Chess Arbiters' Association

A Guide to Swiss Pairings

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Introduction

The Rules for Seeded Swiss Pairings in Britain are given below. This is the first unified British Code. Following these Rules is an explanation on how to implement them giving worked examples where possible. Where necessary, pairing cards for each example are given in the appendices to this booklet.

Rules for Seeded Swiss Pairings *(Amended April, 2009)*

BASIC PRINCIPLE

1. No player shall play the same opponent twice.

PRIORITIES

2. When making pairings, the priorities are:-
   a) score
   b) colour
      (i) equalise numbers of whites and blacks
      (ii) avoid runs of the same colour
   c) grade order
   d) float history

   Where alterations from the perfect application of these rules must be made, the principle of minimum disturbance is applied.

PREPARATION

3. Ungraded players are allocated an estimated grade using the best information available. This can be amended for particular players in the light of experience during the tournament.
4. Pairing cards are arranged in descending order of grade. Players with the same grade are placed in order of FIDE title status (GM, WGM, IM, WIM, FM, WFM, no title) and then alphabetically. Pairings for a particular round can sometimes be improved by changing the order of players having the same grade.

MID-LINE

5. When the players on a score level have been ranked according to rule 4, the cards are divided in to two groups. The higher graded players will be expected either to upfloat to a higher score level or play a lower graded player on the same score level. The lower graded players will be expected either to downfloat or to be awarded a bye or to play a higher graded player on the same score level. The position of the mid-line is chosen so that after any floaters or byes are removed, the number of players above the line equals the number of players below the line. Example: for 61 players in round 1, the mid-line is set below player 30. When the bye has been selected there will be 30 games between top-half and bottom-half players.

BYES

6. If a bye is required in round 1, it is given to a player just below the mid-line who is not due to receive a pre-arranged bye. For subsequent rounds the bye is chosen, if possible, from the lowest score level, looking first at

the larger colour group, working from the mid-line downwards, seeking a player who has not hitherto had a bye or default and who is not due to receive a pre-arranged bye. If this fails, the bye is chosen using the same criteria but working upwards from the mid-line.

7. The chosen player receives the points given for a win, without colour.

PAIRINGS FOR ROUND 1

8. Players are paired top half v bottom half in descending grade order with the colour on board 1 being decided by lot, e.g. with 64 players:- 1v33, 34v2, 3v35, or 33v1, 2v34, 35v3.

PAIRINGS FOR OTHER ROUNDS

SCORE

9. As far as possible players are paired within their own score level.
10. Where this is not possible, the minimum number of players are floated by the minimum score difference (see rules 19-24).
11. The highest score level is considered first, then the next highest and so on.
12. On each score level, the top half is paired against the bottom half, keeping as close as possible to grade order. Where this is not possible, the players on either side of the mid-line are exchanged by the minimum extent necessary.
13. This policy is only broken to avoid a blockage near the bottom of the pairings, when as few score levels as possible, working upwards, are disturbed.

COLOUR

14. Within each score level, pairing cards are sorted into white seekers and black seekers, each group then being arranged in descending order (see rule 4). A white seeker is a player who has had more blacks than whites, or has had equal numbers of each colour, but played last with black. A black seeker is a player who has had more whites than black, or has had equal numbers of each colour, but played last with white.
15. As far as possible, white seekers play black seekers.
16. Where there is an excess of one colour group, transfers are made which involve those players with the weakest claim for the original colour. Colour difference is more important than colour alternation.
    (i) The greater the difference between the number of whites and blacks, the greater is his claim to be given the correct colour, e.g.WWBW has a colour difference of 2 and would be given black in preference to byeBWW, which has a colour difference of 1.
    (ii) A player who has just had one colour should be given the other colour. A player who has just had two of the same colour has a stronger claim to the other colour than a player who has not just had a run of the same colour. Even longer runs of a colour give a stronger claim to alternate in the next round, e.g.(1) WWBB deserves white more than WBWB, e.g.(2) BWWB and WBWB equally deserve white.

(iii) Rule (ii) is used to distinguish between players who have the same colour difference, e.g. (i) WBWW is more strongly due for black than WWBW, e.g.(2) WWBW is more strongly due for black than WWWB.

(iv) Byes are ignored for the purpose of (ii) e.g. WBBbye and WbyeBB are equally deserving of white in the next round.

(v) A player who has played fewer games has greater priority for the correct colour e.g. bye bye W deserves black more than WBW, but less than BWW.

17. If the score level requires a float (or floats) and has an excess of one colour and the linked score level(s) below has (have) an excess of the same colour, they are treated as one score level for the purpose of colour transfers, care being taken not to infringe rule 10.

18. Where colour transfers must be made which involve players having identical colour requirements, players should be chosen who best satisfy Rule 12.

FLOATERS

19. When there is an odd number of players on the score level being considered, a player must be floated down to the next score level.

20. The downfloater is chosen from the larger colour group. Work from the mid-line of the score group downwards to the bottom, seeking a player who:-
    a) did not downfloat in the previous round
    b) has no worse a downfloat history than any other player below the mid-line in the colour group of the score level being considered.

    If this fails to produce the downfloater, work from the mid-line to the top, using criteria a) and b).

21. The opponent for the downfloater is chosen from the opposite colour group. Work from the top downwards towards the mid-line, seeking a player who:-
    a) did not upfloat in the previous round
    b) has no worse an upfloat history than any other player above the mid-line in the colour group of the score level being considered.

    If this fails to produce the upfloater, work from the mid-line down to the bottom, using criteria a) and b).

22. If the chosen upfloater has already played the chosen downfloater, the alternative pairing which best satisfies both rule 20 and rule 21 is chosen.

23. When the floaters have been selected the players on each score level are paired according to rule 12.

24. Selected floaters are not altered unless a change reduces the number of a) further floaters, b) colour transfers, or c) exchanges of players across the mid-line.

FINAL COLOUR CHECK

25. Where two players with identical colour requirements are paired together, the correct colour is given to the higher ranking player. Where two players have the same score, this is the higher-graded player. Where two players have different scores, it is the player with the higher score.

GENERAL

26. In a long tournament, care must be taken that the priorities are not violated for players on the lowest score levels.
27. Once a draw has been published, if adjustments or alterations are necessary, they are made so as to produce the least disturbance to the draw.

OTHER FORMS OF SWISS DRAW

28. SWISS DRAW FOR LONG EVENTS: In Long tournaments, including the British Championship, in Rule 21, the search for the upfloater is made from mid-line to top. The reason for this is to avoid giving a lone leader the strongest available opponent for round after round.
29. SWISS DRAWS FOR LARGE NUMBERS OF PLAYERS: In short tournaments with large numbers of players, in Rule 20, the search for the downfloater is made from the bottom to the mid-line. This acts as a mild form of acceleration.
30. RANDOM PAIRINGS: When there are many ungraded players, or when the range of gradings is very small or when pairings have to be made rapidly, random pairings may be used. These use the same principles as above, but without any reference to gradings or the mid-line.

SPECIAL RULES FOR THE BRITISH CHAMPIONSHIP AND OTHER FIDE-RATED EVENTS

31. The British Championship will not normally start with a bye.
32. In the British Championship, the highest FIDE-rated player takes white in odd-numbered years.
33. In FIDE-rated tournaments, the grades of non FIDE-rated players should be used to rank those players. Depending on the nature of the tournament, the rated and non-rated pools of players may be placed in a single rank order, or the unrated players may all be placed below the rated ones.
34. For FIDE-rated tournaments, the words ‘FIDE rating’ should be substituted for ‘grade’ in rules 1-27.

DISCRETIONARY RULES

35. In round 1, pairings between relatives, players from the same club, distant local area or foreign country are best avoided. The extent to which such pairings are avoided in later rounds is at the discretion of the arbiter.

36. Full point byes can sometimes be avoided by the use of ‘fillers’ or cross-pairings between sections. These options may not be appropriate for championship events.
37. In round 2, pairings between players who received half-point byes in round 1 should be avoided if possible.
38. In an event where there are grades or FIDE ratings from more than one source, a recognised conversion formula may be used to derive the best ranking of the players.
39. If two players are paired together but one or both defaults, although the two players are still eligible to be paired together subsequently, this should be avoided, providing priorities (a) score, and (b) colour balance, are not violated.
40. In the last rounds, for players not in contention for a prize, rule 9 may be relaxed to avoid a colour difference of 3 (e.g. 4 whites, 7 blacks).

