

How to Organize and Direct a Swiss-McMahon Tournament

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(Montreal, October, 2013)

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Dedicated to

Pat Thompson

A Long-time Player and Organizer.

He Initiated Me in the Fascinating Game of Go
and in the Art of Using the Swiss-McMahon System of Pairings.

Preface

I played my first games of go in 1978, and I started to play go on a regular basis beginning in early 1980. Over the span of my go-playing career, I have participated in over 120 tournaments as a player, including five U.S. Go Congresses, and in 21 tournaments as a director, including 16 Quebec Opens (1985-88, 1994-2005) and 2 Canadian Opens (1985, 2003). All together, of the 21 tournaments I directed, 18 were two-day events in which the Swiss-McMahon system was used.

Over the length of this period, I accumulated considerable experience in organizing and directing tournaments, and I wrote this manual in order to make this experience and knowledge available to others. But I had another reason for writing this manual.

I know that certain aspects of the Swiss-McMahon pairing system are not properly understood, or even known, for that matter, by many directors. For example, few directors know how to apply the tie-break calculations properly (see *Tied Players and Tie-Break Calculations* on page 35), or how to go about deciding who qualifies for a bye (see *Who Should Get a Bye* on page 23), or the manner in which the current McMahon score of a player should be adjusted when that player joins a tournament that is already in progress (see *Can Latecomers and Partial Players Register?* on page 16).

Also, I suspect, although I haven't made a study of the matter, that as the transition is made from manually-directed tournaments to those that are computer-driven, that the same general lack of understanding, not to say ignorance, of certain aspects of the Swiss-McMahon system, which is currently found among many human directors, will also find its way into the software programs of machine directors.

Hopefully, this manual will find its way into the hands of people who, either as directors or programmers, will read about the finer aspects of the Swiss-McMahon system and learn how to apply them properly in the tournaments they direct or in the software programs they write.

Steven J. C. Mays

Introduction

This manual is divided in two parts, each one of which addresses one of the two issues of central importance when thinking about tournaments: Part I, how to organize them; and Part II, how to direct them using, in this instance, the Swiss-McMahon system of pairings.

It was written on the assumption that the reader has no experience in organizing or directing tournaments.

Part I: Organizing Tournaments

The person who organizes a tournament may or may not be the same person who will direct it. There is no reason why the roles of organizer and tournament director should be occupied by the same person, nor is there any reason why they should not be. In this manual the assumption is made that these two roles are occupied by two different people.

The roles occupied by these two people—the organizer and the director—can be compared to the roles played by the producer and the director in the motion-picture industry: the producer is responsible for bringing together the resources necessary to make the film, while the director is responsible for actually making the film.

Types of Tournaments

When considering the idea of mounting a tournament, the first thing an organizer needs to do is to determine the kind of tournament he wants to hold. The basic choice he has is between a one-day and a two-day event. One-day tournaments are generally more popular with players than two-day tournaments for the obvious reason that one-day events leave part of the weekend available for other uses.

When considering holding a one-day tournament, which normally consists of three rounds, but sometimes four, the organizer should bear in mind that the Swiss-McMahon system is not particularly suitable for such a short event. This does not mean that it cannot be used for such an event, on the contrary, it can; however, it would need a minor adjustment to make it suitable (see *McMahon Scores: Initial, Current, and Final* on page 20).

A tournament format that is popular for three-round events, popular, at least, in eastern Canada, is called Groups of Eight. Actually, this is the name that I have invented for this format. I don't know its official name, nor do I even know if it has an official name.

In this type of tournament, the players are listed in order of rank before they are divided into groups of 8 players (given the uncertainty of the number of players who may show up at the tournament, the very last group may have more or less than 8 players). The pairings are done by matching winner against winner; and at the end of the three rounds, if the format is followed correctly, the tournament will produce 1 player who will have won all 3 games, 3 players who will have won 2 games, 3 players who will have won 1 game, and 1 player who will have lost all 3 games.

Most two-day tournaments have six rounds, but some have five. In a five-round tournament, two of the five rounds are usually held on the second day (Sunday), and the reason for this is that the organizers want to provide the players, especially the out-of-towners, with the chance to go back home early while there is still daylight. Admittedly, five-round tournaments are rather rare nowadays.

In the regular two-day, six-round event, the amount of regular time that is usually given to each player is one hour, which is usually accompanied by an unlimited number of overtime periods, often called byo-yomi (in the Canadian-style of byo-yomi, each player must play 30 stones in ten minutes). However, there are some tournaments in which no byo-yomi is allowed. The usual reason for this is because the tournament has to end by a specific time and the organizer does not want to run the risk of not meeting that deadline.

If an organizer wants to pack four rounds into one day, however, he will need to reduce the amount of regular time from 60 minutes to about 40 per player. In such cases, the organizer may want to forgo byo-yomi altogether. If, however, he insists on providing some provision for overtime, then the conditions for that overtime would have to be harsh (maybe 50 stones in 10 minutes). Personally, I prefer to give byo-yomis, and the reason is simple: unlike some board games, such as chess, go is a game that will eventually come to an end, and the byo-yomi is the instrument designed to make this happen.

Getting Ready to Host a Tournament

The most effective way to approach the planning of a tournament is through a budget. It is by far the most important first step an organizer can take when planning for such an event. This tool will help him focus his attention on how he is going to finance the cost of organizing the kind of event he wants to hold.

Establishing a Budget

When preparing a budget, the organizer's first step is to draw up a list of all the items he will need in order to host the kind of event he has in mind, and he should try to attach a dollar figure to each item on this list. These are the costs. His next step is to draw up a list of all the sources of income that will generate an inflow of money, parts of which, if not all of it, will pay for the tournament, and he should try to attach a dollar figure to each source of income on this list. These are the revenues.

Once a budget is in place, even if it is rudimentary, the organizer should be able to see whether the event he wants to hold is financially viable. If it isn't, then he will need to rethink his plans. He will need to see what steps he can take to reduce costs, or what measures he can implement to increase revenues.

Once he is satisfied with the budget—satisfied in the sense that it is comprehensive and realistic—then he will have a good idea of the dollar limit he can spend on each item on his list of costs. If he was realistic in his estimates, he will know whether the room he will need to rent for the tournament can be located in a luxurious, 5-star, downtown hotel, or if it will have to be located in the basement of a church or school.

Revenues and Expenses

When holding a tournament, most organizers, if not all of them, will face at least three inescapable costs: the rental of the room, the prizes, and the advertising. Depending on the specifics of each situation, there may be other expenses. For example, an organizer may want to rent some clocks, or perhaps he may want to get some additional go sets, or maybe he would like to have a professional on hand to provide some game commentaries, or perhaps he may want to subsidize the costs of some on-site refreshments for the players.

The principal source of revenue for many tournaments, if not the only source in most cases, is the registration fee: the money collected from players for the privilege of playing in the tournament. But other sources of revenue include sponsorships and donations. Obtaining sponsorships can be a lucrative source of revenue; however, it usually requires a person who has certain expertise in this field.

When dealing with the registration fee, there are two kinds of fee structures: a flat fee, and a variable fee. A flat fee means that all the participants, regardless of any consideration, such as rank or anything else, will pay the same amount for the right to play in the tournament; whereas a variable fee is one in which the amount of the fee varies depending on the changes that are brought about in some other factor, invariably, this other factor is the rank of each player. An example of a variable fee would be one in which all the 4- to 6-dans must pay \$25; and all the 1- to 3-dans, \$20, and so on).

The decision on whether or not to charge a flat fee or a variable fee is normally based on the quality or the prestige the prizes that are being offered. If everyone is going to get the same, or nearly the same, prize, then a flat fee is warranted. If, however, the quality or the prestige of the prizes varies according to the rank of the players, then a variable fee is justified.

Another reason for considering a variable fee is to encourage the participation of beginners and weak players. This is achieved in large part by charging these players low registration fees.

In setting the registration fee, the organizer must strike a balance between his budgetary needs on the one hand, and the size of the local pool of players on the other. If the local pool of players is large, then he can set a low registration fee (because the high volume of participation will reduce the per capita burden of the fixed costs), if the pool is small, then the registration fee will have to be high. But he must be careful, it can't be too high.

By the way, the organizer would be wise to make the differences in each fee level a multiple of five. The reason is that he will need to make change when the players register, and experience will teach him that he will want to avoid dealing with coins.

In establishing the scale of the registration fees, the organizer may also want to consider whether there should be preferential treatment for students, senior citizens, and so on.

If the organizer wants to provide preferential treatment, then he should make the minimum charge at least \$5. No one should be able to access the tournament for free. If he wants to provide a free tournament for a special category of participants, such as pre-schoolers, then he should think about organizing a separate, parallel tournament. In such a situation, he should seriously consider having a separate tournament director to run this special tournament. This tournament could be a one-day event.

To see an example of a budget, and to see one approach for estimating the revenue derived from the use of a variable registration fee, see *Appendix A: Preparing a Budget* on page 42.

Finding a Venue

Finding a suitable place to hold the tournament is a very important job, and it is well worth the time and effort such a task requires, which might be significant. It is a time-consuming job because the organizer must identify the establishments that are likely to have suitable rooms, then he must call these establishments to find out if the rooms they have are within the price and the capacity ranges he has in mind, and if they are within those ranges, then he must make appointments to visit them. When visiting rooms, it would be good if the tournament director could come along. His input will be important.

What to look for in a venue? To begin with, there are number of factors to consider, but the three most important factors by far are the following: (1) the degree of peace and quiet it offers, (2) the quality of the lighting (for example, is every section of the room well light), and (3)—this may seem strange—the relative heights of the chairs to the tables. (Laugh if you must, but I remember one tournament in particular where this last consideration was taken for granted. Playing at a table where the chair is too low, or, if you will, the table is too high, is not a pleasant experience. Some players actually played parts of their games standing up.)

Another factor to consider is parking. If it's available, plentiful, and free, then the tournament director must not forget to mention the availability of this convenience in the advertising. If an experienced organizer is setting up a one-day event, and he happens to know that parking is free on Sundays, then he knows, everything else being equal, which day to pick on which to hold the event.

Still another factor to consider is whether there are any restaurants nearby. The organizer would do well to study up on this matter because he and the tournament director will hear this question, "Where can we eat?" more than once at the tournament. If the organizer has the foresight to go to these establishments and collect some menus (the foldout types) and have these on hand at the tournament, he will be well thought of.

In fact, the presence of eating establishments is such an important consideration that if none are available in the area under examination, which is unlikely, but let's say this was the case, this would be a serious matter. Serious enough that if the room is rented despite this serious drawback, this action would warrant the insertion of a note in the advertisement advising players to bring a lunch if they come to the tournament.

Finally, what is the public transportation like? This is another matter he will want to put in the advertising.

Some of the other issues to consider when visiting a room are listed below.

- Place to Play Friendly Games

Is the room large enough that it can accommodate a small playing area reserved for those players who want to play friendly games, and for those who want to analyse the games they have played?

- Where to Place Table 1 and the Other Tables in the Top Section

The organizer and the tournament director should consider where Table 1, and those tables that follow it, would be placed. These tables would need to be placed as far away as possible from the major sources of noise that can be found at a tournament: the table of the tournament director, the area where the friendly games are played, the entrance to the playing area, and finally, the location where the tournament grid posters are posted.

- Setting up the Chairs and Tables

The organizer would need to find out who is responsible for setting up the chairs and tables in the playing area. If the renter is willing to provide this service but only on condition that he can charge a fee, the organizer should consider this offer seriously. The renter, having more experience, would probably do a better job, and certainly a faster one, of performing this task than could be expected from the organizer and his volunteers.

- Cart for Transporting the Playing Material

The organizer would need to enquire if the renter can provide a cart so that the person who will transport the playing material (go-bans, stones, and clocks) to the tournament site can use the cart to transport the playing material from his car to the playing area.

- Table for the Tournament Director

The organizer or the tournament director would need to enquire whether the renter can provide a table that measures 6×3 . If not, then two regular tables placed end to end, along with four chairs.

- Where to Place the Tournament Grid Posters

The organizer and the tournament director would need to consider where in the playing area they would post the tournament grid posters.

- Coat Rack

If the tournament is to be held in wintertime, the organizer would need to enquire if the renter will provide a coat rack (unless asked, some establishments forget to provide one).

When to Hold a Tournament

After deciding on the general format of the tournament (let's say it is a two-day, six-round event), the next thing to consider is when to hold it. In this regard, there are two things to consider:

- The Competition

The organizer needs to consider whether there are other go tournaments that are planned to be held in the general vicinity (within a radius of a two-hour drive) of his area on the same weekend. He must avoid that conflict because it will hurt attendance. In addition, it would be wise to also avoid any weekend either three or four weekends before or after that event, if possible.

- A Long Weekend or Not

An organizer may think that a long weekend is the ideal time in which to hold a two-day tournament because it allows the players who play in the tournament and still have that "extra" day for any other activity they may want to engage in before going back to work. This may be true, but what is also true is that a long weekend is also an opportunity for many players to engage in activities for which a two-day weekend is not long enough. In other words, selecting a long weekend is no assurance of anything.

Prizes

All tournaments offer prizes to the winners of first place in each section, and some tournaments offer prizes to the winners of second place, but few tournaments offer prizes to the winners of third place.

In addition, some tournaments offer door prizes. These prizes are sometimes used by organizers as a means of inducing players, who have a tendency to leave the tournament site as soon as their games are over, to stay until the end of the ceremony in which the regular prizes are distributed. The way this inducement is supposed to work is that at the time of the drawing, which is held after the regular prizes have been awarded, the player must be present in the playing area to claim his prize; if he is not present, then he foregoes the right to the prize and another drawing is held immediately to pick another player.

There are three types of prizes that are usually awarded to the winners: trophies, commodities, and cash, or combinations thereof. They all have their advantages and disadvantages.

Trophies

Trophies are practical at several levels: (1) they are easy to buy, (2) they are neutral, meaning that they neither please nor displease, (3) they are available in different sizes, which satisfies the need for distinguishing between different levels of achievement (e.g., first place from second place, winners in the top sections as opposed to winners in the bottom sections), and (4) they are ideal for those players who like to have a prominent means of displaying their achievements (in much the same way as big-game hunters like to display, on the walls of their homes, the heads of the animals they shot).

If the organizer decides to give trophies, he should not wait until the day before the event to visit the trophy store. If he does, he runs the risk that the store will not have the type of trophy he wants in the quantities he wants. He should go to the trophy store at least 7 to 10 days before the event is held.

One drawback in buying trophies is that it may be necessary to make as many as four trips to the store: (1) to order the trophies, (2) to pick up the order, which may take a week or so, (3) to bring the plaques for engraving the names of the winners, and (4) to pick up the plaques, which may take another week or so. Then, of course, the engraved plaques will need to be mailed to the winners (in this case, the organizer must make sure to obtain the mailing addresses of the winners at the end of the tournament).

When mailing plaques, the organizer must not put the plaques, by themselves, in the mailing envelopes. I used to do that, then one time, for some unknown reason, the plaques tore through the envelopes and several players did not get their plaques until quite sometime after the tournament. After this bad experience, I started the practice of placing each plaque into a very small envelope (3 × 5, trophy stores have these kinds of envelopes in great quantities and can easily provide them to you, usually free of charge), I then tape the small envelope onto a regular sheet of paper (8½ × 11) which I then fold in three and place in a regular mailing envelope.

If the organizer finds the whole business of having the plaques engraved as too much trouble, then he can select the option of having impersonal plaques placed on the trophies at the time he buys them. Typically, these plaques bear the title of the place reference (e.g., 1st, 2nd), the section (e.g., Section 1) the name of the tournament, and the year in which it is held.

If, however, the organizer opts for the personal touch, he should make sure the following information is found on each line of a plaque:

- First line: Name of Player
- Second Line: Title of Place Reference (e.g., 1st, 2nd), Section (e.g., Section A, Section B)
- Third Line: Name of Tournament, Year

When buying trophies, the most agonizing question is, especially for those who are new at this, “How many do I need to buy, and in what sizes?” Of course, this depends on the size of the tournament (on the issue of tourna-

ment sizes, see *Grouping the Players into McMahon Sections* on page 18). The information provided here on the number of trophies to buy is based on my experience as director of several Quebec Opens, which, historically, has had an average participation of about 36 players, divided into 5 sections.)

At a bare minimum, the organizer should get at least five trophies, and, to be safe, maybe six or even seven. And he should buy them in the following dimensions: 1 large (for the winner of the top section, the 4-dans to 6-dans), two or three medium-sized trophies (for the winners of the second section, the 1-dans to 3-dans), and three small trophies, for the kyu sections.

In deciding which trophy model to buy, the organizer should ask the salesclerk to show him only those models that are popular and that are likely to be in production year after year. The reason for this is that if there is a surplus of one or two trophies after the tournament is over, the organizer will be able to use these surplus trophies again in next year's tournament. However, if next year he finds out that the model he bought this year is no longer in production, then he will be stuck. Either he will have to offer two different types of trophies as prizes, which looks cheesy, or he will have to forsake the surplus trophies and buy new ones to replace them, which is a wasteful prospect.

Commodities

What are commodities? For lack of a better word, this term refers to manufactured objects, things, such as flower vases, thermoses, brief cases, radios, mugs, picture calendars, and so on. (In fact, the first four items that I listed are examples of commodities that I personally won in a few tournaments). Some commodities are nice, some less so, and others, well, are just a few steps removed from being labelled as junk. Some players like commodities, but others don't, and the principal reason why some players dislike commodities is that on many occasions the commodities that are offered as prizes are not considered to be in any way desirable.

Sometimes, go-related commodities are offered as prizes (books, sets, fans, tie-clips with a go stone—the kind of things that are found in the gift shop of the Nihon Ki-in in Tokyo). But if the winner already has the go books that are being offered, or already has a go set, then this explains why some players are not particularly delighted when such prizes are offered.

Not many tournaments offer commodities as prizes. One reason for this, no doubt, is because of the amount of work involved in acquiring them. However, if an organizer has a number of contacts in the retail sector, this would certainly help a lot.

When the time comes to award commodity prizes, there are two ways in which I have seen this done:

- The Section-by-Section Method

In this method, all the winners of Section 1 select the prizes they want (starting with the 1st-place winner, followed by the 2nd-place winner, and then the 3rd-place winner, if there is one); then all the winners of Section 2 select the prizes they want (starting with the 1st-place winner, followed by the 2nd-place winner), and so on.

- The Place-by-Place Method

In this method, all the 1st-place winners, beginning with the one in Section 1, select the prizes they want; then all the 2nd-place winners, beginning with the one in Section 1, select the prizes they want, and so on.

Of the two methods, I think that the Place-by-Place method is the better one of the two. The reason is that in the Section-by-Section method, by the time the first-place winner in the last section gets to select his prize, the choice in the quality of the prizes that are left to choose from will have been reduced considerably, and yet this player did achieve the distinction of coming in first in his section, not second.

Cash

To the best of my memory, I have never played in a tournament in which cash was offered as a prize to all the winners, and, to be frank, I don't know why that is. As a prize, it is certainly convenient, easy to get, and always popular, at least, I think it is always popular. Could it be that the reason why cash is not seen as a prize in tournaments is because it seems unbecoming for amateurs to obtain cash as a prize (whereas it's okay for professionals)? Or is it because it seems crass, materialistic, or even mercenary? Or could it be that players prefer to have something to show for their achievements (which is what trophies do)?

Do Substantial Cash Prizes Have an Effect on Tournament Attendance?

I have asked myself this question many times, "What are the factors that influence players to participation in a tournament?" I have directed the Quebec Open 16 times (1985-88; 1994-2005), and the format of each one has been the same, year after year; and the pool of players has not varied that much either in that same time period. Yet, in 1995, 52 players attended the Quebec Open, but in 1996, the very next year, only 22 players showed up. So, what happened? Was weather a factor? I don't think so. What about the prizes? I don't think so either; they were the same type of prizes that are offered each year (trophies with a wooden base and a plastic figurine on top holding a garland).

Does the quality of the prizes that are offered likely to have an effect on the level of attendance? There was a time I would have said no, but now I'm not so sure anymore. For a long time, I found it hard to believe that a player would read an advertisement of an upcoming tournament and say to himself "I don't like the prizes, so I'm not going." But this attitude may indeed reflect a certain reality. In 2011, the Quebec Open was directed by a player who was very keen on sponsorships and was able to offer substantial cash prizes (over \$500). Well, in that year, the Quebec Open set a new, record-setting, attendance level of 66 players, almost double what it had attracted the previous year (37) and exactly double what it attracted in the following year (33), two years in which no substantial cash prize was offered. I guess I was wrong, and prizes, maybe substantial cash prizes in particular, may indeed have a strong effect on the level of attendance at a tournament.

I think that the bias I have long held against the drawing power of cash is based on the unsuccessful experience I witnessed at one Quebec Open (I believe it was the one held in 1984) at which a substantial cash prize of \$200 was offered to the winner of first-place. In the end, the prize had no impact on attendance; maybe this was because the prize was not substantial enough.

Advertising

When advertising a tournament, the organizer should make sure the following information is found on the paper flyer (for those still using snail mail) or in the E-mail:

- The name of the tournament
- The address
- The number of rounds
- The conditions of play: the amount of regular time, the rate of byo-yomi, the value of the komi
- The registration fees
- The date and time for registration
- Whether there is parking
- The address (snail mail and E-mail for additional questions)

The ideal time to mail out the flyers (or E-mails) is not any sooner than three weeks before the tournament is held. Sending the messages too soon may cause the recipients to forget about the event, and sending them too late and there is a risk that the recipients may already have made commitments to other activities.

Organizers should maintain a list of contact persons of those go clubs that are within driving distance of the tournament, and they should make sure to send them these contact persons the information on the tournament in a timely manner.

When mailing flyers to the contact persons in other cities, be sure to send several photocopies. This way the recipients won't have to do this work themselves.

Forms and Stationery Needed

On the day of the tournament, the organizer or the tournament director will need to make sure that certain tournament forms and various articles of stationery are brought to the tournament.

