Round-Robin Pairing Tables for Chess Tournaments

Please find attached 3 tables (group of 2, group of 4 and group of 6 players) that can be used for holding round-robin tournaments for a limited number of players in a group. The round-robin approach is the easiest and most effective way to run a chess tournament without having to rely on computers. It simply requires that all persons in that group or section play each other. As this is the requirement, groups should be small – generally no more than 6 players maximum.

Points awarded per player per game played - 1 point for a win, ½ point for a draw and 0 points for a loss.

Canadian Chess Challenge – Suggestion for Running School Playoffs

To conduct school playoffs for the **Canadian Chess Challenge (CCC)** you need to first determine how many players you have in each grade. When you have done that take the players in each grade and group them into groups of 4 using the **"4 player cross-table"** attached.

The guidelines for the Canadian Chess Challenge allow you to advance 1 child of every 3 or part thereof registered in a grade to the Regional Playoffs taking place in your area. If you divide your players into groups of 4, we will allow you to advance 2 players from each group! If you have a group of 3, you may only advance 1 player from that group. So, if you have 11 players in Grade 2, you can advance 5 players to the regional playoffs if you follow our suggestion for grouping. This division of players also allows you to conduct your tournament efficiently and without excessive time requirements. All groups can play at the same time with a maximum of just 3 games required if you follow a single round robin format per group. The key to grouping players where you have multiple players in a grade is to **disperse** your better players equally among these groups, **i.e. don't put all your best players in the same group!**

'Other Useful Suggestions'

Where you have just 2 players in a grade, use the 2-player pairing sheet. These players will play 5 games with the winner (most number of points based on wins, draws and losses) advancing to the regional tournament in your area. If tied after 5 games, play a sixth game to determine the winner.

Where you have 3 or 4 players registered for a grade, use the 4-player pairing sheet. I recommend that you hold a double round-robin only **if time permits**, i.e. 3-players will play 4 games, and 4 players will play 6 games. If you have 4 players registered, you may advance the 1st and 2nd place players to the regional. If after the round-robin you have a tie for 2nd place, then hold a sudden death game to decide who advances. If you have just 3 players registered in a grade, you can only advance 1 player. A way around this would be for the school, or tournament director to pay an extra $8 to represent a fictitious 4th player. In this way you may advance 2 players from the group of 3.

Where you have just 5 or 6 players registered for a grade, use the 6-player pairing sheet. Five players would play a 4 game round-robin while 6 players would play a 5 game round-robin. With this number of players, 2 may advance to the regional tournament in your area for that particular

grade. In a similar manner to that employed for 3 players, where you have 6 players, the school or tournament director may pay an extra $8 to enable you to advance 3 players.

'Get Your Tournament Rated'

A nationally based rating system exists for school age players. Keep the results of your school tournament in order to get your players rated. A rating and computer ID number will be assigned to each child participating in a tournament. The next time a player plays in a tournament his/her rating will change in accordance with their performance in that tournament. Ratings allow kids to compare their skill level against all other school aged players in Canada. Kids love it! By participating in the Canadian Chess Challenge you can get your tournament rated at no additional expense by sending your results (cross-table pairing sheets) to:

Chris Dawson - Newfoundland & Labrador School Chess Association
P.O. Box 13343 Station A, St. John's, Newfoundland, A1B 4B7.

Any Tournament can be Rated by Sending us $0.50 for Each Player Participating!

Should you have any questions, please call the School Liaison for the Newfoundland & Labrador School Chess Association (NLSCA)

2 Player Crosstable

School: _____ **Grade:** _____ **Group:** _____

Organizer: _____ **Date:** _____

Player Name and Birthdate	Rd #1*	Rd #2	Rd #3	Rd #4	Rd #5
	W2	**B2**	**W2**	**B2**	**W2**
1					
	B1	**W1**	**B1**	**W1**	**B1**
2					

*For Rd #1, Player 1 is White playing Player 2 who is Black. Enter 1 point for a win, 0 point for a loss and 1/2 point for a draw.

Get your school tournament rated. Contact Alick Tsui at (h) 709-726-1987, email:alick@roadrunner.nf.net

4 Player Crosstable

School: _____ **Grade:** _____ **Group:** _____

Organizer: _____ **Date:** _____

Player Name and Birthdate	Rd #1*	Rd #2	Rd #3	Rd #4	Rd #5	Rd #6
1	**W4**	**W2**	**B3**	**B4**	**B2**	**W3**
2	**W3**	**B1**	**W4**	**B3**	**W1**	**B4**
3	**B2**	**B4**	**W1**	**W2**	**W4**	**B1**
4	**B1**	**W3**	**B2**	**W1**	**B3**	**W2**

*For Rd #1, Player 1 is White playing Player 4 who is Black, while Player 2 is White playing Player 3 who is Black. Enter 1 point for a win, 0 point for a loss and 1/2 point for a draw.

Note: Rd # 4,5 and 6 are optional depending on time.

Get your school tournament rated. Contact Alick Tsui at (h) 709-726-1987, email:alick@roadrunner.nf.net

6 Player Crosstable

School: _____ **Grade:** _____ **Group:** _____

Organizer: _____ **Date:** _____

Player Name and Birthdate	Rd #1*	Rd #2	Rd #3	Rd #4	Rd #5
1	**W6**	**W2**	**B3**	**W4**	**B5**
2	**W5**	**B1**	**W6**	**W3**	**B4**
3	**W4**	**B5**	**W1**	**B2**	**W6**
4	**B3**	**B6**	**W5**	**B1**	**W2**
5	**B2**	**W3**	**B4**	**B6**	**W1**
6	**B1**	**W4**	**B2**	**W5**	**B3**

*For Rd #1, Player 1 is White playing Player 6 who is Black, Player 2 is White playing Player 5 who is Black and Player 3 is White playing Player 4 who is Black. Enter 1 point for a win, 0 point for a loss and 1/2 point for a draw.

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