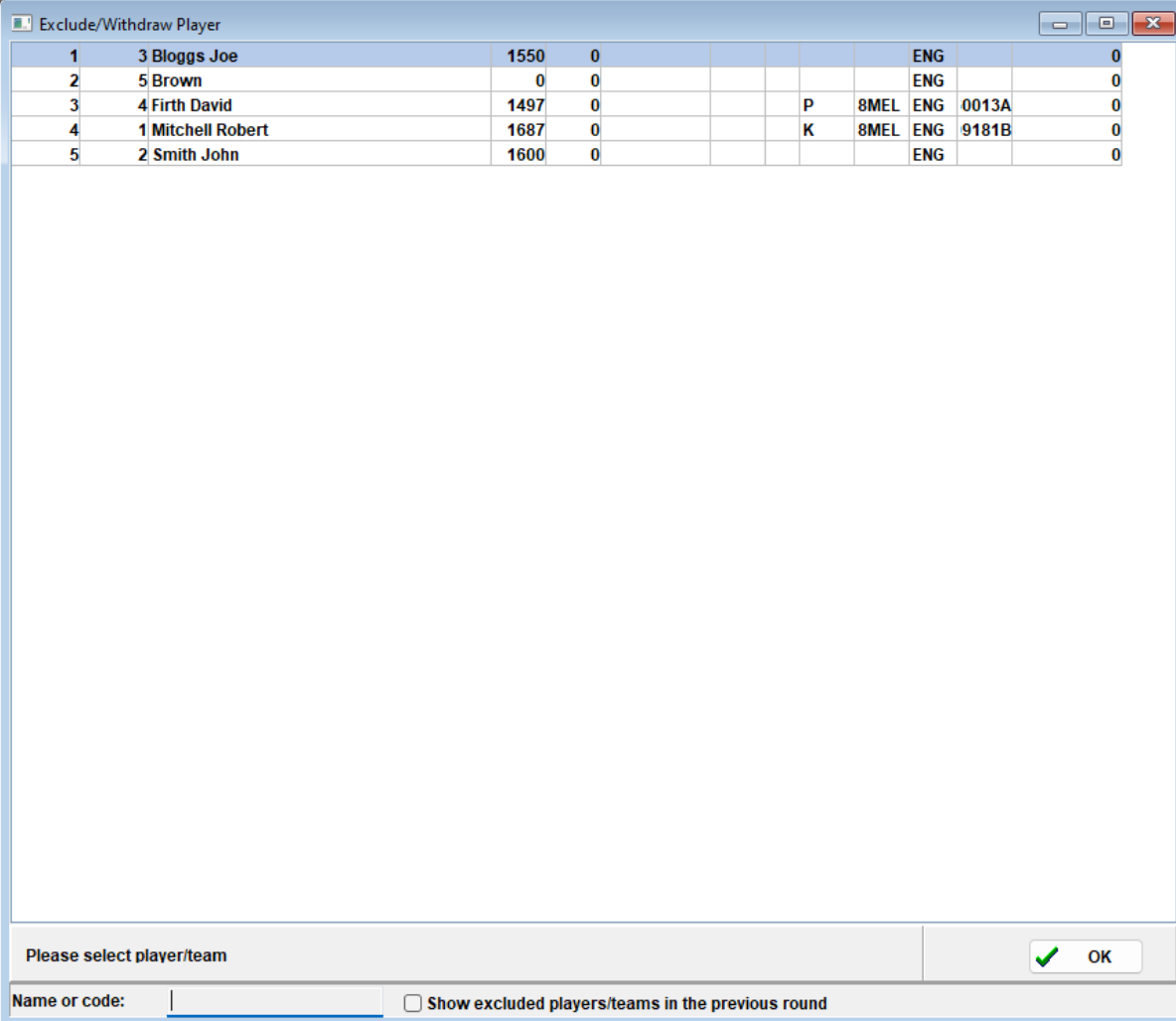


The manual pairing window will then be displayed.

Exclude player(s)

If a player is in the tournament but needs to be excluded from one or more rounds, then select “**Pairings/Exclude player**” then the following window “Exclude/Withdraw Player” (Figure 49) will be displayed.

Figure 49



The window titled "Exclude/Withdraw Player" displays a table with the following data:

Rank	Player Name	Rating	Color	Team	Country	Code	Points
1	3 Bloggs Joe	1550	0		ENG		0
2	5 Brown	0	0		ENG		0
3	4 Firth David	1497	0	P	8MEL	ENG 0013A	0
4	1 Mitchell Robert	1687	0	K	8MEL	ENG 9181B	0
5	2 Smith John	1600	0		ENG		0

Below the table, there is a section with the text "Please select player/team" and a green checkmark icon next to the text "OK". At the bottom, there is a text input field labeled "Name or code:" and a checkbox labeled "Show excluded players/teams in the previous round".

After selecting a player, the new “Exclude/Withdraw Player” (Figure 50) window will be displayed.

Figure 50

Exclude/Withdraw Player

Firth David

A check means that the player will be paired

- ☐ Round 1
- ☐ Round 2
- ☒ Round 3
- ☒ Round 4
- ☒ Round 5
- ☒ Round 6
- ☒ Round 7
- ☒ Round 8
- ☒ Round 9

Exclude all remaining rounds

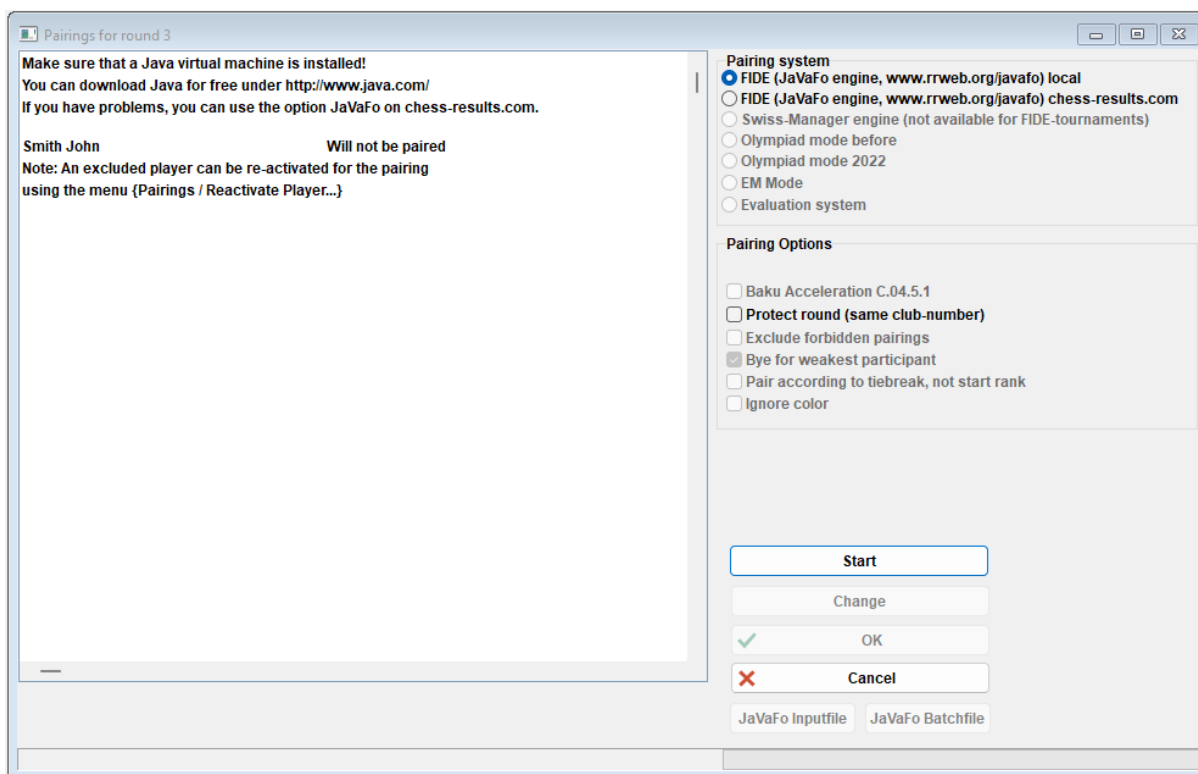
OK Cancel

It shows all the rounds of the tournament. The greyed-out rounds are those rounds already paired. A tick in each box means that the player **will be included** in each round. Untick each round that the player will not be paired. The “**Exclude all remaining rounds**” will untick all the remaining rounds. Press the “**OK**” button to accept the changes.

Note. If a round has been paired, but a player needs to be excluded from that the round then go to “Round”, select the previous round, then go to “Other”, “Options”, “General” tab, and then press “**Delete rounds**”.

After excluding a player and then selecting “Computer pairings”, the window (Figure 51) will display any excluded players. In this example John Smith was excluded from round 3.

Figure 51



Now when looking at the “Enter/Change results” screen (Figure 52) you can see the excluded players shown below the list of paired matches.

Figure 52

Enter/Change Results for Round 3

1	1 Mitchell Robert	1½	:	2	Firth David
2	5 Brown	1	:	1½	Bloggs Joe
3	2 Smith John	0	:		Withdrawn (temporary)

1 : 0

½ : ½

0 : 1

Empty

1F:0F

0F:1F

0F:0F

Adjn

0:0

0:½

½:0

1U:0U

½:½U

0U:1U

All

Missing

Rd-1

Rd+1

Color

✓

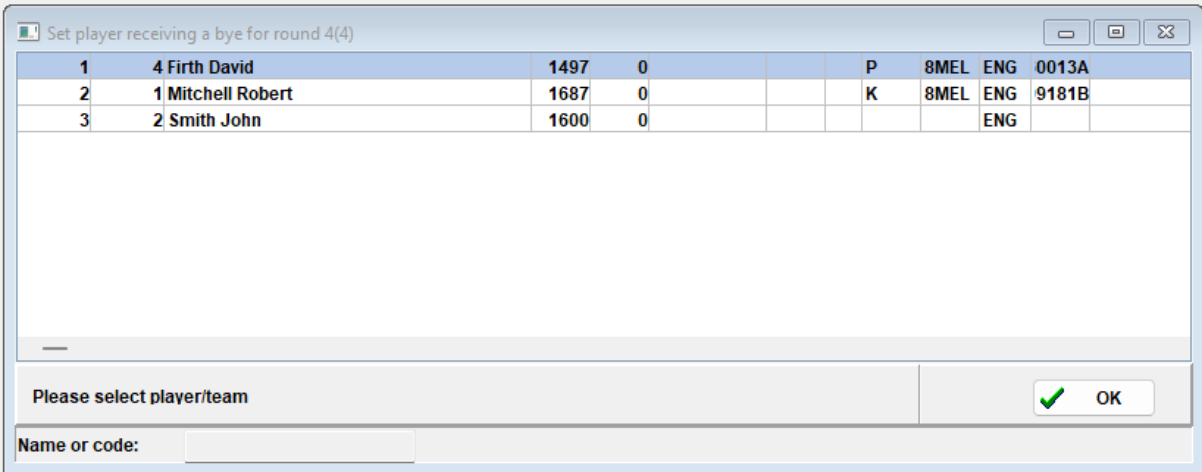
End

Name or code:

Give Player a bye

If there is an odd number of players, then one player will be given a bye each round. If for some reason a player wants to have the bye for a specific round, then use this option to select the player. The screen (Figure 53) shows the players available to have a bye. Note a player can only have a bye once.

Figure 53



1	4 Firth David	1497	0		P	8MEL	ENG	0013A		
2	1 Mitchell Robert	1687	0		K	8MEL	ENG	9181B		
3	2 Smith John	1600	0				ENG			

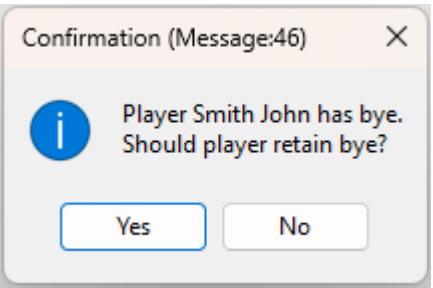
Please select player/team

OK

Name or code:

Confirm the bye (Figure 54).

Figure 54



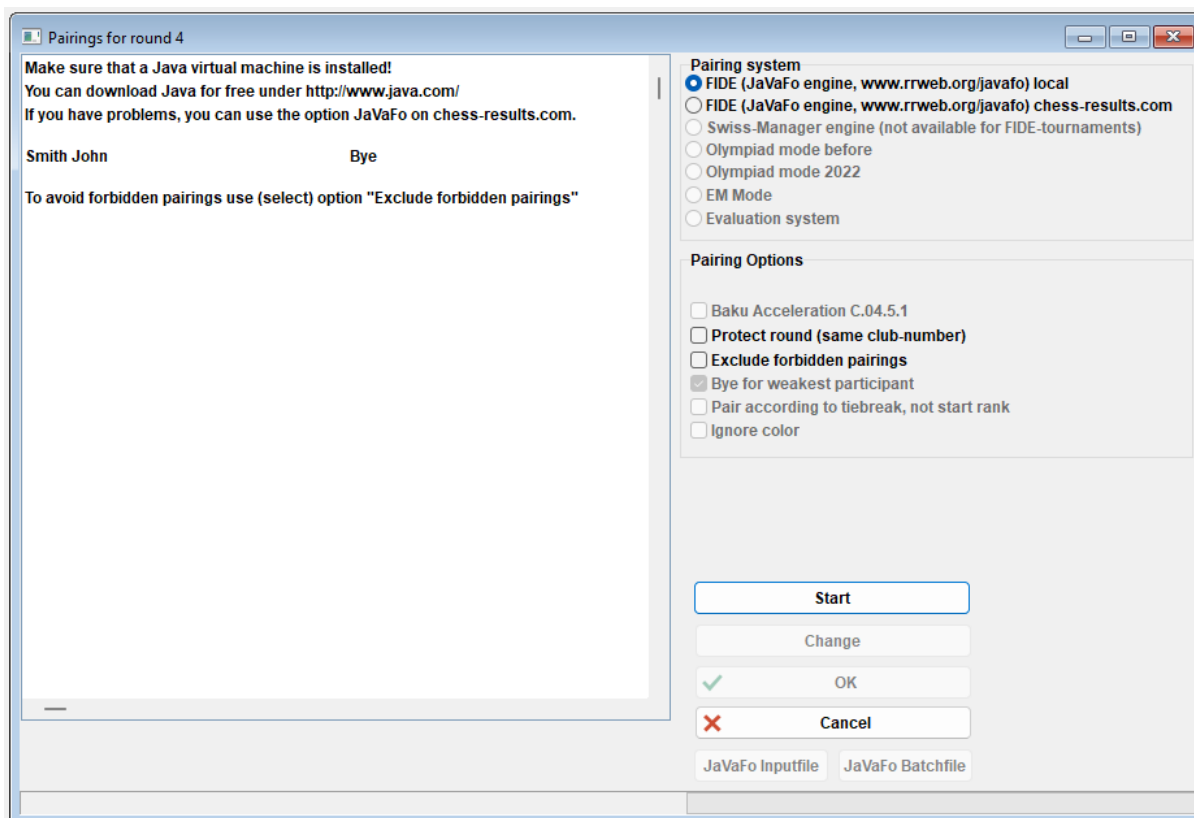
Confirmation (Message:46)

Player Smith John has bye.
Should player retain bye?