Examples of the documents mentioned below are displayed in *Appendix B: Forms Needed in a Swiss-McMahon Tournament* on page 48. These forms include the pairing cards, the pairing sheets, the tournament grid sheets, and the tournament grid posters.

Incidentally, it would be wise to bring a supply of bank notes (\$5 bills) in order to make change when registering players.

- Blank index cards: Used to number the tables. To save time, these cards should be numbered before the day of the tournament.
- Lots of ballpoint pens.
- Jar of liquid paper (typos will happen).
- Brown adhesive tape: Used to post the pairing sheets, to post the time at which each new round will begin, and to stick the index cards to the tables.
- Membership forms (enough to cover the anticipated number of new members): Used to record the information needed for the new members of an organization. (This form may not be needed if the organization does not use the tournament to renew the membership of its members. But the organizer may want to consider using such a form to build up a data base of go players).
- Pairing cards (enough to cover the anticipated number of players): Used by the tournament director to pair the players.
- Pairing sheets: Used to write the pairings. These sheets are posted at the beginning of each round to inform the players of the identity of their opponents, the table number where they will play, and the color of the stones (or handicap) they will have. These sheets can also be used to record information on events that may have transpired during the tournament. For example, wins or losses by default, byes, and changes made in the ranks of players.
- Tournament grid sheets (enough to cover the anticipated number of players, each sheet allows for the listing of ten players): Used to record the results of the tournament. The purpose of this form is serve as the official record of the tournament.
- Tournament grid posters (enough to cover the anticipated number of players): Used to record the same information as is found in the tournament grid sheets. The posters are for the convenience of the players so that they can see how the tournament is progressing.
- Regular writing pad ($8\frac{1}{2} \times 11$): Used for various purposes, such as posting the time at which each new round begins; and for other needs, such as doing the tie-break calculations.
- Scratch Pad (4×6): Used to write the ID number of each winner (more on this later).
- Envelopes (4×9): Used to hold the money collected from the registration fees. Also used to hold cash if cash is used as the prize for the winners of first-place.

Volunteers Needed

On the issue of volunteers, it is useful to make a distinction between the number of volunteers needed in the pre-tournament phase, and the number of volunteers needed during the actual running of the tournament.

In the pre-tournament phase, it's hard to say if there is a minimum number *per se*. If there is only one person doing all the work (renting the room, buying the trophies, preparing the advertisements and mailing them out, transporting the games to and from the tournament site, in addition to actually directing the event) this person will not remain a volunteer for very long.

At the very least, there should be two persons who are both equally dedicated to the task. With two persons, each one can find encouragement from the other.

In terms of the volunteers needed to run a tournament during the two days of its operation, the following relationship, which is based on the number of players in a tournament, will provide a rough guideline:

- 20 players or less: One part-time person. (In such a small event, the tournament director could play in the tournament, but for this to work, however, the tournament director would have to give up keeping the tournament grid sheets and the tournament grid posters up to date. He will have to rely on the pairing cards to reconstruct the tournament grid sheets after the tournament. It would also be helpful, though not imperative that there be another person to give a hand if the tournament director is still involved in his tournament game).
- 20 to 35 players: One person full-time.
- 35 to 45 players: One person full-time with the assistance of another person who could play in the tournament.
- 45 to 75 players: Two persons full-time.
- Over 75 players: Two persons full-time with the assistance of another person who could play in the tournament.

At national opens, it would be best if some players could be recruited to act as byo-yomi monitors, especially for the games that are played in the top section. These volunteers could play in the tournament.

Part II: Directing Tournaments

The focus in this section moves away from the topic of organizing tournaments to the one of directing them, and, in particular, of directing tournaments in which the Swiss-McMahon method of pairings is used.

The approach adopted here is chronological. This means that the Swiss-McMahon system will be described as it is used over the course of a tournament, from the moment the director arrives at the tournament site in the morning of Day 1 of the event, in time to help set up the playing area, to the moment he leaves the site at the end of Day 2, after the prizes have been distributed to the winners.

Setting Up the Playing Area

The first task facing the tournament director when he arrives at the tournament site in the morning of Day 1 is to set up the playing area. To accomplish this task, he will need volunteers, the number of which will vary depending on the nature of the tasks that need to be accomplished.

Basically, there are at least four tasks that must be taken care of when setting up the playing area:

- **Placing Signs for Giving Directions**

If there is a risk that players and visitors might get lost while trying to make their way to the playing area, then signs will need to be put up at key locations along the route to indicate the way to the tournament. To accomplish this task, one volunteer, maybe two, should be mandated to look after this matter.

Typically, the need for signs would have been identified when the room was first inspected to determine its suitability to hold tournaments. The volunteer mandated to post the signs should arrive at the tournament site with the signs already prepared, though this is not essential.

- **Placing the Tables and Chairs**

If the organizers of the tournament are responsible for putting up the tables and chairs, then more volunteers will be needed. But if the renter of the room is responsible for this task, then this will produce a better outcome: the organizers will save on time and volunteers; and, what is more, the workers provided by the renter will do a far better job at setting up the tables and chairs than could have been done by anyone else.

- **Placing the Playing Material**

The playing material consists of the go-bans, stones, clocks, and the index cards bearing the number of each table. The nicest go-bans and stones should be placed on Table 1 and on those tables that follow.

When placing the clocks, they should be placed on the side of the table indicated by the tournament director, and the index cards should be placed on the opposite side. The cards should be taped to the table.

- **Placing the Table of the Tournament Director**

Finally, the table that the tournament director will need to direct the event should be placed at the location indicated by him. These tables may also be used for registration.

Determining the number of volunteers needed for setting-up the playing area depends on whether or not the organizers are responsible for setting-up the tables and chairs. In any event, the tournament director cannot do this work alone. If he has the help of two or three volunteers, then all the work described above could be done within an hour. This means that the tournament director and the volunteers should arrive at the playing area at about 8:00 A.M. so that the task of setting up the playing area should be completed in time for registration. The organizer and the tournament director must make sure that the tournament site will be accessible at that time.

Registration

After setting up the playing area, the next task facing the tournament director is to register the players who want to participate in the tournament. The registration process is normally set to take place at a fixed period, usually between 9:00 A.M. and 9:30 A.M. on Day 1 of the tournament.

If the anticipated number of players that is expected to show up is between 35 and 45, then the period of 30 minutes between 9:00 and 9:30 should provide enough time to register everyone. But in practise, the registration process usually drags on beyond 9:30, the time at which it is supposed to end officially.

For some organizations, such as the *Association québécoise des joueurs de go* (AQJG, or the Quebec Go Association), the occasion of a specific tournament, such as the Quebec Open for the AQJG, is the time to renew the memberships of those players who are residents of their jurisdictions. This is why in the process described below, reference is made to the use of the AQJG's membership form. If the tournament organizers do not need to undertake a membership drive, then they can disregard the reference made here to the use of this form.

However, even if they don't need to recruit members, organizers may still find a form such as the one that is described below as useful to them in building a database of players for advertising purposes. Furthermore, such a form can also be useful to the director if ever he needs to get in touch with a player after the tournament is over (e.g., if a player wins a trophy, the director would need the player's address to mail him his plaque).

When doing the registration, it is best if there are at least two officials in charge of this process. If the membership form is not going to be used, then the services provided by the first registration official will not be needed.

Duties of the first registration official:

- To hand out the membership form to each player to fill out.
- To look over the information on each form, when it is handed back, to make sure that all the necessary spaces have been filled, and to make sure that the writing is legible, especially the E-mail address (all too often, for example, hyphens may be mistaken for underscores).
- To make sure that the player properly answered the question about family and given names (this is especially important when the names of Asians are involved).
- To make sure that the standard North American rank is entered, not a KGS rank.
- To collect the registration fee.
- To hand the completed membership form to the second registration official.

Figure 1
Membership Form

| | | | | | |
|---|---------------------------|----------------------|-----------------------|------------------------------|-----------|
| Nom (famille): | <u>Doe</u> | Prénom (First Name): | <u>John</u> | Rang: | <u>2D</u> |
| Name (family) | | | | (Rank) | |
| Adresse (Address): | <u>1234 Anystreet</u> | Apt #: | <u></u> | | |
| Ville (City): | <u>Montreal</u> | Province: | <u>Quebec</u> | | |
| Code postal (Postal Code): | <u>H1T 2G0</u> | Tél. (Phone): () | <u>(514) 123-4567</u> | | |
| Courriel: | <u>jdoe@intserpro.com</u> | | | | |
| (E-mail) | | | | | |
|  | | | | | |
| | | | | Ne pas remplir (Do Not Fill) | |
| | | | | Tournoi: | |
| | | | | <u>20</u> | |
| | | | | <u>10</u> | |
| | | | | AQJG: | |
| | | | | <u>30</u> | |
| | | | | TOTAL: | |

Duties of the second registration official:

- To enter the following items of information on the pairing card. (The pairing card is the instrument that is used for making the pairings; an example of one is provided below. It measures about $5 \times 1\frac{1}{2}$ inches. For reference to the uses of the spaces in a pairing card, see *Appendix B: Forms Needed in a Swiss-McMahon Tournament* on page 48.):
 - Family name first, followed by the given name (separated by a coma)
 - Player's rank (making sure that it is not a KGS rank)
 - City that the player is from

An abbreviation is sufficient for well-known cities and towns (e.g., “MTL” for Montreal or “OTT” for Ottawa), but for lesser known places, the name should be written out in full using small letters and lots of hyphens, or it could be written at the very top of the three spaces (see the example below).

The purpose of writing the name of the city is to help the tournament director identify the players from the same town so that he can avoid pairing these players together for as long as he can; naturally, the tournament director makes no effort to avoid the pairing of the players from the host city.

Actually, it's the name of the club that ought to be written down, not the name of the city. For example, if a player lives in Kanata, which is a suburb of Ottawa, then this player probably plays go at the Ottawa Go Club. However, if the tournament director doesn't know that Kanata is a suburb of Ottawa, then he would have no problem in pairing a player from Kanata with a player from Ottawa. But if the name of the club were written down—Ottawa, in this case—instead of the name of the cities where these players live, then the likelihood of successfully avoiding the pairing of these two players together would be far greater. Unfortunately, the force of tradition has asserted itself very strongly on this matter.

The other items of information that are needed to be found on the first line of the pairing card—the player's ID number (to be written in the space to the left of “Doe”) and the initial McMahon score (to be written in the space to the right of “Mtl”)—will appear later on, but before Round 1 begins.

Figure 2
Pairing Card for John Doe

| | | | | | | | | | | | |
|-----------|--|--|--|--|--|--|--|-----|---------------|--|--|
| Doe, John | | | | | | | | 2D | Drummondville | | |
| | | | | | | | | MTL | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |

During the registration process, and wherever the name of a player is written down, it is *very important* that the player's family name be written down first, followed by a coma, then the player's given name. The use of the coma enables the tournament director to know for sure which name is the family name. This is particularly important when it comes to the names of Asians, some of whom may have three parts to their names (e.g., *Chung Il Kim*). In such cases, the use of the coma will inform the tournament director as to which name, or which two names, is the family name. Finally, it is traditional for Asians to write their names with the family name first. So, the use of a coma will cut through the issue of whether a particular Asian is following the Eastern practice (in writing the family name first) or the Western practice (in writing the family name last).

The reasons why it is important to get the name of each player right, besides the obvious reason of showing respect, is that the tournament director may need to send the results of the tournament to a national ratings officer for whom this information would be very important. Moreover, the tournament director would also need to have this information to make sure the player's name is properly engraved on the plaque of his trophy, if he wins one.

When selecting the personnel to act as registration officials, it would be a good idea to select those persons who are responsible for membership or who act as the club's ratings officer. Such persons have a vested interest in making sure that the information they obtain from each player is accurate.

When to Close Registration

In practice, registration never really closes, it just fades away into the background as other tasks come to the fore. However, a good sign that a transition is about to take place occurs when, at or about 9:30 A.M., the tournament director gives a "last call" in case anyone in the playing area has still not registered.

As the registration process slows down, the tournament director will begin to attend to the other tasks that must be accomplished before Round 1 can begin. Listed in the order in which these tasks must be completed, they are as follows:

- Task No. 1: Grouping the players into McMahon sections (see page 18)
- Task No. 2: Ordering the players by strength and numbering the pairing cards (see page 22)
- Task No. 3: Pairing the players (see page 24)

In truth, the tournament director is never particularly eager to close registration, and certainly not because it is 9:30 A.M.—the official end of registration. There are a few reasons to explain this reluctance: (1) the director will always find it hard to say no to anyone who wants to join the tournament after 9:30 A.M., especially when there is no compelling reason to refuse such a request (a compelling reason will arrive soon enough when the tournament director will have to begin the pairing process); (2) some players, especially out-of-towners, may be late in arriving; and (3) if there is an odd number of players, the director may not want to give up hope of registering that last-minute straggler who will turn the number of players in the tournament from odd to even.

Besides, before he can begin the pairing process, the director must first complete the two tasks mentioned above (Task No. 1 and Task No. 2). Until these two tasks are completed, registration can safely remain open; but as soon as he gets to Task No. 3—pairing the players—then the period of grace for stragglers is clearly over.

Can Latecomers and Partial Players Register?

The question is sometimes asked, "Can a latecomer, someone who arrives after Round 1 has begun, still register to play in a tournament?" The answer is definitely yes. In fact, if a player wants to register to play in the three rounds of Day 1 or Day 2 only (what is sometimes called a partial player), there is no problem with that either. Of course, the tournament director can always say no, but from the point of view of the Swiss-McMahon system, there is no problem.

However, latecomers and partial players must still pay the full amount of the registration fee. They should not be allowed to pay a partial fee on the grounds that they are missing part of the tournament. Paying the full fee is what entitles them to all the rights and privileges of a tournament player.

(I remember one tournament in which a player told me that he could not play the three rounds scheduled for Sunday but that he could play the three scheduled for Saturday, and he asked if he could join the tournament on these conditions. I said yes, but that he would have to pay the full fee, which he did. Well, he showed up on Saturday, played his three games, and won them all. He ended up tied for first place with two other players. He then won the tie-break calculations and finished in first place. At the time, some suggested that he should not be entitled to win first-place because he missed half the tournament. But the fact that he paid the full fee, entitled him to enjoy all the benefits that flowed from the payment of that fee, regardless of what some thought.)

When a latecomer or partial player is admitted to a tournament, however, the information that appears on his pairing card must conform to the instructions associated with each item listed below.

- ID Number

The ID number that will be given to the latecomer or the partial player (that is, the identification number that is written on each pairing card during the numbering process) will be the one that follows the number that was given to the current last player in the tournament.

In the tournament grid sheet and the tournament grid poster, the latecomer or partial player will join the other players who arrive late and will be listed at the end of these two grid documents.

- Initial McMahon Score

The initial McMahon score of the latecomer or the partial player will be the same as the one that corresponds to the other players of his rank. (For an explanation of the meaning of the terms *initial* and *current* McMahon scores, see the *Glossary* on page 40, or see the section *McMahon Scores: Initial, Current, and Final* on page 20.)

- Current McMahon Score

The latecomer's or the partial player's current McMahon score must be increased immediately by $\frac{1}{2}$ point for each round he missed.

For example, let's say that a latecomer enters the tournament in time to play in Round 5 (this is highly unlikely, I know, but the purpose of this example is simply to illustrate a point). If his initial McMahon score is, say, -4, then he should be given a current McMahon score of -2. This is for pairing purposes only and for tie-break calculations. If the tournament director does not implement the adjustment suggested here, and, instead, uses the latecomer's initial McMahon score as his current McMahon score, then there will be mismatches because the latecomer will be two McMahon points ($4 \text{ rounds} \times \frac{1}{2} \text{ point per round}$) behind where the average of the players in his McMahon section will be by Round 5.

What about Pre-Registration?

I used pre-registration in the Canadian Open of 2003, and I have been on the receiving end of the consequences of pre-registration during the Quebec Open of 2011. (Although I was not officially tournament director for the Quebec Open, I assumed that role when the official tournament director was unable to take on his duties on Day 1 due to illness.)

In both cases, I did not like the experience. The major problem in using pre-registration is this: the tournament director can't tell if the players who pre-registered are present, late, or maybe not coming. This means that he will be pairing players on the assumption they are present but will have no way of knowing for sure. Of course, he can always call out and ask if so-and-so is present, but maybe the player is in the washroom and does not hear this call, or outside having a smoke, or what if his name is Asian and the director mispronounced it? If the player does not respond to this call, does the tournament director assume that the player is not present?

The best way to make pre-registration work is to have a gatekeeper whose job is to funnel all the players through one door and one door only, and to direct these players to one of two registration officials: one for the players who pre-registered and one for the players who did not. If this attempt at crowd control fails, then the consequences can be unpleasant.

The ideal time to use pre-registration is when there is a difference of at least one day between the act of reporting in and the holding of Round 1. This is the situation at go congresses. If by the end of the first day, a player has not reported in to make his presence known to officials, then it is assumed that he will not be present for Round 1 of the tournament on the following day.

Grouping the Players into McMahon Sections

While waiting for stragglers to register, the tournament director can begin Task No. 1—grouping all the players into McMahon sections.

What is a McMahon section? A McMahon section is a group of players who share the same initial McMahon score. The players inside each McMahon section are in competition with each other for the prizes available in their section. In a sense, each McMahon section can be viewed as a mini tournament inside the main event.

The first thing that must be emphasized about the act of grouping players into sections is that the process is not a science. Except for the guidelines offered below, which, on occasion, may need to be ignored, there are no hard-and-fast rules. Judgement, experience, and above all, common sense, are all-important.

The process of grouping players into sections begins by lining up all the pairing cards into columns, rank by rank. The tournament director then examines these columns, beginning with those in the dan levels, and endeavors to group the cards into sections that respect, or at least, try to respect, the following guidelines:

- Guideline No. 1: Each McMahon section should group together about the same number of players.

The purpose of this guideline is to preserve a proportional relationship between the number of players in a section and the chances of each player in that section to win a prize. For example, if one section in a tournament has 4 players while another has 16, this means that each player in the smaller section has 1 chance in 4 of winning a prize, whereas each player in the larger section has only 1 chance in 16.

- Guideline No. 2: The number of consecutive ranks within each McMahon section should not exceed a maximum of three.

The reason that a section should not exceed three consecutive ranks (e.g., 1-, 2-, 3-kyu) is because beyond that limit, the players with the weakest ranks in each section will be condemned to having little or no chance of winning the top prize in their section.

Although the goal of not exceeding three ranks is easily achievable among the dan players, it is less easily achievable among the kyu players, especially among those players in the mid- and bottom-levels. The reasons for this situation are easy to understand, especially in small tournaments: (1) the range in the number of ranks among the kyu players is great (1-kyu to 30-kyu); (2) the number of kyu players relative to the range of the ranks is low; and (3) the gaps in the ranks are often several and sometimes great. The end result of all this is that the goal of staying inside the limit of three ranks per section, as suggested by this guideline, is a standard that is often impossible to meet.

Today, because of the extensive use of handicaps in tournaments, the negative impact of not achieving the goal of this guideline is not as critical as it used to be in the days when no-handicap tournaments were more common. Still, even though the impact is less critical in today's tournaments, it is nonetheless present to some degree, and it makes sense to impose a reasonable limit on the number of ranks to include in a section.

- Guideline No. 3: No rank should be divided between two McMahon sections.

For example, the players who are 1-dan should not be divided into two sections.

- Guideline No. 4: There should be a relationship between each level in the structure of the registration fee and the grouping of players in each McMahon section.

When a tournament has a variable fee structure (e.g., the top players pay \$25, the next level of players, \$20, and so on), it is normally because the organizers of the tournament want to establish a relationship between each level in the registration fee and the quality or prestige of the prize that is offered in relation to that level. Consequently, all the players in a tournament should find themselves in a McMahon section that corre-

sponds to the fee level at their registration. Or, to put it more succinctly: one fee level can have more than one section, but one section should not correspond to more than one fee level.

The example below should clarify the meaning of this guideline.

Let's say that in the advertisement of a tournament, it says that all 6-, 5-, and 4-dans must pay \$25 to register, and that all the 3-, 2-, and the 1-dans must pay \$20. This might create the expectation among the 6-, 5-, and the 4-dans that since they all must pay the same fee, they will all be placed in the same section to compete for the title of tournament champion.

This expectation would certainly be achievable if the following number of players showed up for each dan rank:

| 6-dan | 5-dan | 4-dan | 3-dan | 2-dan | 1-dan |
|-------|-------|-------|-------|-------|-------|
| 2 | 3 | 2 | 8 | 4 | 4 |

In this scenario, the following McMahon sections would be appropriate:

| Section 1 | | | Section 2 | Section 3 | |
|-----------|-------|-------|-----------|-----------|-------|
| 6-dan | 5-dan | 4-dan | 3-dan | 2-dan | 1-dan |
| 7 | | | 8 | 8 | |

All three sections would be about the same size, and any other combination would disturb this achievement. Furthermore, those who paid the registration fee of \$25 in the expectation of being seeded in Section 1 will not be disappointed. And although the players between 3-dan and 1-dan, who paid \$20, are in different sections, it must be presumed, given that they all paid the same fee, that the quality of their prizes is the same.

However, if, instead, the following number of players showed up for each dan rank:

| 6-dan | 5-dan | 4-dan | 3-dan | 2-dan | 1-dan |
|-------|-------|-------|-------|-------|-------|
| 8 | 12 | 14 | 6 | 9 | 9 |

Then the groupings suggested above would not work.

| Section 1 | | | Section 2 | Section 3 | |
|-----------|-------|-------|-----------|-----------|-------|
| 6-dan | 5-dan | 4-dan | 3-dan | 2-dan | 1-dan |
| 34 | | | 6 | 18 | |

If the same groupings were respected, then there would be a massive section of 34 players. This would be untenable, especially when considering the sizes of the other sections among the dan players.