FINAL NOTE

These rules are approved by the Chief Arbiters of England and Wales, and the Arbiters’ Committee of Scotland.

Doing Pairings

The following will take you through the pairings for an entire tournament covering many of the common problems which may arise. There then follows some other examples of pairing techniques designed to reinforce many of the techniques employed.
This is not designed to consist of only straightforward pairings so it can be quite difficult to grasp all the points being made.
It is suggested that the pairing should be carried out first and then compared with the given solution.

Round 1 Pairing
Take the 20 cards in Set A (See Appendices). The cards have been assigned PIN numbers according to relative strengths (by rating). Where these are equal they have been arranged alphabetically. If there were any titled players then we would have used those before arranging alphabetically (Rule 4)
The byes have been entered in green. You may wish to emphasise them with a highlighter. Some people will enter HPB for a requested half point bye and FPB (full point bye) for one which is given without a request. Others will simply enter 'bye' with the appropriate score. This is a matter of personal preference.
Remove the requested byes (pins 4,13,19).
We have 17 cards left. There is an odd number so we must give someone a bye.
The mid-line is drawn after the 8th card (PIN 9). PIN 10 is therefore due the bye.

PIN 10 has requested a bye in Round 3 so the next player down is chosen for the bye instead.

Unless the rules of the tournament state otherwise then decide if the top rated player gets Black or White by lot. This can be done by tossing a coin or by shuffling the top two players' cards and asking a bystander to pick for white.
In this case the top seed has been given White.

The draw is now carried out pairing top-half against bottom-half.

This gives the following:

Bd	White	Black
1	PIN 1	PIN 10
2	PIN 12	PIN 2
3	PIN 3	PIN 14
4	PIN 15	PIN 5
5	PIN 6	PIN 16
6	PIN 17	PIN 7
7	PIN 8	PIN 18
8	PIN 20	PIN 9
9	PIN 11	Bye

However PIN 3 v PIN 14 and PIN 17 v PIN 7 involves pairing club mates which should be avoided in early rounds. PINs 17 and 18 have the same grade so can easily be swapped over.
We must now choose between swapping 14 with 12 or 15.
Which swap should be done?
If we swap 14 with 15 then player 15 gets a significantly stronger

opponent through no fault of his own. Swapping 12 and 14 produces very similar strengths of opponent so this is the preferred option.

The final round 1 draw is now:

Bd	White	Black
1	PIN 1	PIN 10
2	PIN 14	PIN 2
3	PIN 3	PIN 12
4	PIN 15	PIN 5
5	PIN 6	PIN 16
6	PIN 18	PIN 7
7	PIN 8	PIN 17
8	PIN 20	PIN 9
9	PIN 11	Bye

In the first round it is normal to wait until all the players arrive before marking up the cards in case some repairing is required. It is advisable to mark up the cards using a colour coding system. The normal one is red for White, black (or blue) for Black and green for Bye.
This usually makes it easier to recognise colour sequences quickly.

The cards are shown marked up with the results for round 1 as shown in the table below. The other cards should be marked up in a similar manner.

No 1	Name	Adams, Alan			Grade	2200
					Club	BD
Total	1					
Opponent	10					
Round	1	2	3	4	5	6
Result	1					
colour	W					
Float						
Event				code		

No 10	Name	Jones, Jack			Grade	1980
					Club	TR
Total	0					
Opponent	1		Bye			
Round	1	2	3	4	5	6
Result	0		½			
colour	B					
Float						
Event				code		

No 14	Name	Newel, Norman			Grade	1900
					Club	HX
Total	0					
Opponent	2					
Round	1	2	3	4	5	6
Result	0					
colour	W					
Float						
Event				code		

No 2	Name	Brown, Brian			Grade	2180
					Club	PA
Total	1					
Opponent	14					
Round	1	2	3	4	5	6
Result	1					
colour	B					
Float						
Event				code		

Bd	White	Result	Black
1	PIN 1	1-0	PIN 10
2	PIN 14	0-1	PIN 2
3	PIN 3	½ - ½	PIN 12
4	PIN 15	0-1	PIN 5
5	PIN 6	1-0	PIN 16
6	PIN 18	1-0	PIN 7
7	PIN 8	½ - ½	PIN 17
8	PIN 20	0-1	PIN 9
9	PIN 11	1-0	Bye

The cards are now sorted into piles. Here a pairing box can be very useful. The cards are arranged in order. We also do a points count. Since we had 8 games, 1 full point bye and 3 half-point byes we should have 10½ points.
See the table below.

Score	White seekers	Unknown	Black seekers	Points
1	2 5 9	11	1 6 18	7
½	12 17	4 13 19	3 8	3 ½
0	7 10 16		14 15 20	0
			Total	10 ½

Round 2 Pairing

We have seven players on 1 point. These can be laid out in order as shown (draw boards are very useful here).

White		Black
		1
2		
5		
Mid-line		
		6
9		
	11	
		18

PIN 6 is just below the mid-line so should downfloat. PIN 11 who has not been allocated a colour is now required to become a Black seeker to balance up the colours. We now pair top-half against bottom-half.
This will produce the pairings 9 v 1, 2 v 11, 5 v 18.

The downfloat (PIN 6) is now paired and then the halves.

White		Black
		6🡻
		3
	4	
		8
12		
	13	
17		
	19	

Pin 3 is due the wrong colour to play 6 so PIN 4 is allocated White and upfloats. The cards are marked to show the floats. This can be done with either arrows or dots at the top and bottom of either the total or opponent boxes.

White		Black
		3
		8
12		
Mid-line		
	13	
17		
	19	

Continuing the principle of top-half v bottom-half gives 13 v 3, 17 v 8, 12 v 19.
But 17 and 8 have already played. It would be good if we could swap 17 and 19 since they have the same grade but this would mean 17 getting two Blacks needlessly. Therefore we swap 13 and 17 giving the pairing 17 v 3, 13 v 8, 12 v 19.

We now pair the zeros.

White		Black
7		
10		
		14
Mid-line		
		15
16		
		20

7 v 15 is the correct pairing leaving 10 v 20 and 16 v 14.

Mark up the cards with the information given.

Bd	White	Result	Black
1	PIN 9	0-1	PIN 1
2	PIN 2	1-0	PIN 11
3	PIN 5	1-0	PIN 18
4	PIN 4	1-0	PIN 6
5	PIN 17	0-1	PIN 3
6	PIN 13	½ - ½	PIN 8
7	PIN 12	1-0	PIN 19
8	PIN 7	1-0	PIN 15
9	PIN 10	½ - ½	PIN 20
10	PIN 16	0-1	PIN 14

The cards are again sorted by score and colour and a points count carried out. The total should be 10 more than before i.e. 20½ points.

Score	White seekers		Black seekers	Points
2	1		2 5	6
1 ½	3		4 12	4 ½
1	6 8 11 14 18		7 9 13	8
½	19 20		10 17	2
0	15		16	0
Total	10 cards		10 cards	20 ½

As the total is as expected we can move on. We now look at the table for colour imbalance and floats. We will need a downfloat from the top scoregroup and also the top two groups have more Black seekers than White so a colour transfer will be needed.

Examining the cards shows all the Black seekers are on alternation of colour except PIN 4 who has had a bye and a White. Pin 4 is therefore the most due Black so shall not colour transfer.

ROUND 3 Pairing

Consider the top two scoregroups together.

White		Black
1		
Mid-line 1		
		2
		5
3		
		4
Mid-line 2		
		12

Here PIN 2 should be downfloated leaving 1 v 5 as the board 1 pairing. 3 as the highest rated of the appropriate colour is now upfloated to play against 2. 12 will then change colour to play against 4. Here the reason is that 4 is more due Black but had the colour sequences been identical we would still have had the same pairing as PIN 4 is the higher rated and is more inclined to keep his colour sequence.

Now consider the one point group

White		Black
6		
		7
8		
		9
Mid-line		
11		
		13
14		
18		

We need to transfer one player from White to Black. From previous colour history this will not be 11 but all others are equal candidates. We now try to pair top-half against bottom-half and see who should transfer.

