Swiss-Chess
for Windows

It was endorsed by the World Chess Federation FIDE (since Congress Paris 1995 and re-endorsed in 2018) The program runs with all Windows versions (XP, Vista, 7, 8 and 10, 32/64 Bit)


* Data output (Data and List/Report Output) expanded with Excel-XML
  The data outputs in the function <Tournament> - <Data and List/Report Output> (and in automatic mode) have been expanded to Excel XML output. It is also an XML format, but it has been adapted to Excel (header data). These files can therefore be opened directly with Excel (file extension = XLS).

* Improved / changed using of "pseudo rating" and "team TWZ"
  The using of the "pseudo rating" for team player without a rating in the team tournament has been improved and standardized.
  So far, the "pseudo rating" has only been used in team tournaments to determine a team TWZ if the ranking should be sorted by opponent TWZ. If there was no TWZ for the team, the "pseudo rating" was used.
  Now the team TWZ is calculated directly with "pseudo rating". If a board player does not have a TWZ, the "pseudo rating" is used directly to calculate the team average.

* Special regulation in the Keizer system for repeat pairings.
  * On the Tournament option page “Settings-Keizer-System” you can now set the round difference at which players can be paired again. This is important if only a few players are in the tournament or are available on the day of the tournament in order to create pairings at all.
  Since the Keizer system is typically used for smaller tournaments (club tournaments), and the focus here is anyway on ensuring that everyone present is paired, the tournament director can control this.

* Various minor corrections.

Update-Information (from Version 9.23 to Version 9.24)

* Data transfer to chess server "Chess-Results.com" improved:
  In special cases, data transfer to “Chess-Results.com” could cause problems. This has been fixed.

Update-Information (from Version 9.11 to Version 9.23)

* Number of players per tournament increased from 998 to 2000:
  It is now possible to organize even very large tournament groups.

* Multi-list display installed:
  With <Shift + Ctrl + M> (in <Functions>) a multi-list display can now be opened. It opened a window where you can select which kind of lists should be displayed in multi-format (side by side).
Currently pairing list and ranking is possible.

To the pairing lists are also the variants "sorting by alphabet" and "sorting by player number" is possible to find the players faster.

This is especially useful for the display of the pairing list for small to medium tournaments, as (almost) all pairings can be displayed on one screen.

It can also be connected to other monitors that are recognized and included in the available screen area.

In the control window, the font size can be easily changed, so that a good fit is possible here as well.

In addition, the lists can still be displayed in a compressed form, so that then possibly another list can be displayed. Of course, the exact display options depend on the available screens / beamers.

Examples:
Screen 1920 * 1600 points: (Landscape)
Pairing list, normal => 59 pairings, multi-lists => 192/256 pairings

Screen 1920 * 1600 dots: (portrait)
Pairing list, normal => 101 pairings, multi-lists => 212 pairings (compressed)

Selection of players (special rankings) with different attributes improved:
Already so far there was the possibility in the player form (player list <F2>) to assign special attributes to the players, which could then be used in the form for the selections.

In the new version, this has been improved by the following changes:
a) The special attributes are renamed to "X1, X2, X3" and are also visible in the player list.

The display of the special attributes can be switched on or off with <Alt-F6>.

b) The corresponding special attributes are renamed in player form.
b) The corresponding special attributes are renamed in selection form.

Form "Player search" / "Team search" significantly improved:
With <Alt-S> players can be searched for in the lists "Player-, pairings, ranking list" and then "jumped" directly to the respective list item.
This functionality has been significantly improved by adding a result list and other functionalities.
This will change the list entries directly with each entry. In addition, it can be sorted by club and searched, which is also a significant improvement.

* Player data (FDSB, OESB, SSB) extended with club search:
When a player data file is opened for the first time (background files, type SWISS), if club data is available, a file "*.SWV" is created once, which makes the player data sorted by club.
In the player search (background files), this file can be used (automatically) to make it easier to select more than one player of the same club.
For this purpose, another search window for club exists. This search window is automatically updated when a club is found for a player (normal search). In each case, the player whose name is in the upper editor fields is taken over into the tournament.
Player marking form for rounds of not playing (Bye in round X).

Similar to the player card / team card, a form is opened with **<Functions> - <Non-pairing list ...>**, in which for each player "in advance, thus also before the 1st round" can be registered, if the player for one certain round is not playing (for officially logged out / excused players). At the same time, a "no-played result / Bye" (W, R / D, L) can be entered. The program will take this into account for the corresponding round!! This makes it very easy for the tournament director when several of such cases occur in the tournament.
* Added automatic settings form: 
With `<Tournament>` - `<Automatic ...>` or the upper status bar, a form can be opened with `<Auto>`, with which various data outputs can be done automatically. These actions can be performed either after a new round pairing or using `<Direct Action>`.