Yes No

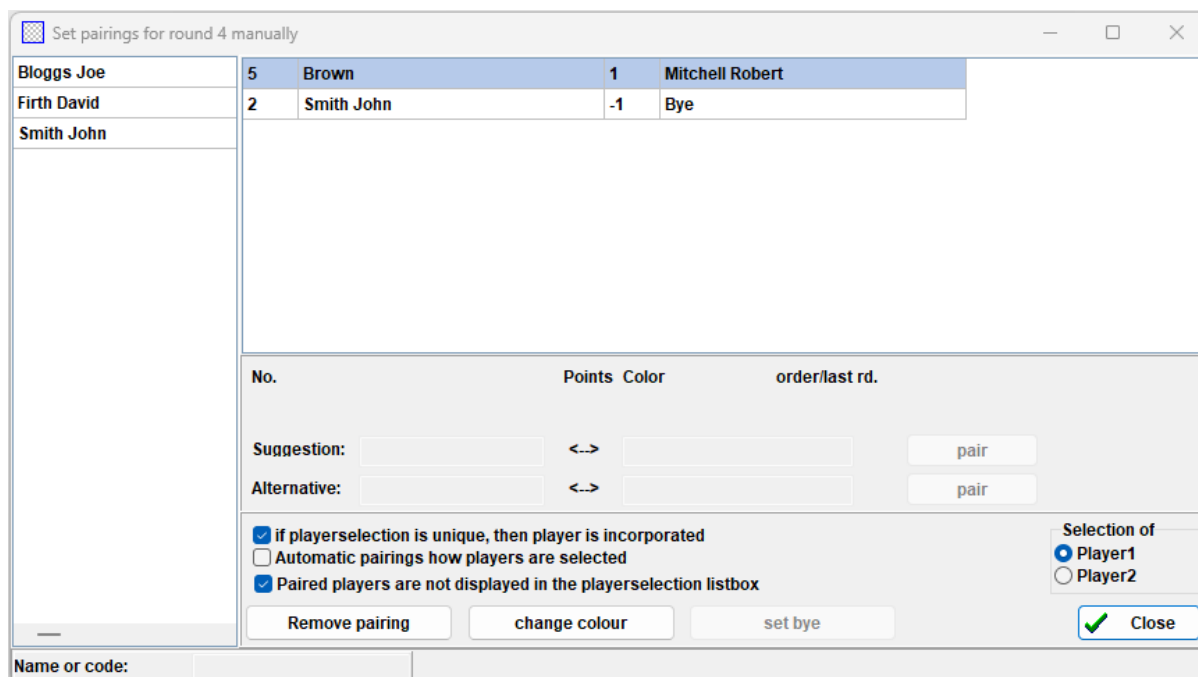
The player given the bye will be shown when doing the “computer pairings” windows (Figure 55).

Figure 55



The player given the bye will be shown when doing the “Manual pairings” (Figure 56).

Figure 56

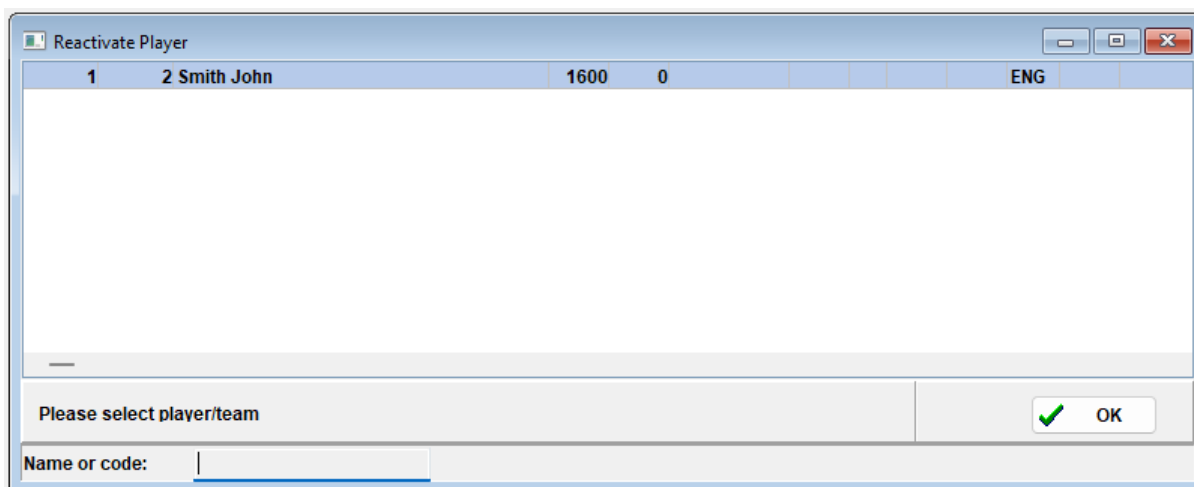


Reactivate player

If a player who has been excluded needs to be available for selection again there are two options. One option is going back to “**Exclude player**” again. Select the player and add a tick to replace the tick(s) that were there for the exclusion i.e. reverse the original exclusion. The other option is to reactivate a player. Select “**Pairings/Reactivate player**” and the following window will be displayed.

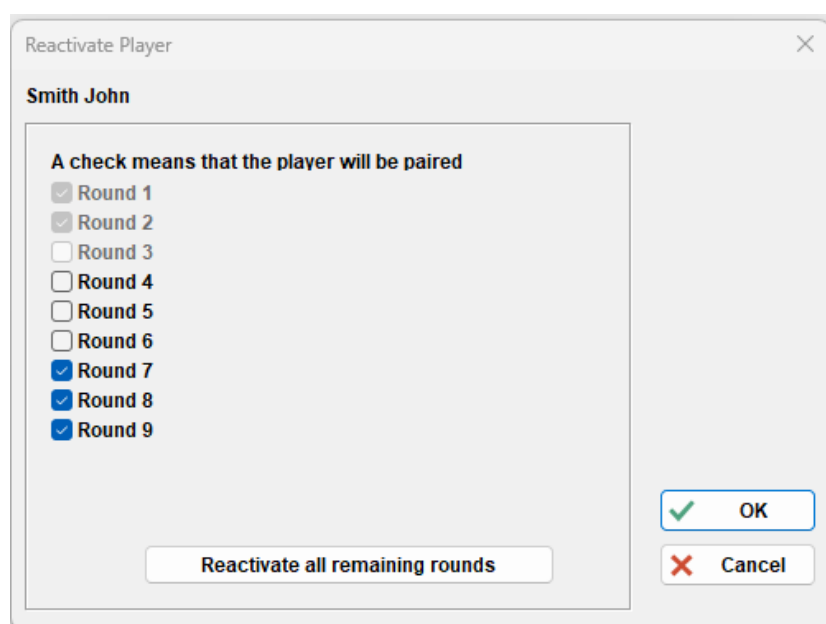
Select the player and the required (Figure 57).

Figure 57



The “Reactivate” window will be displayed (Figure 58). This is similar to the exclusion version. Simply tick the rounds to make that player available for or press the “**Reactivate all remaining round**” button.

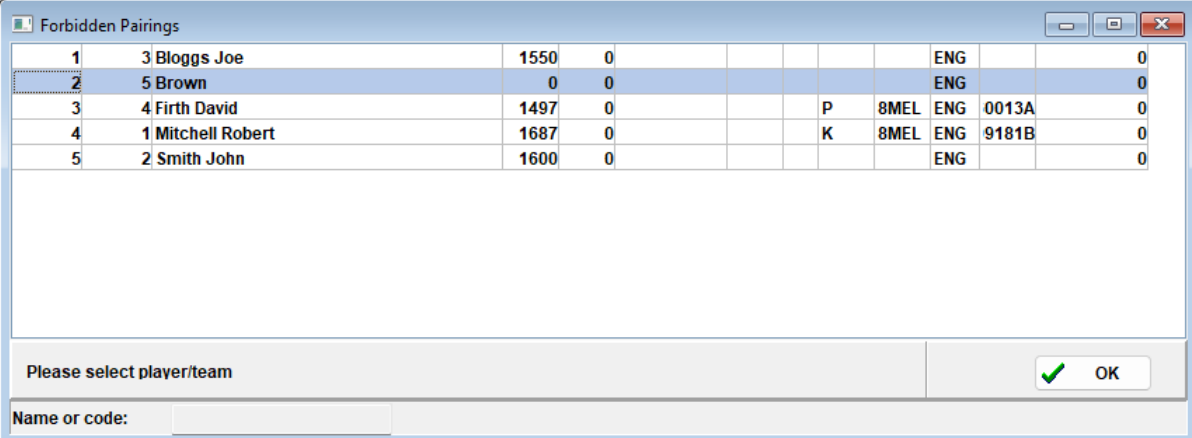
Figure 58



Forbidden Pairings

To prevent two players from being paired select “Pairings/Forbidden pairings”. The “Forbidden Pairings” window (Figure 59) will be displayed.

Figure 59



1	3 Bloggs Joe	1550	0						ENG		0
2	5 Brown	0	0						ENG		0
3	4 Firth David	1497	0			P	8MEL	ENG	0013A		0
4	1 Mitchell Robert	1687	0			K	8MEL	ENG	9181B		0
5	2 Smith John	1600	0						ENG		0

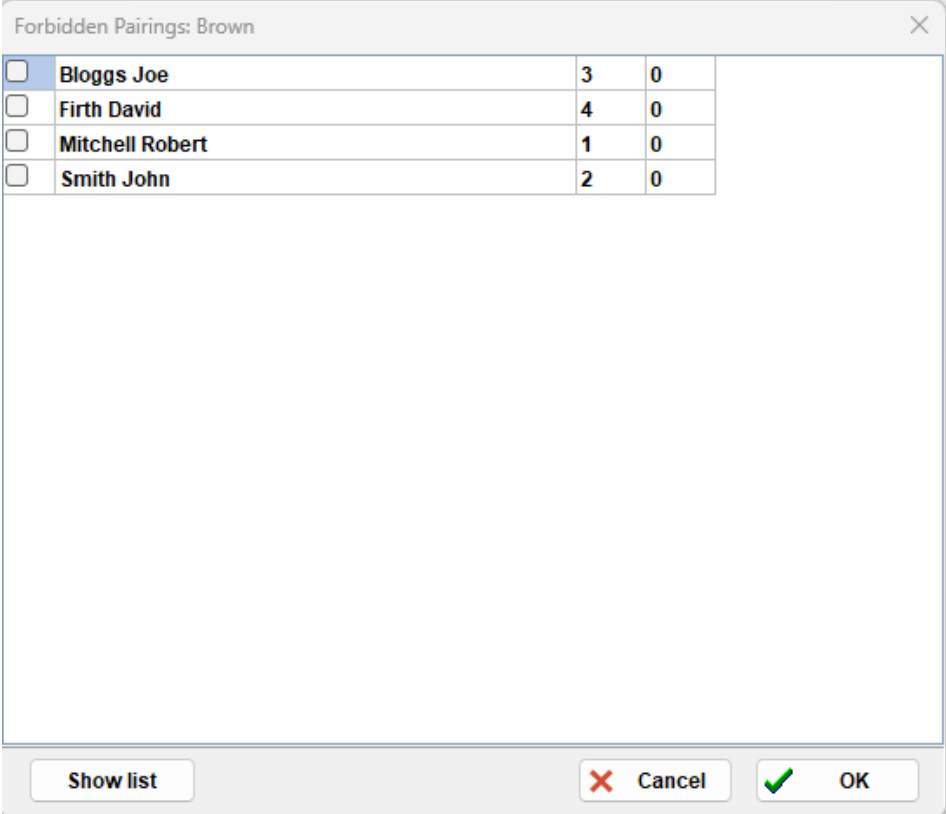
Please select player/team

Name or code:

☒ OK

Highlight the first player as part of the forbidden pairing or start typing in “**Name or code**” as soon as a name becomes unique a window is displayed (Figure 60) with the list of players to match with. Select and press the “**OK**” button.

Figure 60



☒	Bloggs Joe	3	0
☐	Firth David	4	0
☐	Mitchell Robert	1	0
☐	Smith John	2	0

Show list

☒ Cancel ☒ OK

Automatic round backup

After accepting “**OK**” to each round of pairings an automatic backup is done by the system in the same directory as the system file. A file is created after each round of pairing. These files follow the same name as the tournament file, but with the addition of the word “round” and the round number and the extension “.bak”.

e.g. SummerRapidSwiss_round_1.bak

Entering result data

Entering the results (general and individual)

To enter the results of the pairings this can be done by the following options

- Select “**Input/Enter results**”.
- Use the F7 short cut.
- Select the “**1:0**” icon.

After the selection the “Enter/Change Results for Round” window (Figure 61) is displayed.

Figure 61

Board	White	Black	Points
1	3 Bloggs Joe	Mitchell Robert	1
2	2 Smith John	Firth David	4

Buttons on the right:

- 1:0, 1/2:1/2, 0:1, Empty, 1F:0F, 0F:1F, 0F:0F, Adjn, 0:0, 0:1/2, 1/2:0, 1U:0U, 1/2:1/2U, 0U:1U, All, Missing, Rd-1, Rd+1, Color, End (with green checkmark)

Name or code:

This shows the pairings. The first number is the board number. The number before the player is the unique number for each player. The number immediately after the White player and before the Black player is the points scored so far. As this is the first round no points have been scored.

For each highlighted row select the result from the list of buttons on the right of the screen. You can select whichever row you want or let the screen automatically move downwards after each result is entered.

After the entry of the results, it will look like this (Figure 62).

Figure 62

Rank	Player 1	Score 1	Score 2	Player 2	Score 3
1	3 Bloggs Joe	0	1/2	Mitchell Robert	1
2	2 Smith John	0	0	Firth David	4

If some results have been entered and it is a long list, then selecting the “**Missing**” button will show just the pairings where the results have not been entered yet.

Selecting “**Color**” (American spelling) then this will allow you to switch over the colours of the pairing highlighted.

Selecting “**Empty**” will clear out the results for the highlighted pairing.

Select “**End**” to complete the results entry.

Select the “**Rd-1**” button to move the results of the previous round. The number of the round in the window name changes accordingly. This changes the value of the current system round.

Select the “**Rd+1**” button to move the results of the next round. The number of the round in the window name changes accordingly. This changes the value of the current system round.

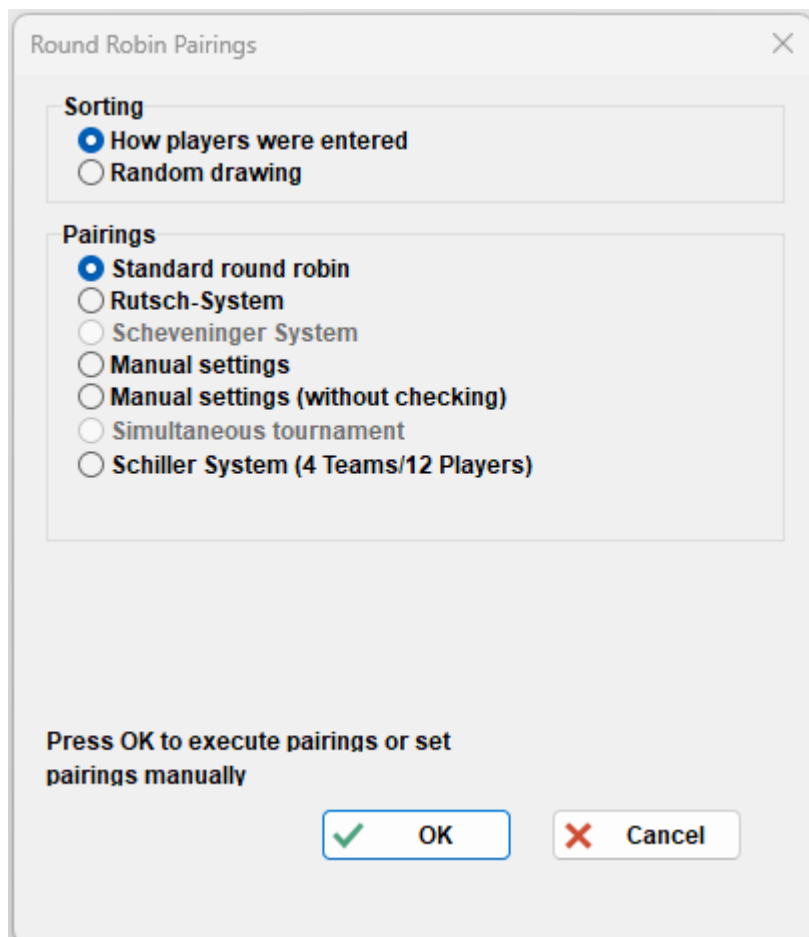
Select the “**Missing**” button to show all the pairings without the results entered.

Select the “**All**” button to show all the pairings regardless of the results entered.

Entering the results (team)

Enter “**Pairings/Computer Pairings**”. The window “Round Robin Pairings” (Figure 63) will be displayed.

Figure 63



As this is a Round Robin tournament the team pairings for all rounds will have been created. Note that the actual player pairings have not been done at this point.

Note: For Round Robin matches all the, before showing or entering any results make sure that the round is set to round 1, otherwise it can show the last round.

Select Pairings/computer pairings to display the window (see Figure 64) to enter the pairings.