The ideal pairing, ignoring colour is 6 v 11, 7 v 13, 8 v14 & 9 v 18. We want to get as close to that as possible.

One suggestion is 6 v 13, 11 v 7, 8 v 14 and 18 v 9. Here 11 and 13 have changed places. The rating difference is 34 points. This is quite a good solution but is there a more accurate one?

Consider 11 v 6, 14 v 7, 8 v 13, 18 v 9. Here the top pairing is correct. 13 and 14 are out of position but there is only a 20 point difference here. Many people (and computers) would have overlooked the possibility of the top rated player in the scoregroup changing colour but it can be the correct outcome. Unfortunately here this gives 8 v 13 for the second time so this pairing must be rejected.

In the half point score group we must remember to remove PIN 10 who has requested a bye in this round.

White		Black
		17
Mid-line		
19		
20		
15		
		16

Here 19 is the downfloat leaving 20 v 17. 16 then upfloats to play 19 leaving 15 with the bye.

Mark up the cards with the following results

Bd	White	Result	Black
1	PIN 1	0-1	PIN 5
2	PIN 3	1-0	PIN 2
3	PIN 12	½ - ½	PIN 4
4	PIN 6	1-0	PIN 13
5	PIN 11	0-1	PIN 7
6	PIN 8	½ - ½	PIN 14
7	PIN 18	1-0	PIN 9
8	PIN 20	1-0	PIN 17
9	PIN 19	½ - ½	PIN 16
10	PIN 15	1-0	
11	PIN 10	½ - ½	

This is a total of 10½ points for this round giving an overall total of 31.

Score	White seekers		Black seekers	Points
3	5			3
2 ½			3	2 ½
2	2 4 7		1 6 12 18	14
1 ½	14		8 20	4 ½
1	9 13 15		10 11 19	6
½	16 17			1
0				0
Total	10 cards		10 cards	31

We have the correct total so it is likely that the cards have been marked up correctly.

Notice that there is still a balance in the number of White and Black seekers. An imbalance could have been caused by 10s bye in the previous round.

Round 4 Pairing

5 v 3 is the obvious top pairing. This is PIN 3s second upfloat in a row. Unfortunately nothing can be done about this.

White		Black
		1
2		
4		
Mid-line		
		6
7		
		12
		18

We now consider the two point score group. There will be a downfloat so we must also look at the one and a half point group. Both groups have a colour imbalance in favour of Black so we must first look to see if there is a player in either score group more due White than any other. All are on alternation of colour except 12 who is most due Black so there is no clear candidate to have White so we continue to pair.

Had PIN 18 had a full point bye in round 1 followed by Black/White then he would have transferred over to the White side before we started the pairing.
PIN 6 has had a downfloat but it was not in the previous round so may downfloat again.
This gives the pairings 7 v 1, 2 v 12, 4 v 18. None of these pairings have previously occurred so we are fine.

We now have to find an opponent for PIN 6. Also a colour change is necessary. 6 is unlikely to colour transfer. The ideal opponent for 6 is the highest rated i.e. PIN 8. There is no reason why that player should not transfer across so we have 8 v 6 leaving 14 v 20 as the other pairing. A check is done to confirm they have not played before moving on to the next score group.

We now have to pair the one point score group. But before doing so it is wise to check that PINs 16 and 17, the only two players who will be left, have not already played. 16 and 17 are able to play so we can continue.

White		Black
9		
		10
		11
Mid-line		
13		
15		
		19

We do not want to do any unnecessary colour changes so we pair 9 v 19 as the only top/White-bottom/Black pairing. The other two pairings fall into place as 13 v 10 and 15 v 11. We now look at 16 and 17. Both want White and have identical colour sequences so 16 as the higher rated gets his preference and the pairing is 16 v 17.

Bd	White	Result	Black
1	PIN 5	1-0	PIN 3
2	PIN 7	0-1	PIN 1
3	PIN 2	½ - ½	PIN 12
4	PIN 4	0-1	PIN 18
5	PIN 8	1-0	PIN 6
6	PIN 14	½ - ½	PIN 20
7	PIN 9	1-0	PIN 19
8	PIN 13	0-1	PIN 10
9	PIN 15	1-0	PIN 11
10	PIN 16	½ - ½	PIN 17

The round 4 pairing with results is given and the cards are marked up and sorted as given below. The points count should be 41.

Score	White seekers		Black seekers	Points
4			5	4
3 ½				0
3	1 18			6
2 ½	3 12		2 8	10
2	6 10 20		4 7 9 14 15	16
1 ½				0
1	11 17 19		13 16	5
Total	10 cards		10 cards	41

Round 5 Pairing

Pin 5 is the sole leader. He has played both players in the 3 point scoregroup below so must play someone in the two and a half scoregroup. Pin 2 would be the favoured opponent but is the wrong colour and there is no reason at the moment to do a colour swap with the numbers given. Pin 3 has also already played 5 so 12 v 5 is the provisional pairing, this despite 12 being a

bottom half player. We can now pair the three point players. They have not previously met. Neither player has a stronger preference for White than the other in terms of colour history so PIN 1 as the higher rated will keep his sequence and get White (1 v 18).
We now look at the next scoregroup (2½). There is going to be a float between it and the 2 group. There is a colour imbalance in both groups. We have 3 White seekers and 7 Black seekers. This means 2 players have to transfer across. Because of equalisation of colours these players will not be Pins 4, 8 or 15. Pin 14 is no longer an automatic choice. Under the revised rules (designed to stop double colours repeating) he has as equal a claim to Black PINs 2, 7 and 9.

Let us consider both scoregroups.

White		Black
		2
Mid-line 1		
3		
		8
		4
6		
		7
		9
Mid-line 2		
10		
14		
		15
20		

This gives 3 v 2 with 8 floating down. 6 should float up to play 8. However, 6 and 8 met in the last round so a 'mid-line flip' is required. PIN 10 becomes a top half player and PIN 9 becomes a bottom half player. 10 v 8 is a legal pairing so we can proceed to the next score group.

		4
6		
		7
Mid-line		
		9
14		
		15
20		

9 is now the obvious downfloat as the player immediately below the mid-line from the largest colour group. But notice that if we had acted too quickly when considering the interlocking groups we might have downfloated 15.

No colour transfers are needed so we pair in order 14 v 4, 6 v 15 and 20 v 7. It is a good idea always to check the short side first so an experienced arbiter would check that 6 and 15 could play before trying any other pairings.
All the pairings work so we move on to the next scoregroup. There are no 1½s so we move to the one score group.

White		Black
		9↓
11		
		13
		16
Mid-line		
17		
19		

11 v 9 is the obvious pairing, leaving 17 v 13 and 19 v16. but 19 and 16 have already met so switch 17 and 19 over. 17 has also played 16 so we have a problem. We must bring back the upfloat. Can 11 play 16. YES!!! 17 then becomes the player to float up to play 9 and 19 plays 13.

Round 5 revisited (Advanced – less experienced arbiters beware!)
The above was the draw that I would expect most arbiters to arrive at in a weekend congress. But we had to do a mid-line flip to find an opponent for our leader and then to do another mid-line flip to find an opponent for our downfloat from the same scoregroup. Is there an alternative solution?
In the 2½/2 scoregroups we need to make one colour change. PIN 5 should ideally play the highest rated 2½ so let's do the colour switch which allows that. The cards are laid out as shown (PINs 1 and 18 are removed as they must play each other).

White		Black
		5↓
2		
3		
Mid-line		
		8
12		

This gives 2 v 5 and 3 v 8 with 12 downfloating. The next scoregroup is given below.

White		Black
12↓		
		4
6		
		7
10		
Mid-line		
		14
		15
20		

4 has already played 12 but 12 v 7 is legal. This leaves 20 v 4, 6 v 14 and 10 v 15. We have saved two top half/bottom half flips so this pairing is preferred.

It is readily accepted that finding the most accurate pairing in the short period between rounds is not always possible. Experience will mean that an arbiter may, however, be more aware of different possibilities in a given situation.

Who is most due White?

This section is designed to help decide the colour a player is given. Ideally the colours given should alternate. However, there will always be situations where this cannot happen and a decision must be made as to who should be given which colour.