After re-examining the distribution of the players among the dan ranks, the scenario presented below would make far more sense.

| Section 1 | | Section 2 | | Section 3 | |
|-----------|-------|-----------|-------|-----------|-------|
| 6-dan | 5-dan | 4-dan | 3-dan | 2-dan | 1-dan |
| 20 | | 20 | | 18 | |

Unfortunately, the 4-dans are no longer part of Section 1, the section in which they probably expected to be placed given that they paid \$25, just like the 5- and 6-dans. These types of situations are unavoidable.

Of the four guidelines, the first two are by far the most important ones; the third guideline is the easiest one to apply; and the fourth guideline, though worthy of consideration, is difficult to apply because the distribution of the ranks among the players who will attend a tournament is so unpredictable.

In any event, the four guidelines are helpful, but only insofar as they offer a set of parameters in which to make as good an effort as possible at grouping players into a reasonable set of McMahon sections.

Bear in mind, however, this one immutable truth: The size of a tournament counts for everything. The smaller the tournament, the harder it is to avoid making controversial groupings. But as tournaments grow in size, and reach levels in which hundreds of players are registered, which is certainly the case for such events as the European and American go congresses, then it becomes much easier to adhere to the guidelines listed above. At these high levels of participation, each rank, or almost each rank, can become its own McMahon section, and multiple prizes in each section will offer a reasonable chance for all players to win something. For example, if a section is composed of 40 players, then offering 4 prizes means that each player has one chance in ten of winning something, which is not unreasonable.

In a tournament of about 35 players, it would be normal to find 5 McMahon sections. This would mean that the average section would have about 7 players. These numbers describe the average Quebec Open (see *Appendix C: Statistical Study of the Quebec Opens* on page 54).

In such a tournament, the players in the dan levels would normally comprise 2 McMahon sections, but sometimes 3. However, the players in the kyu levels would offer, as usual, the greatest challenge in achieving appropriate groupings.

In a tournament whose population is twice as big, say, 70 players, such a tournament could still have 5 McMahon sections, just like the tournament of 35 players mentioned above, but this would mean that each section would now have an average of 14 players instead of 7, which might appear as being rather big.

In such a tournament, one of two things can be done: (1) while keeping the number of McMahon sections at 5, the number of prizes could be increased by having prizes for second place; or (2) the number of sections could be increased by reducing the range in the maximum number of ranks per section (Guideline No. 2) from 3 to 2. Either way, an increase in the number of prizes is inescapable, which should not be a problem since the tournament will bring in enough revenue to pay for them. In any event, the level of difficulty of grouping players into reasonable McMahon sections, particularly among the kyu players, should be eased to some extent.

Once all the players have been grouped into McMahon sections, the tournament director can inscribe on all the pairing cards the initial McMahon score that corresponds to each McMahon section (see the next section). However, to save time, he can put off the inscription of these initial McMahon scores until after the beginning of Round 1, when he will be involved in what is called the *paperwork* (see *Doing the Paperwork*, on page 30).

McMahon Scores: Initial, Current, and Final

The McMahon score is what lies at the heart of the Swiss-McMahon system. It's what makes the McMahon pairing system work.

The terms *initial* and *current* are used often in this manual in connection with the term *McMahon score*, and they refer to the different ways in which this score is used. These terms are explained below. The term *final*, which is another term that is used with the term *McMahon score*, is simply a reference to the last instance of the current McMahon score (as it is found, for example, on a player's pairing card), it is the score that is used when making tie-break calculations. For example, if a player leaves a tournament after completing, say, Round 3, then that player's current McMahon score at the end of Round 3 would also be that player's final McMahon score.

Each McMahon section that is formed in the process described above, in the previous section, is given its own McMahon score, which is called the *initial* McMahon score. The value of this score never changes.

By tradition, the first McMahon section (sometimes called Section 1, or Section A) is given the initial McMahon score of 0. The next McMahon section (Section 2, or Section B) is given the initial McMahon score of -2, and the next McMahon section (Section 3, or Section C) is given the initial McMahon score of -4, and so on.

These initial McMahon scores are written on the pairing cards, in the space provided for this purpose, on the first line of the pairing card (see *Figure 3* on page 31, in this example “-4” is the initial McMahon score).

Each player in each McMahon section uses the *initial* McMahon score of his section as the starting point for his *current* McMahon score. Unlike the initial McMahon score, which is forever fixed, the current McMahon score is the score that changes. Each time a player wins a game, his current McMahon score increases by one point (if his current McMahon score is 0, then his new score will be 1, and if it is -2, then his new score will be -1). If he wins a game by default, or if he is given a bye, his current McMahon score increases again by one point. But each time a player loses a game, however, his current McMahon score stays the same. It does not change. This is also true if a player loses a game by default.

However, if a player misses a round, the situation is a little different. Ostensibly, the current McMahon score of such a player stays the same, but actually, in the background, the current McMahon score of this player increases by $\frac{1}{2}$ point for each round that he misses. This is done for the purpose of making tie-break calculations; and for making pairings in those cases when a player returns to the tournament later on. (Most of the time, however, when a player misses a round, it usually indicates that he has permanently left the tournament, but this is not always the case. If such a player should decide to return to the tournament later on, then his current McMahon score must be increased by $\frac{1}{2}$ point for each round he missed, and this is done for the same reason as the one that applies to a player who joins a tournament already in progress (see *Can Latecomers and Partial Players Register?* on page 16.))

When, at the end of each round, the time comes to determine which players are eligible to be paired together for the next round, it is the current McMahon score that is used for this purpose.

When writing the current McMahon scores, it is traditional not to use the plus sign (“+”) when dealing with positive values, but to use the minus sign (“-”) when dealing with negative ones.

The reason for the gap of one space in the values of the initial McMahon scores (0, -2, -4, -6, -8 and so on) is to delay, until Round 3, the earliest opportunity at which players from adjacent McMahon sections can be paired together.

For example, if Player 12, in Section B, with an initial McMahon score of -2 wins his first two games, then his current McMahon score will be 0 at the end of Round 2; and if Player 8, in Section A, loses his first two games, then his current McMahon score will also be 0 at the end of Round 2 (the same value as his initial McMahon score). Now, when the pairings are made for Round 3, these two players would be eligible to be paired together because they will both have the same current McMahon score of 0.

If a tournament has nine rounds, instead of six, the gap would be two spaces instead of one, and the initial McMahon scores for each successive McMahon section would be as follows: 0, -3, -6, -9, and so on. This would delay until Round 4 the moment at which the players from adjacent McMahon sections could be mixed.

If the Swiss-McMahon system were to be used in a three-round event, then the gap should consist of no spaces, and the initial McMahon score for each successive McMahon section would be: 0, -1, -2, -3, -4 and so on. This would remove any delay between the mixing of the players from the adjacent sections. However, using the Swiss-McMahon system in a three-round tournament seems altogether inappropriate for such a small event.

The question is sometimes asked, “Why not start a 6-round event with a gap of no spaces (e.g., 0, -1, -2, -3, and so on)?” As it was explained above, by having a gap of one space, this forces the players to win or lose two games in a row before having the opportunity to meet, and if the gap is two spaces, this forces these same players to win or lose three games in a row before they can meet. The end result of this delay is that when the players from different sections do meet, they will be deemed to be “ready” for it.

For example, if a 6-dan is matched against a 3-dan, this might appear to be, at first glance, a mismatch; however, if the 6-dan lost his first two games and the 3-dan won his first two games, then the pairing of these two players is less of a mismatch. In other words, because of his excellent performance, the 3-dan is deemed to be “ready” for, and deserving of, the opportunity to test himself against a stronger player, and the 6-dan, because of his poor performance, deserves the opportunity to put an end his losing streak. This is the reasoning that sustained no-handicap tournaments.

If there is no gap, then the pairing of the 6-dan and the 3-dan, suggested in the example given above, will simply be seen as premature, because neither player will have as yet proven himself to be ready, let alone deserving, to be paired with each other.

Ordering the Players by Strength and Numbering Them

While still waiting for stragglers to register, the tournament director can begin Task No. 2—ordering the players by strength and numbering the pairing cards.

During the process of forming the McMahon sections, which was described earlier, the tournament director has already had the opportunity of placing the pairings cards in order of rank, which is the prerequisite first step he must take before he can begin to number the pairing cards. However, before he can finally begin to number them, he must first place these cards in order of strength, which is also done on a rank-by-rank basis.

What is the difference between *rank* and *strength*? Although these two terms may seem to have the same meaning, in the McMahon system, however, these two terms are not quite the same: *rank* is the nominal value of playing ability, whereas *strength* is the relative difference in playing ability.

Placing the pairing cards in order of strength can be a delicate task, and a cautious tournament director would want to be careful not to bruise any egos when he undertakes this task. When ordering the pairing cards in the order of each player’s strength, it would not be considered amiss to solicit the opinions of others. Some tournament directors may want to consult the list of ratings put out by their national associations to help them make the appropriate choices.

The best way to explain what is meant by *strength* is to give an example. Let’s say there are six players who registered as 6-dans. Maybe two of them are weak 6-dans, while three of the six are, in fact, solid 6-dans. If one of the three solid 6-dans happens to be the player who won the tournament in the previous year, the tournament director would not be wrong to put this player’s pairing card at the top of the column. If one of the six players who registered as a 6-dan is completely unknown, the tournament director could not be faulted if he placed this player last among the 6-dans. So, in the end, he would have, as the first 6-dan, last year’s winner of the tournament, followed by the remaining two solid 6-dans, followed by the two weak 6-dans, and, at the end, the unknown 6-dan. These players have now been placed in order of strength.

Many may consider this whole matter of ordering players by strength to be a minor issue, and at the lower levels, this is certainly true. But at the higher levels, and especially at the topmost level, the tournament director should pay close attention to this issue. The honor of playing at Table 1 is at stake, and no one would want to endure the embarrassing situation of placing last year’s tournament winner anywhere else than at, or near, the top of the list. Besides, as in everything else, there’s always a right way and a wrong way of doing things.

After placing the pairing cards in order of strength, the tournament director then proceeds to number these cards consecutively (i.e., giving them ID numbers), starting with the number 1 for the card of the strongest player and going down the line of cards until he gets to the very end of all the pairing cards.

Assigning Byes

After numbering all the pairing cards, the tournament director is now ready to begin the pairing process for Round 1. However, before he begins, he must first select a player to receive a bye; but this step is necessary only if there is an odd number of players in the tournament. If the number of players is even, then the tournament director can begin the pairing process immediately (see *Doing the Pairings* on page 24).

A bye must be given to a player in each round for as long as there are an odd number of players in the tournament, but a bye must never be given to the same player a second time. (Cardinal Rule No. 1: No player gets a bye twice.)

Once a bye is given to a player, the tournament director must immediately remove that player's pairing card from among the other cards and place it on the side (but he must be careful not to place it out of sight because he will need to re-insert this card in the next round). He should immediately write "BYE" in the space on the second line of the pairing card and increase the current McMahon score by one point.

The reason that a player who is given a bye is also awarded a one-point victory is because this player was denied the possibility of winning a point, through no fault of his own, even though he wanted to play. To give a loss to such a player, for a game that he might have won, would be unfair.

Each time he selects a player for a bye, the tournament director should seek out this player as soon as possible and tell him that he will not be playing in the upcoming round because of the bye. He should also tell him (1) the reason why he was selected, (2) that he will not be getting another bye, (3) that a bye is treated as a victory, and (4) that his current McMahon score will be increased by one point.

Who Should Get a Bye?

There seems to be a general misunderstanding of the basis on which a bye is given to a player.

First, byes must never be given to anyone on the basis of random selection. Imagine if the selection fell on the strongest player of the tournament who has been winning all his games. Giving this player a free point would be scandalous, even outrageous. Second, except for the first round, byes are always given to players who are losing their games, never to those who are winning them.

In Round 1, with no one having lost a game yet, the tournament director should select the weakest player in the tournament who lives in the city that is hosting the event. He should never select a player from out of town. Giving a bye to a player who travelled, maybe hundreds of miles, to attend a tournament is simply bad form.

(I once travelled to a tournament in the USA where, in Round 1, the tournament director randomly selected a player to receive a bye, and the choice fell on me. I didn't like it. Not so much because I didn't get to play in that round, but because I had travelled so far not to play. If, at least, I had already lost a few games, then the experience of having travelled so far not to play would not have been as difficult to accept as it was at the time.)

In Round 2, the tournament director should try to find the weakest player, again from the host city, who lost his first game. In Round 3, he should try to find the weakest player who lost his first two games (by now, the tournament director may start to consider everyone, and not necessarily someone from the host city only). In Round 4, the tournament director should try to find the weakest player who lost his first three games, and if he can't find such a player, then he should look for the weakest player who lost two games, and so on.

By now, the search pattern should be clear. When searching for a player to give a bye to, the tournament director must always look for a player who meets the following qualifying conditions: (1) he must be the weakest player, (2) who has lost the highest number of games, and (3) who has not received a bye in a previous round. If the elements of this search pattern should lead eventually, by Round 5 or 6, to a player in the dan levels, that is perfectly alright—no loser can escape the possibility of being selected for a bye, regardless of his rank.

Giving a bye to a player is never a pleasant task, and the tournament director may be tempted to give a bye to someone who volunteers for one. Let's say this volunteer makes his offer known after Round 3. If the tournament director can find another player, someone who is weaker than this volunteer, someone who has lost all three of his games, or maybe someone who lost two of them, then this volunteer does not qualify. Don't forget, to give a bye is to give a point. Who knows, maybe this volunteer just wants to sleep in late Sunday and would be quite happy to get a guaranteed point for being lazy.

Another point to consider: Let's say that a player misses Round 3, but the tournament director does not know why. He may suspect that this player has decided to leave the tournament without telling him. This situation may tempt the tournament director to give a bye to this player. But this would be an error. First of all, if indeed this player has left the tournament, then there is no longer an odd number of players in the tournament, and that, consequently, the tournament director no longer needs to give a bye to anyone. And the fact that the player did not show up for Round 3 is sufficient reason, by itself, for the tournament director not to pair him in Round 4. However, if, on Sunday morning, this player, against expectation, shows up, then the tournament director will inform him that he is still part of the tournament and that he will be paired for Round 5.

However, let's stay with this example, but let's give it a slight twist, let's say that this same player, the one who did not show up for Round 3, instead of ending an imbalance in the number of players in the tournament, starts one. The tournament director may be tempted to give this player a bye on the assumption that he may indeed have left the tournament, and that by giving him the bye, the tournament director will be allowing all the other players to play in Round 4. But this is wrong thinking. The tournament director must first determine if this player qualifies for the bye (in other words, is there anyone else who deserves the bye more than he?). If he doesn't qualify, then he should not get the bye. The tournament director must never forget: to give a bye is to give a point.

However, if the tournament director goes ahead anyways and gives this player a bye, even though he does not qualify for one, on the assumption that this player has left the tournament, and then, against all expectations, he shows up Sunday morning anyway, well, in that case, the player would still part of the tournament, but, meanwhile, he would have obtained a free point undeservedly.

Last point to consider: Near the end of Round 3, if there is still an odd number of players, the tournament director should try to determine who will be getting the bye in Round 4 (the first round on Sunday morning). The player selected for the bye will appreciate the tournament director's thoughtfulness if he is told in advance that he will be getting a bye and that, consequently, he doesn't need to come in early Sunday morning, for nothing. But the tournament director should make sure to get this player's telephone number. Because if he doesn't get this player's telephone number and some other player informs the tournament director that he has decided to pull out of the tournament, then that means that on Sunday morning some other player will come to the tournament and will have no one to play with.

Doing the Pairings

Finally, the tournament director can now begin Task No. 3—pairing the players. Registration is now closed, especially to those who show up in the hope of participating in Round 1. At this point, any straggler who does shows up will have to be told that he will not be able to play in the tournament until Round 2.

Now the pairing process can begin (before proceeding, the tournament director should make sure that all the pairing cards have been numbered).

Starting with the McMahon section of those players with the initial McMahon score of 0—the topmost section, sometimes referred to as Section 1 or Section A—the director places in a column, in ascending order of the ID numbers, all the pairing cards that belong to this section. Then he takes the cards in the bottom half of the column and aligns them with those in the top half, thus placing the two halves side by side. For example, if Section 1 has 8 players, then Player 1 would be paired with Player 5, Player 2 with Player 6, and so on.

If there is an odd number of players in Section 1, then the tournament director takes the weakest player from the column, Player 9 in this example, and pairs him with the strongest player from Section 2, who, in this case, would be Player 10.

Because the players in the column on the left are stronger, at least in theory if not in fact, they are given white in this initial pairing. Thus, by tradition, the players on the left are always given white, and those on the right are always given black or a handicap. This order of the columns corresponds to the one in the pairing sheets.

After performing this simple operation (placing the two halves of the column side by side), the tournament director now inspects each pairing individually to see if there is any reason why the two players should not be paired together, or whether any corrections must be made. He checks for four specific considerations.

- Consideration No. 1: Have the players ever been paired together before?

In Round 1, this is not an issue, but in subsequent rounds, this should always be the first thing to check. (This is Cardinal Rule No. 2: No two players can be paired together twice).

If the players have been paired before, then the cards in the column on the right must be switched (up and down) until a satisfactory pairing is achieved. In our example of 8 players in Section 1, switch Player 5 with Player 6, if this doesn't work, try Player 5 with Player 7, and so on.

- Consideration No. 2: Are the players from the same city, or are they related (siblings, parent and child)?

If either is true, try switching the cards in the column on the right (up and down). In the early rounds, this should not be a problem, but as the event nears its end, it will become harder to avoid pairing such players.

(This is an important matter, no player wants to travel hundreds of miles only to end up playing with someone he plays with on a weekly basis back home. This is an unpleasant experience that happened to me in a tournament in which I least expected it to happen—a U.S. go congress—and it happened, believe it or not, in the first round!)

- Consideration No. 3: Has one player been playing with the same color of stones more often than the other?

As much as possible, the tournament director tries to make sure that all the players get to play with white and black the same number of times. If, for example, in pairing for Round 3, one player (Player A, who is placed on the left side of the pairing) has had white twice but his opponent (Player B, who is placed on the right side of the pairing) has had white only once, then the pairing cards of these two players should be switched (left to right). This should be done even if Player A is one rank stronger than Player B. This is in keeping with the spirit of the formula of Handicap – 1. In other words, players with one rank difference, say, a 5-dan and a 4-dan, are considered to be players of the same rank on the issue of color.

- Consideration No. 4: Is the weaker player in the pairing entitled to a handicap?

This consideration will apply in the lower McMahon sections particularly. By tradition, the formula that is applied is Handicap – 1. In other words, 1 is subtracted from the normal difference in the ranks between the two players who are paired together. If the difference is 1, then there is no komi; if the difference is 2, then the weaker player gets 2 stones.

For example, if one player is 17-kyu and the other player is 15-kyu, then the normal handicap, in a friendly game, would be 2 stones. But in a tournament, the formula Handicap – 1 is applied and the handicap becomes 1 stone, which means no komi. (Actually, even though the term *no komi* is used, a tie-breaker of $\frac{1}{2}$ point is always present. If the number of points on the board of a no komi game is even, then White wins by $\frac{1}{2}$ point.)

Let's consider another example. If one player is 17-kyu and the other player is 14-kyu, then the normal handicap would be 3 stones. But after applying the formula Handicap – 1, the handicap becomes 2 stones.

After each pairing is verified against the four considerations listed above, then the initial pairing is transformed into the final pairing. The director can then proceed to the next McMahon section (the one whose players were assigned the initial McMahon score of -2, sometimes referred to as Section 2 or Section B) and perform the same pairing process with the players in this new section as he did with those in Section 1. Once all the players in all the sections of the tournament have been paired together, the director can then transcribe the pairings onto the pairing sheets (see *Transcribing the Pairings onto the Pairing Sheets* on page 28).

Note: Exceptionally, in Round 1, the tournament director uses the initial McMahon scores as the basis for selecting the players to pair together because at the beginning of a tournament there are no current McMahon scores. Values for these scores will only come into existence once the game results from Round 1 are reported.

Summary of the Pairing Process

The pairing process is presented below in a summary outline.

1. If there is an odd number of players in the tournament, select the player who will get the bye.
2. Collect all the pairing cards with the same current McMahon score.
3. Place these cards in a column in ascending order of their ID numbers.
4. Take the bottom half of the column and place it to the right of the top half.
5. If there is an odd number of cards among those with the same current McMahon score, pair up or down.
6. Check each pairing in reference to the four considerations mentioned above.

Can the Rank of a Player Be Changed?

Yes, the rank of a player can be changed during a tournament. This is an issue that affects the low-kyu players almost exclusively. Occasionally, when these weak players register, one of them, and sometimes more, is not sure what his rank should be. When this happens, a tentative rank is given to the player, and he is encouraged to report back after the first round to assess this tentative rank. If he feels that his game was fairly even in terms of difficulty, then he continues the tournament with that rank. If, however, he feels that his game was too easy or too hard then an adjustment is made. This adjustment in the ranks affects the handicap he will receive or give.

There is no point in treating the ranks assigned to low-kyu players as carved in stone. Not to be flexible on this issue simply condemns these players to a whole tournament of playing at an inappropriate level. Bear in mind that most players want to be fair and want an honest assessment of their true ranks.

If the tournament director notices a low-kyu player has won or lost his first three games, he may ask him if he feels his rank is appropriate given his performance. And if a player wins 5 or 6 games, the tournament director may want to urge this player to promote himself.

(Most of the time, any adjustment that is made to the rank of a player does not affect his placement in the McMahon section in which he was first placed. However, I confess, that even if it did, that is, even if the change in a player's rank would have required him to be placed in another McMahon section, I never implemented this kind of adjustment. Despite the implication of a change in a player's rank, such a player would remain in whichever McMahon section he started off in. The reason is that making the adjustments of transferring a player from one McMahon section to another would also require an adjustment in that player's initial and current McMahon scores, and the prospect of dealing with such a messy adjustment was one I simply never wanted to face.)