<table>
<thead>
<tr>
<th>Number</th>
<th>Rank</th>
<th>Name</th>
<th>Club / location</th>
</tr>
</thead>
<tbody>
<tr>
<td>43</td>
<td>34</td>
<td>Annaberdiev, Melis</td>
<td>Modern Chess Club</td>
</tr>
</tbody>
</table>

**Round**

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>1</th>
</tr>
</thead>
</table>

**Pause**

X

**Result**

X = Mark round for no ply. game (Bye)
W = Win
R/D = Remis / Draw
L = Lost

In this form players can be marked in advance for a specific round if they have been approved. These players will then not be paired automatically and will not receive a color for this round and (usually) no point. However, these players a not played result (draw) for this round.
* FIDE ELO calculation and individual K values.
The FIDE ELO calculation has been updated. For the calculation of the new numbers (differences), the average rating of all opponents and the total score is no longer used, but each individual game is calculated separately (see FIDE table).
The differences are small but so the results are the same as manual calculations (according to FIDE table)!!
In addition, individual K values (if available) are used. These are e.g. exist in the FIDE-extended list and are taken over when reading the background data.
If individual K-values are available, they are always used!!

* Various minor corrections.

Update-Information (from Version 9.10 to Version 9.11)
Manual late pairings corrected for the current round:
If late pairings were carried out for the current round and these were then set "manually", they were not accepted and the late pairings could not be carried out. However, if the re-pairings were determined automatically, there were no problems.

Various minor corrections.

Update-Information (from Version 9.07 to Version 9.10)

Licensing simplified by direct sending of the license data (also with SSL):
In the form for the licensing a button has been added in the window that shows the licence identifier <Request licence code (answer via eMail)>, with which the licence data can be sent directly to the licence server.
This function was already available in 9.07.
In the meantime, however, the Swiss-Chess website has been changed from http://www.swiss-chess.de to https://www.swiss-chess.de (secure site with SSL) according various security and privacy requirements. As a result, this simplified license function no longer worked. This has been fixed.

Using the program under Windows XP:
Although not recommended, some Swiss Chess users still use computers running Windows XP. Due to new functions in version 9.xx, the program could not be started under XP anymore. This is possible with the current version again.

Program installation in C:\Program Files:
Although not recommended (due to various file locations), some users install the program under "C:\Program Files". In the previous version, the program could only be started there with admin rights (error). Now admin rights are no longer needed.

Update-Information (from Version 8.97 to Version 9.07)

Pairing Algorithm redefined to current FIDE rules 2017:
The pairing algorithm for Swiss-System (Dutch Algorithm) was developed new according the current FIDE rules 2017.
You will find the current rules with:
„https://www.fide.com/fide/handbook.html?id=18&view=category“. The requirements for the pairing algorithm have been significantly expanded and changed in some places. This is to ensure that the pairings are reproducible to detect any manipulation (FIDE title).
The new rules and requirements have been implemented so that the program can receive this FIDE release in 2018.

Default result for pairing allocated bye (PAB):
The value for pairing allocated bye (PAB) must be set in tournament.
In the tournament parameters "Swiss-System-Page-2" a setting for the automatic result of "pairing allocated bye" was implemented. Possible is win or draw. This preset is set in the result list and cannot be changed if the tournament is set to "strict FIDE settings".

The settings for "accelerated pairing" (instead of standard FIDE) have been modified:
In addition, the FIDE-Swiss-System with "accelerated pairings" was implemented in accordance with the specifications of "BAKU 2016" (BAM, requirement for FIDE release 2017). The handling of accelerated pairings is modified. Now it is possible to select BAM directly! But also selection of other accelerated pairings is possible. The information in the manual is changed accordingly.

According to FIDE Rule VCL.09, the starting ranking list may only be re-sorted up to the maximum third round. After this round a corresponding message will be displayed.
* In "FIDE mode" various "invalid" results are not allowed:
Invalid results (in FIDE mode) like "= - =" (unplayed draw) or others are no longer accepted in the result inputs.
Corresponding tests take place in the result list, in the special results form, in the individual results form and in the player card.
In the player card, in order to prevent incorrect results, only results for unpaired players (no opponent) can now be entered (bye).
These are different bye variants (FPB = full-point-bye / HPB = half-point-bye / ZPB = zero-point-bye).
These can be set if a player enters the tournament later (latecomer) or suspends a round (approved).