The first thing to consider is the colours the players have had. Ideally the colours should balance after even numbered rounds.

Consider the table below.

The total numbers of Whites and Blacks have been counted and the balance calculated. The positive numbers indicate a surplus of Whites, the negative numbers a surplus of Blacks.

	Rd 1	Rd 2	Rd 3	Rd 4	Balance W	B	
A	W	B	B	W	2	2	0
B	B	W	W	B	2	2	0
C	W	W	B	B	2	2	0
D	B	W	B	W	2	2	0
E	B	B	W	W	2	2	0
F	B	W	B	B	1	3	-2
G	B	B	B	W	1	3	-2
H	W	W	B	W	3	1	+2
I	bye	W	B	W	2	1	+1
J	bye	B	W	B	1	2	-1
K	B	B	W	B	1	3	-2
L	W	B	W	B	2	2	0
M	bye	B	B	W	1	2	-1

This shows that players F, G, J, K and M have had more Blacks than Whites so should, if possible, be given White in the next round. Similarly, the players most due Black are H and I. The other players have all had an equal number of Whites and Blacks. Whilst it would be nice to give them the opposite colour from the previous round this is of a lower importance.

This system can be further refined as explained below.

The 1-3 split means that F, G and K are the most due followed by J and M with a 1-2 split, all the others have equal Whites or better.

Putting F, G and K into order first. As G had White in the previous round this one is least likely for White this time. F has had an immediate double Black and we really want to avoid 3 of the same colour in a row so F is the number one choice for White. Now comparing J and M we see J had Black in the previous round and M had White so J would be our first choice of those two.

Now consider those who have had equal numbers of Blacks and Whites (A, B, C, D, E and L). A, D and E all had White in the previous round so we can ignore them for the time being leaving B, C and L. C has had a double Black so is the first choice. B and L have an equal claim to White. Under previous rules L would have been the next choice due to Bs double White. This rule however lead to players getting lots of double colours and has now been dropped.

Returning to players A, D and E; the double White that E had means he is the least likely to get White, the other two have an equal claim.

I has had 1 White fewer than H so is the next one to be chosen.

This gives the order shown in the following table.

	Rd 1	Rd 2	Rd 3	Rd 4	Balance W	Balance B	ORDER
A	W	B	B	W	2	2	9=
B	B	W	W	B	2	2	7=
C	W	W	B	B	2	2	6
D	B	W	B	W	2	2	9=
E	B	B	W	W	2	2	11
F	B	W	B	B	1	3	1
G	B	B	B	W	1	3	3
H	W	W	B	W	3	1	13
I	bye	W	B	W	2	1	12
J	bye	B	W	B	1	2	4
K	B	B	W	B	1	3	2
L	W	B	W	B	2	2	7=
M	bye	B	B	W	1	2	5

Where players have an equal ranking for colour, e.g. Players B and L opposite, and we need one colour swap then we start the pairing and decide which one comes across so that the best top half v bottom half pairing is achieved. The best way to understand this is to see examples of it. Therefore practical examples of this are given in most of the following pairing exercises.

Consider the following pairings. Which player gets White in each case and why?

Player A	Player B	Reason
Grade 2300 Pts 3 Previous Colours WBW	Grade 2287 Pts 3 Previous Colours WBW	The scores and colour sequences are identical. Player A has the higher grade so retains colour sequence. Therefore Player B gets White.
Grade 2300 Pts 2 Previous Colours WBW	Grade 2287 Pts 2½ Previous Colours WBW	Player B has the most points so gets colour due. So Player A gets White.
Grade 2300 Pts 3 Previous Colours BBW	Grade 2287 Pts 3 Previous Colours WBB	Both players have had 2B and 1W, but we don't want to give Player B 3B in a row he gets White.
Grade 2300 Pts 3 Previous Colours BBW	Grade 2287 Pts 3 Previous Colours BWB	Here we look at the previous round so Player B gets White.
Grade 2300 Pts 3 Previous Cols BWBW	Grade 2287 Pts 3 Previous Cols WBBW	These colour sequences are regarded as being equal so Player A gets Black, his expected colour.
Grade 2300 Pts 3 Previous Cols BWBW	Grade 2287 Pts 3 Previous Cols - BBW	Player B is most due White to balance the colours given.
Grade 2300 Pts 3 Previous Cols BBWW	Grade 2287 Pts 3 Previous Cols - WBW	Here Player B needs Black to balance colours so Player A gets a 3rd White in a row.
Grade 2300 Pts 3 Previous Cols BWW	Grade 2287 Pts 3 Previous Cols - - W	This is the exception to the rule! Both have +1 but we want to avoid 3 in a row so B gets White.
Grade 2300 Pts 3 Previous Cols WBW	Grade 2287 Pts 3 Previous Cols - - W	In this case A gets White as 3-1 is considered better than 2-0.

Common Pairing Situations

Consider set of cards B. All eight cards have the same number of points. Sorting into grading order and colour due produces the table below.

White		Black
1		
		2
3		
4		
Mid line		
5		
6		
7		
		8

Here we have 6 White seekers and only 2 Black seekers so two White seekers must move across to have Black. All of the White seekers have a similar colour history except Pin 7 who has already had 2 Blacks so is most due White.

Pairing top half against bottom will produce, ignoring colour, Pin 1 v Pin 5, Pin 2 v Pin 6, Pin 3 v Pin 7 and Pin 4 v Pin 8.

This is the pairing that we should aim to get as close to as possible.

Pins 1, 3, 4, 5 and 6 are equal candidates for the colour transfer. We start by pairing the highest rated player, Pin 1. Pin 1 v Pin 5 is possible as they have not already played. Both players have had identical colour histories so the higher rated player (Pin 1) maintains colour sequence so gets White.
We now consider Pin 2 (due Black). He has not played Pin 6 (due White) so that gives Pin 6 v Pin 2.
Pin 3 is next to be paired. Pin 7 should be the opponent. We quickly check that the remaining players (Pins 4 and 8) are able to play each other, which they can. Therefore we proceed.
Both players would like White. Pin 7 has the greater claim to White so Pin 3 transfers across to the Black side.
Pin 4 is due White and Pin 8 is due Black so there is no problem here.

Therefore the correct pairing is Pin 1 v Pin 5, Pin 6 v Pin 2, Pin 7 v Pin 3 and Pin 4 v Pin 8.

Consider set of cards C. These cards all have the same number of points so are sorted into grading order and colour due as indicated.

White		Black
1		
		2
3		
		4
5		
Mid line		
6		
		7
8		
9		
10		

We need two colour transfers from White to Black. Pins 6, 9 and 10 are least likely to transfer. Pins 1, 3, 5, and 8 are all equally possible transfers.
We are aiming to get as close as possible to 1v6, 2v7, 3v8, 4v9 and 5v10.

If 2 were to play 7 that would provide an unnecessary colour transfer. This should be avoided if at all possible.

Starting to do the pairings produces Pin 1 v Pin 6. Pin 6 remember is not likely to colour transfer so we would arrive at Pin 6 v Pin 1. This is a perfectly acceptable pairing even though it means our highest rated player has colour transferred. However we now look for an opponent for Pin 2.
Due to colour requirements, this is unlikely to be Pin 7 so we chose the next suitable candidate Pin 8.

Pin 7 then slots into place opposite Pin 3. Pin 9 plays Pin 4 and Pin 5 changes colour to play pin 10.

Let us now consider what we have done. We have almost the target pairing except Pins 7 and 8 have changed places. But is there a better solution?

An inexperienced Arbiter should be quite pleased to have come up with the pairing above. However a more experienced Arbiter would have approached the problem in a slightly different way.

Starting again, we can see that Pin 7 is going to have to play out of position. It can either swap with Pin 6 or Pin 8. The rating difference between Pins 6 & 7 is less than between Pins 7 & 8 so let us swap these two over.

Our top pairing would therefore be Pin 1 v Pin 7 followed by Pin 6 v Pin 2. Pins 3 & 8 both have identical colour sequences so as the higher rated player Pin 3 ‘keeps’ White. Pin 9 slots in against Pin 4. Pin 10 has a higher requirement for White so gets it and Pin 5 transfers across.

Consider set of cards D. This is a ten card scoregroup.