In regard to the ranks that players claim to be, the tournament director is forced to rely on the honor system. When a player declares that his rank is whatever he says it is, the tournament director must accept this player's word on the matter. On the other hand, the tournament director has a responsibility to the other players in the tournament to ensure that the tournament is fair. If a player claims to be stronger than he really is, then he is giving his opponents easy wins, and if he claims to be weaker than he really is, then he is giving himself easy

wins. Either way, this practice disrupts the purpose of a tournament. If this practice were to become widespread, there would be no point in having tournaments. Fortunately, this practice is exceptional rather than general.

To what extent can a tournament director act unilaterally in changing the rank of a player. This is a hard question to answer. I would not change the rank of a player after a tournament has begun without the player's approval, mostly because I wouldn't have the time to observe his game long enough to justify whatever action I would consider appropriate. But at the moment of registration, if I suspect a player wants to register at a rank that I consider unreasonable, I would certainly try to negotiate the matter with him. (From my own personal experience, I remember one player in particular who was, at most, a possible 3-dan, who, on a good day, might be a 4-dan, but in no way could he call himself a 5-dan, which he sometimes tried to register as. Well, that is where I drew the line, he could register as a 4-dan, but not as a 5-dan.)

When a player's rank is changed, the tournament director must record this information on the pairing sheet in the round in which the change takes effect for the first time, and he must write the new rank in the player's pairing card; but he leaves the old rank in the tournament grid sheet and the tournament grid poster. When the tournament director prepares the official grid of the tournament, he will note the player's change of rank and the round in which it took effect in a footnote. This is the copy that the tournament director will send to the national ratings officer.

Why Is Handicap – 1 Used When Pairing Players of Different Ranks?

The origins of using the formula of Handicap – 1 can be traced back to the days when no-handicap tournaments were more common. Back then, even though tournaments were said to be no handicaps, in truth, there were handicaps, but they were reserved solely for the players in the mid- to low-kyu levels (e.g., when a 20-kyu was matched against a 13-kyu). When such a match—or mismatch—occurred, and they were hard to avoid because of the gaps in the field of players, it was hard not to give a handicap, because otherwise the result would be a foregone conclusion (like throwing a lamb to the wolves), the weaker player would be slaughtered, and where was the fun in that, for either player.

So giving a handicap at those levels became acceptable. However, there was a general belief at that time, a belief that is still alive to this day, that players in the mid- to low-kyu levels often make significant progress without being aware of it, and that consequently some provision should be made to take this unsuspected surge in strength into account. Hence, instead of giving the full handicap, it was felt that if the handicap were reduced by one level that this would provide adequate compensation for any surge in strength, hence Handicap – 1.

Does it provide adequate compensation? It is hard to say. At any one moment in time, such as the moment at which a tournament is held, the timing might be off, and a low-kyu level player might not have made any significant progress in strength; at other times, the timing of the tournament might coincide with a modest jump in strength; and at other times still, the timing of the tournament might coincide with a spectacular jump in strength. Progress in go, especially among beginners, is often made in sudden leaps rather than in a steady linear fashion.

In the high-kyu levels and certainly in the dan levels for sure, where the players' strength is deemed to be more stable and where any progress that is made is achieved incrementally rather than in jumps, it is hard to say whether the formula Handicap – 1 is fair or unfair. But if it is unfair, and if the formula should be changed from Handicap – 1 to Handicap – 0, then the question becomes, "Where to draw the line in applying either formula?"

This became the problem that helps to explain how the transition from no-handicap tournaments to handicap tournaments took place. In some tournaments, because of the gaps in the field of players among the strong kyu players and even among the dan players, certain matches came to be seen as mismatches: in Round 1, for example, a 5-dan might be paired with a 2-dan (like throwing a lamb to the wolves). It became hard to resist the call for the application of a handicap. Before long it became the standard practice to examine every pairing to see if the formula Handicap – 1 could be applied.

What about *Nigiri*?

Another way of dealing with the color of the stones is to allow the players themselves, except for those who will need a handicap, to select the color through *nigiri*. But traditionally, the assignment of color has been kept as one of the responsibilities of the tournament director so that he can enforce (within reason) the equality in the selection of color—for even though *nigiri* is random, randomness can ensure equality only in the long run.

If the choice of color is left to chance (*nigiri*), then the tournament director would need to go around the playing area and record the information on who has what color. This is important for the sake of having a complete record of the tournament.

Alternate Method of Pairing

The method of pairing described above, where the bottom half of a column of players is matched against the top half, is the traditional way of pairing players in the Swiss system of pairings and its variants.

The other way to pair players, which, I must confess, I have never used, is to pair the adjacent players with each other (Player 1 with Player 2, Player 3 with Player 4, and so on).

Other than the force of tradition, there are two reasons why the traditional method of pairing is viewed by many players as being the normal method to use, if not the preferred method. First, the traditional method has a filtering effect. Because the strongest players are found in the top half of each section (and they usually win their games against those in the bottom half), and the weakest players are found in the bottom half (and they usually lose their games against those in the top half), the operation of the traditional method has the effect of formalizing the segregation of the two groups through the use of the current McMahon score (a new score for the winners as they move up the scale of the current McMahon scores, and the same score for the losers). In each new round, this filtering process marches on, constantly refining the division between strong and weak into more and more levels of McMahon scores. This process is gradual, which is important, but it is also unrelenting.

Second, there is a widespread belief that the traditional method has the effect of delaying the spectacular showdown that many expect to see, or hope to see, between the top players. Intuitively, it does seem reasonable to believe that using the traditional method of pairing players will have the effect of delaying the expected showdown until its climatic moment. However, how valid is this point? Anything can happen in a tournament, and the preference of one pairing method over another may not necessarily hasten or delay any particular outcome. But until the other way of pairing is actually tried, there is no way of saying for sure what effect it can have.

Transcribing the Pairings onto the Pairing Sheets

Once the tournament director has completed the pairings of all the players, his next task is to write these final pairings onto the pairing sheets. It is the pairing sheets which, once posted, will inform the players of the names of their opponents, the number of the table at which they will be playing, and who will have what color of stones (or handicap). The name of the player with the bye should be written at the bottom of the pairing sheet.

Bear in mind that at this stage, nothing has been inscribed onto the pairing cards. This will be done later as part of what is called the *paperwork*, which will occur shortly after the beginning of Round 1, and after the beginning of each new round thereafter.

In writing down the pairings on the pairing sheets, it is best to hold off on entering the handicaps until the very end, once all the names of the players have been written down first. If the assignment of the handicaps is done at the end, as one continuous task, then the likelihood of forgetting the handicap of any one pairing is less likely to occur than if the original intention had been followed and the handicaps had been given on a piecemeal basis.

Once completed, the pairing sheets are ready to be posted, which the tournament director will do immediately after he delivers the Welcome Speech.

The Welcome Speech

Once all the pairings have been transcribed onto the pairing sheets, it is time to begin the tournament. The tournament director begins by giving the Welcome Speech.

The items that should be mentioned in the Welcome Speech are listed below. Naturally, the tournament director can alter the items on this list to suit his needs.

- He welcomes the players to the tournament.
- He identifies himself and the assistant director, if there is one.
- He reminds the players of the tournament conditions (the amount of regular time per player, the rate of the byo-yomi, and the value of the komi, and anything else that might be pertinent).
- He reminds the players that it is their responsibility to report the results of their games immediately after their games are over; they should not make the tournament director run after them for this information. (Players should not assume that it is the responsibility of the winners to report the results of their games.)
- He reminds the players that if any one of them decides to leave the tournament before it is over, then that player must not forget to inform the tournament director. Otherwise, in the following round, a player will be paired with someone who will not be there.
- He reminds the players to leave the clocks on the side of the table on which they are found. (The reason: If all the clocks in a row of tables face the same direction, it is easier for the tournament director, or his assistant, to keep track of the status of the byo-yomi periods of all the players in that row. Also, he reminds the players that White chooses the side of the table on which he wants to sit—Why White? Simply because it is traditional.)
- He reminds the players that they must not stop the clocks for any reason (for example, to go for a smoke, or to go to the washroom).
- He explains the pairing sheet (some players may be new to the tournament and may not be familiar with it).
- He asks if there are any questions.
- Finally, he wishes everyone good luck.

The tournament director now posts the pairing sheets.

What Must Be Done After the Beginning of Each New Round

As soon as Round 1 begins, and after the beginning of each new round thereafter, the tournament director must undertake the following tasks: (1) make sure the new round gets underway quickly, (2) post the time at which the next round is scheduled to begin, and retrieve the pairing sheets, and (3) do the paperwork.

Making Sure Each Round Is Well Underway

After posting the pairing sheets, the tournament director's first duty is to make sure that the new round gets underway quickly.

He must immediately go to the playing area and make sure that all the players have started to play their games. If some tables are vacant, he must seek out the players who should be seated at those tables and urge them (order them, if he must) to start their games as soon as possible.

One of the major responsibilities of a tournament director is to make sure that the tournament is always running on time, this is especially important if the playing area must be vacated by a certain time. But, in any event, even if the players don't have to vacate the playing area by a certain time, the director should always see to it that the clocks start ticking as soon as possible (allowing, perhaps, for a five minute delay to allow the players to settle in). If necessary, he should even start the clocks himself (if the game is an even game, he starts Black's clock, if the game is a handicap game, he places the handicap stones on the board and starts White's clock).

Why is it important for the clocks to start as soon as possible? It is important because a round that starts on time is one that is likely to end on time, more or less. However, if a few players start their clocks later than the others, or if they stop their clocks altogether during a round while they go for a smoke, this has the effect of stretching the duration of a round, and this stretching has the effect of delaying the beginning of the following round for all the players in the tournament, and the effect of this delay can have a cumulative effect on subsequent rounds in the day.

Posting the Time of the Next Round and Retrieving the Pairing Sheets

Before attending to the paperwork, the tournament director should first attend to two specific tasks.

- Posting the Time of the Next Round

The tournament director should post the time at which the next round is scheduled to begin as soon as possible. Players often ask the question, “When is the next round?” As a rule of thumb, for tournaments in which both players are given one hour each of regular time, the tournament director should allow for a minimum of at least 2½ hours of playing time for each round (this includes the time for the byo-yomi periods). So if Round 1 begins at 10 A.M., then Round 2 should begin at or about 12:30 P.M. The tournament director may want to grant an extra 30 minutes to allow the players who played until the very end enough time to get something to eat (again, this all depends on whether or not there are any time constraints on having to vacate the playing area). This means that the next round—Round 2—should begin at or about 1:00 P.M.

- Retrieving the Pairing Sheets

After a reasonable delay, to make sure that everyone has had the chance to consult them, the tournament director should retrieve the pairing sheets.

These sheets can still serve a useful purpose, in particular for recording any pertinent information regarding each round. For example, if a game is won or lost by default, the tournament director should write this information somewhere, otherwise, it will get lost, so he should use the pairing sheets for this purpose (the tournament director will need this particular information—games won by default—for tie-break calculations). If the rank of a player is changed during the tournament, the tournament should write this information somewhere, otherwise it will get lost, so, again, he should use the pairings sheet for this purpose.

Doing the Paperwork

Now comes the time for the tournament director to do what is referred to as the *paperwork*.

Round 1 is always, by far, the busiest round for the tournament director precisely because of the amount of paperwork he must complete before the end of that round. Beginning with Round 2, however, and in each subsequent round thereafter, the amount of the paperwork that must be done is reduced considerably.

The paperwork involves filling in the three documents listed below:

- The pairing cards
- The tournament grid sheets
- The tournament grid posters

In regard to the pairing cards, the tournament director must now record on these cards the information on the pairings he made for Round 1. He will need to repeat this activity after each new round in the tournament.

Using, as an example, the pairing cards of two fictitious players—John Doe and Jayne Unknown—two players who were paired together in Round 1 (see *Figure 3*), the tournament director begins with John Doe’s card and enters the ID number of Jayne Unknown (“28”) in the first space provided for this purpose on the second line of John Doe’s pairing card, and then he enters the color of the stones that was given to John Doe (“W” for white).

Figure 3
Pairing Cards of two Paired Players:
John Doe and Jayne Unknown

| | | | | | | | | | | | |
|----|-----------|--|--|--|--|--|--|----|-----|----|--|
| 24 | Doe, John | | | | | | | 2D | MTL | -4 | |
| 28 | W | | | | | | | | | | |
| -3 | | | | | | | | | | | |

| | | | | | | | | | | | |
|----|----------------|--|--|--|--|--|--|----|-----|----|--|
| 28 | Unknown, Jayne | | | | | | | 2D | MTL | -4 | |
| 24 | B | | | | | | | | | | |
| -4 | | | | | | | | | | | |

Next, the tournament director takes Jayne Unknown's card and enters her opponent's ID number ("24") in the same corresponding space and then enters the color of the stones that she was given ("B" for black).

Later, when the tournament director learns the result of their game, (let's say John wins), he will increase John Doe's current McMahon score from its initial value ("-4") to its current value ("-3"), then, on Jayne Unknown's card, he will enter the new current value ("-4"), which, because she lost, is still the same as the old initial value.

If, instead of black, Jayne Unknown had been given a 2-stone handicap, this would be indicated by "+2," instead of "B," and, on John Doe's pairing card, this same information would be indicated as "-2" (and in the case of a no-komi game, the values would be "+1" and "-1" respectively). If John Doe had been given a bye, then the word "BYE" would be written across the spaces where "28" and "W" are now written, and the McMahon score would be increased by one point to "-3," as it is now indicated.

By the way, in case this has not been done already, the tournament director must make sure that all the pairing cards have the ID numbers and the initial McMahon scores written in the spaces provided for these items of information on the first line of each card (in the case of John Doe, "24" and "-4"; in the case of Jayne Unknown, "28" and "-4"). This should have been done earlier, but sometimes, in the rush to get the pairings done for Round 1, this may have been neglected or only partly done. (If the tournament director did forget to enter the ID numbers earlier, it would be helpful if he can remember which pairing cards he switched, if any, during the pairing process.)

After completing the pairing cards, the tournament director must then fill out the tournament grid sheets and then, finally, the tournament grid posters. These last two documents are identical. The only difference between them is their size and their purpose.

The purpose of the tournament grid sheets is to produce a record of the tournament. These sheets are also very useful to have if the tournament director must make tie-break calculations. The purpose of the tournament grid posters is to allow the players, and the visitors to the tournament, the opportunity of viewing the results of the games that have been played so far and of comparing the performance of the individual players in the tournament. This is why these posters are posted in a public place.

Each time a game result is reported to the tournament director, he must *immediately* update, at the very least, the pairing cards and the tournament grid sheets. If he does not update these two forms immediately, he will forget. He should also update the tournament grid poster immediately, but, as a matter of priority, given that these posters are sometimes placed at a certain distance away from the tournament director's table, these posters can wait a while before they are updated (a suggestion for dealing with this matter is given in the next section).

Two Useful Aids When Game Results Are Reported

While working on the paperwork, the tournament director now waits for the players to report the results of their games to him. When he does get a result, the director may find the following two suggestions helpful:

- Writing Down the ID Numbers of the Winners on a Scratch Pad

Each time he receives the result of a game, the director should consider writing down the ID number of the winner (and only of the winner) on a separate piece of paper (a 4×6 scratch pad would be ideal for this purpose). After accumulating a few of these ID numbers (maybe five or six), he can then go to the place in the playing area where the tournament grid posters are located and update the information on these posters.

The reason why this suggestion is helpful is because the tournament grid posters are sometimes placed at a certain distance away from the tournament director's table. By accumulating a few of these ID numbers first, the tournament director can save himself the effort of having to walk to and from the location where the posters are located merely to update one item of information at a time.

The reason why the ID number of the winner is sufficient is because once the tournament director locates the winner's entry on the tournament grid poster and has increased that player's current McMahon score by one point, he can then discover the ID number of his opponent, the player who lost the game, locate his entry on the poster, and then update that player's current McMahon score as well.

After updating the entries of both players (the winner and the loser), the director can tick off the ID number of the winner on his scratch pad, thereby indicating that this item of information has been updated.

- Overlapping the Pairing Cards

After updating the pairing cards of a recently reported game, the tournament director should consider partially overlapping these cards. This will provide a visual indicator that will help him see at a glance which games are still in progress.

Key Rounds in Which the Pairings Are Done a Little Differently

The following rounds are distinctive in particular ways, and this distinction affects the way in which the pairings are made.

Pairings for Round 2

Actually, there is nothing particularly distinctive about Round 2. The issue that is raised here is one that applies to any round in a tournament, except, perhaps, to Round 1. The issue is this: when the tournament director begins the pairing process—in any round after Round 1—he does not need to do either one of the following:

- He does not need to wait until all the games in the current round are over before he can begin the pairing process.
- He does not need to start the pairing process with the players in the topmost group of the tournament, those with the highest current McMahon score.

In fact, because the results of the games that are played in the bottom half of a tournament are usually reported sooner than those that are played in the top half, this means that the tournament director can begin the pairing process at the bottom of a tournament, when the games that are played at that level are over; and, furthermore, he can do this even though several games may still be ongoing during the current round. This manner of proceeding may seem unnatural, but it isn't. In fact, proceeding in this way actually saves time. The tournament director would do well to overcome any reluctance he may have in accepting this way of doing the pairings.

If there is an odd number of players in the tournament, the first thing the tournament director must do, of course, is to find the player who qualifies for the bye (see *Assigning Byes* on page 23) and then he must remove that player's pairing card from among the other cards.

When pairing the players at the bottom of a tournament, the tournament director follows, as usual, the same procedure as he does in any pairing situation, namely: (1) he collects all the pairing cards with the same current McMahon score, which, in this case, will be those cards with the lowest current McMahon score; (2) he places these cards in a column, in the ascending order of their ID numbers; (3) he takes the pairing cards from the bottom half of the column and aligns them, side by side, with the cards found in the top half of the column; and (4) he inspects each pairing, one by one, to make sure that each one meets the requirements to be considered a good match (Have the players been paired before? Are they from the same city? Are they related? Does the color of the stones assigned to each player need to be reversed? Does Black need a handicap?)

If there is an odd number of players in the group with the same current McMahon score, the director must hold in reserve the strongest player in that group and wait for the time when he can pair that player up with the weakest player found in the next group of players, those with the second lowest current McMahon score.

After pairing together the players with the lowest current McMahon score, the tournament director is now ready to repeat the pairing process with the next group of players, those with the second lowest McMahon score. Eventually, though, he won't be able to go any further in matching players because of lack of finished games, thus forcing him to wait until more game results are reported before he can continue.

So far, the discussion has focused on pairing the bottommost players in a tournament for the simple reason that the games played by the players at that level tend to be over sooner than those games played by players anywhere else in the tournament. But if the opportunity presents itself, the tournament director can begin pairing players anywhere, and he can do this without any cause for concern provided: (1) the number of players in the tournament is even, and (2) the number of players in the group with the same current McMahon score is also even. If either one, or both, of these two conditions is not true, then this raises certain concerns.

- **Concern No. 1: If there is an Odd Number of Players in the Tournament.**

The concern here is the delay caused by the need to find a player for the bye before any pairings can begin.

In Rounds 2 and 3, and maybe even in Round 4, the weakest player (the prime candidate for a bye) will probably still be found among the players at the bottom of the tournament. But if the imbalance in the number of players persists until Round 6, then the player who will qualify for the bye may well be found among those players who will be located at or near the center of the field of players (exactly where the tournament director may want to start to pair players), not at the bottom. This possibility may cause a delay in finding the qualified candidate for the bye because the results of most games, other than those at the bottom, usually take longer to report.

- **Concern No. 2: If there is an Odd Number of Players in the Group with the Same Current McMahon Score.**

The concern here is the uncertainty of whether the first player in the group that is selected for pairing will need to be paired up or whether the last player in that same group will need to be paired down.

For example, let's say there are 5 players with the same current McMahon score, in a tournament of 20 players, this means that 15 players (an odd number) will not be paired. Because the director is not pairing at the top or at the bottom of the tournament, but somewhere in the middle, this means that of the 15 players who will not be paired, some will be found in the top group and some will be found in the bottom group. But which one of these two groups will be an even number of players and which one will be an odd number of players? Hence the dilemma: to pair up or to pair down! Of course, the tournament director can always count the number of cards one side and determine if it is odd or even, but this is giving himself a lot of trouble for something that will resolve itself on its own, in time. The best advice is to hold off on the pairing.

Each time the tournament director completes the pairings for the players with the same McMahon score, he can transcribe these pairings onto the pairing sheets immediately. He does not need to wait until all the pairings are done before he undertakes this task. Naturally, he will need to figure out where on the pairing sheets these pairings should be placed. This is easily done by counting the number of pairs of players that are situated either before or after the point at which the tournament director started to pair players.

Pairings for Round 6

By Round 6, if not sooner, the tournament director will find it more difficult to find players who have not been paired together already, and he may be forced to match players who are from the same city or who are related to each other. This is normal and to be expected.

When making pairings, the tournament director must always be guided by Cardinal Rule No. 3: Always pair together players with the same current McMahon score, if possible. The only time the tournament director can ignore this rule and pair outside the group of players with the same current McMahon score is when (1) there are an odd number of players with the same current McMahon score, or (2) when the player that needs to be paired has already been paired with all the other players with the same current McMahon score.

To make it easier to make the pairings in Round 6, the tournament director can deviate from the normal practice of pairing players and use, instead, the shortcut suggested below.

As usual, the tournament director begins the pairing process by collecting all the pairing cards with the same current McMahon score and, as usual, he lines them up in a column in the ascending order of their ID numbers. But, instead of matching the bottom half of the column with the top half, which is what he would normally do, he now takes the first pairing card—the topmost player—and then goes down the column until he finds the first player with whom the top player has not already been paired. Then the tournament director does the same with the next, topmost pairing card, and so on. If he has to go beyond the limit of the current McMahon score group into the next current McMahon score group, in search of a suitable match, then so be it, he has no choice.

The tournament director can use this shortcut in the pairing process regardless of which group of players with same current McMahon score he wants to begin with: the one at the top of the tournament, the one at the bottom, or the one that is neither at the top nor at the bottom.

Relative Importance of the Tournament Forms

Now, a word about the relative importance of using the pairing cards, the tournament grid sheets, and the tournament grid posters.

