

Lothian Junior Chess (LJC)

Draw, Scoring, and Tiebreak Rules: Individual Events

- 1 In every event and section with eight or more entries, LJC individual events are run in 'Swiss' format, in which - for every round after the first - players are drawn against opponents who have accumulated the same or similar numbers of points. Points are awarded on the basis of 1 for a win, $\frac{1}{2}$ for a draw and 0 for a loss.
- 2 For each round, the Tournament Director ensures that no player meets another more than once and that, as far as feasible, each player plays alternately with the white and black pieces.
- 3 In the first round, entrants are numbered in descending grade order and, with n competitors, Player 1 is drawn against Player $\{(n/2) + 1\}$, Player 2 against Player $\{(n/2) + 2\}$ and so on.
- 4 The Swiss format is generally excellent at producing a winner from a large field after relatively few rounds, but can lead to tied scores, especially further down the table. It is not feasible at LJC events to play extra games to resolve such ties. Instead we must apply set tiebreak rules so that the winners can be announced, and awards presented, at the end of the afternoon.
- 5 For practical reasons, as its first tiebreak LJC has adopted the procedure known as 'Sum of Progressive Scores'. This is best illustrated by an example.

Suppose that players A and B have each totalled five points in six rounds, with Player A having lost in Round 2 and Player B in Round 5:

	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Total
Player A							
Round Score	1	0	1	1	1	1	5
Progressive Score	1	1	2	3	4	5	5
Sum of Prog Scores	1	2	4	7	11	16	16
Player B							
Round Score	1	1	1	1	0	1	5
Progressive Score	1	2	3	4	4	5	5
Sum of Prog Scores	1	3	6	10	14	19	19

In this example the tie-break procedure would favour Player B. The rationale for this method of resolving ties is that players who drop points in the later rounds will have been playing higher up the draw and therefore meeting stronger opponents.

- 6 If this fails to produce a clear result, then the next tiebreak considers the sum of the number of points that each player's opponents had scored by the end of the tournament (known as the 'Buchholz' procedure). Opponents with higher points had better overall performances in the tournament. Therefore, the player whose opponents have the higher final sum of points will typically have been playing stronger opponents and would therefore win the tie-break.
- 7 If two players are still tied, the result of any match played between them determines their final placing.
- 8 If the tie has still not been broken, the tied player who had played the fewest number of games with the white pieces would be given preference.
- 9 If all else fails, then the players will remain tied. Any prize will be shared wherever possible. When this is not possible, the prize will be awarded by the drawing of lots.