White		Black
1		
		2
3		
4		
		5
Mid Line		
6		
		7
		8
9		
		10

We have 5 cards on each side so no colour changes are needed. In cases like this where no colour changes have to be made it can be useful to pair the 'small side' first (i.e. the Black side here as we have only 2 cards in the top half). This is because any serious problems are likely to be on this side as we have fewer options. As the cards are Pin 6 should play Pin 2. They have already played. Can Pin 9 play Pin 2? It can! Can Pin 6 play Pin 5? Again it can, so we have made these two pairings.

We now attempt to pair Pin 1. Pin 7 has already played Pin 1 so we look for the next opponent (Pin 8). This gives Pin 1 v Pin 8 and Pin 3 v Pin 7. Unfortunately Pin 4 has already played Pin 10. There is no reason to change the pairing for Pin 1 but we can let Pin 3 play Pin 10 and Pin 4 play Pin 7.

Inexperienced Arbiters should proceed to set of cards E (Page 22).

More experienced Arbiters will notice that the pairing Pin 1 v Pin 10, Pin 3 v Pin 7 and Pin 4 v Pin 8 was also possible. How do we decide which is the best pairing? Let us consider the six cards and the possible pairings. The column 'variation' shows how much the pairing digresses from the ideal, i.e. 1 should play 4 but in Option 1 plays 5 – this is one card out, so the variation is 1.

Ideal Pairing			Option 1			Option 2		
White	Black	variation	White	Black	variation	White	Black	variation
1	4	0	1	5	1	1	6	2
2	5	0	2	6	1	2	5	0
3	6	0	3	4	2	3	4	2
	Total	0			4			4

Where different options are possible the one giving the least variation should be chosen as the best. In this case the total variations are equal so we should consider squaring the individual variations. This gives a total of 6 for Option 1 (1+1+4) and 8 for Option 2 (4+0+4). Therefore Option 1 is preferred. It also has the advantage of giving the best top pairing – Pin 1 gets the best opponent he can.

Consider set of cards E.

White		Black
1		
2		
3		
		4
		5
Mid line		
6		
		7
8		
9		
10		

We have 7 cards on the White side and 3 on the Black side, so two players will have to transfer across. Pin 10 having had a double Black in the previous rounds is the least likely to change.
Pins 2, 3, 8 and 9 have had one White and one Black each in that order. Everyone else has had Black, White, Black. Therefore our two colour changes should come from Pins 2, 8 or 9.
As always we start to pair from the top. We would like Pins 1 and 6 to play but neither are candidates to colour transfer.

The next best opponent for Pin 1 is Pin 7. This is an acceptable pairing as neither have met before. We would now like Pins 2 and 6 to meet. As Pin 2 is a transfer candidate this is possible, giving Pin 6 v Pin 2. The next pairing should be Pin 3 v Pin 8 and as Pin 8 can transfer across and is the lower rated player this is acceptable. Pin 9 v Pin 4 is a correct pairing BUT Pin 10 has already played Pin 5 so try swapping Pins 9 and 10. Pin 10 has also played Pin 4!!

White		Black
1		7
6		2
3		
		4
		5
Mid line		
8		
9		
10		

We now have the situation shown.

It is tempting to say that as Pin 2 is the only top half player on the Black side Pin 10 must play Pin 2. However, there is a better option. Pin 3 can move across. This will give the pairings Pin 10 v Pin 3, Pin 8 v Pin 4 and Pin 9 v Pin 5.

This example illustrates how important it is not to jump to conclusions. Some less experienced Arbiters would have automatically said that Pins 8 and 9 as bottom half players would have been the automatic choices for the colour switch, especially since that might appear to give an easier pairing.

It would have been useful here to have started to pair the shorter side but the colour changes made that difficult. A more experienced Arbiter may well have had the following thought processes:
“There are two players to come across – no obvious choices – definitely not 10. Lets check the short side for problems. Who should the short side play? Pins 4 and 5 should play Pins 9 and 10. Ahh! Pin 5 has already played Pin 10 ….. and so has Pin 4. (The next part is deleted to protect the innocent). *!**!. Right so we have a problem with Pin 10. Who can Pin 10 play?”
This Arbiter might then immediately pair Pin 10 against Pin 3 to remove the problem player and then proceed with the rest of the group. This is a very good pairing technique.

Set F gives an example of pairing floats. None of the 8 players have met in a previous round.

White		Black
1		
Mid Line 1		
		4
		7
		2
3		
		5
Mid Line 2		
		6
		8

The top score group has 3 cards as shown. The scoregroup below has 7 cards. We have the same colour imbalance in both scoregroups – 1-2 and 1-5 respectively. Before pairing the top scoregroup we should look for potential colour switch candidates. The only obvious colour transfer is Pin 7 who has had one of each colour. All the other Black seekers have had three rounds of alternation.

Had we paired without consideration of the scoregroup below then Pin 4, as the player closest to but below the mid-line and of the majority colour, would have floated down and Pin 1 would play Pin 7. However, colour has a higher priority than floating, so we have Pin 1 v Pin 4 with Pin 7 floating down.

White		Black
1		4
7↓		
		2
3		
		5
Mid Line 2		
		6
		8

The situation is now as shown. Ideally Pin 2 should float up but did so in the previous round so we look at the next candidate which is Pin 5. These two cards are paired together. Pairing top half against bottom gives Pin 6 (changing colour) v Pin 2 and Pin 3 v Pin 8.

The upfloat on Pin 2 is shown both by an upward pointing arrow but also by a dot which can be above the total score or above the opponent's number. The advantage of the dot method is that it is visible even when the cards are in drawboards.

The alternative round 5 pairing given in example A gives a more complicated scenario that may be worth working through.

The situation given with set of pairing cards G is an example of a ‘mid line flip’. Use only the first 6 cards. This occurs where it is not possible to pair the top half against the bottom half without unnecessary colour changes.

White		Black
1		
2		
		3
Mid line		
		4
		5
6		

As we have three White seekers and three Black seekers we do not need to consider doing colour transfers. We will therefore start to pair on the ‘short’ side. So we start by looking for an opponent for Pin 3. The only opponent is Pin 6 but they have already played. Therefore we must do a ‘mid line flip’. Pins 3 and 4 change places.

This means that the cards are now laid out as shown and then slotted into place. Pin 4 is now regarded as top half and Pin 3 as bottom half. Pin 6 is paired against Pin 4, Pin 1 is matched against Pin 3 and Pin 2 plays Pin 5.

White		Black
1		
2		
		4
Mid line		
		3
		5
6		

The mid line flip is used whenever pairings between top half and bottom half are not possible. If this situation occurs in a scoregroup where there are floats then a different float may be chosen to avoid the median flip (Rule 24 c).

Include Pin 17 in the draw. Notice the red 3b beside the Pin number. It is often useful to number late entries like this to indicate their place in the draw. Pin 17 should be between Pins 3 and 4 so is numbered 3b.

White		Black
1		
2		
		3
Mid line		
7		
		4
		5
6		

Here Pin 7 should be the downfloat but as we have seen above this causes a mid line flip to take place so we can downfloat Pin 6 instead. This gives a straightforward pairing of Pin 1 v Pin 4, Pin 2 v Pin 5 and Pin 7 v Pin 3.

Set of cards H illustrate what to do when we are forced into a colour change.

White		Black
1		
2		
		3
Mid line		
4		
		5
		6

There would appear to be no colour changes necessary so we start by pairing the short side. Pin 4 v Pin 3 is a good pairing. We now try to pair Pin 1 but Pin 5 has already played Pin 1 so it is Pin 1 v Pin 6. We now pair Pin 2. But Pin 2 has already played Pin 5. We also discover that Pin 5 has also played Pin 4, the only other White seeker. Time to start again!!

We know that we now need a colour change to find an opponent for Pin 5. Pin 4 can easily have Black so should be moved across. There are no obvious colour transfers in the opposite direction so we start to pair. Pin 1 v Pin 4 is now an obvious pairing. Pin 2 is paired next. Pin 5 is not a possible opponent so Pin 6 is used. This leaves Pin 5 v Pin 3 with Pin 5 having the least claim to Black by virtue of having the lower grade. Indeed in the situation Pin 3 is the only top half player that Pin 5 could play so this could have been our starting point.