Figure 64

Enter Results/Pairings for Round 3

Team pairings

1 Cheetahs (Cheetahs)	0	-	0	Lions (Lions)	Pairings are missing
2 Tigers (Tigers)	0	-	0	Pumas (Pumas)	Pairings are missing

1	-	-	:	:	-	-	0	1 : 0	½ : ½
2	-	-	:	:	-	-	0	0 : 1	Empty
3	-	-	:	:	-	-	0	1F:0F	0F:1F

Buttons: 0F:0F, AJ, Pairings, 0:0, 0:½, ½:0, 1U:0U, ½:½U, 0U:1U

Enter results for:
☒ Players (standard)
☐ Teams (standard)
☐ Teams (Grid)
☐ Rating computation

Pairing: Fixed list, Delete
 Round: Rd+1, Rd-1
 Board: bo+1, bo-1
 Color: Team, Player
 Search:
☐ Board Check

Download from Chess-Results OK

Note that at the bottom left of the screen (Figure 65) is the toggle of how to enter the results. In the following example “Players (standard)” has been selected. Here the scores are entered for each board. Selecting “Teams” will mean that only the team score needs to be entered.

Figure 65

Enter results for:
☒ Players (standard)
☐ Teams (standard)
☐ Teams (Grid)
☐ Rating computation

Select the “Fixed list” to populate the pairings by board number. A window will appear (see Figure 66) asking to confirm all the pairings for all teams in this round.

Figure 66

Confirmation (Message:9)

Do you really want to execute the pairings for all teams this round according to the fixed list?

Yes No

This will now show (see Figure 67) the pairings.

Figure 67

Enter Results/Pairings for Round 3

Team pairings

1	Cheetahs (Cheetahs)	0	-	0	Lions (Lions)	Results are missing
2	Tigers (Tigers)	0	-	0	Pumas (Pumas)	Results are missing

1	209181B	w	Mitchell Robert	:	Briggs Brendan	312134D	1	1 : 0	½ : ½
2	111265L		Gilpin Anthony A	:	w George John	361476B	2	0 : 1	Empty
3	369962G	w	Sayer-Smith Matthew	:	Secker Paul	366929E	3	1F:0F	0F:1F

Enter results for:

- ☒ Players (standard)
- ☐ Teams (standard)
- ☐ Teams (Grid)
- ☐ Rating computation

Pairing:

Round:

Board:

Color:

Search:

☐ Board Check

Enter the results in the normal way. After entering the results for the first matches it automatically moves onto the next set of teams (Figure 68).

Figure 68

Enter Results/Pairings for Round 3

Team pairings

1	Cheetahs (Cheetahs)	2	-	1	Lions (Lions)	OK
2	Tigers (Tigers)	1½	-	1½	Pumas (Pumas)	OK

1	360143C	w	Oldfield Robert	0	:	1	Firth David	360013A	1	1 : 0	½ : ½
2	117245B		Pogson Tony	½	:	½	w Robinson David	366157L	2	0 : 1	Empty
3	160292F	w	Dixon Colin	1	:	0	Haslam Luke	360011H	3	1F:0F	0F:1F

Enter results for:

- ☒ Players (standard)
- ☐ Teams (standard)
- ☐ Teams (Grid)
- ☐ Rating computation

Pairing:

Round:

Board:

Color:

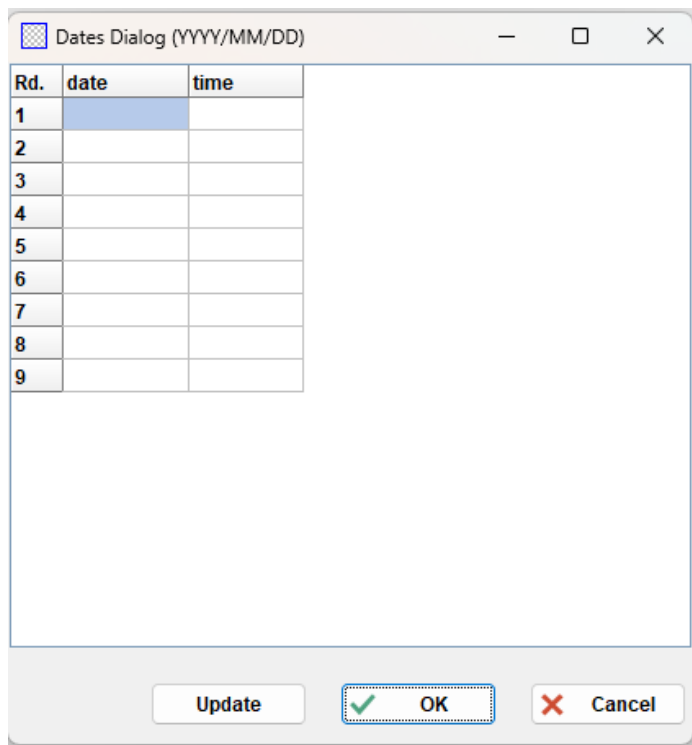
Search:

☐ Board Check

Enter the dates and times of the round(s)

To enter the dates and times for each round select “**Input/Enter round dates and times**” or select the “**RD**” icon. The “Dates Dialog” window (Figure 69) will be displayed. Existing entries will be displayed.

Figure 69



Rd.	date	time
1		
2		
3		
4		
5		
6		
7		
8		
9		

Update OK Cancel

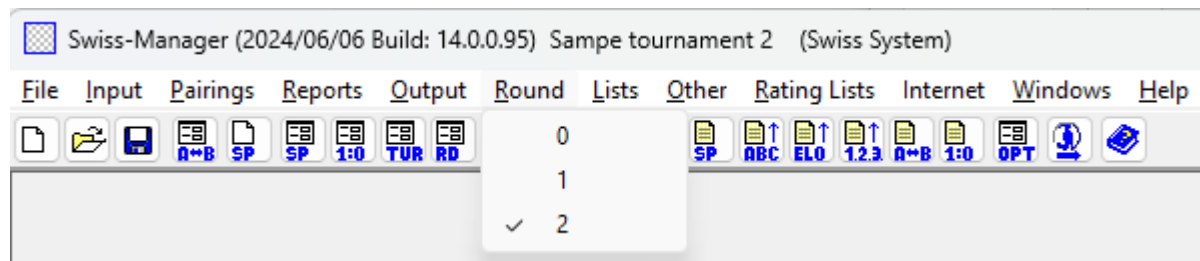
The details can be filled in as you go through each round or upfront. The time fields do not have any validation on it, so this can be in any format.

Note that pressing “**Update**” or “**OK**” sets the remaining blank fields to the latest values.

Changing the current round

To see and change the current round select “**Round**”. The drop-down menu (Figure 70) will show a tick against the current round. Round 0 means that no pairing has been done. Simply click on the round that needs to be current.

Figure 70



Note. When entering / changing the results the “**Rd-1**“, and “**Rd+1**” buttons change system round. Once using these buttons, it is prudent to reset the system round to the latest round.

As some of the reports and some of the data changes refer to the current round from this selection it may be required to set the round back to an earlier round to deliberately change / delete data

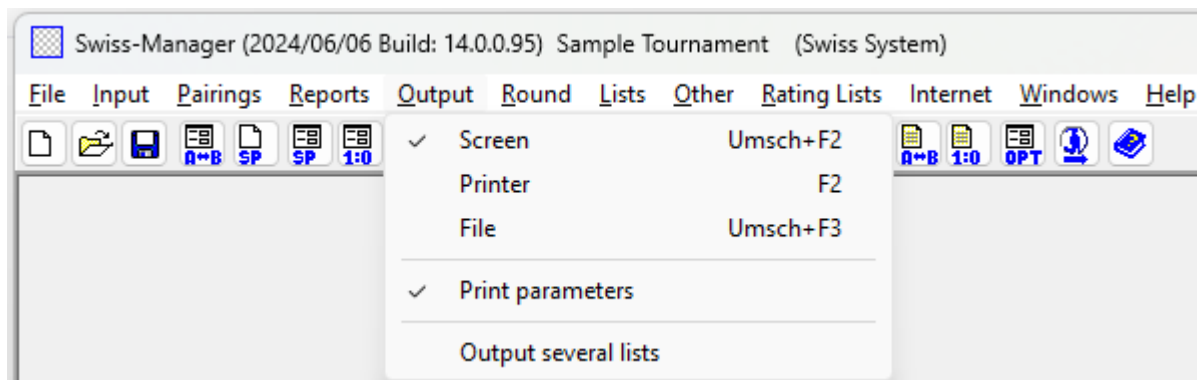
Warning. Changing this can cause problems if you set the system to the wrong round and then change / delete the data.

Printing

Setting up printing or display options for reports

Select “**Output**” to show the drop-down menu (Figure 71).

Figure 71



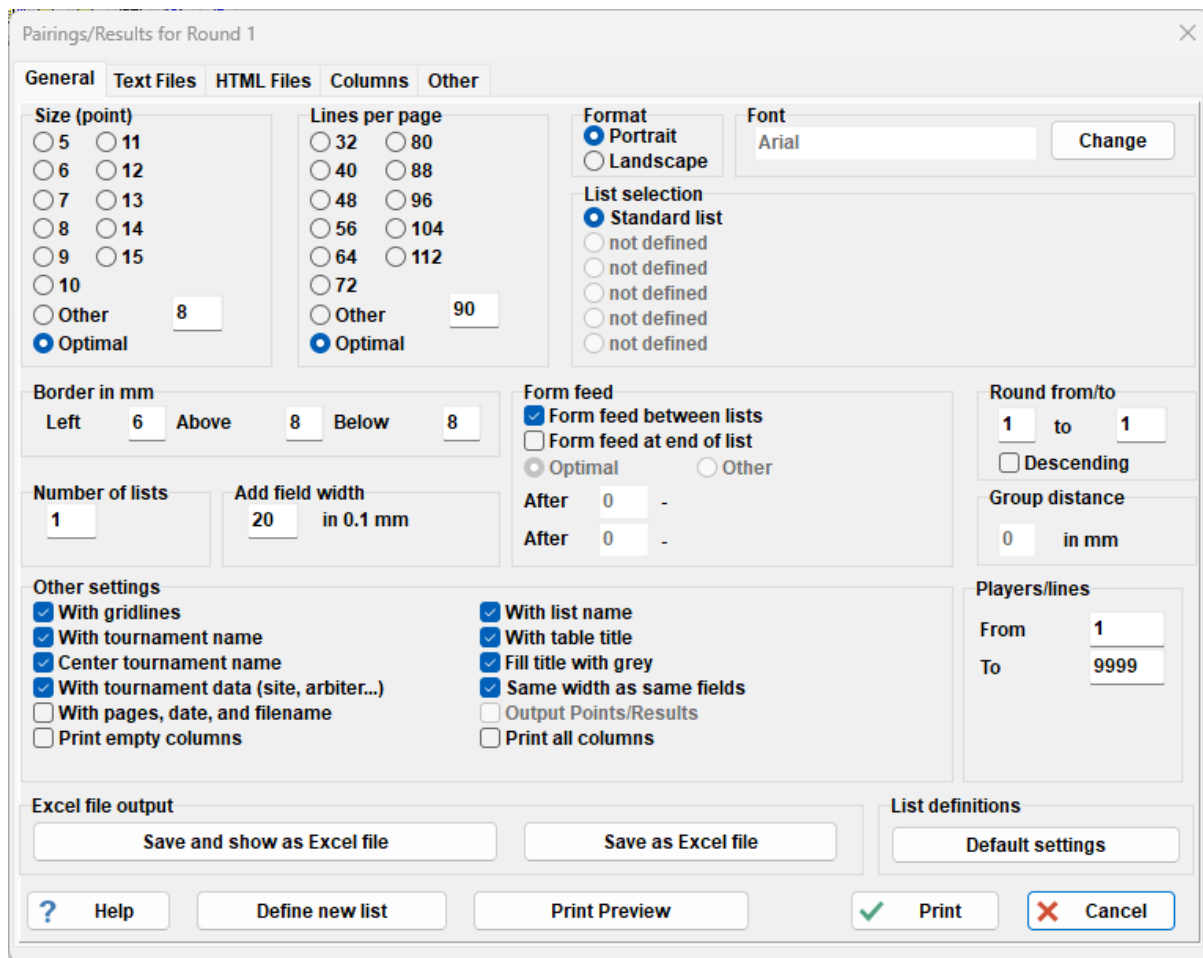
The option of the “**Screen**”, “**Printer**” or “**File**” is a toggle. i.e. only one of the options can be selected. By selecting this option the others are deselected. The tick obviously shows which option is the currently selected.

Lists (reports)

Select “**Lists**” to show the reports that can be printed, saved to a file or displayed to the screen.

When you select a list, and the output is set to “printer” then the window (Figure 72) is displayed. You can select this window from the “Print menu” button when producing and reports from the “**Lists**” menu

Figure 72



Pairings/Results for Round 1

General Text Files HTML Files Columns Other

Size (point)
☐ 5 ☐ 11
☐ 6 ☐ 12
☐ 7 ☐ 13
☐ 8 ☐ 14
☐ 9 ☐ 15
☐ 10
☐ Other 8
☒ Optimal

Lines per page
☐ 32 ☐ 80
☐ 40 ☐ 88
☐ 48 ☐ 96
☐ 56 ☐ 104
☐ 64 ☐ 112
☐ 72
☐ Other 90
☒ Optimal

Format
☒ Portrait
☐ Landscape

Font
 Arial Change

List selection
☒ Standard list
☐ not defined
☐ not defined
☐ not defined
☐ not defined
☐ not defined

Border in mm
 Left 6 Above 8 Below 8

Form feed
☒ Form feed between lists
☐ Form feed at end of list
☒ Optimal ☐ Other
 After 0 -
 After 0 -

Round from/to
 1 to 1
☐ Descending

Group distance
 0 in mm

Other settings
☒ With gridlines
☒ With tournament name
☒ Center tournament name
☒ With tournament data (site, arbiter...)
☐ With pages, date, and filename
☐ Print empty columns
☒ With list name
☒ With table title
☒ Fill title with grey
☒ Same width as same fields
☐ Output Points/Results
☐ Print all columns

Excel file output
Save and show as Excel file Save as Excel file

List definitions
Default settings

Players/lines
 From 1
 To 9999

? Help Define new list Print Preview ✓ Print ✗ Cancel

The format of the lists can be changed. We can alter the existing lists or start again with new ones. It is safer to start again with a new one than can be deleted rather than risk messing up an existing one. At any, point pressing the “**Default settings**” button will reset everything back to the system default for this List.

Select the “**Define new list**” button at the bottom of the window. Select the “Columns” tab at the top of the window.

Select the “Columns” tab and enter a name for the new list in the “List name” field.

The window (Figure 73) shows an example using the “Pairings/Results” list.

Figure 73

(14/14) Pairings/Results for Round 1

General Text Files HTML Files Columns Other

List name: MADD results

No.	fieldname	in list	show	format	grid	add.widt	min.widt
1	Board	Bo.	Yes	right	both sides	0	0
2	set manually		No	center	both sides	0	0
3	SNo.	SNo.	Yes	right	both sides	0	0
4	Title		Yes	center	both sides	0	0
5	Name	Name	Yes	left	both sides	0	0
6	ShortName	Name	No	left	both sides	0	0
7	Sex		No	center	both sides	0	0
8	Rating	Rtg	No	right	both sides	0	0
9	Rtg.Nat.	NRtg	No	right	both sides	0	0
10	Rtg.Int.	IRtg	No	right	both sides	0	0
11	Federation	FED	No	center	both sides	0	0
12	Club/Site	Club	No	left	both sides	0	0
13	Team (short)	Team	No	left	both sides	0	0
14	Birthday	Birth	No	right	both sides	0	0
15	Id.Number	Ident	No	right	both sides	0	0
16	Type	Type	No	center	both sides	0	0
17	Group	Gr	No	center	both sides	0	0
18	Fide-Number	Fide-No.	No	right	both sides	0	0
19	Points	Pts	Yes	center	both sides	0	50
20	Result	Res.	Yes	center	both sides	0	150

Copy Delete Row-1 Row+1 ? Help X End

This shows the fields that can be selected for the list.

We can now select the fields that we want to include in the list. Columns under the “show” column with a “Yes” will be displayed and those with a “No” won’t be. Simply highlight the field in the “show” column to change it to either “Yes” or “No” to and type “Y” or “N” to change the value.

The way the value is formatted within the field is changed with the “format” column. This can be left, centre or right justified. Enter “r”, “c”, or “l” in lower or upper case in the field to change the value.