If the tournament director should ever find himself in a crisis situation in which he is all alone because his assistant fell ill, and he can't find anyone to replace him, and if, in addition, he is directing a tournament of, say, 60 players, or more, then he must immediately cut some corners to lighten his workload, otherwise he will be engulfed in paperwork. In such a situation, he should immediately abandon the tournament grid posters. Then, if he must, he should also abandon the tournament grid sheets. Though these sheets are useful, especially when the time comes to make tie-break calculations, they are not essential. However, he must never abandon the pairing cards; these are absolutely essential. There is no tournament without these cards. Later, after the tournament is over, the tournament director can use the information on these cards to create the tournament grid sheets.

If the tournament consists of 50 players or so, then the director can manage a tournament of this size on his own without having to abandon either one of the two forms mentioned above, but he will be extremely busy. In fact, he may not be able to complete the initial paperwork, which is supposed to be completed before the end of Round 1, under normal conditions, until well into Round 2, maybe even Round 3, depending on circumstances.

(In the Quebec Open of 1995, I remember facing a tournament of 52 players, all alone, but I didn't abandon either one of the two forms mentioned above. However, I still remember how hectic that particular event was.)

Determining the Winners

As the results of the games being played in Round 6 are reported, the tournament director should start to determine, in preparation for the distribution of the prizes, the identity of the winner of each McMahon section.

The winner of a section is the player who wins the highest number of victories. Included in this count of victories is the bye that the player may have been given, if any, and any game that he won by default.

However, what the tournament director really wants to know, more than anything else, is whether or not there will be any players who will find themselves in a tie for first place. If there are any, then the tournament director will want to get ready to make the necessary tie-break calculations.

Tied Players and Tie-Break Calculations

In almost every tournament, there is at least one McMahon section in which two or more players are tied for first place. When this happens, the tournament director is forced to undertake calculations to break these ties. At this point, when engaged in breaking ties, the director abandons all interests he once had in the achievements of the tied players, and, instead, focuses all his attention on the manner in which the opponents of the tied players achieved their final McMahon scores. In the Swiss-McMahon system, ties are broken by making calculations using the final McMahon scores of the opponents of the tied players. This distinction—between the achievements of the *tied players* and the achievements of the *opponents* of the tied players—is crucially important.

The reason why this distinction is important is because some of the opponents of the tied players may have obtained some of their McMahon points by having won games by default or by having had byes, or they may have lost the opportunity of obtaining McMahon points by having lost games by default or by having missed rounds. Even though winning a game by default and getting a bye both count as legitimate victories for the tied players in their drive towards first place in their sections, the McMahon points obtained by these types of victories are not legitimate points (at least not insofar as the tie-break calculations are concerned) when they are obtained by the opponents of the tied players. The reason why these points are not considered legitimate is because these points (won or lost) are points that could have gone the other way. In other words, the game that an opponent of a tied player won by default could have been a game that he might have lost *if he had actually played that game*. As such, each tied player who, through no fault of his own, was paired with an opponent who won or lost some McMahon points without having actually earned that win or loss, is being treated unfairly if adjustments are not made to the final McMahon scores of these opponents.

Consequently, when examining the final McMahon scores of the opponents of tied players, the tournament director must adjust these scores by adding $\frac{1}{2}$ point for each loss by default and missed round, and by deducting $\frac{1}{2}$ point for each win by default and bye.

Once these adjustments are made, the tournament director can then proceed to make the tie-break calculations.

The first calculation that he uses to break a tie is called the Sum of Opponents' Scores (SOS). In this calculation, the tournament director adds the final McMahon scores (in some cases, the final "adjusted" McMahon scores) of all the opponents of each tied player. The tied player with the highest score wins the tie-break. (The highest McMahon score is the one whose value is the farthest away from zero, for positive numbers; or the one that is closest to zero, for negative numbers).

When adding the final McMahon scores of the opponents of each tied player to produce that player's SOS, it's important that each SOS be the sum of 6 final McMahon scores (in a six-round tournament). But this is not always the case. Some tied players may have missed a round or two, or they may have been given a bye, or maybe both. This means that some tied players will not have a full set of 6 McMahon scores to add together. If this happens, the tournament director must make another kind of adjustment: he must normalize the sum of the final McMahon scores of those tied players who are short of a full set of 6 scores.

For example, if a tied player missed one round in a tournament, this means that he only played with 5 opponents, not 6. Therefore, in calculating this player's SOS, the director must divide the sum of the scores by the number of rounds for which he has a value, which, in this example, is 5, and then multiply the result by 6.

If the calculation of the SOS does not resolve the tie among the tied players, then the tournament director must resort to another tie-break calculation, which is called the Sum of Defeated Opponents' Scores (SDOS). This is the sum of the final McMahon scores (in some cases, the final "adjusted" McMahon scores) of all the opponents that each tied player defeated. As with SOS, the tied player with the highest score wins the tie-break.

If the SDOS calculation still does not resolve the tie, then the last resort for the director is to apply the One-on-One test: did the two tied players play against each other? If they did, then the director picks the one who won the game and declares him the winner of first place. If the tied players did not play each other, then the director can (1) declare both tied players to be the winners of first place, or (2) he can have them play another game to decide the issue (this depends on the amount of time left in Round 6 (to make this work, the amount of time for this extra round could be less than one hour, and the byo-yomi, if any, could be different as well)), or (3) he can simply say there is no first-place winner (but this would be very unpopular). To view an example of the application of the One-on-One test, see *Appendix F: Example of a Finished Tournament Grid* on page 62.

Some players ask the question, "Why is the calculation for SOS done before the one for SDOS?" The reason for this is because SOS is a more comprehensive measure of a tied player's performance when compared with the result obtained with SDOS. SOS takes into account two things: (1) the final McMahon scores of the opponents that the tied player actually defeated, which, of course, is what SDOS takes into account, but (2) it also takes into account the final McMahon scores of the opponents with whom the tied player was paired and whom he might have defeated. In other words, SOS incorporates into its measure a tied player's potential, or, if you will, his reach. SDOS is used after SOS because SDOS is a measure what the tied player actually accomplished; but it leaves out of consideration the potential of what he was poised to achieve.

If the games that are won by a tied player are won in the early rounds of a tournament, then this player achieves an advantage in his tie-break calculations over those tied players who win their games in the later rounds. This is because in the Swiss-McMahon system, when a player wins his games early on in the tournament, this causes him to move up the scale and to play with stronger opponents who will have, naturally enough, higher final McMahon scores. But if, instead, a player loses his games in the opening rounds of a tournament, then this causes him to move down the scale and to play with weaker opponents who will have, naturally enough, lower final McMahon scores.

Is this fair? Well, the purpose of a tournament is to measure strength. If a player has a good start in his tournament, the explanation for this success could lie in the improvements he made in his game since the last time he played, and, consequently, this success should be reflected in his performance. Now, whether the improvements made by this player were such that he should have registered at a higher rank, then this becomes the basis for a whole other discussion.

Example of the Need to Make Adjustments in a Tie-Break Calculation

The example that is provided below is designed to illustrate the importance of (1) adjusting the final McMahon scores of players who missed rounds, won or lost games by default, or who received byes; and (2) normalizing the SOS of players who do not have a complete set of 6 opponents.

This example can be characterized as one of extremes, that is to say, it is an example that presents a situation that is not likely to occur in an actual tournament, but which could occur. The purpose is to illustrate the solid foundation of a point by exaggerating certain non-essential features.

In this example, see *Table 1*, Tied Player 1 and Tied Player 2 are tied for first place in Section 5 (the section with the initial McMahon score of -8), and the tournament director is about to undertake the tie-break calculation to determine the SOS of these two players.

Table 1
Tie-Break Calculations for the SOS of Two Tied Players

| T I E D P L A Y E R 1 | | |
|---------------------------|----------------------------------|--------------------------------|
| Opponent's ID Number | Final McMahon Score (unadjusted) | Final McMahon Score (adjusted) |
| Opponent A | -8 | -5.5 |
| Opponent B | -8 | -6 |
| Opponent C | -5 | -5 |
| Opponent D | -5 | -5 |
| Opponent E | -5 | -5 |
| <i>Missed Round</i> | | |
| Unadjusted SOS: | -31 | -26.5 |
| Normalized SOS: | -37.2 | -31.8 |

| T I E D P L A Y E R 2 | |
|---------------------------|---------------------|
| Opponent's ID Number | Final McMahon Score |
| Opponent F | -7 |
| Opponent G | -6 |
| Opponent H | -5 |
| Opponent I | -5 |
| Opponent J | -5 |
| Opponent K | -4 |
| Unadjusted SOS: | -32 |
| Normalized SOS: | <i>(not needed)</i> |

After listing, on a separate piece of paper, the ID numbers of all the opponents of each tied player, the director then collects the final McMahon score of each one of these opponents. While gathering this information, he would have noticed that the final scores of two of the opponents of Tied Player 1 (Opponent A and Opponent B) will need to be adjusted because of the number of rounds these two opponents missed (5 rounds and 4 rounds respectively). They missed these rounds because they left the tournament after they lost their games against Tied Player 1. In the Swiss-McMahon system, missing a round has the same effect as losing it. In other words, at the end of the tournament, the final McMahon scores for both opponents would be, if their final scores are not adjusted, -8. It would be -8 because both opponents lost all their games, including the ones they didn't play.

In addition, the tournament director would also have noticed that the SOS of Tied Player 1 will need to be normalized because this tied player does not have a full set of 6 scores; instead, he has 5 (he missed Round 6).

(Normally, in a real tournament, the tournament director may need to normalize the SOS of a tied player, or he may need to adjust the final McMahon scores of some of the opponents of tied players. It's rare—but not unknown—to have to do both, as it was done in this example. It was done here in order to save time by using one example to illustrate the two types of adjustments).

Let's examine how these two types of adjustments affect the tie-break calculations.

- Adjusting the Final McMahon Scores of the Opponents of Tied Player 1

Tied Player 1 had the misfortune, through no fault of his own making, of being paired against two opponents who left the tournament after they lost their games. And yet, if these two opponents had stayed in the tournament, they would have had the statistical possibility of winning half of their remaining games, an average of 4.5 games between them $((8 - 5.5) + (8 - 6) = 4.5)$. Not to recognize this possibility and to make allowance for it in the tie-break calculations would be grossly unfair to Tied Player 1.

To remedy this situation, $\frac{1}{2}$ point must be added to the final McMahon scores of both opponents for each round they missed. This makes their adjusted final McMahon scores -5.5 and -6 respectively, instead of -8 for both. After making these adjustments, Tied Player 1 would now have an SOS of -26.1.

- Normalizing the SOS of Tied Player 1

With an SOS of -26.1, Tied Player 1 would have won the tie-break calculation handily, and he would have won it even more handily if he had missed more than just one round. It's clear that his SOS must be normalized to bring it in line with the SOS of Tied Player 2. After making the required adjustment, the new SOS of Tied Player 1 would now be -31.8, which brings his score more in line with the norm.

The end result of the above calculations and adjustments is that Tied Player 1 wins the tie break by the slim margin of 0.2 points (-31.8 vs. -32.0). If one of the opponents of Tied Player 2, say, Opponent F, had won just one more game and had achieved a final McMahon score of -6 instead of -7, then Tied Player 2 would have won the SOS tie-break calculation by the same slim margin of 0.2 points.

Specific Nomenclature for Players Involved in Tie-Break Calculations

Normally, when referring to a player, the usual practise is to use his ID number (e.g., Player No. 12, or Player 12, or simply No.12). The reason for this is because if he is referred to by his name, it will take longer to find him in any form or document that needs to be consulted.

When it comes to tie-break calculations, however, the usual practice needs to change a little because the same player can be involved in a tie-break calculation as both a tied player and as an opponent of a tied player. This can become the source of confusion.

Consequently, to make it clear if a player is being referred to in his role as a tied player, he should be referred to as Tied Player No. 12 (or Tied Player 12), and if he being referred to in his role as an opponent of a tied player then he should be referred to as Opponent No. 12 (or Opponent 12).

For an example of a tie-break situation in which some players are involved as both tied players and as opponents of tied players, see *Appendix F: Example of a Finished Tournament Grid* on page 62.

For more information on using tie-break calculations, consult these documents (both by the same author as the one of this manual):

- *Guide in How to Apply McMahon Scores in a Swiss-McMahon Tournament* (1996)

This work is an early attempt at explaining, which it does in considerable detail, the reasoning behind the adjustments that are made to the final McMahon scores of the opponents of tied players.

- *Adjusting McMahon Scores in Tie-Break Calculations* (2012)

This is a one-page summary of the essential points raised in the article of 1996. Its purpose is to serve as an *aide-mémoire*. It could also be described as a good summary of the points raised in this manual.

These documents should always be available at the Web site of the AQJG, on the Publications page:

<http://www.fqjr.qc.ca/go>

Getting Ready to Leave the Tournament Site

Towards the end of Round 6, while waiting for the results of the last games to be reported, and while getting ready to make the tie-break calculations, the tournament director can slowly start to get ready to clear the room of all the playing material that was brought to the tournament site in the morning of Day 1.

Because the designated volunteers to help in this task may still be involved in their games, the tournament director can solicit the help of two or so unoccupied players and urge them to lend a helping hand. The biggest contribution they can make is to remove the go-bans, stones, and clocks from the tables where the games are over and to place these items at a centralized location in the playing area. Ideally, this place should be near the boxes that were used to bring the material into the playing area on Day 1.

Once the designated volunteers are freed from their games, they can then assume their responsibilities. If the cart that was used to transport the material is no longer in the playing area, then one of the volunteers can go in search of it.

Distribution of the Prizes

At the end of Round 6, after all the games have been reported to the tournament director and recorded in the appropriate forms, and with the names of the winners of each section in hand, the tournament director is now ready to perform his last official task: to officiate at the ceremony for the distribution of the prizes.

Before he begins this task, however, the tournament director asks the assembled players that those among them who will be winning trophies to kindly remove the metallic plaques from their trophies and to give them to him after the ceremony so that their names may be engraved on their plaques.

When announcing the names of the winners, it is traditional for the tournament director to begin with the winner of the last section of the tournament and then to move up the list of winners until he ends the ceremony with the name of the new tournament champion.

After the prizes have been distributed, the tournament director usually asks if anyone has any announcements to make. After the announcements, if any, are made, the tournament director thanks the players for having participated in the tournament and reminds them to come back again next year.

When the tournament director collects the plaques, he must make sure that he has the mailing addresses of the winners so that he can mail them their plaques after they have been engraved.

Finally, before leaving the playing area, the tournament director should make a last sweep of the room to make sure that nothing has been left behind.

Post-Tournament Activities

In the days following a tournament, the tournament director may need to write a short report for the benefit of a national newsletter. Such a report should mention the time and date of the event, the number of participants, the names of the winners, the names of the sponsors, if any, and finally, the names of the volunteers who helped make the tournament the success that it was.

The tournament director may also want to include in this report a copy of the tournament grid, a copy of which, in any event, should be sent to the national ratings officer.

The tournament grid is the most important document to come out of a tournament. This is the document that says that the event took place and what happened in it. Besides the obvious information involving the matching of the players and who won each game, it should also indicate who won first-place in each section. Finally, through the use of footnotes, it should also indicate who won and lost their games by default, and which players had their ranks changed during the tournament and the round in which these changes took effect.

Because of the importance of the tournament grid, some thought should be given to putting a copy of this report in a safe place so that it never becomes lost.

In this regard, the AQJG (*Association québécoise des joueurs de go*, or the Quebec Go Association) is fortunate to belong to the *Fédération québécoise des jeux récréatifs* (FQJR), an umbrella organization of various leisure-related groups in Quebec. With its offices in Montreal, the FQJR provides an archival service to its members, many of which use this important service to store and safeguard their important papers, such as their acts of incorporation. Besides using this service to store and safeguard its own act of incorporation, the AQJG has also used this service over the years to safeguard the tournament grids of past Quebec Opens.

For those clubs and associations which, unlike the AQJG, are unable to benefit from the archival services provided by an organization such as the FQJR, they may want to consider converting their tournament grids into a PDF documents and placing them on their Web sites. Once a document finds its way onto a Web site, this is the next best thing to guarantying its long-term survival.

Glossary

| Term | Definition |
|------------------------|---|
| ID Number | <p>Every player in a tournament is given a personal identification number.</p> <p>Just before the players are paired for Round 1, the tournament director assigns an identification number to each player (which is inscribed on each player's pairing card). The first number, 1, is assigned to the strongest player and each subsequent number after 1 is assigned to each subsequent player, who, for the purpose of numbering, should be listed in descending order of strength, not of rank.</p> <p>A latecomer to a tournament, that is, a player who registers after the beginning of Round 1, is given an ID number that follows the last one that was issued.</p> |
| McMahon Section | <p>A McMahon section is a collection of players who are grouped together for the purpose of creating a category of players. The players in each section are in competition with each other for the prizes available in their section.</p> <p>The defining feature of a McMahon section is its size. All sections in a tournament should be roughly the same size. This goal is achieved by selecting which ranks of players are included together in each section.</p> <p>Once created, the identity of a section is recognized by the initial McMahon score that is given to it and to all the players in it.</p> |
| McMahon Score, Initial | <p>All the players in a tournament are given an initial McMahon score that permanently links them to the McMahon section in which they are grouped.</p> <p>By tradition, the initial McMahon score for the players in the first McMahon section, which contains the highest ranked players, is 0. The initial McMahon score for the players in the second McMahon section, which contains the second highest ranked players, is -2, and so on.</p> <p>The initial McMahon score, which is immutable, serves to define the starting point for each player's current McMahon score.</p> |
| McMahon Score, Current | <p>The current McMahon score is used to keep track of the progress of each player. Each time a player wins a game, his current McMahon score increases by one point. However, each time he loses a game, his current McMahon score stays the same.</p> <p>When the time comes to pair players in each new round, the tournament director uses the current McMahon score to determine which players are eligible to be paired together.</p> <p>The starting value of each player's current McMahon score is the same as that player's initial McMahon score.</p> |

| | |
|----------------------|---|
| McMahon Score, Final | <p>The final McMahon score is the name given to the current McMahon score that a player obtained in his last round, which is not necessarily Round 6. For example, if a player leaves the tournament after Round 3, then his final McMahon score is the current McMahon score he obtained in Round 3.</p> <p>The term <i>final</i> is used because in tie-break calculations, the final McMahon score of the opponents of tied players score may need to be adjusted if this opponent missed one or more rounds, won or lost one or more games by default, or received a bye.</p> |
|----------------------|---|

Appendix A:

Preparing a Budget

This appendix attempts to accomplish the following three objectives:

- Objective No. 1: To present a prototype of a tournament budget.
- Objective No. 2: To present a brief analysis of the method that is used to estimate the income generated from registration fees in the Quebec Open (which uses a variable registration fee structure).
- Objective No. 3: To determine whether the average fee revenue per player (AFRP), developed from the analysis of the Quebec Open in Objective No. 2, can be used by other organizers to estimate the revenues that might be generated by the registration fees of their tournaments.

Prototype Budget for the Quebec Open of 2013

Table 1 presents a prototype of a budget for the Quebec Open of 2013. The top section lists the items that generate revenues, and the bottom section lists the items that produce costs. The surplus, or deficit, is stated at the bottom of the table.

Table 1
Prototype Budget for the Quebec Open of 2013

| Budget Items | Notes | Amount |
|-------------------|---|----------|
| Revenues | | |
| Registration Fees | Estimated average fee revenue per player (\$17.65) multiplied by the average number of players per tournament (36.5) | \$644.23 |
| Others | Sponsorships, Donations | \$0.00 |
| Total Revenue | | \$644.23 |
| Costs | | |
| Room Rental | \$175 per day \times 2 days, plus taxes | \$400.00 |
| Trophies | 1 large trophy for first place in the top section (\$25.30 per trophy) 2 medium-sized trophies for first place in the dan-level sections (\$20.70 per trophy) 4 small-sized trophies for first place in the kyu-level sections (\$16.00 per trophy) | \$130.70 |
| Engravings | To engrave the trophy plaques and mail them to the winners | \$30.00 |
| Postage | For mailing the tournament announcements to members of the <i>Association québécoise des joueurs de go</i> , (the Quebec Go Association) This includes the cost of photocopying the announcements | \$50.00 |
| Total Costs | | \$610.70 |
| Surplus (Deficit) | | \$33.53 |

Estimating the Revenue from Registration Fees

The one item that presents the greatest challenge to an organizer, when he is preparing a budget for a tournament, is the one that requires him to produce an estimate of the revenue that can be obtained from registration fees.

This item is especially challenging if the organizer uses a variable registration fee structure (which is the case for the organizers of the Quebec Open) instead of a flat fee structure. The reason that the former presents a greater challenge than the latter is because it embodies the need to find information on two unknowns: (1) the overall number of players who will attend the tournament, and (2) the number of players who will register at each fee level.

In the face of these challenges, how does one go about estimating the overall revenues that can be generated from registration fees?

Fortunately for the organizers of the Quebec Open, they can rely on historical records to provide them with a helping hand in this matter. The *Association québécoise des joueurs de go* (the AQJG, or the Quebec Go Association) has preserved the tournament grids of all the Quebec Opens that it has organized since 1979—a total of 34 tournaments. All of these tournaments were 6-round events (except for the one in held 2010, which had 4 rounds), and all of them used the Swiss-McMahon pairing system.

These records are the source for two useful items of information that are indispensable for the needs of this study: (1) the total number of players who attended each tournament (see *Figure 1*), and (2) the total number of players who registered at each rank (see *Figure 2*).

Figure 1 is helpful because it reveals that the total number of players who attended all 34 Quebec Opens is 1,240, which means that the average number of players per tournament is 36.5.