* If the pairings of an already paired round are repaired, all results of this round and the following rounds will be deleted (in strict FIDE mode)!!
Before new pairing of an already paired round, a message is displayed informing that all results of the following and already paired rounds are deleted.

* Data transfer to the international chess server "Chess-Results.com" implemented:
It is now possible, in addition to the previous data transfer to Schachturniere.com, to transfer tournament data to the international chess server "Chess-Results.com". This is done with <Tournament> - <Send data to Chess-Results.com>.

While the chess server Schachturniere.com refers more to the German-speaking area, Chess-Result.com is designed in addition to national tournaments, also for international tournaments. The website can therefore be displayed in many different languages.
The concepts for using both chess servers are different and individually to test. Anyway, with Swiss-Chess it's very easy to send the data quickly to one or both chess servers.

**Licensing simplified by direct data transfer of license data:**
In the form for the licensing a button has been added in the window that shows the licence identifier <Request licence code (answer via eMail)>, with which the licence data can be sent directly to the licence server.
This means that the detour via internet licencing (data entry in the licence form www.swiss-chess.de <Licence>) is no longer necessary. If the data transfer is ok., the email is sent to the specified email address.
For licensing to computers that are not connected to the Internet, the previous Internet licensing process is still available.

* Player ratings FIDE-ELO expanded for ELO-Rapid and ELO-Blitz
In the player list and in various player forms, in addition to the FIDE standard ELO, the data for ELO-Rapid and ELO-Blitz can now also be entered.
The setting of the "tournament ELO" is done in the basic settings, before the first round. Further information can be found in the manual (basic settings).

* FIDE Player download data files modified:
With Swiss-Chess it is possible to convert FIDE player files (previously downloaded from FIDE website) into a Swiss-Chess proprietary data format for use as background files. This conversion has been adapted to the current state of FIDE player files.
In addition to the previous standard player list, the extended "download full list of players" (players_list_foa.txt) will now be available instead of the previous "LEGACY format" variant.
When using this file, the ELO-Rapid and ELO-Blitz are also adopted. In the future, only this file will be used for the published data (background files) on the Internet.

* Team certificate added:
In the team ranking list you can now also create certificates (as in a single tournament).
The form structure of the "Team List Type 3" is used for this.
In addition to the usual information, the team players (board player) are issued with the appropriate data.
Note: The document templates of Swiss-Chess are to be regarded as a proposal, but can be customized with the list generator completely and individually (including graphics)!!

* Pairing blacklist in team tournament or single tournament if not FIDE mode
In the Swiss system team tournament or even in single tournament, if no FIDE mode, it is now possible to block up to 10 pairings (forbidden pairings).
This option should only be used in very special cases, as this will violate the actual pairing rules. Under certain circumstances, the tournament will not be evaluated by the FIDE.

* Correction in the data calculation for FIDE-Form IT3:
If the IT3 form was created in the team tournament, the number of "unrated" players did not match if the pseudo team "No Player (Bye)" was included (because of board player). This bug has been fixed. In addition, only players who have at least one opponent / result / attribute are counted to determine all numbers (Rated, Unrated, Title Player, Federation, etc.)

* **Berechnungen zu Titelauswertungen korrigiert:**
  Titelauswertung bezüglich der prozentuellen Titel-Gegner geringfügig aber entscheidend geändert. Es müssen für diverse Titel mindestens 1/3 der entsprechenden Gegner vorhanden sein. Bei einem 9-rundigen Turnier also 3 Gegner => 1/3. Bisher musste es mehr als ein Drittel sein. Dies wurde korrigiert. There must be at least 1/3 of the corresponding opponents for various titles. In a 9-round tournament so 3 opponents => 1/3. So far it had to be more than a third. This has been corrected.

* **Calculations for title evaluations corrected:**
  Title analysis regarding the percentage title opponents slightly but essential changed.

* **Setting for round date and round time modified:**
  With <Basic Settings> and <Tournament Info> windows open and edit the <Round Date and Time> window. To set the date, the option "All rounds a day" has been added.

* **PGN file updated:**
  The PGN file has been updated for team tournaments so that a comment field with the info: round, pairing number, board number has been added. This makes it easier to find appropriate games.

* **Random Tournament Generator (RTG) added:**
  According to the FIDE requirements for program endorsement 2017 an additional program called RandomTournamentGenerator (RTG) must be available. It is a program (using as a console program) to create automatically different tournaments with different rounds and player. The RTG is implemented as an option in the program “winswiss_console.exe” with option /G. The program is installed under ‘..\FPC\winswiss_console.exe’. If the program is started without parameter a help information will be displayed.