To change the sequence of the field is shown on the list highlight a field and then select either the “**Row-1**” or “**Row+1**” button to move the field up or down respectively.

Note on the “Pairings/Results list the details most of the fields are duplicated. This is because the first ones refer to white and the second ones refer to black.

We can change the name displayed, up to a maximum of 15 characters, on the list by changing the value of the “in list” field. We can change the value of the first “Name” field to “White” and the second “Name” field to “Black”. “Sno.” can be changed to “Seed” for both Black and White. “Rtg” can be changed to “Rating” for both Black and White.

To test that the changes are appearing as required, go back to the “General” tab and select the “Print Preview” button

An example of a change (Figure 74) to the standard layout for the is as follows. Note changes to the “in list”, “show” and “format” fields as well as a moving up the order of the “Sno.” (“Seed”) row.

Figure 74

(14/14) Pairings/Results for Round 1

General Text Files HTML Files Columns Other

List name Madd Pairings

No.	fieldname	in list	show	format	grid	add.widt	min.widt
1	Board	Bo.	Yes	center	both sides	0	0
2	set manually	Paired manually	Yes	center	both sides	0	0
3	SNo.	Seed	Yes	center	both sides	0	0
4	Title		No	center	both sides	0	0
5	Name	White	Yes	left	both sides	0	0
6	ShortName	Name	No	left	both sides	0	0
7	Sex	Sex	No	center	both sides	0	0
8	Rating	Rating	Yes	center	both sides	0	0
9	Rtg.Nat.	NRtg	No	right	both sides	0	0
10	Rtg.Int.	IRtg	No	right	both sides	0	0
11	Federation	FED	No	center	both sides	0	0
12	Club/Site	Club	No	left	both sides	0	0
13	Team (short)	Team	No	left	both sides	0	0
14	Birthday	Birth	No	right	both sides	0	0
15	Id.Number	Ident	Yes	right	both sides	0	0
16	Type	Type	No	center	both sides	0	0
17	Group	Gr	Yes	center	both sides	0	0
18	Fide-Number	Fide-No.	Yes	right	both sides	0	0
19	Points	Pts	Yes	center	both sides	0	50
20	Result	Res.	Yes	center	both sides	0	150

Copy Delete Row-1 Row+1 ? Help X End

Because of the number of rows in this example, scrolling is required to see them all (Figure 75).

Figure 75

(14/14) Pairings/Results for Round 1

General Text Files HTML Files Columns Other

List name Madd Pairings

No.	fieldname	in list	show	format	grid	add.widt	min.widt
19	Points	Pts	Yes	center	both sides	0	50
20	Result	Res.	Yes	center	both sides	0	150
21	Points	Pts	Yes	center	both sides	0	50
22	Title		Yes	center	both sides	0	0
23	SNo.	Seed	Yes	center	both sides	0	0
24	Name	Black	Yes	left	both sides	0	0
25	ShortName	Name	No	left	both sides	0	0
26	Sex	Sex	No	center	both sides	0	0
27	Rating	Rating	Yes	center	both sides	0	0
28	Rtg.Nat.	NRtg	No	right	both sides	0	0
29	Rtg.Int.	IRtg	No	right	both sides	0	0
30	Federation	FED	No	center	both sides	0	0
31	Club/Site	Club	No	left	both sides	0	0
32	Team (short)	Team	No	left	both sides	0	0
33	Birthday	Birth	No	right	both sides	0	0
34	Id.Number	Ident	No	right	both sides	0	0
35	Type	Type	No	center	both sides	0	0
36	Group	Gr	No	center	both sides	0	0
37	Fide-Number	Fide-No.	No	right	both sides	0	0

Copy Delete Row-1 Row+1 ? Help X End

This is the sample (Figure 76) of the output with the new format changes.

Figure 76

Pairings/Results for Round 1

Sample Tournament

Rating-0 : 1487
Date : 2024/08/02

Round 1

Bo.	Seed	White	Rating	Pts	Res.	Pts	Seed	Black	Rating
1	3	Bloggs Joe	1550	0		0	1	Mitchell Robert	1687
2	2	Smith John	1600	0		0	4	Firth David	1497
	5	Brown	0	0				Bye	0

Program **Swiss-Manager** developed and copyright © by DI.Heinz Herzog, 1230 Vienna Joh.Teufelg.39-47/7/9,
Mail:h.herzog@swiss-manager.at,homepage <http://swiss-manager.at>, User:Huddersfield Chess (Nigel Hepworth), 2024/06/06

This is the output with the original format (Figure 77).

Figure 77

Pairings/Results for Round 1

Sample Tournament

Rating-Ø : 1467
Date : 2024/08/02

Round 1

Bo.	SNo.	Name	Pts	Res.	Pts	Name	SNo.
1	3	Bloggs Joe	0		0	Mitchell Robert	1
2	2	Smith John	0		0	Firth David	4
	5	Brown	0			Bye	

Program **Swiss-Manager** developed and copyright © by DI.Heinz Herzog, 1230 Vienna Joh.Teufelg.39-47/7/9,
Mail:h.herzog@swiss-manager.at,homepage <http://swiss-manager.at>, User:Huddersfield Chess (Nigel Hepworth), 2024/06/06

Note that now on the “General” tab the new list is shown and selected (Figure 78).

Figure 78

List selection

☐ Standard list
☐ Standard list
☐ Standard list
☐ Standard list
☒ Madd Pairings
☐ not defined

Lists (individual)

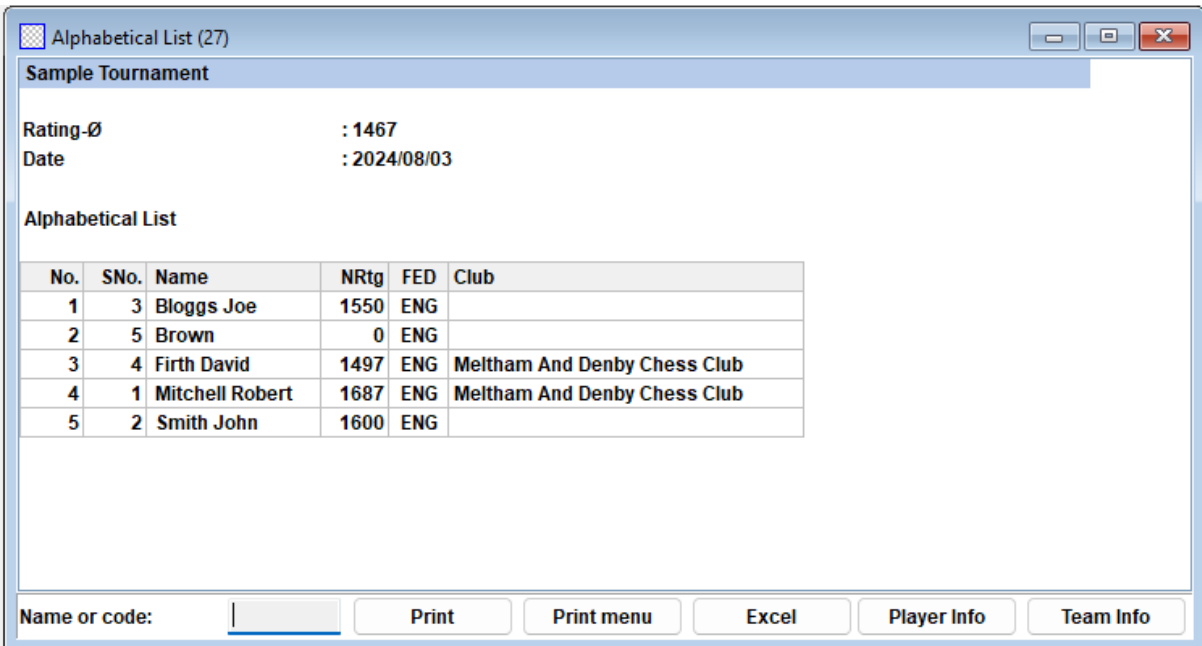
Alphabetical

There are two reports on the menu with this title. The first one produces the list in one column, the second produces the same list but in two columns.

This produces a report of all players in alphabetical order.

This is an example of the first report (Figure 79).

Figure 79



The screenshot shows a window titled "Alphabetical List (27)". Inside, under "Sample Tournament", it displays "Rating-Ø : 1467" and "Date : 2024/08/03". Below this is an "Alphabetical List" table with 5 rows. At the bottom, there is a "Name or code:" input field and five buttons: "Print", "Print menu", "Excel", "Player Info", and "Team Info".

No.	SNo.	Name	NRtg	FED	Club
1	3	Bloggs Joe	1550	ENG	
2	5	Brown	0	ENG	
3	4	Firth David	1497	ENG	Meltham And Denby Chess Club
4	1	Mitchell Robert	1687	ENG	Meltham And Denby Chess Club
5	2	Smith John	1600	ENG	

This is an example of the second report (Figure 80).

Figure 80

MADD Summer Rapid 2024

Tournament Director : Robert Mitchell
Chief Arbiter : Robert Mitchell
Arbiter : David Firth
Town : Traveller's rest
Rating-Ø : 1198
Date : 2024/07/22 To 2024/07/29

Alphabetical List

No.	Name	Rtg	FED	No.	Name	Rtg	FED
1	Boundy Nicola	1300	ENG	20	Hood Evan	600	ENG
2	Boundy Rosie	1200	ENG	21	Hossain Amin	1561	
3	Briggs Brendan	1425	ENG	22	James Charlie	1000	
4	Denby Oskar	1200		23	James Edd	1375	
5	Dixon Corben	700		24	Jones Michael	1350	
6	Dixon Harlan	900		25	Lewis Devonte	900	ENG
7	Dixon Leighton	1000		26	McIntyre Jay	1300	
8	Drake Reuben	1200	ENG	27	Oldfield Rob	1547	
9	Faham Hamid	1930		28	Peacock Will	1495	
10	Firth David	1527		29	Pogson Maud	600	ENG
11	Firth Ray	1000	ENG	30	Robinson Ben	1391	
12	Gilpin Tony	1653	ENG	31	Robinson David	1725	
13	Hancock Elliot	900		32	Spanswick Deven	1000	
14	Hancock Jonathan	1200		33	Stackhouse Dan	1250	ENG
15	Hancock Theo	600		34	Stackhouse Noah	950	ENG
16	Haseeb Ahmed	1150		35	Stefanakis Leo	1400	ENG
17	Haseeb Yusuf	1150		36	Williams Gareth	1317	
18	Haslam Luke	1340		37	Williams Henry	700	
19	Hirst Dylan	1500		38	-		

Name or code:
Print
Print menu
Excel
Player Info
Team Info

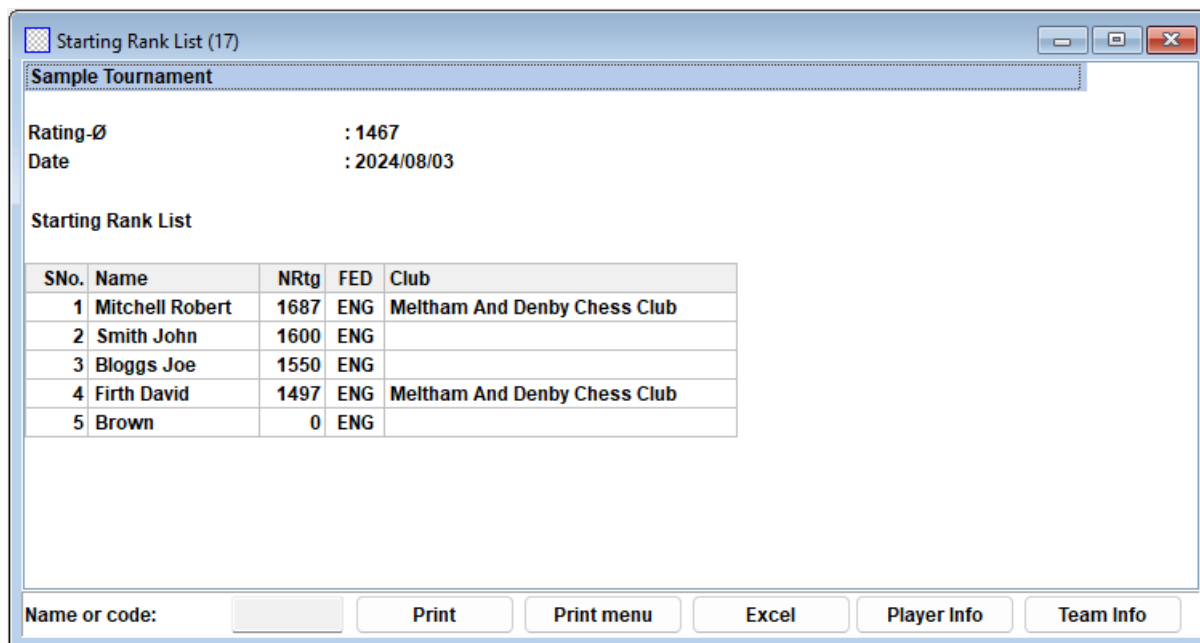
Starting rank

There are two reports on the menu with this title. The first one produces the list in one column, the second produces the same list but in two columns.

This produces a report of all players in ranking order.

This is an example of the first report (Figure 81).

Figure 81



Starting Rank List (17)

Sample Tournament

Rating-Ø : 1467
Date : 2024/08/03

Starting Rank List

SNo.	Name	NRtg	FED	Club
1	Mitchell Robert	1687	ENG	Meltham And Denby Chess Club
2	Smith John	1600	ENG	
3	Bloggs Joe	1550	ENG	
4	Firth David	1497	ENG	Meltham And Denby Chess Club
5	Brown	0	ENG	

Name or code:

Print Print menu Excel Player Info Team Info

This is an example of the second report (Figure 82).

Figure 82

MADD Summer Rapid 2024

Tournament Director
Chief Arbiter
Arbiter
Town
Rating-Ø
Date

: Robert Mitchell
: Robert Mitchell
: David Firth
: Traveller's rest
: 1198
: 2024/07/22 To 2024/07/29

Starting Rank List

No.	Name	Rtg	No.	Name	Rtg	FED
1	Faham Hamid	1930	20	Spanswick Deven	1000	
2	Robinson David	1725	21	Dixon Harlan	900	
3	Hossain Amin	1561	22	Hancock Elliot	900	
4	Oldfield Rob	1547	23	Dixon Corben	700	
5	Firth David	1527	24	Williams Henry	700	
6	Hirst Dylan	1500	25	Hancock Theo	600	
7	Peacock Will	1495	26	Firth Ray	1000	ENG
8	Robinson Ben	1391	27	Lewis Devonte	900	ENG
9	James Edd	1375	28	Drake Reuben	1200	ENG
10	Jones Michael	1350	29	Gilpin Tony	1653	ENG
11	Haslam Luke	1340	30	Stefanakis Leo	1400	ENG
12	Williams Gareth	1317	31	Stackhouse Noah	950	ENG
13	McIntyre Jay	1300	32	Hood Evan	600	ENG
14	Denby Oskar	1200	33	Stackhouse Dan	1250	ENG
15	Hancock Jonathan	1200	34	Briggs Brendan	1425	ENG
16	Haseeb Ahmed	1150	35	Boundy Rosie	1200	ENG
17	Haseeb Yusuf	1150	36	Boundy Nicola	1300	ENG
18	Dixon Leighton	1000	37	Pogson Maud	600	ENG
19	James Charlie	1000				

Name or code:

This is an example of the second report (Figure 82).