Consider now the situation where Pin 6 had defaulted in round 1. This means that our best colour changes are Pins 4 and 6.

White		Black
1		
2		
		3
Mid line		
		4
		5
6		

In this situation Pin 5 should play Black against Pin 6. This leaves Pins 1 and 2 as top half and should play Pins 3 and 4 respectively.

It is more important not to break colour sequence than it is to ensure top half v bottom half.

General Advice on doing Pairings

1. Ensure that the cards are marked up correctly.

2. Sort the cards into score groups.

3. Sort the cards into colour sub-groups for each score level.

4. Check that you have no cards in the wrong score group.

5. Check that you have no cards in the wrong colour subgroup.

6. Calculate the number of colour transfers that will be needed
    - Identify the most likely candidates to transfer
    - If this number is less than or equal to the number of transfers then these players should be transferred immediately
    - Repeat the two steps above until the necessary transfers have been made.

7. If the numbers of White and Black seekers now balance pair top half v bottom half. Pair the shorter side (i.e. the top half colour with fewest cards) first.

8. If the numbers still do not balance then pair from the top selecting the players to change that best satisfy top v bottom.

9. If there is an odd number of players in a score group then a float must be found. This will normally come from the larger colour group.

10. If the score group below also has an imbalance in the same direction select the best colour changes from both groups before deciding on a float.

11. If players in both score groups are equal in terms of colour for a transfer then normally a player in the lower score group will be chosen.

12. When the pairing is complete recheck that you have not paired people together for a second time.

13. Recheck that the players have the correct colour. It is surprisingly easy to arrange a score group giving everyone the wrong colour.

What to do if a mistake is made.

If a draw is published and a mistake is subsequently discovered then what should be done? This depends on the nature of the mistake and the time available. Once a draw is published, common sense and the principle of least disruption should be applied.

If two players have already played then an alternative pairing must be found. This will normally involve simply swapping the bottom half player with another bottom half player on the same points and due the same colour. Make sure neither of the players have already played their new opponent; if this is the case choose another 'swap'. If no bottom half player can be found, swap with the top half player nearest the mid-line of the appropriate colour.

If it is discovered that a player has been paired with the wrong number of points then his last round opponent's card should also be checked as it is likely that both are wrong. If this discovery is made just before the start of play then there is justification in apologising but allowing the published draw to stand.

With more time available you may decide to make some correction. Redoing the pairing of all players in the score groups should not be an option if the draw has been published.

If only one player has the wrong result look to see if breaking a pairing between floats can give you a simple solution; this is the pairing which should be broken first if possible; if not then a pairing in the intermediate score group may require to be broken.

If two players have the wrong score it may be possible simply to swap the players concerned and compensate for the resultant colour imbalance in later rounds.

APPENDICES

There follows a number of sets of pairing cards designed to be used in the worked examples given (Sets A – H). Where cards do not have a grade or rating entered then the Pin number indicates the stronger player. In all cases Pin 1 is the higher rated player.

The page after a set of cards is left blank so that it is possible to cut out and use them for the pairings

Finally there is a set of exercises and solutions which will require additional pairing cards to be printed. The exercises are graded (Grade 1 being easy and Grade 3 being more tricky.)

Pairing Cards - Set A

No 1	Name	Adams, Alan			Grade	2200
					Club	BD
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event	Appendix A			code		

No 2	Name	Brown, Brian			Grade	2180
					Club	PA
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event	Appendix A			code		

No 3	Name	Cairns, Carol			Grade	2170
					Club	HX
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event	Appendix A			code		

No 4	Name	Drew, Don			Grade	2165
					Club	GL
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event	Appendix A			code		

No 5	Name	Edwards, Eric			Grade	2080
					Club	CC
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event	Appendix A			code		

No 6	Name	Findley, Fraser			Grade	2075
					Club	PB
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event	Appendix A			code		

No 7	Name	Green, Grace			Grade	2010
					Club	KM
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event	Appendix A			code		

No 8	Name	Hood, Harry			Grade	2005
					Club	HK
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event	Appendix A			code		

No 9	Name	Innes, Ian			Grade	1999
					Club	FR
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event	Appendix A			code		

No 10	Name	Jones, Jack			Grade	1980
					Club	TR
Total						
Opponent			Bye			
Round	1	2	3	4	5	6
Result			½			
colour						
Float						
Event	Appendix A			code		

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No 11	Name	King, Kenneth			Grade	1954
					Club	MA
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event	Appendix A			code		

No 12	Name	Low, Lenny			Grade	1940
					Club	GL
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event	Appendix A			code		

No 13	Name	Mitchell, Mike			Grade	1920
					Club	ID
Total	½					
Opponent	Bye					
Round	1	2	3	4	5	6
Result	½					
colour						
Float						
Event	Appendix A			code		

No 14	Name	Newel, Norman			Grade	1900
					Club	HX
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event	Appendix A			code		

No 15	Name	Onions, Oliver			Grade	1891
					Club	HA
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event	Appendix A			code		

No 16	Name	Perkin, Paul			Grade	1880
					Club	KM
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event	Appendix A			code		

No 17	Name	Queen, Quentin			Grade	1873
					Club	KM
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event	Appendix A			code		

No 18	Name	Reilly, Robert			Grade	1873
					Club	PA
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event	Appendix A			code		

No 19	Name	Swan, Stephen			Grade	1873
					Club	GL
Total	½					
Opponent	Bye					
Round	1	2	3	4	5	6
Result	½					
colour						
Float						
Event	Appendix A			code		

No 20	Name	Tudor, Thomas			Grade	1800
					Club	PA
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event	Appendix A			code		

Pairing Cards - Set A

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No 1	Name	Brown			Grade	
					Club	
Total	1	2				
Opponent	64	32				
Round	1	2	3	4	5	6
Result	1	1				
colour	W	B				
Float						
Event	Appendix B			code		

No 2	Name	Barnes			Grade	
					Club	
Total	1	2				
Opponent	65	33				
Round	1	2	3	4	5	6
Result	1	1				
colour	B	W				
Float						
Event	Appendix B			code		

No 3	Name	Bailley			Grade	
					Club	
Total	1	2				
Opponent	66	34				
Round	1	2	3	4	5	6
Result	1	1				
colour	W	B				
Float						
Event	Appendix B			code		

No 4	Name	Boyle			Grade	
					Club	
Total	1	2				
Opponent	67	35				
Round	1	2	3	4	5	6
Result	1	1				
colour	W	B				
Float						
Event	Appendix B			code		

No 5	Name	Black			Grade	
					Club	
Total	1	2				
Opponent	68	36				
Round	1	2	3	4	5	6
Result	1	1				
colour	B	B				
Float						
Event	Appendix B			code		

No 6	Name	Benyon			Grade	
					Club	
Total	1	2				
Opponent	69	37				
Round	1	2	3	4	5	6
Result	1	1				
colour	W	B				
Float						
Event	Appendix B			code		

No 7	Name	Bright			Grade	
					Club	
Total	1	2				
Opponent	70	38				
Round	1	2	3	4	5	6
Result	1	1				
colour	W	B				
Float						
Event	Appendix B			code		

No 8	Name	Boyd			Grade	
					Club	
Total	1	2				
Opponent	71	39				
Round	1	2	3	4	5	6
Result	1	1				
colour	B	W				
Float						
Event	Appendix B			code		

No	Name				Grade	
					Club	
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

No	Name				Grade	
					Club	
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

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No 1	Name	Caldwell			Grade	1221
					Club	
Total	1	2				
Opponent	33	17				
Round	1	2	3	4	5	6
Result	1	1				
colour	W	B				
Float						
Event	Appendix C			code		

No 2	Name	Collins			Grade	1215
					Club	
Total	1	2				
Opponent	34	18				
Round	1	2	3	4	5	6
Result	1	1				
colour	B	W				
Float						
Event	Appendix C			code		

No 3	Name	Cowdry			Grade	1212
					Club	
Total	1	2				
Opponent	35	19				
Round	1	2	3	4	5	6
Result	1	1				
colour	W	B				
Float						
Event	Appendix C			code		

No 4	Name	Cook			Grade	1206
					Club	
Total	1	2				
Opponent	36	20				
Round	1	2	3	4	5	6
Result	1	1				
colour	B	W				
Float						
Event	Appendix C			code		

