

The Swiss System.

(as used in the Irish Championship)

Principles :

- A. No two players shall meet more than once in the same tournament.
- B. Players shall meet in each round opponents whose scores at the end of the preceding round are as nearly as possible equal to theirs.
- C. Players shall, as far as possible, play the white and black pieces an equal number of times.
- D. Players from the same province shall meet as little as possible consistently with principles A, B and C.

Rules : For round 1 the players and colours shall be

1. decided by lot, regard being had to principle D.

2. (a) For round 2 the players with a score of 1 shall be drawn against one another, those with a score of $\frac{1}{2}$ shall be drawn against one another, regard being had to principle A, and those with a score of 0 shall be drawn against one another. Regard shall be had to principle D in all three draws.

(b) If the number of players with a score of 1 is odd (and consequently the number of players with a score of 0) one player with a score of $\frac{1}{2}$ shall be included in the draw amongst those with a score of 1, and one player with a score of $\frac{1}{2}$ shall be included amongst those with a score of 0, but if there are no players with a score of $\frac{1}{2}$ one player with a score of 0 shall be included in the draw amongst those with a score of 1. These players shall be selected by lot having regard to principles C and D.

(c) If the number of players with a score of 1 is even and only two players have a score of $\frac{1}{2}$, both these players shall be included in the draw amongst those with a score of 0.

3. For round 3 and subsequent rounds the following general rules should apply :
- (a) The draw shall be arranged from the top down, a player with a higher score being provided with an opponent according to the rules and principles before a player with a lower score.
 - (b) Lots shall be resorted to between draws which conform equally to the principles.
 - (c) The principles shall be applied in the order in which they are set out, the later principles being violated in preference to the earlier. In particular, principle A should be violated only towards the end of the tournament and then only amongst players with a low score.
 - (d) In order to postpone violation of principle A it shall lie in the discretion of the conductor to treat the players in the two lowest score groups as having equal scores in the draw for the fourth round, and to treat the players in the three lowest score groups as having equal scores in the draw for the fifth and subsequent rounds.
 - (e) Once a player has established a lead the Sonneborn-Berger system as subsequently set out shall be applied in addition to the principles, but subsidiary to them, in finding him an opponent.

4. Players who enter for a tournament are expected to continue in it until its conclusion. Where, however, a player has no option but to withdraw, such player shall be included in all draws taking place subsequent to notification of the conductor of his withdrawal, but shall be considered to have a score of 0. A player defaulting twice shall be considered to have withdrawn. No alteration shall be made in the score of previous opponents in consequence of a player's withdrawal.

5. Normally the draw for each round shall not be made until the previous rounds have been completed.

Where, however, a draw has to be made while one or more games are uncompleted such games shall be considered drawn for the purpose of the draw but for this purpose only.

6. Ties at the conclusion of the tournament and as before-mentioned shall be resolved by the Sonneborn-Berger system, which is as follows :
- (a) Each of the tying players shall be credited with a figure computed by totalling the final scores (or scores for the time being) of all players defeated by him to one-half the scores of all players with whom he has drawn, and a player credited with a higher figure in this manner shall be considered to have a higher score than a player credited with a lower figure.
 - (b) Should two or more players still tie, they shall be credited with the total scores of the players who defeated them added to one-half the total scores of players with whom they drew and a player who gets a higher figure shall again be considered to be above him with a lower figure.

Specimen card for use in Swiss System.

COMPETITION :				No. 15.
NAME :				
ROUND No.	COLOUR.	OPP'S No.	RESULT	PROG. SCORE.
1				
2				
3				
4				
5				
6				
7				