71

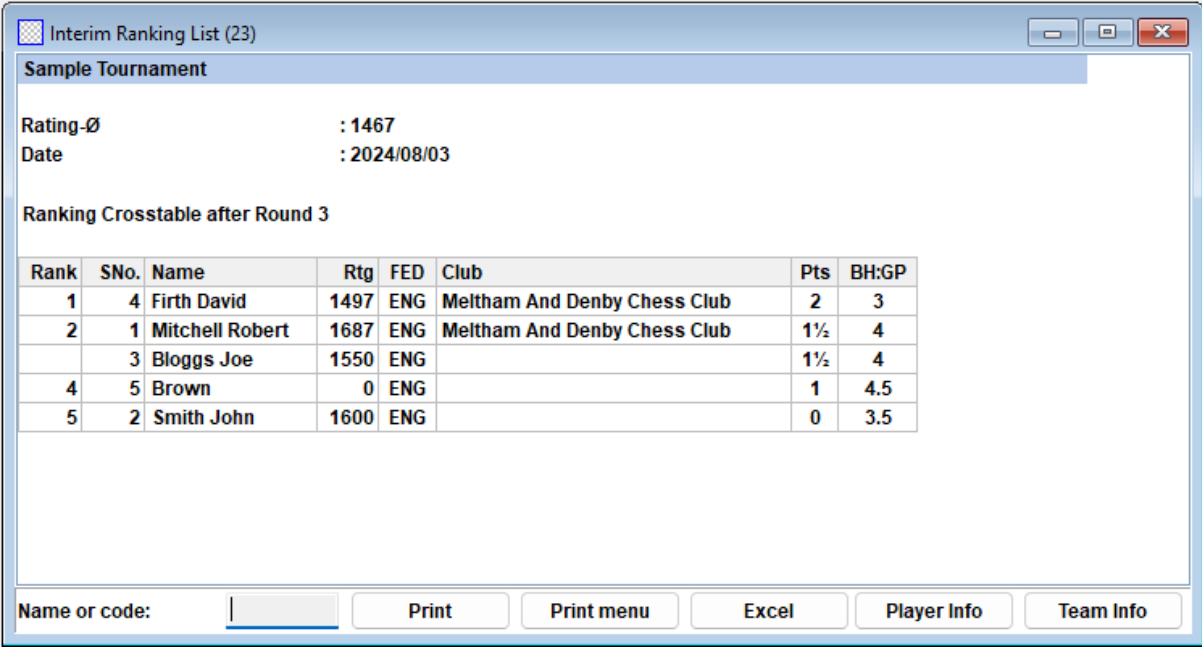
Standings

There are two reports on the menu with this title. The first one produces the list in one column, the second produces the same list but in two columns.

This produces a report of all players in current standings order.

This is an example of the first report (Figure 83).

Figure 83



Interim Ranking List (23)

Sample Tournament

Rating-Ø : 1467
Date : 2024/08/03

Ranking Crosstable after Round 3

Rank	SNo.	Name	Rtg	FED	Club	Pts	BH:GP
1	4	Firth David	1497	ENG	Meltham And Denby Chess Club	2	3
2	1	Mitchell Robert	1687	ENG	Meltham And Denby Chess Club	1½	4
	3	Bloggs Joe	1550	ENG		1½	4
4	5	Brown	0	ENG		1	4.5
5	2	Smith John	1600	ENG		0	3.5

Name or code:

Print Print menu Excel Player Info Team Info

This is an example of the second report (Figure 84).

Figure 84

MADD Summer Rapid 2024

Tournament Director

: Robert Mitchell

Chief Arbiter

: Robert Mitchell

Arbiter

: David Firth

Town

: Traveller's rest

Rating-Ø

: 1198

Date

: 2024/07/22 To 2024/07/29

Ranking Crosstable after Round 1

Rank	Name	Rtg	Pts	BH:GP	Rank	Name	Rtg	FED	BH:GP
1	Robinson David	1725	1	0	20	Dixon Corben	700		1
2	Hossain Amin	1561	1	0	21	Williams Henry	700		1
3	Oldfield Rob	1547	1	0	22	Hancock Theo	600		1
4	Hirst Dylan	1500	1	0	23	Faham Hamid	1930		0
5	Jones Michael	1350	1	0	24	Peacock Will	1495		0
6	Haslam Luke	1340	1	0	25	Robinson Ben	1391		0
7	Williams Gareth	1317	1	0	26	Firth Ray	1000	ENG	0
8	Haseeb Yusuf	1150	1	0	27	Lewis Devonte	900	ENG	0
9	Dixon Leighton	1000	1	0	28	Drake Reuben	1200	ENG	0
10	Spanswick Deven	1000	1	0	29	Gilpin Tony	1653	ENG	0
11	Dixon Harlan	900	1	0	30	Stefanakis Leo	1400	ENG	0
12	Firth David	1527	0	1	31	Stackhouse Noah	950	ENG	0
13	James Edd	1375	0	1	32	Hood Evan	600	ENG	0
14	McIntyre Jay	1300	0	1	33	Stackhouse Dan	1250	ENG	0
15	Denby Oskar	1200	0	1	34	Briggs Brendan	1425	ENG	0
16	Hancock Jonathan	1200	0	1	35	Boundy Rosie	1200	ENG	0
17	Haseeb Ahmed	1150	0	1	36	Boundy Nicola	1300	ENG	0
18	James Charlie	1000	0	1	37	Pogson Maud	600	ENG	0
19	Hancock Elliot	900	0	1					

Name or code:

Print

Print menu

Excel

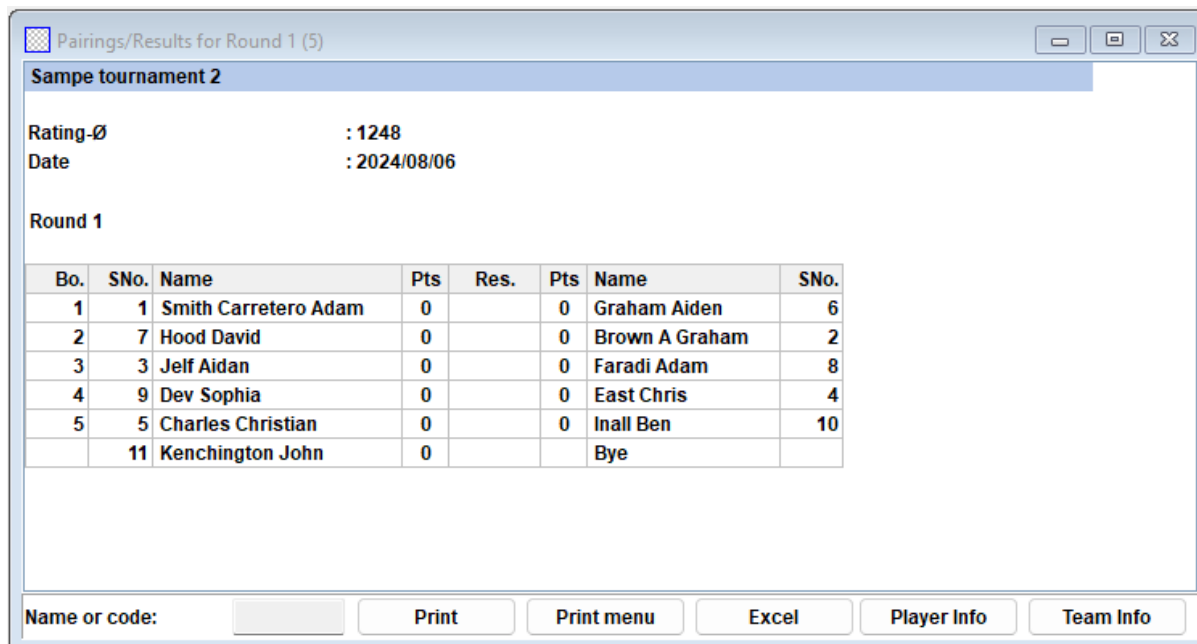
Player Info

Team Info

Pairings

This produces pairings report for the current round (Figure 85).

Figure 85



Pairings/Results for Round 1 (5)

Sampe tournament 2

Rating-Ø : 1248
Date : 2024/08/06

Round 1

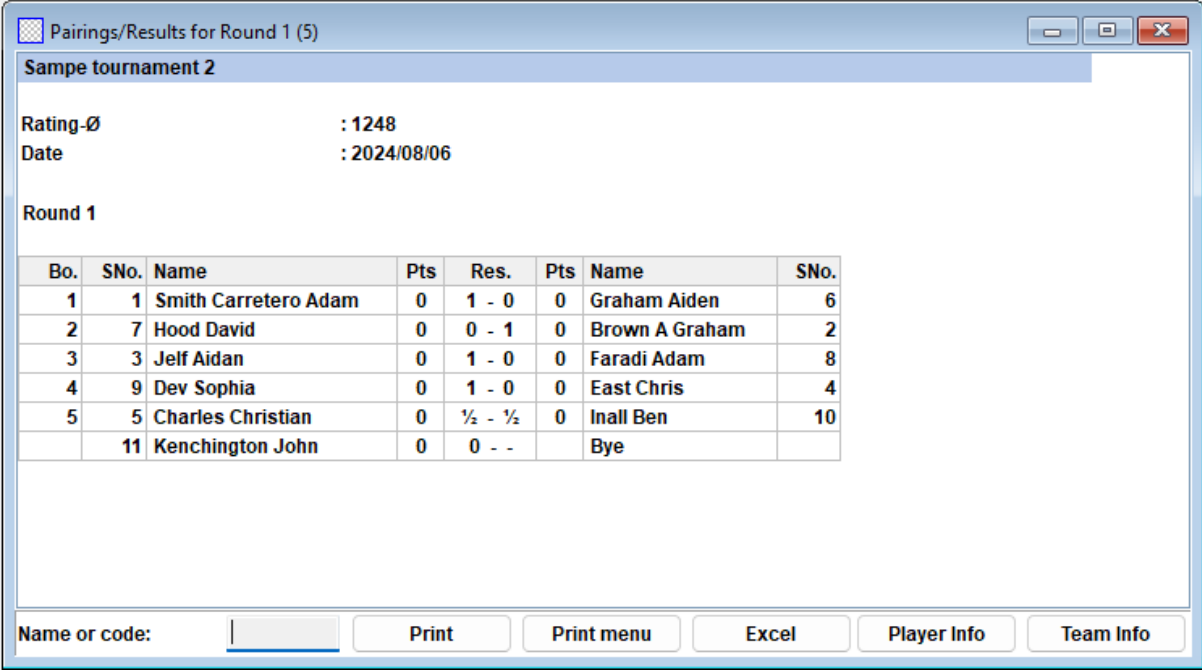
Bo.	SNo.	Name	Pts	Res.	Pts	Name	SNo.
1	1	Smith Carretero Adam	0		0	Graham Aiden	6
2	7	Hood David	0		0	Brown A Graham	2
3	3	Jelf Aidan	0		0	Faradi Adam	8
4	9	Dev Sophia	0		0	East Chris	4
5	5	Charles Christian	0		0	Inall Ben	10
	11	Kenchington John	0			Bye	

Name or code:

Results

This produces Results report for the current round (Figure 86).

Figure 86



Pairings/Results for Round 1 (5)

Sampe tournament 2

Rating-Ø : 1248
Date : 2024/08/06

Round 1

Bo.	SNo.	Name	Pts	Res.	Pts	Name	SNo.
1	1	Smith Carretero Adam	0	1 - 0	0	Graham Aiden	6
2	7	Hood David	0	0 - 1	0	Brown A Graham	2
3	3	Jelf Aidan	0	1 - 0	0	Faradi Adam	8
4	9	Dev Sophia	0	1 - 0	0	East Chris	4
5	5	Charles Christian	0	½ - ½	0	Inall Ben	10
	11	Kenchington John	0	0 - -		Bye	

Name or code:

Starting rank cross-table

This produces a cross-table report of all players in starting rank order (Figure 87).

Figure 87

Crosstable/Starting Rank (13)

Sample Tournament

Rating-Ø

: 1467

Date

: 2024/08/03

Starting Rank Crosstable after Round 3

SNo.	Name	Rtg	FED	1.Rd.			2.Rd.			3.Rd.			Pts	BH:GP	Rank
1	Mitchell Robert	1687	ENG	3	b	½	2	w	1	4	w	1½	4		2
2	Smith John	1600	ENG	4	w	0	1	b	0	-	-	0	3.5		5
3	Bloggs Joe	1550	ENG	1	w	½	-	-	1	5	b	1½	4		3
4	Firth David	1497	ENG	2	b	1	5	w	1	1	b	2	3		1
5	Brown	0	ENG	-	-	1	4	b	0	3	w	1	4.5		4

Name or code:

Print

Print menu

Excel

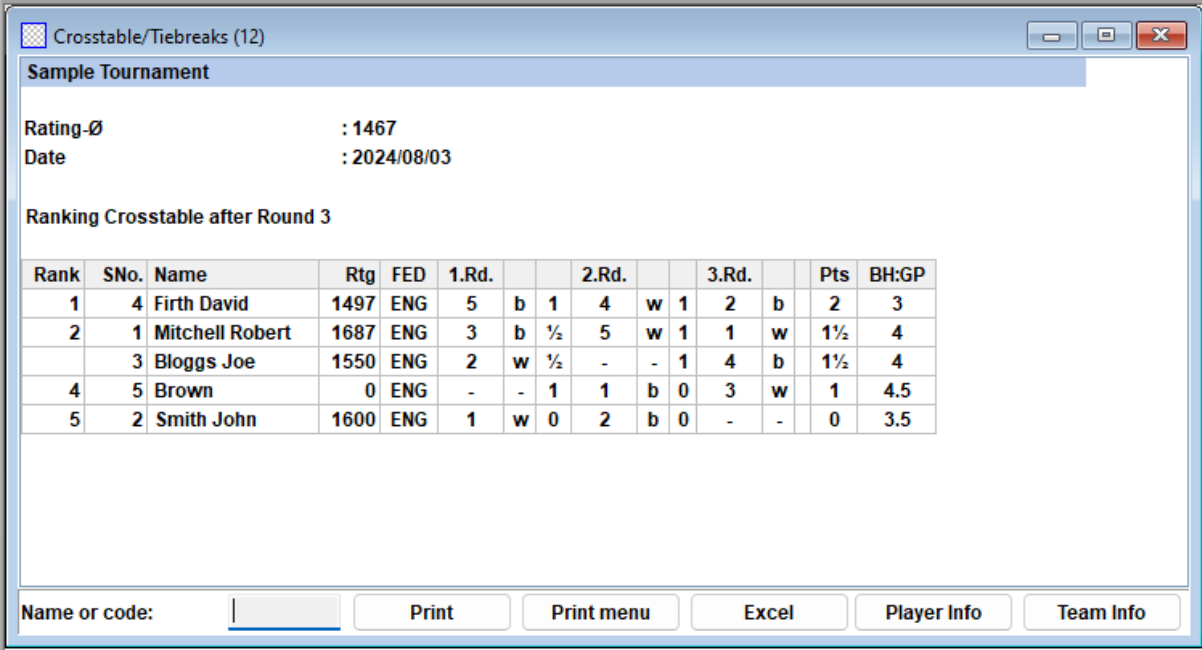
Player Info

Team Info

Ranking cross-table

This produces a cross-table report of all players in current rank order (Figure 88).

Figure 88



Crosstable/Tiebreaks (12)

Sample Tournament

Rating-Ø : 1467
Date : 2024/08/03

Ranking Crosstable after Round 3

Rank	SNo.	Name	Rtg	FED	1.Rd.		2.Rd.		3.Rd.		Pts	BH:GP
1	4	Firth David	1497	ENG	5	b	1	4	w	1	2	3
2	1	Mitchell Robert	1687	ENG	3	b	½	5	w	1	1	4
	3	Bloggs Joe	1550	ENG	2	w	½	-	-	1	4	4
4	5	Brown	0	ENG	-	-	1	1	b	0	3	4.5
5	2	Smith John	1600	ENG	1	w	0	2	b	0	-	3.5

Name or code:

Print Print menu Excel Player Info Team Info

Match cards

This produces the match cards for each board for the latest round (Figure 89).

Figure 89

Match Cards (26)

Sample Tournament

Board: 1 Round: 3

1 - Mitchell Robert, 1687 Meltham And Denby Chess Club				4 - Firth David, 1497 Meltham And Denby Chess Club				
1	Bloggs Joe	1550	b	½	1	Smith John	1600	b
2	Smith John	1600	w	1	2	Brown	0	w
Points					1½	Points		

:

Mitchell Robert
Firth David

Board: 2 Round: 3

5 - Brown, 0				3 - Bloggs Joe, 1550				
1	Bye	0	-	1	1	Mitchell Robert	1687	w
2	Firth David	1497	b	0	2	Bye	0	-
Points					1	Points		

:

Brown
Bloggs Joe

Name or code:

Pairings checklist

This produces the pairings checklist (Figure 90).