No 5	Name	Clark			Grade	1200
					Club	
Total	1	2				
Opponent	37	21				
Round	1	2	3	4	5	6
Result	1	1				
colour	W	B				
Float						
Event	Appendix C			code		

No 6	Name	Conquest			Grade	1120
					Club	
Total	1	2				
Opponent	38	22				
Round	1	2	3	4	5	6
Result	1	1				
colour	B	B				
Float						
Event	Appendix C			code		

No 7	Name	Chryton			Grade	1119
					Club	
Total	1	2				
Opponent	39	23				
Round	1	2	3	4	5	6
Result	1	1				
colour	B	W				
Float						
Event	Appendix C			code		

No 8	Name	Cairney			Grade	1007
					Club	
Total	1	2				
Opponent	40	24				
Round	1	2	3	4	5	6
Result	1	1				
colour	W	B				
Float						
Event	Appendix C			code		

No 9	Name	Curtin			Grade	990
					Club	
Total	1	2				
Opponent	41	25				
Round	1	2	3	4	5	6
Result	1	1				
colour	B	B				
Float						
Event	Appendix C			code		

No 10	Name	Coyle			Grade	970
					Club	
Total	1	2				
Opponent	42	26				
Round	1	2	3	4	5	6
Result	1	1				
colour	B	B				
Float						
Event	Appendix C			code		

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No 1	Name	Dodds			Grade	120
					Club	
Total	½					
Opponent	7					
Round	1	2	3	4	5	6
Result	½					
colour	B					
Float						
Event	Appendix D			code		

No 2	Name	Davis			Grade	118
					Club	
Total	½					
Opponent	6					
Round	1	2	3	4	5	6
Result	½					
colour	W					
Float						
Event	Appendix D			code		

No 3	Name	Devine			Grade	115
					Club	
Total	½					
Opponent	11					
Round	1	2	3	4	5	6
Result	½					
colour	B					
Float						
Event	Appendix D			code		

No 4	Name	Donaldson			Grade	114
					Club	
Total	½					
Opponent	10					
Round	1	2	3	4	5	6
Result	½					
colour	B					
Float						
Event	Appendix D			code		

No 5	Name	Dawson			Grade	111
					Club	
Total	½					
Opponent	12					
Round	1	2	3	4	5	6
Result	½					
colour	W					
Float						
Event	Appendix D			code		

No 6	Name	Dawes			Grade	109
					Club	
Total	½					
Opponent	2					
Round	1	2	3	4	5	6
Result	½					
colour	B					
Float						
Event	Appendix D			code		

No 7	Name	Dixon			Grade	106
					Club	
Total	½					
Opponent	1					
Round	1	2	3	4	5	6
Result	½					
colour	W					
Float						
Event	Appendix D			code		

No 8	Name	Dickson			Grade	103
					Club	
Total	½					
Opponent	14					
Round	1	2	3	4	5	6
Result	½					
colour	W					
Float						
Event	Appendix D			code		

No 9	Name	Dibble			Grade	102
					Club	
Total	½					
Opponent	13					
Round	1	2	3	4	5	6
Result	½					
colour	B					
Float						
Event	Appendix D			code		

No 10	Name	Dove			Grade	100
					Club	
Total	½					
Opponent	4					
Round	1	2	3	4	5	6
Result	½					
colour	W					
Float						
Event	Appendix D			code		

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No 1	Name	Edwards			Grade	150
					Club	
Total	0	1	1½			
Opponent	12	16	5			
Round	1	2	3	4	5	6
Result	½	½	½			
colour	B	W	B			
Float						
Event	Appendix E			code		

No 2	Name	Evans			Grade	145
					Club	
Total	½		1½			
Opponent	HPB					
Round	1	2	3	4	5	6
Result	½					
colour		W	B			
Float						
Event	Appendix E			code		

No 3	Name	Ewan			Grade	140
					Club	
Total	½	1	1½			
Opponent	HPB	15	16			
Round	1	2	3	4	5	6
Result	½	½	½			
colour		W	B			
Float						
Event	Appendix E			code		

No 4	Name	Everhard			Grade	135
					Club	
Total	1	1½	1½			
Opponent	10	24	18			
Round	1	2	3	4	5	6
Result	1	½	0			
colour	B	W	W			
Float						
Event	Appendix E			code		

No 5	Name	Elliot			Grade	130
					Club	
Total	1	1	1½			
Opponent	12	19	1			
Round	1	2	3	4	5	6
Result	1	0	½			
colour	B	W	W			
Float						
Event	Appendix E			code		

No 6	Name	Emms			Grade	125
					Club	
Total	0	½	1½			
Opponent	24	23	21			
Round	1	2	3	4	5	6
Result	0	½	1			
colour	B	W	B			
Float						
Event	Appendix E			code		

No 7	Name	Evert			Grade	120
					Club	
Total	0	½	1½			
Opponent	25	30	23			
Round	1	2	3	4	5	6
Result	½	½	½			
colour	W	B	W			
Float						
Event	Appendix E			code		

No 8	Name	Edmondson			Grade	115
					Club	
Total	½	1	1½			
Opponent	HPB	22	11			
Round	1	2	3	4	5	6
Result	½	½	½			
colour		W	B			
Float						
Event	Appendix E			code		

No 9	Name	Eckles			Grade	110
					Club	
Total	½	1	1½			
Opponent	HPB	16	17			
Round	1	2	3	4	5	6
Result	½	½	½			
colour		W	B			
Float						
Event	Appendix E			code		

No 10	Name	Egglington			Grade	105
					Club	
Total	0	1	1½			
Opponent	4	32	5			
Round	1	2	3	4	5	6
Result	0	1	½			
colour	W	B	B			
Float						
Event	Appendix E			code		

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No 1	Name	Fox		Grade	
				Club	
Total			2½		
Opponent					
Round	1	2	3	4	5	6
Result						
colour	B	W	B			
Float						
Event	Appendix F			code		

No 2	Name	Foukes		Grade	
				Club	
Total			2*		
Opponent					
Round	1	2	3	4	5	6
Result						
colour	W	B	W			
Float			↑			
Event	Appendix F			code		

No 3	Name	Forrest		Grade	
				Club	
Total			2		
Opponent					
Round	1	2	3	4	5	6
Result						
colour	B	W	B			
Float						
Event	Appendix F			code		

No 4	Name	French		Grade	
				Club	
Total			2½		
Opponent					
Round	1	2	3	4	5	6
Result						
colour	W	B	W			
Float						
Event	Appendix F			code		

No 5	Name	Flynn		Grade	
				Club	
Total			2		
Opponent					
Round	1	2	3	4	5	6
Result						
colour	W	B	W			
Float						
Event	Appendix F			code		

No 6	Name	Flanagan		Grade	
				Club	
Total			2		
Opponent					
Round	1	2	3	4	5	6
Result						
colour	W	B	W			
Float						
Event	Appendix F			code		

No 7	Name	Ford		Grade	
				Club	
Total			2½		
Opponent					
Round	1	2	3	4	5	6
Result						
colour	Bye	B	W			
Float						
Event	Appendix F			code		

No 8	Name	Findlay		Grade	
				Club	
Total			2		
Opponent					
Round	1	2	3	4	5	6
Result						
colour	W	B	W			
Float						
Event	Appendix F			code		

No	Name			Grade	
				Club	
Total					
Opponent					
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

No	Name			Grade	
				Club	
Total					
Opponent					
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

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No 1	Name	Green			Grade	150
					Club	
Total	½					
Opponent	10					
Round	1	2	3	4	5	6
Result	½					
colour	B					
Float						
Event	Appendix G			code		

No 2	Name	Gibb			Grade	147
					Club	
Total	½					
Opponent	11					
Round	1	2	3	4	5	6
Result	½					
colour	B					
Float						
Event	Appendix G			code		

No 3	Name	Goss			Grade	146
					Club	
Total	½					
Opponent	6					
Round	1	2	3	4	5	6
Result	½					
colour	W					
Float						
Event	Appendix G			code		

No 4	Name	Graham			Grade	140
					Club	
Total	½					
Opponent	12					
Round	1	2	3	4	5	6
Result	½					
colour	W					
Float						
Event	Appendix G			code		