Figure 1
Number of Players in Each Quebec Open
(1979-2012)

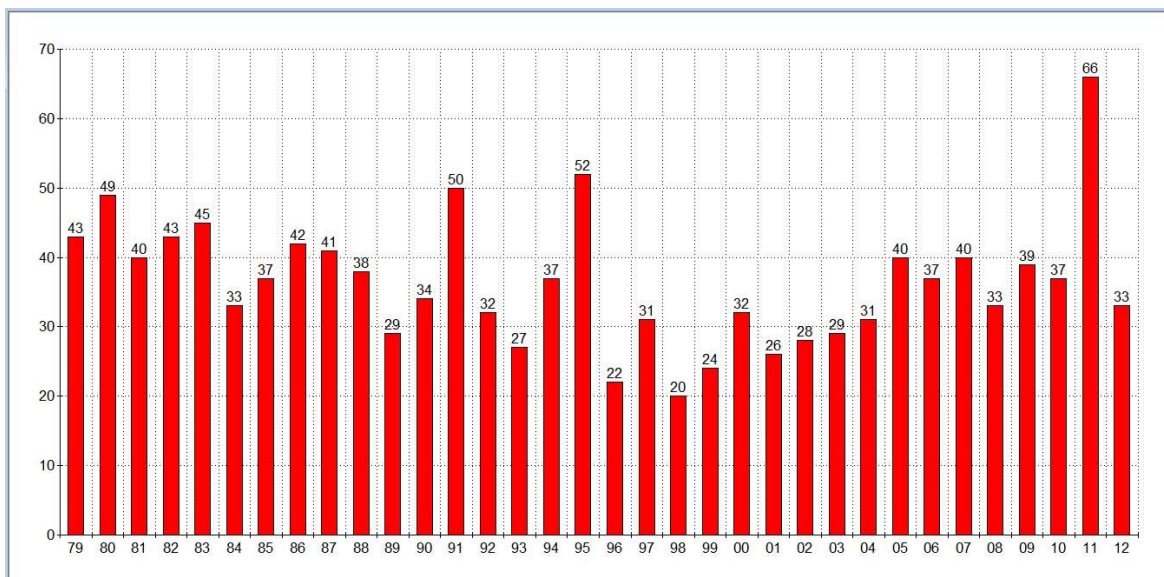
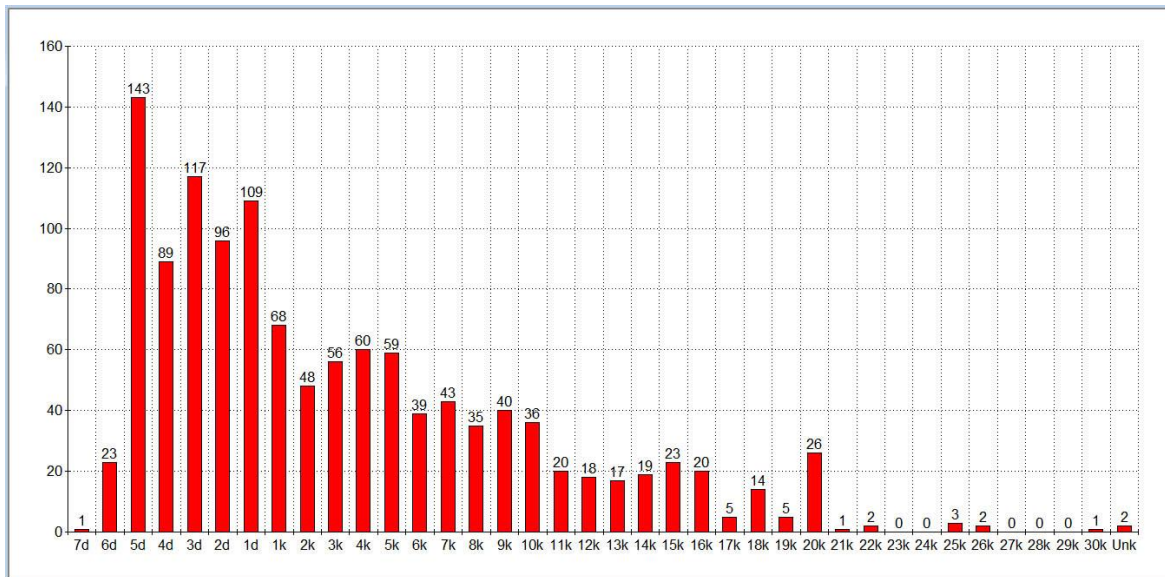


Figure 2
Distribution of Players per Rank
(1,240 Players)



By combining the information from these two charts, along with the values for the four fee levels used in the variable registration fee structure, one can obtain the total revenue of \$21,880 for all 34 tournaments.

Table 1
The Variable Registration Fee Structure
and the Total Revenue for Each Fee Level

| Variable Registration Fee Structure | Fee Levels | No. of Players per Fee Level | Tot. Revenue per Fee Level |
|-------------------------------------|------------|------------------------------|----------------------------|
| 4-dan and up:* | \$25 | 256 | \$6,400 |
| 1-dan to 3-dan: | \$20 | 322 | \$6,440 |
| 1-kyu to 10-kyu: | \$15 | 484 | \$7,260 |
| 11-kyu to 30-kyu:** | \$10 | 178 | \$1,780 |
| Total: | | 1,240 | \$21,880 |

* There would seem to be a minor discrepancy between Guideline No. 2, regarding the recommended maximum number of ranks in a McMahon section (see *Grouping the Players into McMahon Sections* on page 18) and the fact displayed in Figure 2 that there seems to be four ranks in the top section due to the presence of a 7-dan. The organizers of the Quebec Open have by tradition long considered the top section as being comprising of only three ranks (4- to 6-dans). The presence, for the first time, of a 7-dan, in 2011, is considered an exceptional event, unlikely to re-occur again for some time at least.

** This includes the two players with unknown ranks (Quebec Open of 1980).

This figure of \$21,880 is useful because it incorporates the weighted factor of the four fee levels found in the variable registration fee structure (i.e., the distribution of the players per fee level).

By dividing the total revenue (\$21,880) by the total number of players (1,240), the average fee revenue per player (AFRP) is obtained (\$17.65). Since the average attendance at the Quebec open is 36.5 players, this means that the estimated revenues from registrations fees is \$644.23 (17.65×36.5). This is the amount that was entered in the budget for the 2013 Quebec Open.

Can the AFRP Help Determine Budget Estimates for Other Tournaments?

Can the AFRP value of \$17.65 be used by organizers in North America, and maybe even by organizers active outside this continent, to help them determine the revenue estimates from registration fees in their budgets?

To be in a position to provide an affirmative response, it would be necessary to establish the validity of two suppositions: (1) that the values found in the current variable fee structure used by the organizers of the Quebec Open are fair—meaning that they are reasonable and realistic, and that they can't be reduced to a lower set of values without becoming unrealistic; and (2) that the breakdown in the distribution of players per rank in the Quebec Open is representative of the profile of the typical tournament in North America.

Supposition No. 1: Are the Values in the Current Fee Structure Fair?

To be useful, the values found in any current fee structure must be reasonable to produce a realistic budget. Any budget that uses figures that are simply pie-in-the-sky fantasy is of no value whatsoever for planning purposes.

The organizers of the Quebec Open have been using the current fee structure for as far back as 1999 when an increase of \$5 was approved across the board. Since then, there has not been any further increases. This would suggest that the Quebec Go Association has been conservative in its stewardship. This is borne out by considering two points: (1) The budget of 2013 Quebec Open anticipates a surplus of only 33.54, which is almost break-even, and (2) the attendance at last year's Quebec Open (2012) was 33 players, which places it slightly below the average attendance of 36.5 players.

To charge less in registration fees would simply not generate sufficient revenues to sustain the operation of a two-day tournament. Of course, to charge more would produce a greater surplus, or, instead, it might have the opposite effect, that of reducing the number of players and of driving down revenues towards a deficit situation. Consequently, the fee structure currently in use would seem to be reasonable, if not a little on the conservative side.

It is true that some tournaments are able to attract a higher number of participants than the average turnout of 36.5 players for the Quebec Open; however, the presence of more players simply means more revenues. The value of the AFRP is arrived at by dividing the revenues by the number of players. Consequently, an increase in one (players) will naturally cause an increase in the other (revenues), but the proportions should remain the same. Unless the organizers of other tournaments have a fee structure that charges above the necessary minimum, then the difference, if any, between their AFRP and the one developed by the organizers of the Quebec Open should be minor, provided, of course, that the tournament profile is the same, or, at least, nearly the same.

Supposition No. 2: Is The Distribution in the Number of Players Per Rank Typical?

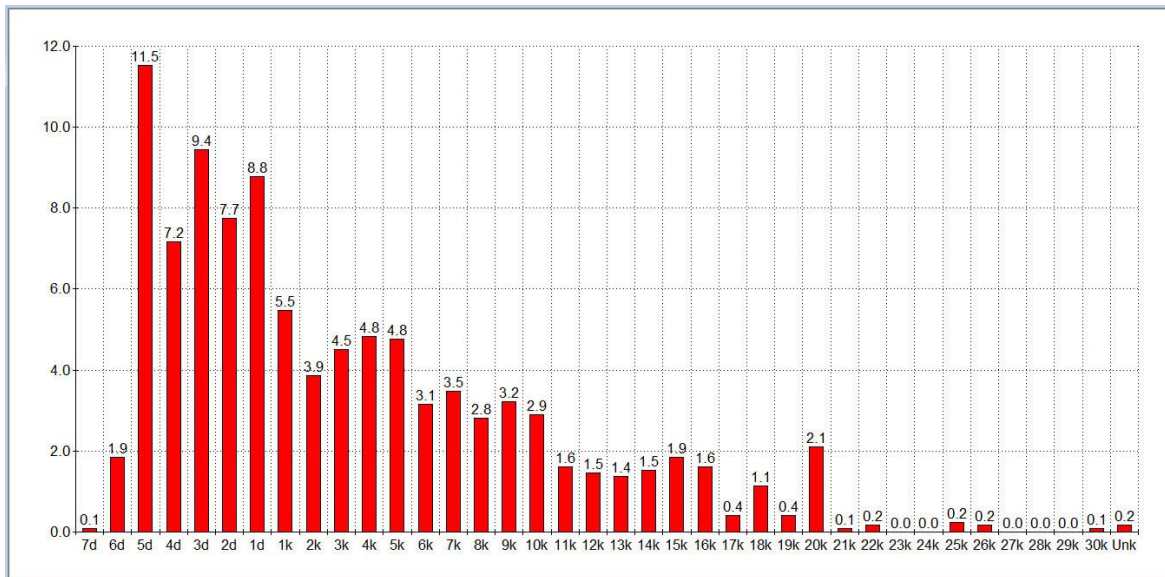
Basically, the question that is being asked is, "To what extent is the mix in the number of players per rank, in the Quebec Open, typical of tournaments in general?" This mix is what is called here a tournament profile.

This is a hard question to answer. It is only by looking at the tournament grids of other tournaments can one form an opinion on this matter. Why is this question important? It is important because part of the input that went into the creation of the AFRP for the Quebec Open is based on the mix of the number of players who paid their registration fees at one level or another of the four fee levels of the variable fee structure.

In order to find out if the organizers of other tournaments can use the Quebec-specific AFRP to estimate the revenue from the registration fees of their tournaments, they would need to compare the profile of their tournaments to the one for the Quebec Open. If the two profiles resemble each other, then the Quebec-based AFRP may be safe to use, but if the two profiles are not similar, then the Quebec-based AFRP should not be used without exercising a certain amount of circumspection, depending on the variance.

In terms of absolute values, *Figure 2* (see page 44) provides a good first step in the development of the profile of the Quebec Open. This same information is presented in *Figure 3*, but in the form of percentages.

Figure 3
Distribution of Players per Rank Expressed as a Percentage of
All the Players in all the Quebec Opens (1,240 Players)



When looking at *Figures 2 and 3*, the impression that is immediately created, certainly at first glance, is one in which the profile of the Quebec Open is seen as being top-heavy with dan players. But this view is mistaken.

Further analysis shows that the opposite is closer to the truth. For example, of the 1,240 players, less than half, 578 (46.6%) are dan players, while more than half, 662 (53.4%), are kyu players. The illusion that the Quebec Open is top-heavy stems from the fact that the dan players are dispersed among 7 ranks (making for an average of 82.6 players per rank) while the kyu players are dispersed among 30 ranks (making for an average of 22.1 players per rank).

Another way to compare the distribution of the players in the Quebec Open is to compare the percentage of dan players with the percentage of kyu players in each of the 34 tournaments, see *Figure 4*.

Figure 4
Percentage of Dan and Kyu Players per Quebec Open
(1979-2012)

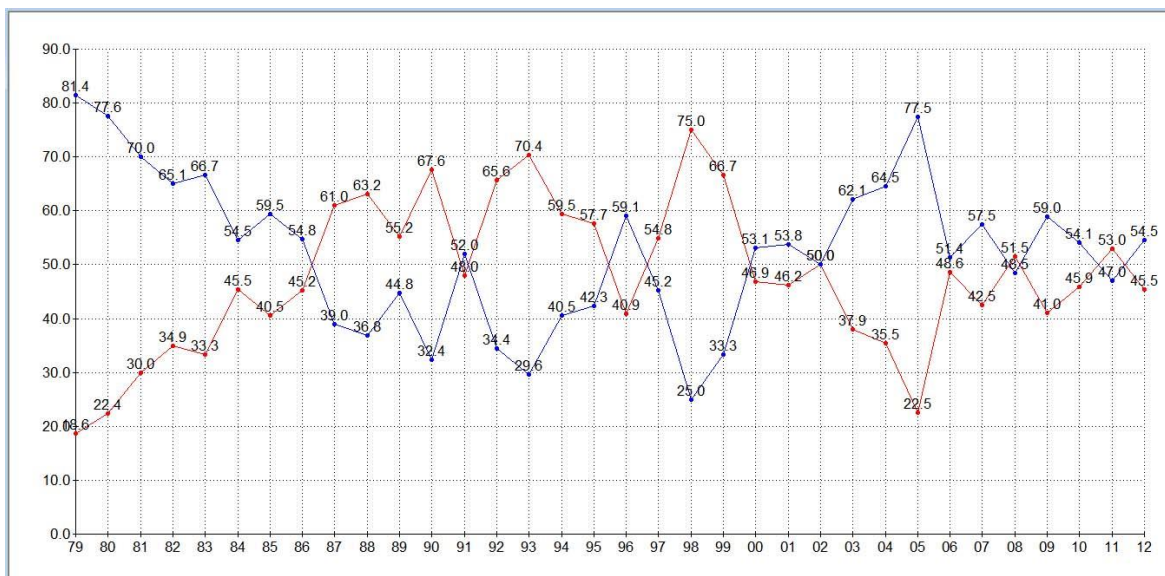


Figure 4 shows that in some Quebec Opens, the dan players are more numerous than the kyu players (as in 87-90, 92-95, 97-99, 08, 11) but that in other Opens, the kyu players are more numerous than the dan players (as in 79-86, 91, 96, 00-01, 03-07, 09-10, 12). In the end, the kyu players win the contest: they constitute the majority of players in over half of all the Quebec Opens (20, or 62.5%) while the dan players are in the majority in less than half of all the Quebec Opens (12, or 37.5%). (In 2002, both sides had 50%.)

The analysis of the profile of the Quebec Open that is presented here may not seem to be as elaborate and comprehensive as one may want it to be, but the information found in the charts of this appendix should enable others who may be interested in pursuing this matter further, to a greater extent than it is done here, the means of doing so.

Summary

Besides providing a prototype for a budget, the principle effort that was made in this appendix was to outline the following two objectives:

- How the organizers of the Quebec Open developed the means of estimating revenue from registration fees through the use of the information obtained from the tournament grids of past Quebec Opens. This allowed them to develop the useful tool called the average fee revenue per player (AFRP).
- How the use of the AFRP developed for the Quebec Open can be used by the organizers of other tournaments to help them determine an estimate of their revenues from registration fees. However, the applicability of the AFRP is contingent on the affirmative nature of the following two suppositions: (1) that the AFRP developed for the Quebec Open is realistic, and (2) that the tournament profile (the mix in the distribution of players per rank) of the other tournaments resembles the profile outlined above for the Quebec Open.

Of course, the AFRP developed from the grids of past Quebec Opens is not meant to be considered as a perfect match for other tournaments, but it is surely better than doing without.

Naturally, if the AFRP developed for the Quebec Open is used by other organizers, it would have to be adjusted for the effect of inflation and the impact of any currency exchange.

Appendix B:

Forms Needed in a Swiss-McMahon Tournament

This appendix contains, in the pages that follow, a sample of the forms that are mentioned in this manual and that are needed to direct a Swiss-McMahon tournament:

- Pairing Card (format: less than $8\frac{1}{2} \times 11$ inches, the edges would need to be cut off by industrial paper cutters).

What is shown in this appendix (see the next page) is a sheet consisting of twenty pairing cards. As needed, each individual card is cut off from the others on the sheet.

Individually, each pairing card looks like the one below and measures about $5 \times 1\frac{1}{2}$ inches:

Figure 1
Pairing Card

| | | | | | | | | | | |
|---|---|--|--|--|--|--|---|---|---|--|
| 1 | 2 | | | | | | 3 | 4 | 5 | |
| 6 | 7 | | | | | | | | | |
| 8 | | | | | | | | | | |

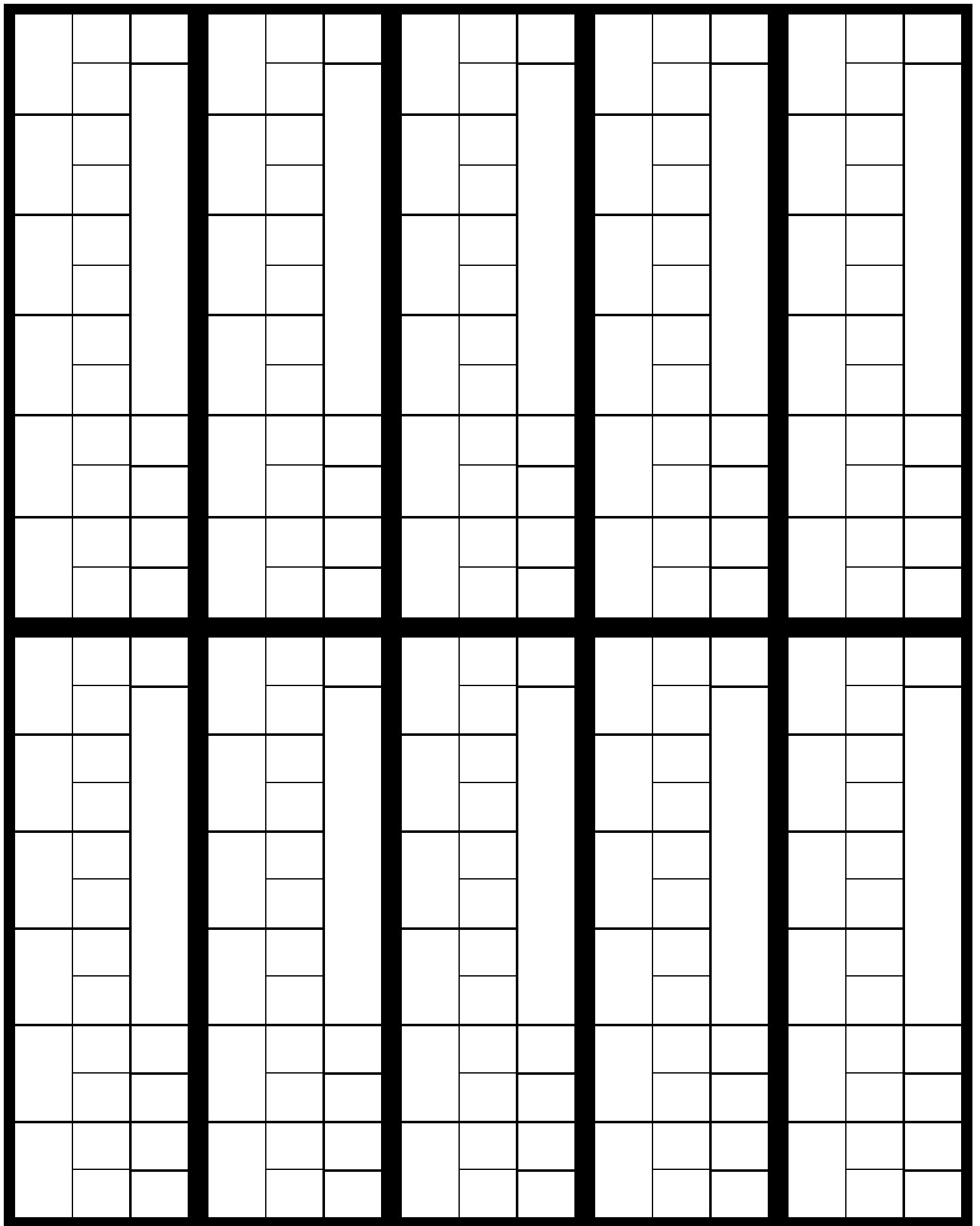
Identification of the Use of the Spaces in a Pairing Card:

1. ID Number of the player whose name appears in Space No. 2
2. Name of the player (family name, given name)
3. Rank of the player
4. City where the player lives
5. Initial McMahon score of the McMahon section in which the player has been placed
6. Opponent's ID number for Round 1
7. Color or handicap, for Round 1, of the player whose name appears in Space No. 2
8. Current McMahon score at the end of Round 1

Because pairing cards are handled and moved about a lot, they should be printed on a light-weight cardboard, which will make them stronger and more resistant to (1) warping, (2) sticking to the fingers of the tournament director when he moves these cards about, and (3) being displaced when these cards are subject to the wind-like effect of a sudden movement of the hands over them.

- Pairing Sheet (1 - 20 tables) (format: $8\frac{1}{2} \times 11$ inches)
- Pairing Sheet (21 - 40 tables) (format: $8\frac{1}{2} \times 11$ inches)
- Tournament Grid Sheet (format: $8\frac{1}{2} \times 11$ inches)
- Tournament Grid Poster (format: 17×22 inches)

Each tournament grid poster can display the names of 16 players.