Figure 90

 Checklist for Round 4 (10)

Sample Tournament

Rating-Ø : 1467
Date : 2024/08/03

Checklist for Round 4

Rk.	SNo.	Name	Rtg.	Pts	Color	D	p	I	Cd	Sc	Opponents
1	4	Firth David	1497	2	-w-	W	-	-	-1	-1	2,4,5
2	1	Mitchell Robert	1687	1½	-ww	-	-	+	1	2	1,3,5
3	3	Bloggs Joe	1550	1½	wf-	W	-	-	0	-1	2,4
4	5	Brown	0	1	f-w	-	-	+	0	1	1,3
5	2	Smith John	1600	0	w-*	-	+	-	0	-1	1,2

Explanation: Color: W..White,-..Black,*..Exclude,f..Bye,k..0F,#..1F,C..color current round, D..Desired color
p..Floater direction penultimate rd., l..last rd., Cd..Color difference, Sc..Same color

Name or code:

Print

Print menu

Excel

Player Info

Team Info

Lists (team)

Alphabetical

This produces the pairings checklist (Figure 91).

Figure 91

Alphabetical List (42)

Team Round Robin

Date

: 2025/02/15

Alphabetical List

No.	Name	Rtg	Team
1	Briggs Brendan	1509	Lions
2	Dixon Colin	1654	Tigers
3	Firth David	1433	Pumas
4	George John	1544	Lions
5	Gilpin Anthony A	1632	Cheetahs
6	Haslam Luke	1229	Pumas
7	Mitchell Robert	1660	Cheetahs
8	Oldfield Robert	1542	Tigers
9	Pogson Tony	1648	Tigers
10	Robinson David	1737	Pumas
11	Sayer-Smith Matthew	1586	Cheetahs
12	Secker Paul	1279	Lions

Teams

This produces the Teams list (Figure 92).

Figure 92

Team Roster (40)		
Team Round Robin		
Date		: 2025/02/15
Team Roster		
No.	Team	Average Rating
1	Pumas	1466
2	Cheetahs	1626
3	Tigers	1615
4	Lions	1444

The Rating-Ø are compute from the 3 rating-strongest players.

Team composition

This produces the team composition (Figure 93Figure 90).

Figure 93

Team Composition (41)

Team Round Robin

Date

: 2025/02/15

Team Composition

1 Pumas Rtg-Ø:1466

Bo.	Name	Rating
1	D. Firth	1433
2	D. Robinson	1737
3	L. Haslam	1229

2 Cheetahs Rtg-Ø:1626

Bo.	Name	Rating
1	R. Mitchell	1660
2	A. Gilpin	1632
3	M. Sayer-Smith	1586

3 Tigers Rtg-Ø:1615

Bo.	Name	Rating
1	R. Oldfield	1542
2	T. Pogson	1648
3	C. Dixon	1654

Team composition with points

This produces the team composition with points (Figure 93Figure 90).

Figure 94

 Team Composition with Points (44)

Team Round Robin

Date : 2025/02/15

Final ranking

1. Pumas (7½ Pts./6 MP)

Bo.	Name	Rating	1	2	3	Pts	Games
1	Firth David	1433	1	1	1	3	3
2	Robinson David	1737	1	1	1	3	3
3	Haslam Luke	1229	½	½	½	1½	3

2. Tigers (4 Pts./3 MP)

Bo.	Name	Rating	1	2	3	Pts	Games
1	Oldfield Robert	1542	½	½	0	1	3
2	Pogson Tony	1648	1	½	0	1½	3
3	Dixon Colin	1654	½	½	½	1½	3

3. Cheetahs (3½ Pts./2 MP)

Bo.	Name	Rating	1	2	3	Pts	Games
1	Mitchell Robert	1660	½	0	1	1½	3
2	Gilpin Anthony A	1632	0	0	½	½	3
3	Sayer-Smith Matthew	1586	½	½	½	1½	3

4. Lions (3 Pts./1 MP)

Bo.	Name	Rating	1	2	3	Pts	Games
1	Briggs Brendan	1509	0	½	0	½	3
2	George John	1544	0	½	½	1	3
3	Secker Paul	1279	½	½	½	1½	3

Name or code:
Print
Print menu
Excel
Player Info

Team pairings/results

This produces the team pairings/results (Figure 95Figure 90).

Figure 95

Team Pairings (39)

Team Round Robin

Date

: 2025/02/15

Round 1

No.	Team	Res.	Team
1	Pumas	2½ - ½	Lions
2	Cheetahs	1 - 2	Tigers

Round 2

No.	Team	Res.	Team
1	Lions	1½ - 1½	Tigers
2	Pumas	2½ - ½	Cheetahs

Round 3

No.	Team	Res.	Team
1	Cheetahs	2 - 1	Lions
2	Tigers	½ - 2½	Pumas

Board pairings/results

This produces the board pairings/results for the current round (Figure 96Figure 90).

Figure 96

Board Pairings for Round 3 (43)

Team Round Robin

Date

: 2025/02/15

Round 3

3.1	2	Cheetahs		2 - 1	Lions	
1		R. Mitchell	1660	1 : 0	B. Briggs	1509
2		A. Gilpin	1632	½ : ½	J. George	1544
3		M. Sayer-Smith	1586	½ : ½	P. Secker	1279
3.2	3	Tigers		½ - 2½	Pumas	
1		R. Oldfield	1542	0 : 1	D. Firth	1433
2		T. Pogson	1648	0 : 1	D. Robinson	1737
3		C. Dixon	1654	½ : ½	L. Haslam	1229

Match Cards

This produces the match cards for the current round (Figure 97Figure 90).

Figure 97

☐ Match Cards for Round 3 (50)

Team Round Robin

Date : 2025/02/15

Team Round Robin Round 3

3.1 Cheetahs	Result	Lions
1 Mitchell Robert		Briggs Brendan
2 Gilpin Anthony A		George John
3 Sayer-Smith Matthew		Secker Paul

Signature

Team Round Robin Round 3

3.2 Tigers	Result	Pumas
1 Oldfield Robert		Firth David
2 Pogson Tony		Robinson David
3 Dixon Colin		Haslam Luke

Signature

Standings

This produces the match cards for the current standings (Figure 98).

Figure 98


Final Ranking List (51)

Team Round Robin

Date

: 2025/02/15

Final ranking

Rank	Team	Gam.	Wins	Draws	Loses	Pts.	MP
1	Pumas	3	3	0	0	7½	6
2	Tigers	3	1	1	1	4	3
3	Cheetahs	3	1	0	2	3½	2
4	Lions	3	0	1	2	3	1

Crosstable/Starting rank

This produces the match cards for the crosstable/starting rank (Figure 99).

Figure 99

Table/Starting rank (54)											
Team Round Robin											
Date		: 2025/02/15									
Starting Rank Crosstable after Round 3											
Rank	Team	Captain	+	=	-	1	2	3	4	Pts.	MP
1	Pumas	David Firth	3	0	0	*	2½	2½	2½	7½	6
3	Cheetahs	Robert Mitchell	1	0	2	½	*	1	2	3½	2
2	Tigers	Robert Oldfield	1	1	1	½	2	*	1½	4	3
4	Lions	Brendan Briggs	0	1	2	½	1	1½	*	3	1

Crosstable/Tiebreaks

This produces the match cards for the Crosstable/Tiebreaks (Figure 100).

Figure 100

Crosstable/Tiebreaks (56)

Team Round Robin

Date: 2025/02/15

Final ranking

Rank	Team	Captain	1	2	3	4	Pts.	MP
1	Pumas	David Firth	*	2½	2½	2½	7½	6
2	Tigers	Robert Oldfield	½	*	2	1½	4	3
3	Cheetahs	Robert Mitchell	½	1	*	2	3½	2
4	Lions	Brendan Briggs	½	1½	1	*	3	1

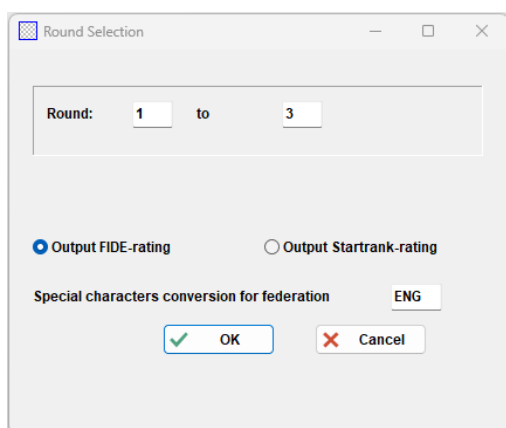
Sending data to ECF - WIP

Before starting this process make sure that all the dates and times for each round have been entered. See “Enter the dates and times of the round(s)”.

Select “Other/Rtg. Admin file ENG” to process of sending the data to ECF.

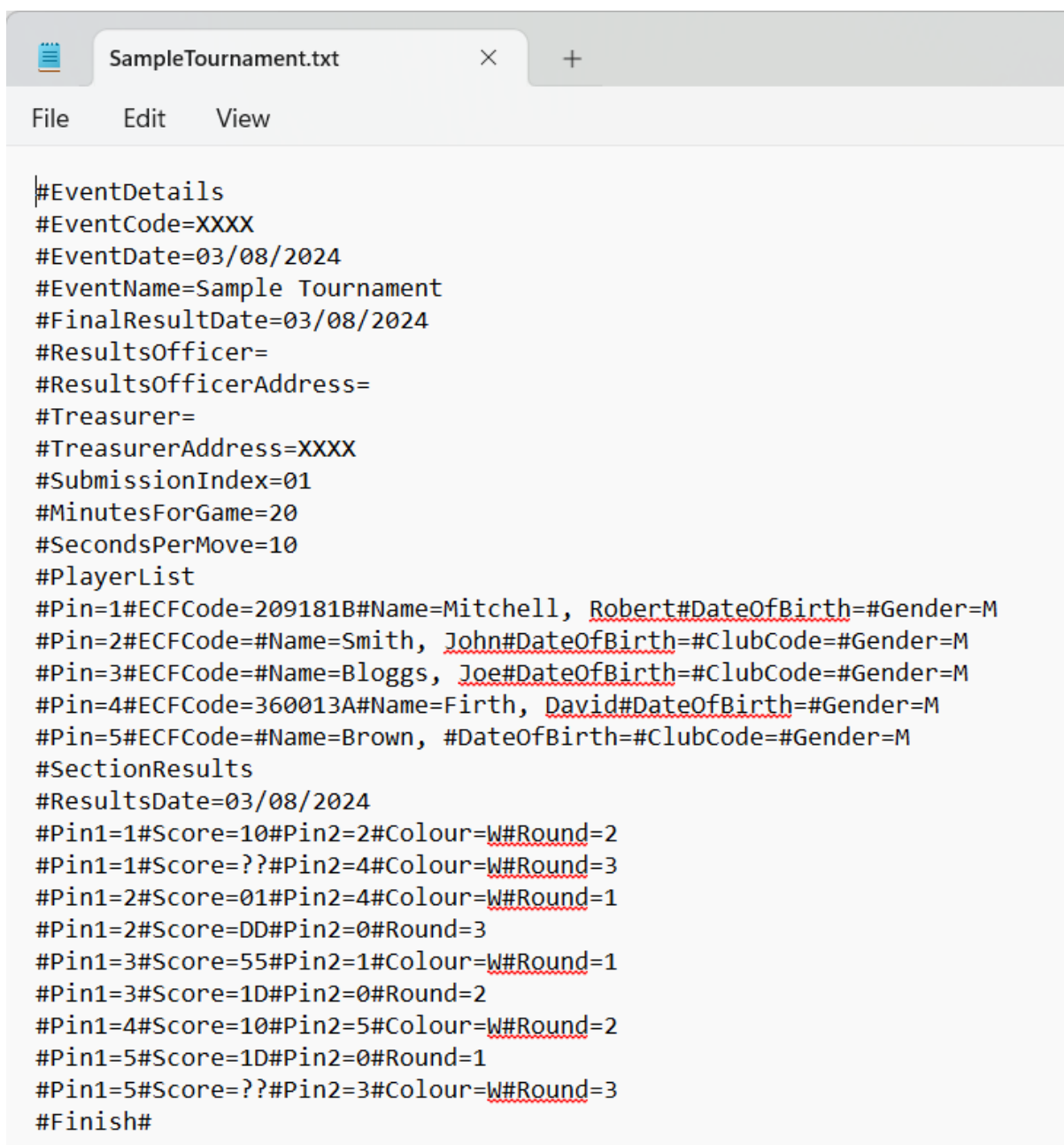
The “Round Selection” widow (Figure 101) will be displayed. In this example only three rounds have been entered so that is the selection to send.

Figure 101



The following (Figure 102) is an example of the data to be sent.

Figure 102



The screenshot shows a text editor window titled "SampleTournament.txt". The editor has a menu bar with "File", "Edit", and "View". The text content is as follows:

```
#EventDetails
#EventCode=XXXX
#EventDate=03/08/2024
#EventName=Sample Tournament
#FinalResultDate=03/08/2024
#ResultsOfficer=
#ResultsOfficerAddress=
#Treasurer=
#TreasurerAddress=XXXX
#SubmissionIndex=01
#MinutesForGame=20
#SecondsPerMove=10
#PlayerList
#Pin=1#ECFCode=209181B#Name=Mitchell, Robert#DateOfBirth=#Gender=M
#Pin=2#ECFCode=#Name=Smith, John#DateOfBirth=#ClubCode=#Gender=M
#Pin=3#ECFCode=#Name=Bloggs, Joe#DateOfBirth=#ClubCode=#Gender=M
#Pin=4#ECFCode=360013A#Name=Firth, David#DateOfBirth=#Gender=M
#Pin=5#ECFCode=#Name=Brown, #DateOfBirth=#ClubCode=#Gender=M
#SectionResults
#ResultsDate=03/08/2024
#Pin1=1#Score=10#Pin2=2#Colour=W#Round=2
#Pin1=1#Score=?#Pin2=4#Colour=W#Round=3
#Pin1=2#Score=01#Pin2=4#Colour=W#Round=1
#Pin1=2#Score=DD#Pin2=0#Round=3
#Pin1=3#Score=55#Pin2=1#Colour=W#Round=1
#Pin1=3#Score=1D#Pin2=0#Round=2
#Pin1=4#Score=10#Pin2=5#Colour=W#Round=2
#Pin1=5#Score=1D#Pin2=0#Round=1
#Pin1=5#Score=?#Pin2=3#Colour=W#Round=3
#Finish#
```

#EventDetails

#EventCode=NEED

#EventDate=03/08/2024

#EventName=Sample Tournament

#FinalResultDate=03/08/2024

#ResultsOfficer=NEED

#ResultsOfficerAddress=EMAIL ADDRESS

#Treasurer=NEED

#TreasurerAddress= EMAIL ADDRESS

#SubmissionIndex=01 INCREMENT FOR EACH SUBMISSION

#MinutesForGame=20 NEED

#SecondsPerMove=10 NEED

Read Graders guide for this info - MATTHEW CARR

Internet

Upload tournament to Chess-results.com

See Database-Key:

Go to tournament on Chess-Results.com

Can customise the layout

Internet / Customise lists at Chess_Results.com

For flags you have to select it in “Federatio / Fed long form / Flags” and “Show Flags”

Save after changes

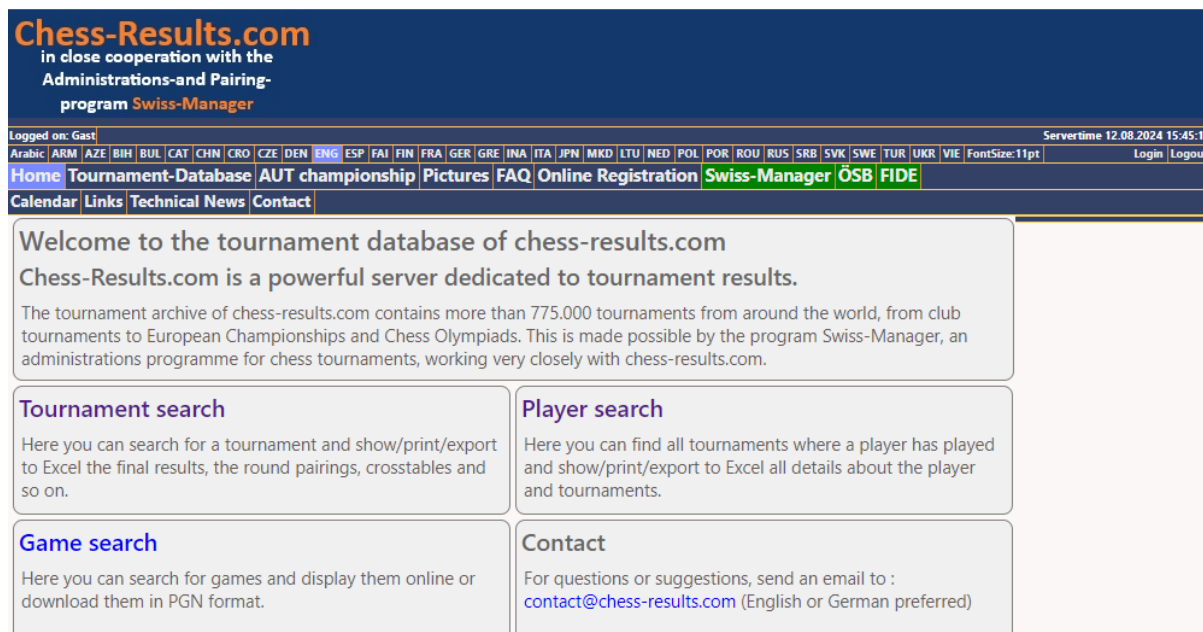
Chess-Results

[Chess-results.com](https://chess-results.com)

This is a website where all the tournament files produced by Swiss-Manager are uploaded to from all around the world.