No 5	Name	Glavin			Grade	138
					Club	
Total	½					
Opponent	13					
Round	1	2	3	4	5	6
Result	½					
colour	W					
Float						
Event	Appendix G			code		

No 6	Name	Goodman			Grade	135
					Club	
Total	½					
Opponent	3					
Round	1	2	3	4	5	6
Result	½					
colour	B					
Float						
Event	Appendix G			code		

No 7	Name	Glass			Grade	143
	3b				Club	
Total	½					
Opponent	14					
Round	1	2	3	4	5	6
Result	½					
colour	B					
Float						
Event	Appendix G			code		

No 8	Name				Grade	
					Club	
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

No 9	Name				Grade	
					Club	
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

No 10	Name				Grade	
					Club	
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

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No 1	Name	Hughes		Grade	
				Club	
Total	½	½	1½		
Opponent	5	18	19		
Round	1	2	3	4	5	6
Result	½	0	1			
colour	B	W	B			
Float						
Event				code		

No 2	Name	Harold		Grade	
				Club	
Total	0	1	1½		
Opponent	11	12	5		
Round	1	2	3	4	5	6
Result	0	1	½			
colour	B	W	B			
Float						
Event				code		

No 3	Name	Hicks		Grade	
				Club	
Total	½	½	1½		
Opponent	12	13	14		
Round	1	2	3	4	5	6
Result	½	0	1			
colour	W	B	W			
Float						
Event				code		

No 4	Name	Higgins		Grade	
				Club	
Total	½	1	1½		
Opponent	hpb	5	16		
Round	1	2	3	4	5	6
Result	½	½	½			
colour		W	B			
Float						
Event				code		

No 5	Name	Harris		Grade	
				Club	
Total	½	1	1½		
Opponent	1	4	2		
Round	1	2	3	4	5	6
Result	½	½	½			
colour	W	B	W			
Float						
Event				code		

No 6	Name	Holt		Grade	
				Club	
Total	0	½	1½		
Opponent	15	20	12		
Round	1	2	3	4	5	6
Result	0	½	1			
colour	W	B	W			
Float						
Event				code		

No 7	Name			Grade	
				Club	
Total					
Opponent					
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

No 8	Name			Grade	
				Club	
Total					
Opponent					
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

No 9	Name			Grade	
				Club	
Total					
Opponent					
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

No 10	Name			Grade	
				Club	
Total					
Opponent					
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

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No					Grade	
	Name				Club	
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

No					Grade	
	Name				Club	
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

No					Grade	
	Name				Club	
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

No					Grade	
	Name				Club	
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

No					Grade	
	Name				Club	
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

No					Grade	
	Name				Club	
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

No					Grade	
	Name				Club	
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

No					Grade	
	Name				Club	
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

No					Grade	
	Name				Club	
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

No					Grade	
	Name				Club	
Total						
Opponent						
Round	1	2	3	4	5	6
Result						
colour						
Float						
Event				code		

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EXERCISES

Grade 1(Easier)

1.

Pin 1 Total ½ Opp W6
Pin 2 Total ½ Opp B7
Pin 3 Total ½ Opp W10
Pin 4 Total ½ Opp Bye
Pin 5 Total ½ Opp Bye
Pin 6 Total ½ Opp B1
Pin 7 Total ½ Opp W2
Pin 8 Total ½ Opp Bye
Pin 9 Total ½ Opp Bye
Pin 10 Total ½ Opp B3

2. The players concerned have not previously met.

Pin 1 Total 3 Col due White
Pin 2 Total 3 Col due White
Pin 3 Total 3 Col due Black
Pin 4 Total 2½ Col due White
Pin 5 Total 2½ Col due Black
Pin 6 Total 2½ Col due White
Pin 7 Total 2½ Col due Black
Pin 8 Total 2½ Col due Black

3. No players have met.

Pin 1 Total 1½ WB
Pin 2 Total 1½ WB
Pin 3 Total 1½ WB
Pin 4 Total 1½ BW
Pin 5 Total 1½ BW
Pin 6 Total 1½ BW

4. No players have met

Pin 1 Total 2 BWB
Pin 2 Total 2 BWB
Pin 3 Total 2 BWB
Pin 4 Total 2 WBW
Pin 5 Total 2 BWB
Pin 6 Total 2 WBW
Pin 7 Total 2 BWB
Pin 8 Total 2 BWB

5.

Pin 1 Total ½ B4
Pin 2 Total ½ B5
Pin 3 Total ½ B6
Pin 4 Total ½ W1
Pin 5 Total ½ W2
Pin 6 Total ½ W3

Grade 2

1.

Pin 1 Total 2 Opp B12 W13 B14
Pin 2 Total 2 Opp B14 W15 B16
Pin 3 Total 2 Opp B17 W7 B17
Pin 4 Total 2 Opp W7 B14 W15
Pin 5 Total 2 Opp W18 B19 W20
Pin 6 Total 2 Opp W16 B17 W18
Pin 7 Total 2 Opp B4 W3 B19
Pin 8 Total 2 Opp W15 B16 W17

2.

Pin 1 Total 2 Opp B14 W2 B15
Pin 2 Total 2 Opp W16 B1 W17
Pin 3 Total 2 Opp B18 W19 B20
Pin 4 Total 2 Opp W21 B22 W23

3.

Pin 1 Total 1½ Grade 1650 Opp W9 B10
Pin 2 Total 1½ Grade 1630 Opp W6 B12
Pin 3 Total 1½ Grade 1620 Opp W12 B1
Pin 4 Total 1½ Grade 1600 Opp W16 B9
Pin 5 Total 1½ Grade 1560 Opp B15 W16
Pin 6 Total 1½ Grade 1555 Opp B2 W13
Pin 7 Total 1½ Grade 1400 Opp B14 W3
Pin 8 Total 1½ Grade 1395 Opp B15 W10

Grade 3

1.

Pin 1 Total 2½ Opp B8 W15 B9 W16
Pin 2 Total 2½ Opp W9 B16 W10 B17
Pin 3 Total 2½ Opp W4 B5 W6 B8
Pin 4 Total 2½ Opp B3 B19 W12 W19
Pin 5 Total 2½ Opp Bye W4 B11 W18
Pin 6 Total 2½ Opp Bye W20 B3 W21

2.

None of the players have met before.

Pin 1 Total 3 Opp W B W B
Pin 2 Total 3 Opp B W B W
Pin 3 Total 3 Opp W B W B
Pin 4 Total 3 Opp B B W W
Pin 5 Total 2½ Opp W W B B
Pin 6 Total 3 Opp Bye B W B

3.

Pin 1 Total 3 Opp B18 W19 B9
Pin 2 Total 3 Opp W19 B20 W10
Pin 3 Total 3 Opp B20 W21 B11
Pin 4 Total 2½ Opp W6 B12 B 5
Pin 5 Total 2½ OppW7 B13 W4
Pin 6 Total 2½ Opp B4 W14 W15

Solutions

Grade 1

1. 8v1; 2v9; 6v3; 4v7; 10v5.
2. 1v3; 2v5; 4v7; 6v8.
3. 1v5; 2v4; 3v6.
4. 1v5; 2v6; 3v7; 8v4.
5. 1v5; 2v6; 3v4.

Grade 2

1. 1v4; 2v6; 8v3; 7v5.
2. 1v4; 3v2.
3. 1v5; 2v7; 3v6; 4v8.

Grade 3

1. 3v1; 2v5; 4v6
   As Pin 3 has played all of bottom half a mid-line flip required. Both 2 and 4 (even though 3rd White in a row) are more due White than 5 and 6 who require equality of Blacks.
2. 1v3; 5v2; 6v4
   Here we have 'interlocking' score groups i.e. there is a float and both score groups have a colour imbalance in the same direction. In this case Pin 3 is most due the colour transfer, so we do that before pairing.
3. 1v3; 4v2; 5v6.
   Initially 1v2 is the correct pairing. However when it is discovered that Pin 4 has played Pin 5 and 6 and should therefore play Pin 3 with White we must look at the top pairing again. Pins 2 and 3 must both have Black. Pin 2 is the nearest to the mid-line so should downfloat. We therefore swap over Pins 2 and 3.