Ronde No.: _____



Association québécoise des joueurs de go

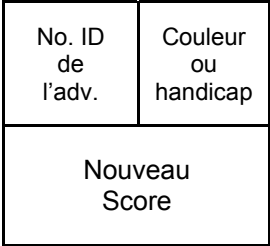
| <u>Table</u> | <u>B L A N C</u> (White) | <u>N O I R</u> (black) | <u>Handicap</u> |
|--------------|-----------------------------|---------------------------|-----------------|
| 1 | | | |
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| 4 | | | |
| 5 | | | |
| 6 | | | |
| 7 | | | |
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| 14 | | | |
| 15 | | | |
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| 17 | | | |
| 18 | | | |
| 19 | | | |
| 20 | | | |

Ronde No.: _____



Association québécoise des joueurs de go

| <u>Table</u> | <u>B L A N C</u> (White) | <u>N O I R</u> (black) | <u>Handicap</u> |
|--------------|-----------------------------|---------------------------|-----------------|
| 21 | _____ | _____ | _____ |
| 22 | _____ | _____ | _____ |
| 23 | _____ | _____ | _____ |
| 24 | _____ | _____ | _____ |
| 25 | _____ | _____ | _____ |
| 26 | _____ | _____ | _____ |
| 27 | _____ | _____ | _____ |
| 28 | _____ | _____ | _____ |
| 29 | _____ | _____ | _____ |
| 30 | _____ | _____ | _____ |
| 31 | _____ | _____ | _____ |
| 32 | _____ | _____ | _____ |
| 33 | _____ | _____ | _____ |
| 34 | _____ | _____ | _____ |
| 35 | _____ | _____ | _____ |
| 36 | _____ | _____ | _____ |
| 37 | _____ | _____ | _____ |
| 38 | _____ | _____ | _____ |
| 39 | _____ | _____ | _____ |
| 40 | _____ | _____ | _____ |



| No. (ID) | N O M | VILLE | COTE | SCORE INITIAL | RONDE 1 | RONDE 2 | RONDE 3 | RONDE 4 | RONDE 5 | RONDE 6 | | RANG |
|-------------|-------|-------|------|------------------|-------------------------|-------------------------|-------------------------|-------------------------|-------------------------|-------------------------|--|------|
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C.P. 1000 Succursale M
MONTREAL, (Quebec)
H1V 3R2

| (Français) | |
|------------------|---------|
| Numéro de l'adv. | Couleur |
| Nouveau score | |

| | |
|------------------------------|-------|
| (Anglais) | |
| Opponent's I.D. Number | Color |
| New Score | |

Appendix C:

Statistical Study of the Quebec Opens

This study is designed to answer two questions: (1) “How many McMahon sections are there in an average Quebec Open,” and (2) “How many players are there in a McMahon section in an average Quebec Open?”

The *Association québécoise des joueurs de go* (the AQJG, or the Quebec Go Association) has preserved the tournament grids of all the Quebec Opens since 1979, when the first Quebec Open was held—a total of 34 tournaments. All of these tournaments were 6-round events (except for the one in held 2010, which has 4 rounds), and all of them used the Swiss-McMahon pairing system.

However, of these 34 tournaments, the first 7 have been excluded from this study because they are remarkably dissimilar from the 27 others that come afterward. Typically, the first 7 tournaments used far too many McMahon sections, some of which had only few players in them, in fact, five of them had only one player!

The dividing line between these two groups of tournaments coincides with the difference in the size of the gap that was used by these two groups of tournaments in the structures of their initial McMahon scores. The first 7 tournaments used a gap of zero space (0, -1, -2, -3, and so on), while the 27 others used a gap of one space (0, -2, -4, -6, and so on). I should mention, in the interest of full disclosure, that the dividing line also coincides with the second tournament that I directed. This tournament, which was held in 1985 (the last one of the group of 7 tournaments) was the last one, and the only one, I directed in which a gap of zero space was used between the McMahon sections.

Figure 1 shows the size of all the Quebec Opens in terms of the number of players in each one. All together, these 34 tournaments have a total of 1,240 players. The 27 tournaments that are included in this study have a total population of 950, and the 7 tournaments that are excluded have a total of 290 players.

Figure 1
Number of Players in the Quebec Open per Year
(1979-2012)

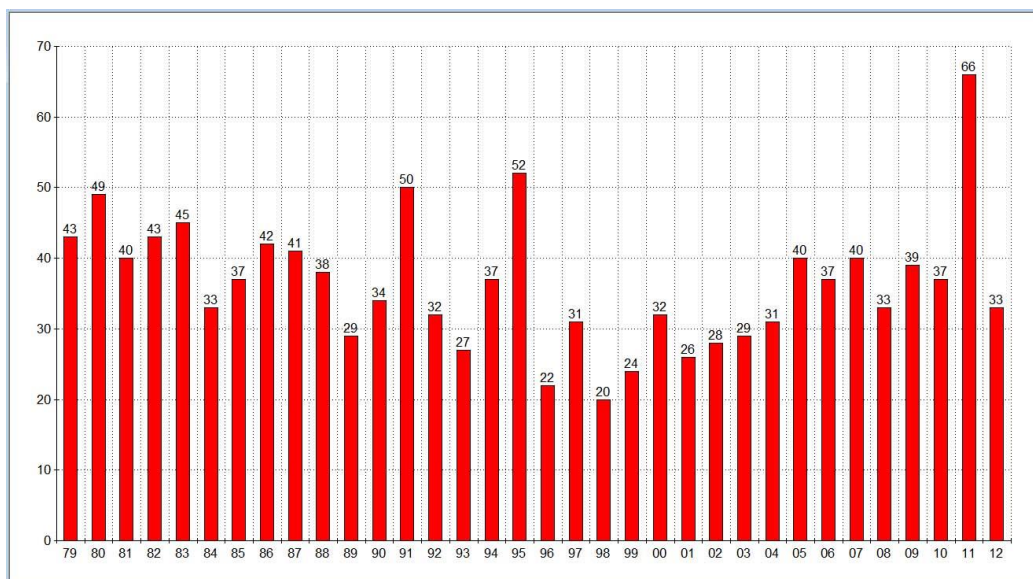


Figure 2 shows the distribution of the tournaments for each initial McMahon score in which the value of that initial McMahon score represents the last section in that tournament. For example, the value of 2 found in the column for the initial McMahon score of -4 indicates that out of 27 tournaments, only 2 tournaments had -4 as the last section in those tournaments. In other words, only two tournaments had a total of three McMahon sections (0, -2, -4); while 11 tournaments had a total of 5 McMahon sections (0, -2, -4, -6, -8). All together, there are a total of 129 sections among the 27 tournaments.

Figure 2
Distribution of the Number of Tournaments
per Maximum Number of McMahon Sections Used in that Tournament
(27 Tournaments)

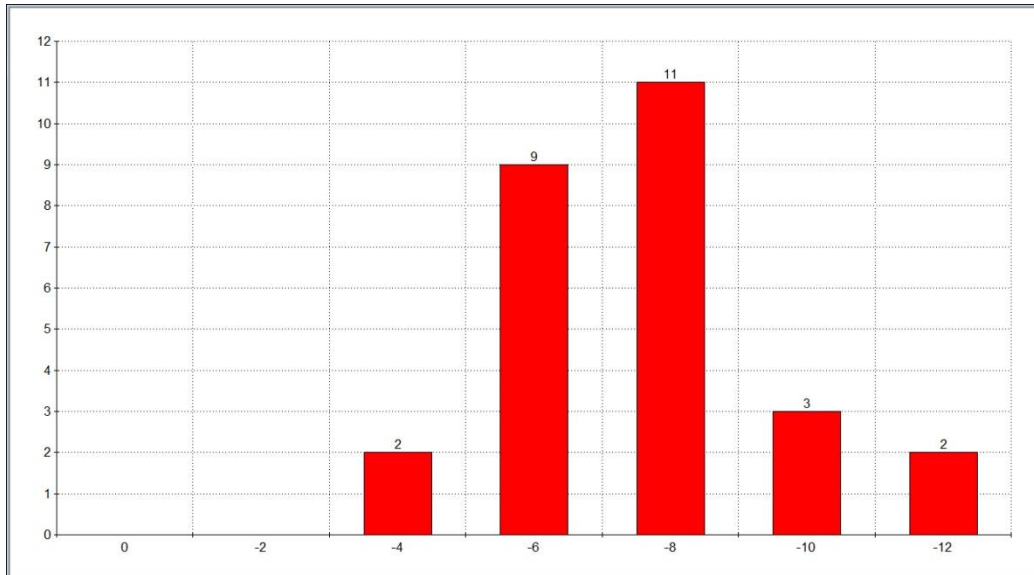
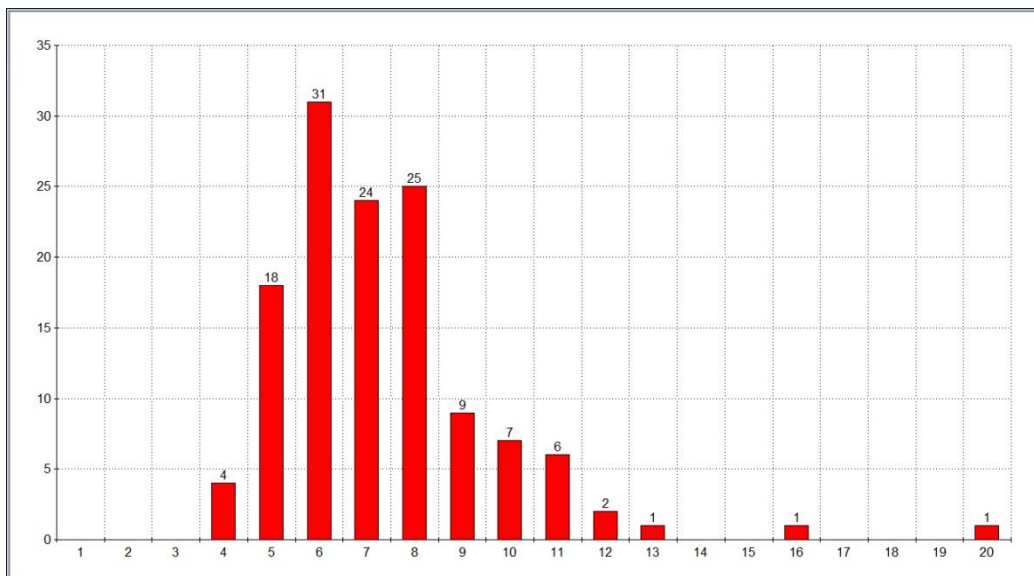


Figure 3 shows the distribution of the number of McMahon sections for each grouping of players. For example, there are 4 McMahon sections among the 27 tournaments (a total of 129 sections) which contained 4 players. At the other extreme, only one McMahon section contained as many as 20 players.

Figure 3
Distribution of the Number of McMahon Sections per Number of Players in Each Section
(129 McMahon Sections)



Statistical Summary

Based on the 27 tournaments used in this statistical study:

- The average number of sections per tournament: 4.8 (129 sections \div 27 tournaments)
- The average number of players per section: 7.4 (950 players \div 129 sections)
- The average number of players per tournament: 35.2 (950 players \div 27 tournaments)

Based on the 7 tournaments that were excluded from this statistical study

- The average number of sections per tournament: 7.9 (55 sections \div 7 tournaments)
- The average number of players per section: 5.3 (290 players \div 55 sections)
- The average number of players per tournament: 41.4 (290 players \div 7 tournaments)

Based on all 34 tournaments

- The average number of sections per tournament: 5.4 (184 sections \div 34 tournaments)
- The average number of players per section: 6.7 (1240 players \div 184 sections)
- The average number of players per tournament: 36.5 (1240 players \div 34 tournaments)

For More Information

The grids can be viewed by visiting the Web site of the *Association québécoise des joueurs de go* at <http://www.fqjr.qc.ca/go/omnium.php>.

Compiled Data

To see the compiled data that was used to produce the information contained in this appendix, see *Table 1* below. To see the same kind of information for the first 7 tournaments only, see *Table 2*.

Table 1

Compiled Data

(27 Tournaments, 1986 – 2012)

The information below shows (1) the range in the ranks that were included in each McMahon section, and (2) the number of players found in each McMahon section.

| Year | Section 1 | Section 2 | Section 3 | Section 4 | Section 5 | Section 6 | Section 7 |
|-----------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| 1986 | 0 | -2 | -4 | -6 | -8 | -10 | |
| | 5D - 3D | 2D - 1D | 1K - 3K | 4K - 5K | 7K - 9K | 10K - 19K | |
| No. Players: 42 | 8 | 11 | 9 | 5 | 5 | 4 | |
| 1987 | 0 | -2 | -4 | -6 | | | |
| | 5D - 3D | 2D | 1D - 1K | 3K - 16K | | | |
| No. Players: 41 | 12 | 7 | 9 | 13 | | | |
| 1988 | 0 | -2 | -4 | -6 | -8 | | |
| | 5D - 3D | 2D | 1D | 1K - 3K | 5K - 15K | | |
| No. Players: 38 | 11 | 7 | 6 | 7 | 7 | | |
| 1989 | 0 | -2 | -4 | -6 | | | |
| | 5D - 3D | 2D - 1D | 1K - 10K | 15K - 20K | | | |
| No. Players: 29 | 10 | 6 | 7 | 6 | | | |
| 1990 | 0 | -2 | -4 | -6 | -8 | | |
| | 5D - 4D | 3D | 2D | 1D - 3K | 7K - 10K | | |
| No. Players: 34 | 8 | 6 | 5 | 7 | 8 | | |
| 1991 | 0 | -2 | -4 | -6 | -8 | -10 | -12 |
| | 5D - 4D | 3D | 2D - 1K | 2K - 6K | 10K - 13K | 14K - 15K | 16K - 21K |
| No. Players: 50 | 11 | 8 | 7 | 8 | 5 | 5 | 6 |
| 1992 | 0 | -2 | -4 | -6 | | | |
| | 5D - 4D | 3D - 2D | 1D - 2K | 6K - 14K | | | |
| No. Players: 32 | 8 | 11 | 8 | 5 | | | |
| 1993 | 0 | -2 | -4 | -6 | | | |
| | 5D - 4D | 3D - 2D | 1D - 1K | 3K - 25K | | | |
| No. Players: 27 | 9 | 6 | 5 | 7 | | | |
| 1994 | 0 | -2 | -4 | -6 | | | |
| | 5D - 4D | 3D - 1D | 1K - 5K | 10K - 20K | | | |
| No. Players: 37 | 11 | 11 | 6 | 9 | | | |
| 1995 | 0 | -2 | -4 | -6 | -8 | | |
| | 5D - 4D | 3D - 2D | 1D - 3K | 4K - 9K | 10K - 18K | | |
| No. Players: 52 | 16 | 10 | 10 | 9 | 7 | | |
| 1996 | 0 | -2 | -4 | -6 | | | |
| | 5D - 4D | 1D - 2K | 4K - 6K | 10K - 18K | | | |
| No. Players: 22 | 6 | 4 | 6 | 6 | | | |
| 1997 | 0 | -2 | -4 | -6 | | | |
| | 5D - 4D | 3D - 1D | 2K - 9K | 11K - 15K | | | |
| No. Players: 31 | 10 | 7 | 6 | 8 | | | |
| 1998 | 0 | -2 | -4 | | | | |
| | 5D - 4D | 3D - 1D | 3K - 10K | | | | |
| No. Players: 20 | 8 | 7 | 5 | | | | |
| 1999 | 0 | -2 | -4 | | | | |
| | 6D - 4D | 3D - 1D | 3K - 11K | | | | |
| No. Players: 24 | 8 | 8 | 8 | | | | |

| Year | Section 1 | Section 2 | Section 3 | Section 4 | Section 5 | Section 6 | Section 7 |
|-----------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| 2000 | 0 | -2 | -4 | -6 | -8 | | |
| | 5D - 4D | 3D - 1D | 1K - 4K | 6K - 10K | 11K - 26K | | |
| No. Players: 32 | 8 | 7 | 5 | 7 | 5 | | |
| 2001 | 0 | -2 | -4 | -6 | | | |
| | 6D - 4D | 2D - 1D | 2K - 6K | 8K - 17K | | | |
| No. Players: 26 | 8 | 4 | 6 | 8 | | | |
| 2002 | 0 | -2 | -4 | -6 | | | |
| | 5D - 4D | 3D - 1D | 2K - 5K | 6K - 15K | | | |
| No. Players: 28 | 8 | 6 | 6 | 8 | | | |
| 2003 | 0 | -2 | -4 | -6 | -8 | | |
| | 6D - 4D | 2D - 1K | 2K - 4K | 5K - 8K | 11K - 17K | | |
| No. Players: 29 | 6 | 6 | 5 | 6 | 6 | | |
| 2004 | 0 | -2 | -4 | -6 | -8 | | |
| | 6D - 4D | 3D - 2K | 3K - 5K | 7K - 9K | 10K - 20K | | |
| No. Players: 31 | 8 | 6 | 6 | 6 | 5 | | |
| 2005 | 0 | -2 | -4 | -6 | -8 | -10 | -12 |
| | 5D - 3D | 2D - 1K | 2K - 4K | 5K - 9K | 11K - 14K | 15K - 16K | 18K - 30K |
| No. Players: 40 | 5 | 5 | 7 | 6 | 4 | 6 | 7 |
| 2006 | 0 | -2 | -4 | -6 | -8 | | |
| | 5D - 4D | 3D - 2D | 1D - 3K | 4K - 7K | 9K - 19K | | |
| No. Players: 37 | 8 | 7 | 8 | 6 | 8 | | |
| 2007 | 0 | -2 | -4 | -6 | -8 | | |
| | 5D - 3D | 2D - 1D | 1K - 4K | 5K - 8K | 10K - 16K | | |
| No. Players: 40 | 9 | 8 | 10 | 6 | 7 | | |
| 2008 | 0 | -2 | -4 | -6 | -8 | | |
| | 6D - 5D | 4D - 3D | 2D - 1K | 2K - 4K | 5K - 17K | | |
| No. Players: 33 | 7 | 5 | 6 | 6 | 9 | | |
| 2009 | 0 | -2 | -4 | -6 | -8 | | |
| | 6D - 4D | 3D - 2D | 1K - 4K | 5K - 6K | 8K - 20K | | |
| No. Players: 39 | 9 | 7 | 9 | 6 | 8 | | |
| 2010 | 0 | -2 | -4 | -6 | -8 | -10 | |
| | 6D - 5D | 4D - 3D | 2D - 1K | 3K - 5K | 8K - 10K | 12K - 20K | |
| No. Players: 37 | 6 | 7 | 7 | 7 | 5 | 5 | |
| 2011 | 0 | -2 | -4 | -6 | -8 | -10 | |
| | 7D - 5D | 3D - 2D | 1D - 1K | 3K - 5K | 6K - 11K | 14K - 25K | |
| No. Players: 66 | 20 | 7 | 12 | 10 | 10 | 7 | |
| 2012 | 0 | -2 | -4 | -6 | -8 | | |
| | 6D - 4D | 3D - 1D | 1D - 2K | 3K - 4K | 7K - 14K | | |
| No. Players: 33 | 8 | 6 | 6 | 5 | 8 | | |

Table 2

Compiled Data

(7 tournaments, 1979 – 1985)

The information below shows (1) the range in the ranks that were included in each McMahon section, and (2) the number of players found in each McMahon section.

| Year | Section 1 | Section 2 | Section 3 | Section 4 | Section 5 | Section 6 | Section 7 | Section 8 | Section 9 | Section 10 |
|-----------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
| 1979 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 |
| | 5D - 1K | 2K | 4K | 6K - 7K | 8K - 9K | 10K | 12K - 13K | 14K - 15K | 16K | 18K |
| No. Players: 43 | 12 | 7 | 3 | 5 | 6 | 3 | 2 | 3 | 1 | 1 |
| 1980 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | | |
| | 6D - 1K | 2K - 3K | 4K - 5K | 6K | 8K | 10K - 11K | 14K - 16K | 20K | | |
| No. Players: 49 | 14 | 6 | 3 | 6 | 5 | 5 | 4 | 6 | | |
| 1981 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 |
| | 5D - 3D | 2D | 1D | 1K | 2K - 3K | 4K - 6K | 7K - 10K | 11K - 13K | 15K - 16K | 20K |
| No. Players: 40 | 6 | 1 | 5 | 4 | 5 | 4 | 5 | 5 | 4 | 1 |
| 1982 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | | | |
| | 5D - 2D | 1D | 1K | 2K - 4K | 5K - 7K | 8K - 10K | 16K - 20K | | | |
| No. Players: 43 | 8 | 7 | 3 | 8 | 5 | 7 | 5 | | | |
| 1983 | 0 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| | 5D - 3D | 1D | 1K - 2K | 4K | 5K - 6K | 7K - 8K | 9K | 12K - 13K | 15K | 20K |
| No. Players: 45 | 8 | 7 | 5 | 3 | 8 | 3 | 2 | 3 | 1 | 5 |
| 1884 | 0 | -2 | -3 | -4 | -5 | | | | | |
| | 5D - 2D | 1D | 1K - 2K | 4K - 5K | 7K - 18K | | | | | |
| No. Players: 33 | 11 | 4 | 4 | 8 | 6 | | | | | |
| 1985 | 0 | -2 | -3 | -4 | -5 | | | | | |
| | 5D - 2D | 1D - 2K | 3K - 6K | 7K - 11K | 12K - 16K | | | | | |
| No. Players: 37 | 12 | 7 | 6 | 6 | 6 | | | | | |

Appendix D:

The Three Cardinal Rules

Readers may appreciate finding together on the same page the three Cardinal Rules of the Swiss-McMahon pairing system. The tournament director must always respect these rules and treat them as sacrosanct.

- **Cardinal Rule No. 1:** No player gets a bye twice.
- **Cardinal Rule No. 2:** No two players can be paired together twice.
- **Cardinal Rule No. 3:** Always pair together players with the same current McMahon score, if possible.

The only time the tournament director may violate Rule No. 3 is when one of the following two conditions is present.