The home screen has a similar look to the Swiss-Manager home page (Figure 103).

Figure 103



Chess-Results.com
in close cooperation with the
Administrations-and Pairing-
program **Swiss-Manager**

Logged on: Gast Servertime 12.08.2024 15:45:18

Arabic ARM AZE BIH BUL CAT CHN CRO CZE DEN ENG ESP FAI FIN FRA GER GRE INA ITA JPN MKD LTU NED POL POR ROU RUS SRB SVK SWE TUR UKR VIE FontSize: 11pt Login Logout

[Home](#) [Tournament-Database](#) [AUT championship](#) [Pictures](#) [FAQ](#) [Online Registration](#) [Swiss-Manager](#) [ÖSB](#) [FIDE](#)

[Calendar](#) [Links](#) [Technical News](#) [Contact](#)

Welcome to the tournament database of chess-results.com

Chess-Results.com is a powerful server dedicated to tournament results.

The tournament archive of chess-results.com contains more than 775.000 tournaments from around the world, from club tournaments to European Championships and Chess Olympiads. This is made possible by the program Swiss-Manager, an administrations programme for chess tournaments, working very closely with chess-results.com.

Tournament search
Here you can search for a tournament and show/print/export to Excel the final results, the round pairings, crosstables and so on.

Player search
Here you can find all tournaments where a player has played and show/print/export to Excel all details about the player and tournaments.

Game search
Here you can search for games and display them online or download them in PGN format.

Contact
For questions or suggestions, send an email to :
contact@chess-results.com (English or German preferred)

From this screen you can search for past data by three criteria

- i. Tournament (Figure 104)
- ii. Player (Figure 108)
- iii. Game (Figure 109)

This screen we are most likely going to search by the “*Databasekey*” (Database-key within Swiss-manager). Simply enter the number and press “Search”

Figure 104

Chess-Results.com

in close cooperation with the
Administrations-and Pairing-
program Swiss-Manager

Logged on: Gast

Arabic

ARM

AZE

BIH

BUL

CAT

CHN

CRD

CZE

DEN

ENG

ESP

FAI

FIN

FRA

GER

GRE

INA

ITA

JPN

MKD

LTU

NED

POL

POR

ROU

RUS

SRB

SVK

SWE

TUR

UKR

VIE

Servetime 12.08.2024 15:43:0

FontSize:11pt

Login

Logout

Home

Tournament-Database

AUT championship

Pictures

FAQ

Online Registration

Swiss-Manager

ÖSB

FIDE

Tournament search

Player search

Game search

Upload log

Upload log (short)

Tournament Database of Chess Results

Remark: Upper and lower case does not make any difference

Databasekey

FIDE-EventID

Tournament

Tournament director

Organizer(s)

Chief Arbiter

Arbiter

Location

tournament end between

dd/mm/yyyy

and

dd/mm/yyyy

Tournament type

All tournaments

Sort according to

last update

Country

-

Time control

-

Only finished tournaments

☐

Games available

☐

Maximum number of lines

100

Search

Download Excel-File

This screen we are most likely going to search by the “*Databasekey*” (Database-key within Swiss-manager). Simply enter the number and press “**Search**”.

Figure 105

Chess-Results.com
in close cooperation with the
Administrations-and Pairing-
program **Swiss-Manager**

Logged on: Gast
Svertime 12.08.2024 15:43:35

Arabic ARM AZE BIH BUL CAT CHN CRO CZE DEN ENG ESP FAI FIN FRA GER GRE INA JPN MKD LTU NED POL POR ROU RUS SRB SVK SWE TUR UKR VIE
FontSize: 11pt
Login Logout

Home Tournament-Database AUT championship Pictures FAQ Online Registration **Swiss-Manager** **ÖSB** **FIDE**

Tournament search Player search Game search Upload log Upload log (short)

Player-Database of Chess-Results

Remark: Upper and lower case does not make any difference. One of the fields marked with *) must be entered.

Last name *)
First name
Club
Ident-Number *)
Fide-ID *) ☐ Only players with FIDE-ID
Country (FIDE abbreviation) *) ☐ Only tournaments overseas
tournament end between dd/mm/yyyy and dd/mm/yyyy
Year of birth (yyyy)
Minimum Rating
Sort according to Playername, Tournamentname
Maximum number of lines 250

Search
Download Excel-File

Figure 106

Chess-Results.com
in close cooperation with the
Administrations-and Pairing-
program **Swiss-Manager**

Logged on: Gast
Svertime 12.08.2024 15:44:06

Arabic ARM AZE BIH BUL CAT CHN CRO CZE DEN ENG ESP FAI FIN FRA GER GRE INA JPN MKD LTU NED POL POR ROU RUS SRB SVK SWE TUR UKR VIE
FontSize: 11pt
Login Logout

Home Tournament-Database AUT championship Pictures FAQ Online Registration **Swiss-Manager** **ÖSB** **FIDE**

Tournament search Player search **Game search** Upload log Upload log (short)

Game-Database of Chess Results

Remark: Upper and lower case does not make any difference. One of the fields marked with *) must be entered.

Last name *)
First name
Fide-ID *)
National Ident-Number *)
Tournament *)
Database Key *)
Round from Round to
tournament end between dd/mm/yyyy and dd/mm/yyyy
Color
Result
Maximum number of lines 250

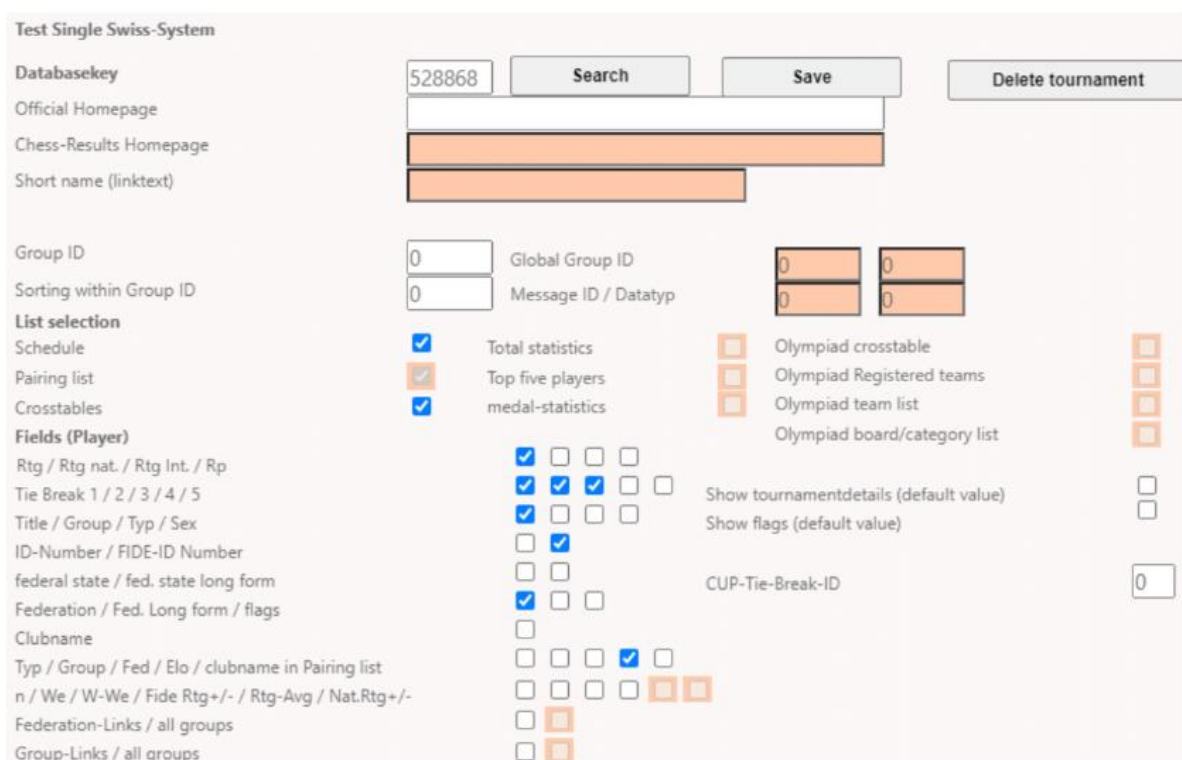
Search
Download as PGN-File

Customising the tournament on chess-results.com

Note. This screen (Figure 107) can only be modified by the creator of the tournament.

Simply check or uncheck the boxes to select and deselect respectively. Depending upon the type of tournament some of the options might not be available. Make sure you select **“Save”** after making the changes. You can delete the tournament here.

Figure 107



Test Single Swiss-System

Databasekey: 528868 [Search] [Save] [Delete tournament]

Official Homepage: [Text Field]

Chess-Results Homepage: [Text Field]

Short name (linktext): [Text Field]

Group ID: 0 Global Group ID: 0

Sorting within Group ID: 0 Message ID / Datatyp: 0

List selection

Schedule: ☒ Total statistics

Pairing list: ☒ Top five players

Crosstables: ☒ medal-statistics

Fields (Player)

Rtg / Rtg nat. / Rtg Int. / Rp: ☒ ☐ ☐ ☐

Tie Break 1 / 2 / 3 / 4 / 5: ☒ ☒ ☒ ☐ ☐

Title / Group / Typ / Sex: ☒ ☐ ☐ ☐

ID-Number / FIDE-ID Number: ☐ ☒

federal state / fed. state long form: ☐

Federation / Fed. Long form / flags: ☒ ☐

Clubname: ☐

Typ / Group / Fed / Elo / clubname in Pairing list: ☐ ☐ ☐ ☒ ☐

n / We / W-We / Fide Rtg+/- / Rtg-Avg / Nat.Rtg+/-: ☐ ☐ ☐ ☐ ☒ ☐

Federation-Links / all groups: ☐ ☒

Group-Links / all groups: ☐ ☒

Olympiad crosstable: ☐

Olympiad Registered teams: ☐

Olympiad team list: ☐

Olympiad board/category list: ☐

Show tournamentdetails (default value): ☐

Show flags (default value): ☐

CUP-Tie-Break-ID: 0

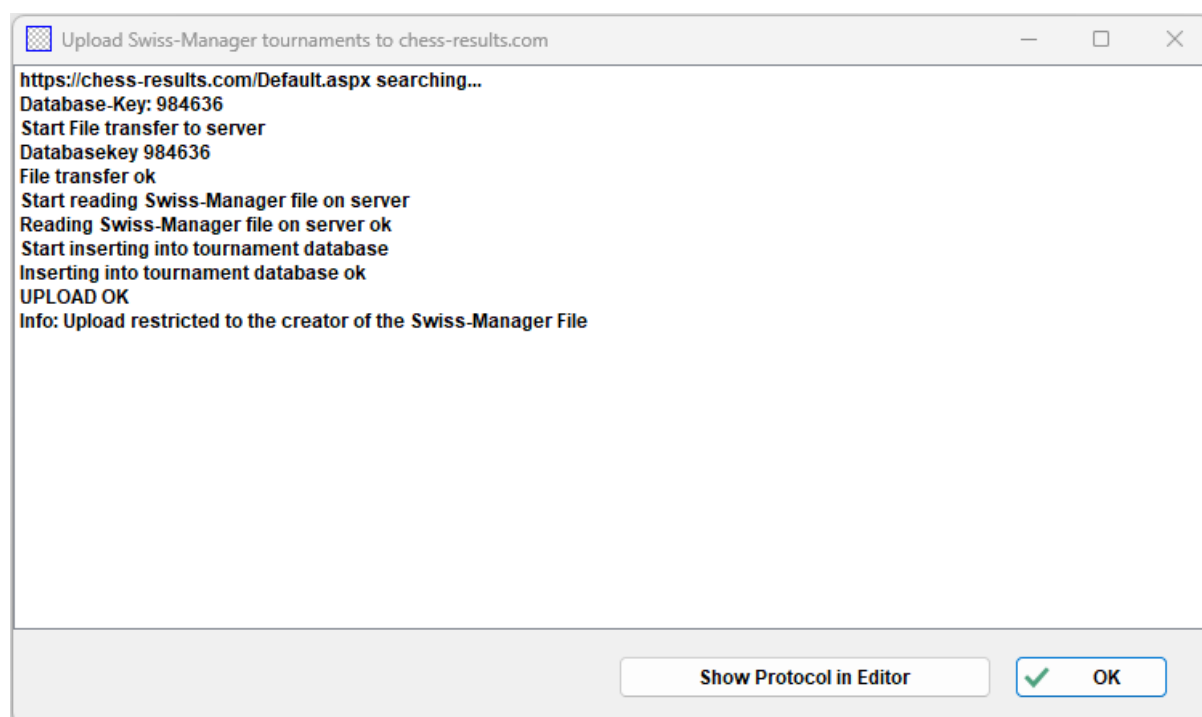
[Sending data to chess-results.com](#)

Before sending data to chess-results.com it is best to restrict any other person changing or deleting the data. To do this select “Internet” and see if the “**restrict tournament upload to file creator**” has a tick in front of it. It should be set by default. If it isn’t set, then select this option and make sure the tick is showing. The restriction confirmation should also show as the last line of the message when the data has been sent.

To send the tournament data to **chess-results.com** select “**Internet/Upload tournament to Chess-Results.com**”. When the upload is done for the first time for a tournament a window (Figure 108) will show the details of the transmission with the database-key that has been assigned to it. To see

If you do not get the final “UPLOAD OK” then you will need to check on what has gone wrong. Check for the internet connection first.

Figure 108



General formatting

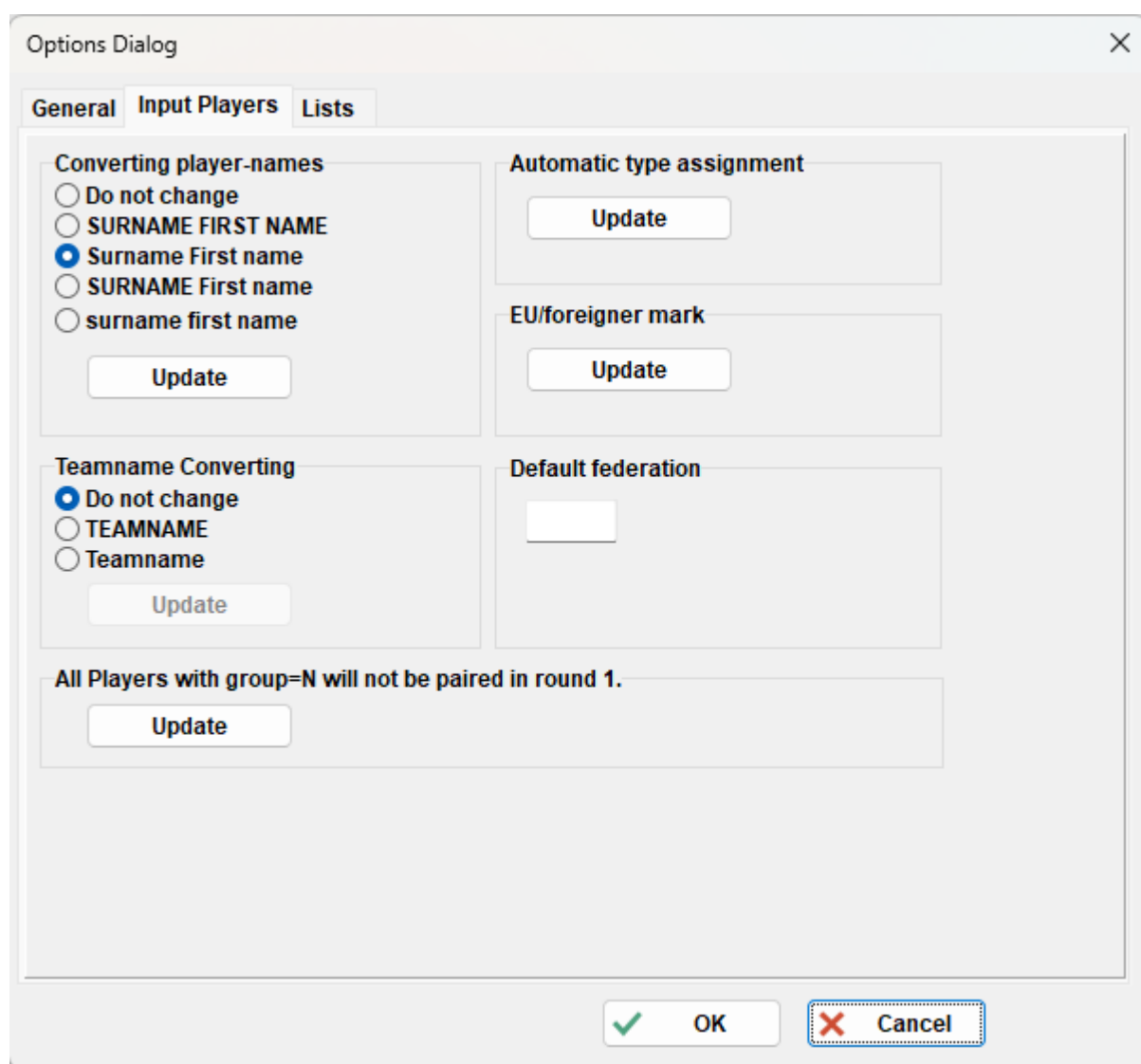
Select “Other/ Options” to change the formatting.

Formatting the names

Select the “Input Players” tab.

The “Input Players” (Figure 109) tab allows you to change the formatting of the player and team names.

Figure 109



The image shows a screenshot of the 'Options Dialog' window, specifically the 'Input Players' tab. The dialog has three tabs: 'General', 'Input Players', and 'Lists'. The 'Input Players' tab is active. It contains several sections for configuring player and team name formatting:

- Converting player-names:** A group of radio buttons with options: 'Do not change', 'SURNAME FIRST NAME', 'Surname First name' (selected), 'SURNAME First name', and 'surname first name'. An 'Update' button is below.
- Automatic type assignment:** A section with an 'Update' button.
- EU/foreigner mark:** A section with an 'Update' button.
- Teamname Converting:** A group of radio buttons with options: 'Do not change' (selected), 'TEAMNAME', and 'Teamname'. An 'Update' button is below.
- Default federation:** A text input field.
- All Players with group=N will not be paired in round 1.** A section with an 'Update' button.

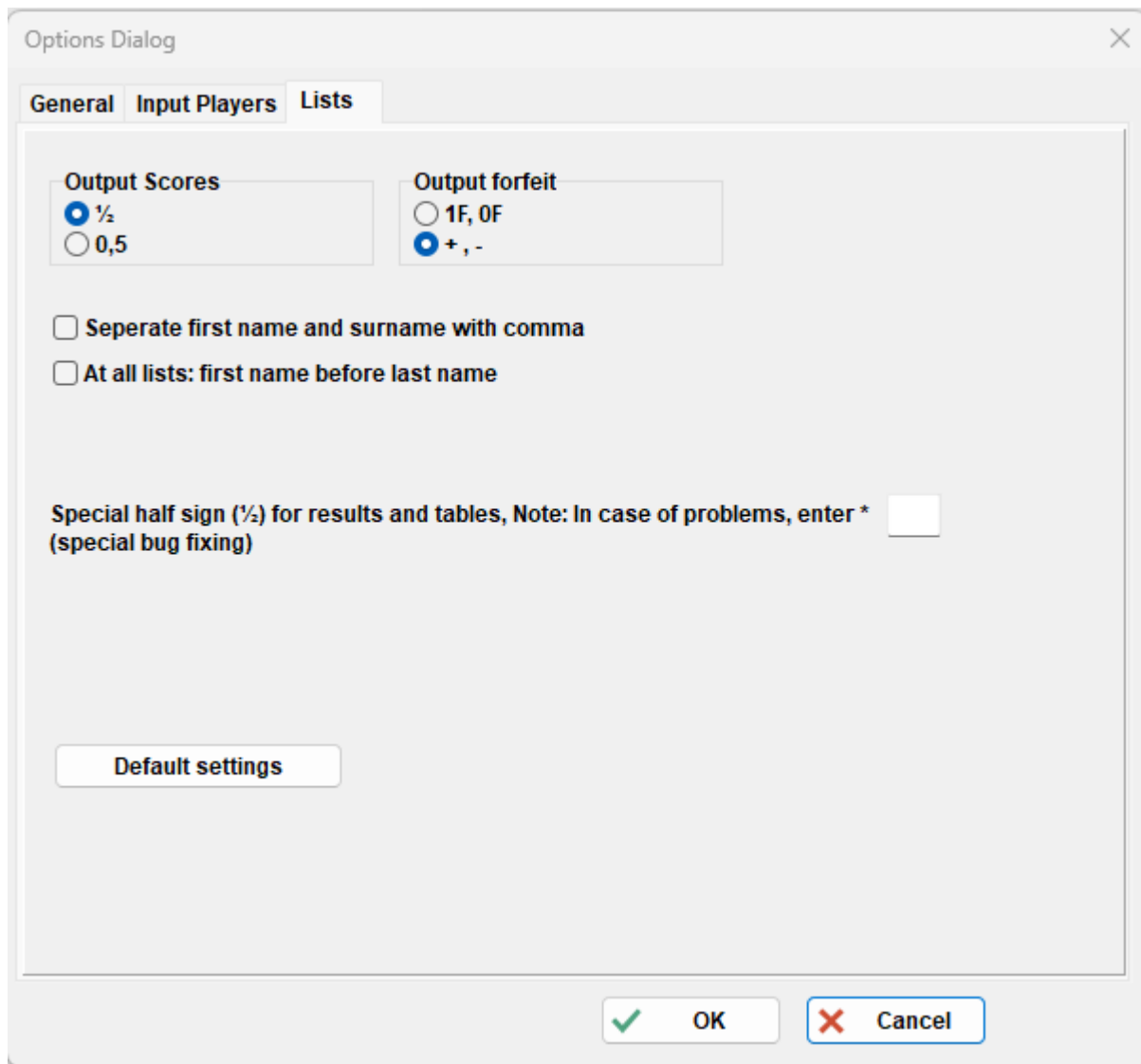
At the bottom of the dialog are 'OK' and 'Cancel' buttons.

Formatting of the scores

Select the “Lists” tab.

The “Lists” (Figure 110) tab allows you to change the formatting of the scores for draws and forfeits.

Figure 110



The image shows a screenshot of the 'Options Dialog' window, specifically the 'Lists' tab. The window has a title bar with a close button (X) in the top right corner. Below the title bar are three tabs: 'General', 'Input Players', and 'Lists', with 'Lists' being the active tab. The main content area contains two groups of radio buttons. The first group, labeled 'Output Scores', has two options: $\frac{1}{2}$ (selected) and 0,5. The second group, labeled 'Output forfeit', has two options: 1F, 0F and +, - (selected). Below these are two unchecked checkboxes: 'Seperate first name and surname with comma' and 'At all lists: first name before last name'. Further down is a text label 'Special half sign ($\frac{1}{2}$) for results and tables, Note: In case of problems, enter *' followed by a small text input field. At the bottom left of the main content area is a button labeled 'Default settings'. At the bottom right of the window are two buttons: 'OK' with a green checkmark icon and 'Cancel' with a red X icon.

Options Dialog

General Input Players **Lists**

Output Scores

☒ $\frac{1}{2}$

☐ 0,5

Output forfeit

☐ 1F, 0F

☒ +, -

☐ Seperate first name and surname with comma

☐ At all lists: first name before last name

Special half sign ($\frac{1}{2}$) for results and tables, Note: In case of problems, enter *

(special bug fixing)

Default settings

✓ OK ✗ Cancel

General Settings

To change the general settings, select “Other/Options” or by selecting the “OPT” icon.

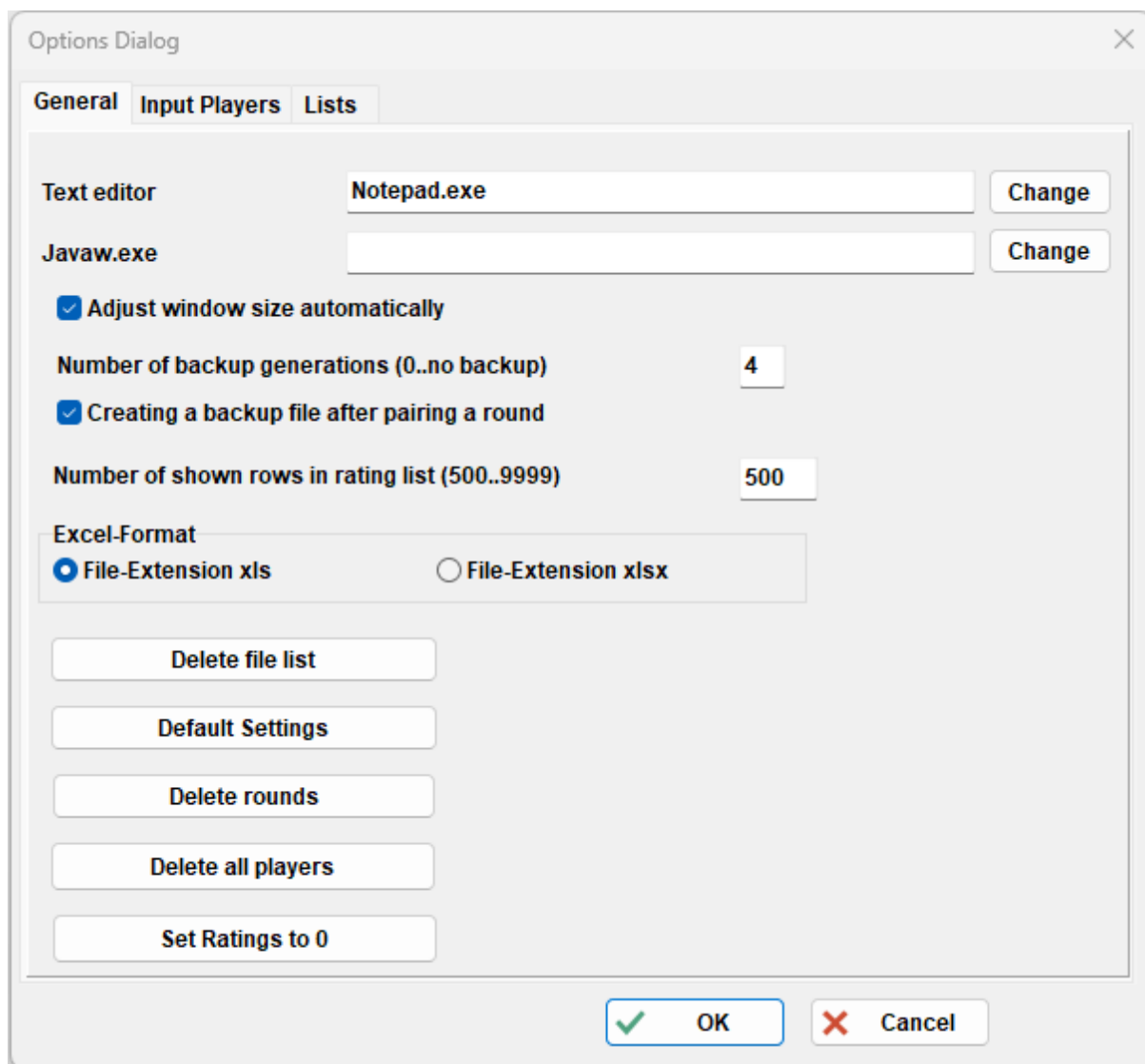
In the “Options Dialog” window (Figure 111) you can change and delete general data.

The “*Text editor*” field defines the editor used when showing protocols, XML data, processing messages, PGN files etc

The “**Default settings**” button sets all settings to the default value except for self-definition lists.

Select the “Delete rounds” button to delete the round forward of the currently set round. Note that the pairing rounds refers the one specified by the “Round” menu option.

Figure 111



The image shows a screenshot of the "Options Dialog" window. It has three tabs: "General", "Input Players", and "Lists". The "General" tab is selected. Inside the dialog, there are several settings:

- Text editor:** A text field containing "Notepad.exe" with a "Change" button to its right.
- Javaw.exe:** An empty text field with a "Change" button to its right.
- Adjust window size automatically:** A checked checkbox.
- Number of backup generations (0..no backup):** A numeric field containing "4".
- Creating a backup file after pairing a round:** A checked checkbox.
- Number of shown rows in rating list (500..9999):** A numeric field containing "500".
- Excel-Format:** Two radio buttons: "File-Extension xls" (selected) and "File-Extensionxlsx".
- Buttons:** A vertical stack of five buttons: "Delete file list", "Default Settings", "Delete rounds", "Delete all players", and "Set Ratings to 0".
- Footer:** "OK" and "Cancel" buttons with green and red icons respectively.

What to do when things go wrong

When the board colours need to be switched on a pairing

See the chapter “change a pairing” for the full details.

If the board colours were wrong for a previous round, then change the round with “Round” and then the drop-down menu.

Select “Pairings/Set new player”. In the “Set pairings for round x manually” window select the “**change colour**”. This will keep the result the same for the players but with the reversed colour.

When a pairing was wrong

See the chapter “change a pairing” for the full details.

If the pairing was wrong for a previous round, then change the round with “Round” and then the drop-down menu.

Select “Pairings/Set new player”. In the “Set pairings for round x manually” window you will have to remove one or more pairings. A player with a bye is classed as a pairing. Then make the new pairings and then select the “1 : 0” icon to enter the results of the new pairing.

Changing a result

To change a result, select the “1 : 0” icon. The window displayed will show the round number in its title. If the result(s) to be changed are not in the round shown, then use the “**Rd-1**”, and “**Rd+1**” buttons to move backward or forward through the rounds to reach the required one. Change the result and then make sure the round is returned to the latest one.

When the pairing round needs abandoned and be run again

To change the general settings, select “Other/Options”. See the chapter on General Settings” for the full details.

In the “Options Dialog” window “general” tab select the “**Delete rounds**” button. This will delete the pairing rounds forward of the currently set round. Note that the pairing rounds refers the one specified by the “Round” menu option.

Make any necessary changes to the player criteria and then run the pairings again.

When someone enters the tournament after the first round

See the chapter “Adding Players” for the full details.

Select “Input/Enter players” or “SP” (the first of the two) icon to display the “Enter New Players from Rating List” window. Enter the surname into the “Name or Code” box Figure 30 at the bottom right of the screen and press return. This will search the ratings list(s) that have been imported and show all matching players.

There may be more than one page so you may need to scroll through the list.

Select the one you want and then select the “**Accept**” button at the bottom of the screen.

If a player does not exist on the ratings list or you don’t want to use the ratings list, then the player details can be entered manually. To do this select the “**Input Manually**” button at the bottom of the screen. Enter the data into the highlighted field and then press the tab key to move to the next field.

When someone leaves the tournament

This means that they will need to be excluded for all games going forward. See the chapter “Exclude player(s)” for the full details.

Select “Pairings/Exclude player”. After selecting the player to be excluded from the list the “Exclude/Withdraw Player” window will be displayed. Press the “*Exclude all remaining rounds*” button to untick all the remaining rounds. Press the “OK” button to accept the changes.

When the number of rounds needs to be changed

Select “TUR” to open the “Tournament Data Dialog” window and change the field “Rounds” (Figure 112) to the number of rounds required. **Note** that this will allow the number to be less than the rounds already completed.

Figure 112

Rounds 2

Definitions

Database-Key: The reference number used to uniquely identify the tournament data sent to chess-results.com. Before the data is sent it is always zero. Once it has been sent this is updated to the unique number and will use this when performing any updates. This can be used to search for the tournament details on chess-results.com.

To find this at any time select “TUR” icon and tab “Other”