- Condition No. 1: When there are an odd number of players with the same current McMahon score, thus forcing one of the players to be paired outside the group.
- Condition No. 2: When a player has already been paired with all the other players with the same current McMahon score, thus forcing that player to be paired outside the group.

Appendix E:

Documentation for Tournaments

If one is concerned about the desire to institute a framework of documentation to cover every facet of what takes place in a tournament, then fulfilling this desire would require the production of at least four types of documents:

- Rules of the Game

This document would embody the rules of the game. For example: What constitutes the end of a game, Are there points in a seki, What is the status of the formation called the *bent four in the corner*, Is suicide allowed, and so on? These questions point to the existence of different rules of the game as used by different national and professional associations, most notably, the Japanese Go Association, the Chinese Go Association, the association responsible for the Ing Rules, and the American Go Association. And there could be others (e.g., the New Zealand Go Association?).

A subset of these rules might include a section on the method of counting.

For its purpose, the AQJG, the official organizer of the Quebec Open, uses *The First World Amateur Go Championship—Rules*. Readers may recall that the Nihon-Ki-in produced this booklet in time for the First World Amateur Championship. A French translation was made in 1979 and was printed in 1980 by the AQJG.

- Tournament Regulations

This document would embody the rules about issues affecting a tournament other than those on how play the game or on how to apply the pairing system. For example: What constitutes a move, What happens if a game is disturbed, How much time must elapse before a game is declared lost by default, What system of byo-yomi (overtime) is used, Must captured stones (prisoners) must always be in view of the opponents , Who are the officials in charge of a tournament, What are their duties, and How are they selected, How can a player appeal a decision he does not like, Who sits on the appeals committee, and so on?

For its purpose, the AQJG produced a booklet in 1983 entitled *Règlements de tournoi de l'AQJG* (no English version is available).

- Pairing System Regulations

This document would resemble the contents found in Part II of this manual.

- Organizing Tournaments

This document would resemble the contents found in Part I of this manual.

Appendix F:

Example of a Finished Tournament Grid

This appendix presents the tournament grid for the 2005 Quebec Open. This tournament was selected because it is a particularly memorable one for several reasons. Consider the observations below.

General Observations of the 2005 Quebec Open

This tournament consisted of 40 players, of which 9 (22.5%) were dan players and 31 (77.5%) were kyu players. This made the tournament decidedly bottom heavy. In fact, out of the 34 Quebec Opens that have been held since 1979, this particular tournament had the distinction of being the one with the third highest disparity between the percentage of those players who were dan players and those who were kyu players.

The presence of so many kyu players posed a bit of a challenge when the time came to grouping the players into McMahon sections, especially in regard to the desire to respect Guideline No. 1, which urges that each section should have about the same number of players (see the third line in *Table 1* below); and Guideline No. 2, which urges that no McMahon section should exceed a maximum of three ranks (see the second line in *Table 1*). For more information on forming McMahon sections, see *Grouping the Players into McMahon Sections* on page 18.

The fact that the gaps in the field of the kyu players, though several, were small, made the task of forming the McMahon sections somewhat easier, but it also meant that more sections had to be created than would normally have been the case. In fact, of the 27 tournaments that make up the statistical study of the Quebec Opens in *Appendix C*, see page 54, this particular Quebec Open was the only one of two that had the highest number of McMahon sections: 7 all together. This meant that the average size of each section was 5.1 players instead of the average of 7.4 for the 27 tournaments used in the statistical study in *Appendix C*.

All in all, Guideline No. 1 was respected; as well as Guideline No. 2, except in Section 4 (which grouped together 5 ranks) and Section 5 (which grouped together 4 ranks), both of which went over the recommended limit. Finally, as for Section 7, well, like all similar sections found at the very end of a tournament, it necessarily has to collect whatever is left over.

Table 1
McMahon Sections for the Quebec Open 2005
(taken from Table 1 of Appendix C)

| Year | Section 1 | Section 2 | Section 3 | Section 4 | Section 5 | Section 6 | Section 7 |
|-----------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| 2005 | 0 | -2 | -4 | -6 | -8 | -10 | -12 |
| | 5D - 3D | 2D - 1K | 2K - 4K | 5K - 9K | 11K - 14K | 15K - 16K | 18K - 30K |
| No. Players: 40 | 5 | 5 | 7 | 6 | 4 | 6 | 7 |

Other observations of interest:

- The Quebec Open of 2005 had a relatively high number of players who left the tournament before it was over, 6 players.
- Two players were partial players: No. 19 and No. 40, which means that when they registered they were willing to play in the three rounds of one of the two days of the tournament. In the case of No. 19, it was for the rounds in Day 1 of the tournament, while for No. 40, it was for those in Day 2.
- Player No. 39 was a straggler; he was given an ID number after the other had received theirs, but he was able to play in Round 1.
- This tournament had only one player who won a game by default (of course, there was also a player who lost a game by default). This is known because it was reported in a footnote at the bottom of the grid.

Tie-Break Calculations

Finally, this tournament was particularly memorable because of two interesting tie-break situations, both of which are analyzed below. All together, there were four McMahon sections in this tournament in which there were tied players: three of the four sections involved two players, while one involved three players.

Table 1 displays the tie-break calculations for two players in Section 2. This tie-break situation is interesting because the first two tie-breaking calculations (SOS and SDOS) were unsuccessful in breaking the tie. The tie was finally broken when the One-on-One test was applied (did the two tied players play against each other?) In this case, they did, and Tied Player 9 had won, consequently he was awarded the trophy for winning his section.

Table 2
Tie-Break Calculations for Section 2

| Gourdeau, Daniel (Tied Player 8) | | | |
|-------------------------------------|-------------------|--------------------|------------|
| Opponent's ID No. | Final Score (SOS) | Final Score (SDOS) | One-on-One |
| 10 | -1 | -1 | |
| 6 | 0 | | |
| 9 | 1 | | Lost |
| 7 | -1 | -1 | |
| 1 | 3 | 3 | |
| 3 | 6 | | |
| Total | 8 | 1 | Lost |

| McDonnell, Alexander (Tied Player 9) | | | |
|---|-------------------|--------------------|------------|
| Opponent's ID No. | Final Score (SOS) | Final Score (SDOS) | One-on-One |
| 7 | -1 | | |
| 10 | -1 | -1 | |
| 8 | 1 | 1 | Won |
| 14 | 1 | 1 | |
| 5 | 4 | | |
| 2 | 4 | | |
| Total | 8 | 1 | Won |

The other tie-break of interest occurred in Section 4, which is presented in *Table 3*. This section produced three players who were tied for first place.

Table 3
Tie-Break Calculations for Section 4

| Morris, Carl (Tied Player 19) | |
|----------------------------------|---------------|
| Opponent's ID No. | Final Score |
| 21 | -4 |
| 13 | -1 |
| 12 | -1 |
| (Missed Round) | |
| (Missed Round) | |
| (Missed Round) | |
| Total | -6 |
| Normalize | (SOS ÷ 3 × 6) |
| New Total | -12 |

| Zhang, Shu Wei (Tied Player 20) | | |
|------------------------------------|--------------------------|------------------------|
| Opponent's ID No. | Final Score (unadjusted) | Final Score (adjusted) |
| 22 | -3 | -3 |
| 23 | -6 | -4.5 |
| 19 | -3 | -1.5 |
| 26 | -4 | -4 |
| 27 | -5 | -5 |
| 21 | -4 | -4 |
| Total | -25 | -22 |
| | | |
| Total | -25 | -22 |

| Morita, Tatsuya (Tied Player 22) | | |
|-------------------------------------|--------------------------|------------------------|
| Opponent's ID No. | Final Score (unadjusted) | Final Score (adjusted) |
| 20 | -3 | -3 |
| 18 | -6 | -4.5 |
| 13 | -1 | -1 |
| 27 | -5 | -5 |
| 15 | -2 | -2 |
| 12 | -1 | -1 |
| Total | -18 | -16.5 |
| | | |
| Total | -18 | -16.5 |

Unlike the previous tie-break situation, which required the tournament director to apply the full battery of measures in the attempt to break the tie—SOS, SDOS, and the One-on-One test—this particular, three-way tie was resolved rather quickly. In fact, it was settled on the basis of only one tie-break calculation—SOS.

This tie-break situation demonstrates the need to normalize the SOS of tied players who don't have a complete set of 6 opponents. Tied Player 19 is missing three opponents because he missed the three rounds that were played on Day 2 of the tournament, which makes him a partial player. Without the required adjustment, Tied Player 19 would have won the tie break with an even higher SOS score (-6 points) than he would have been entitled to.

Two opponents of Tie-Player 20 (Opponent 23 and Opponent 19) had to have their final McMahon scores adjusted because they missed three rounds each. Actually, Opponent 23 missed two Rounds (Round 5 and 6), he also missed Round 3, but, officially, his score for that round was adjusted because he lost it by default (if a player wins a game by default, then there must be a player loses a game by default). In any event, the final McMahon scores of these two opponents were adjusted downwards by 1½ points each.

Only one opponent (Opponent 18) of Tied Player 23 had to have his final McMahon score adjusted. In his case it was also because he missed the last three rounds of the tournament. As such, his final McMahon score was also adjusted downwards by 1½ points as well.

In the end, Tied Player 19, won first place of his section with an SOS of -12 points, Tied Player 22 came in second with an SOS of -16.5 points, and Tied Player 20 came in third with an SOS of -22 points.

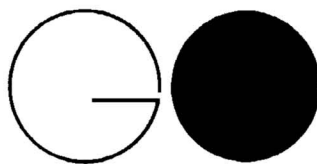
Example of a Finished Tournament Grid

This appendix concludes by presenting the finished version of the tournament grid for the 2005 Quebec Open.

Unfortunately, it is in French only, however, the reader should have no difficulty in making out the sense of what is meant by the few French words that appear in the grid.

Regarding the color of the stones: “B” stands for “blanc,” which means “White”; and “N” stands for “noir,” which means “Black.”

27^e Omnium du Québec
 21-22 mai, 2005
 CEGEP Jean-de-Brébeuf
 Directeur: S. Mays



Association québécoise des joueurs de go

| ID | Nom des Joueurs | Ville | Rang | Sec | Ronde 1 | Ronde 2 | Ronde 3 | Ronde 4 | Ronde 5 | Ronde 6 | Vic-toires | Place |
|----|----------------------|--------------|------|-----|---------|---------|---------|---------|---------|---------|------------|-----------------|
| 1 | Ota, Yuzo | Mtl | 5-D | 0 | 4 -1 | 5 -1 | 3 -1 | 2 N | 8 -3 | 6 -2 | 3 | |
| | | | | | 1 | 2 | 2 | 2 | 2 | 3 | | |
| 2 | Gourdeau, François | Qué | 5-D | 0 | 3 -1 | 7 -2 | 5 -1 | 1 B | 4 -1 | 9 -3 | 4 | |
| | | | | | 0 | 1 | 1 | 2 | 3 | 4 | | |
| 3 | Huang, Yong | Mtl | 3-D | 0 | 2 +1 | 4 B | 1 +1 | 5 B | 6 B | 8 -1 | 6 | 1 ^{er} |
| | | | | | 1 | 2 | 3 | 4 | 5 | 6 | | |
| 4 | Lafèche, Pierre-Yves | Sher | 3-D | 0 | 1 +1 | 3 N | 7 B | 6 B | 2 +1 | 5 B | 2 | |
| | | | | | 0 | 0 | 1 | 2 | 2 | 2 | | |
| 5 | Weldon, Alex | Mtl | 3-D | 0 | 6 B | 1 +1 | 2 +1 | 3 N | 9 -1 | 4 N | 4 | |
| | | | | | 1 | 1 | 2 | 2 | 3 | 4 | | |
| 6 | Paquin, Serge | Mtl | 2-D | -2 | 5 N | 8 B | 10 -1 | 4 N | 3 N | 1 +2 | 2 | |
| | | | | | -2 | -1 | 0 | 0 | 0 | 0 | | |
| 7 | Fortin, Simon-Pierre | Qué | 2-D | -2 | 9 B | 2 +2 | 4 N | 8 B | 11 B | 14 -3 | 1 | |
| | | | | | -1 | -1 | -1 | -1 | -1 | -1 | | |
| 8 | Gourdeau, Daniel | Qué | 1-D | -2 | 10 B | 6 N | 9 N | 7 N | 1 +3 | 3 +1 | 3 | |
| | | | | | -1 | -1 | -1 | 0 | 1 | 1 | | |
| 9 | McDonnell, Alexandre | Mtl | 1-D | -2 | 7 N | 10 N | 8 B | 14 -2 | 5 +1 | 2 +3 | 3 | 1 ^{er} |
| | | | | | -2 | -1 | 0 | 1 | 1 | 1 | | |
| 10 | Marquis, Stéphane | St-Hyacinthe | 1-K | -2 | 8 N | 9 B | 6 +1 | 11 B | 16 -2 | 17 -2 | 1 | |
| | | | | | -2 | -2 | -2 | -2 | -2 | -1 | | |
| 11 | Okano, Haruna | Mtl | 2-K | -4 | 14 B | 15 N | 12 B | 10 N | 7 N | 16 -1 | 5 | |
| | | | | | -4 | -3 | -2 | -1 | 0 | 1 | | |
| 12 | Kim, Chung Il | Mtl | 3-K | -4 | 15 B | 16 N | 11 N | 13 B | 14 N | 22 -4 | 3 | |
| | | | | | -3 | -3 | -3 | -2 | -2 | -1 | | |

| ID | Nom des Joueurs | Ville | Rang | Sec | Ronde 1 | | Ronde 2 | | Ronde 3 | | Ronde 4 | | Ronde 5 | | Ronde 6 | | Vic-toires | Place |
|----|---------------------|----------|------|-----|---------|----|---------|----|---------|----|---------|----|---------|----|---------|----|------------|------------------|
| 13 | Diaconescu, Leontin | Mtl | 3-K | -4 | 16 | B | 19 | -1 | 22 | -4 | 12 | N | 17 | N | 15 | B | 3 | |
| | | | | | -4 | | -4 | | -3 | | -3 | | -2 | | -1 | | | |
| 14 | Dong, Yifan | Mtl | 3-K | -4 | 11 | N | 17 | N | 16 | B | 9 | +2 | 12 | B | 7 | +3 | 5 | 1 ^{er} |
| | | | | | -3 | | -2 | | -1 | | -1 | | 0 | | 1 | | | |
| 15 | McManus, Jordan | Gatineau | 3-K | -4 | 12 | N | 11 | B | 17 | B | 21 | -3 | 22 | -4 | 13 | N | 2 | |
| | | | | | -4 | | -4 | | -4 | | -3 | | -2 | | -2 | | | |
| 16 | Lahaye, Simon | Mtl | 4-K | -4 | 13 | N | 12 | B | 14 | N | 17 | B | 10 | +2 | 11 | +1 | 4 | |
| | | | | | -3 | | -2 | | -2 | | -1 | | 0 | | 0 | | | |
| 17 | Beaulieu, Michel | Mtl | 4-K | -4 | 18 | B | 14 | B | 15 | N | 16 | N | 13 | B | 10 | +2 | 2 | |
| | | | | | -3 | | -3 | | -2 | | -2 | | -2 | | -2 | | | |
| 18 | Duan, Kai | Mtl | 5-K | -6 | 17 | N | 22 | -2 | 21 | -1 | | | | | | | 0 | |
| | | | | | -6 | | -6 | | -6 | | | | | | | | | |
| 19 | Morris, Carl | Mtl | 5-K | -6 | 21 | -1 | 13 | +1 | 20 | B | | | | | | | 3 | 1 ^{er} |
| | | | | | -5 | | -4 | | -3 | | | | | | | | | |
| 20 | Zhang, Shu Wei | Mtl | 6-K | -6 | 22 | -1 | 23 | -2 | 19 | N | 26 | -7 | 27 | -7 | 21 | N | 3 | |
| | | | | | -6 | | -5 | | -5 | | -5 | | -4 | | -3 | | | |
| 21 | Gauthier, Jean | Mtl | 7-K | -6 | 19 | +1 | 25 | -4 | 18 | +1 | 15 | +3 | 26 | -6 | 20 | B | 2 | |
| | | | | | -6 | | -5 | | -4 | | -4 | | -4 | | -4 | | | |
| 22 | Morita, Tatsuya | Mtl | 8-K | -6 | 20 | +1 | 18 | +2 | 13 | +4 | 27 | -5 | 15 | +4 | 12 | +4 | 3 | |
| | | | | | -5 | | -4 | | -4 | | -3 | | -3 | | -3 | | | |
| 23 | Cecere, Gaetano | Mtl | 9-K | -6 | 25 | -2 | 20 | +2 | 27 | -4 | 31 | -6 | | | | | 0 | |
| | | | | | -6 | | -6 | | -6 | | -6 | | | | | | | |
| 24 | Nakashima, Richard | Mtl | 11-K | -8 | 26 | -2 | 31 | -4 | 33 | -3 | 29 | -4 | 32 | -4 | 34 | -6 | 1 | |
| | | | | | -8 | | -8 | | -8 | | -8 | | -8 | | -7 | | | |
| 25 | Tremblay, Sébastien | Sher | 12-K | -8 | 23 | +2 | 21 | +4 | 26 | -1 | 33 | -3 | 29 | -3 | 27 | -1 | 3 | |
| | | | | | -7 | | -7 | | -7 | | -7 | | -6 | | -5 | | | |
| 26 | Comiré, Mathilde | Mtl | 14-K | -8 | 24 | +2 | 27 | B | 25 | +1 | 20 | +7 | 21 | +6 | 33 | -1 | 4 | 1 ^{ere} |
| | | | | | -7 | | -7 | | -6 | | -5 | | -4 | | -4 | | | |
| 27 | Bouvier, Guillaume | Mtl | 14-K | -8 | 28 | B | 26 | N | 23 | +4 | 22 | +5 | 20 | +7 | 25 | +1 | 3 | |
| | | | | | -7 | | -6 | | -5 | | -5 | | -5 | | -5 | | | |

| ID | Nom des Joueurs | Ville | Rang | Sec | Ronde 1 | | Ronde 2 | | Ronde 3 | | Ronde 4 | | Ronde 5 | | Ronde 6 | | Vic- toires | Place |
|----|-----------------------------|------------|------|-----|---------|----|---------|----|---------|----|---------|----|---------|----|---------|----|----------------|------------------|
| 28 | How, Sébastien | Mtl | 15-K | -10 | 27 | N | 30 | B | BYE | | 32 | B | 40 | -2 | 29 | N | 2 | |
| | | | | | -10 | | -10 | | -9 | | -9 | | -8 | | -8 | | | |
| 29 | Sakhir, Youssef | Mtl | 16-K | -10 | 31 | B | 35 | -3 | 32 | N | 24 | +4 | 25 | +3 | 28 | B | 4 | |
| | | | | | -10 | | -9 | | -8 | | -7 | | -7 | | -6 | | | |
| 30 | Fontaine, Simon | Mtl | 16-K | -10 | 32 | B | 28 | N | 31 | N | 36 | -5 | 34 | -1 | 35 | -3 | 3 | |
| | | | | | -10 | | -9 | | -9 | | -8 | | -8 | | -7 | | | |
| 31 | Bérubé, Michaël | Mtl | 16-K | -10 | 29 | N | 24 | +4 | 30 | B | 23 | +6 | 33 | N | 32 | B | 5 | |
| | | | | | -9 | | -8 | | -7 | | -6 | | -6 | | -5 | | | |
| 32 | Tremblay, Pascal | Qué | 16-K | -10 | 30 | N | 33 | B | 29 | B | 28 | N | 24 | +4 | 31 | N | 3 | |
| | | | | | -9 | | -9 | | -9 | | -8 | | -7 | | -7 | | | |
| 33 | Beaudette, Christian-Pierre | Mtl | 16-K | -10 | 34 | -1 | 32 | N | 24 | +3 | 25 | +3 | 31 | B | 26 | +1 | 6 | 1 ^{er} |
| | | | | | -9 | | -8 | | -7 | | -6 | | -5 | | -4 | | | |
| 34 | Ouellet, Julie | Qué | 18-K | -12 | 33 | +1 | 39 | -9 | 35 | -1 | 37 | -6 | 30 | +1 | 24 | +6 | 4 | 1 ^{ere} |
| | | | | | -12 | | -11 | | -10 | | -9 | | -8 | | -8 | | | |
| 35 | Tremblay, Jean-François. | Sher | 20-K | -12 | 37 | -4 | 29 | +3 | 34 | +1 | 40 | +1 | 36 | -1 | 30 | +3 | 1 | |
| | | | | | -11 | | -11 | | -11 | | -11 | | -11 | | -11 | | | |
| 36 | Mohammad, Shaadman | Mtl | 22-K | -12 | 39 | -7 | 38 | -3 | 37 | -2 | 30 | +5 | 35 | +1 | 40 | +3 | 4 | |
| | | | | | -11 | | -10 | | -9 | | -9 | | -8 | | -8 | | | |
| 37 | Fils Samedy, Joël | Mtl | 25-K | -12 | 35 | +4 | BYE | | 36 | +2 | 34 | +6 | | | | | 1 | |
| | | | | | -12 | | -11 | | -11 | | -11 | | | | | | | |
| 38 | Barley, Jessica-Lyne | Mtl | 26-K | -12 | BYE | | 36 | +3 | 39 | -3 | | | | | | | 2 | |
| | | | | | -11 | | -11 | | -10 | | | | | | | | | |
| 39 | Schmit, Valérie | St-Isidore | 30-K | -12 | 36 | +7 | 34 | +9 | 38 | +3 | | | | | | | 0 | |
| | | | | | -12 | | -12 | | -12 | | | | | | | | | |
| 40 | Côté-Taillon, Frédéric | Mtl | 18-K | -12 | | | | | | | 35 | -1 | 28 | +2 | 36 | -3 | 2 | |
| | | | | | -11.5 | | -11 | | -10.5 | | -9.5 | | -9.5 | | -8.5 | | | |

Note de tournoi:

- Michaël Bérubé (no. 31) a gagné sa partie contre Gaetano Cecere (no. 23) par défaut.