* **Menu Short Cuts now in selected language**
  Until now in all different language version of Swiss-Chess for the menu Short Cuts (Ctrl, Shift,...) only the German Short Cuts were displayed. Now the Short Cuts of the selected language will be shown.

***Handling of adjourned games is modified.***
  If pairings of the next round all adjourned games results of current round will be changed to a draw (only for pairing). No new pairing is possible if in previous rounds adjourned games are existent.

* **Paring numbers (start ranking list) only for three rounds:**
  New determination of pairing number (player number) in player list is now not able after pairing the third round (FIDE VCL.09).

* **Manual is modified for several changes.**
  Manual is updated according program changes and other small corrections.

**Update-Information (from Version 8.95 to Version 8.97)**

* FIDE has changed the max/min value for ELO evaluation. The opponent ELO max/min difference was changed from 350 to 400 points. Evaluation with Swiss-Chess changed accordingly.

* Different small changes added.

**Update-Information (from Version 8.93 to Version 8.95)**

* Schachlinks.com renamed to Schachturniere.com:
Chess Server Schachlinks.com renamed to Schachturniere.com and improved in concept. As before, the Chess Server Schachturniere.com will allow an easy way to publish Swiss-Chess tournament tables/data on the Chess Server itself or forwarding the tables/data on user websites without special Internet know how. Additional, other options for the user have been created, to manage its tournaments on Schachturniere.com better.

In this context the window for data transfer to Chess-Server Schachturniere.com (<Tournament> - <Data and list/report output (Printer, Internet,...) - <Send files to Server>) completely reworked.

More information can be found under Schachturniere.com

**Update-Information (from Version 8.90 to Version 8.93)**

* **Endorsement of Swiss-Chess for FIDE tournaments:**

After an intensive test procedure (endorsement procedure) the program was released by FIDE (FIDE Swiss Pairings Program Commission) for using of FIDE tournaments according to the Swiss system. In the last few years, the FIDE commission has the pairing process (Algorithm) for Swiss system in detail redefined or described it more accurately. The intention is that the pairing results from different tournament programs should be identical and therefore able to verification.

However, this was only possible by a strong work in program development and also by the intensive test of the pairing results.

Tests of about 6000 tournaments with about 60000 rounds results to a matching of approximately 99.80% of all rounds and approximately 99.98% of all pairings with the test reference.

Therefore the required pairing quality was archived clearly and results to the endorsement by FIDE.

* **Paring Algorithm redefined to current FIDE rules:**
The pairing algorithm for Swiss-System (Dutch Algorithm) was developed completely new according the current FIDE rules (Rules Istanbul 2012). You will find the current rules with: „https://www.fide.com/fide/handbook.html?id=18&view=category“.

* **FIDE-Pairing-Checker (FPC) added:**
  According the FIDE requirements for program endorsement an additional program called PairingChecker (FPC) must be available. It is a program (using as a console program) to check and compare pairings available as FID/TRF file. This pairings (from other programs) can be compared with the pairings created by Swiss-Chess. The FPC program is installed under „...\FPC\winswiss_console.exe“. If the program is started without parameter a help information will be displayed.

* **Further modification to the FIDE requirements:**
  Further modifications to fulfill the FIDE requirements additional to the pairing rules implemented.

  a) Information about Dutch-Algo is implemented in function for selection the tournament pairing mode.
  b) The FIDE pairing mode for swiss system is the default tournament mode for a new tournament. In previous versions it was the general swiss system. Additional an info window will be displayed if tournament mode is changed or the pairings for the first round because not all tournament settings for pairings can be used.
  c) Tournament settings with <Tournament> - <Tournament options> - <Page General 1> and „Individual result rate“ is deactivated in Fide mode.
  d) In <Player card> the Button „Special score“ is deactivated in FIDE mode.
  e) In TRF file the result for „forfeited games“ is now OPPN w + / OPPN b + etc.
  f) In TRF file the result for pairing allocated bye is: 0000 - + (no color).
  g) Import of TRF/FID files possible to create a new Swiss-Chess tournament with all pairings. This is possible with <Tournament> - <New> and Selection of TRF/FID import.

* **FIDE output file (data exchange with *.FID file ) adapted:**
  The output file for tournament evaluation with FIDE (*.FID file) was adapted according the current FIDE requirements.

* **FIDE-form IT1 modified (CERTIFICATE OF TITLE RESULT):**
  The form for „FIDE Certificate of title result“ is modified according FIDE requirement. The field „Date of Birth“ (not interested) changed to place of tournament „Event City“. This information is important for the evaluation by FIDE!

* **Player data import for Belgian (DBF) modified:**
  Because FIDE ID now is more than 8 character the import of the Belgian player data did not work. Therefore the according DBF data field was modified from 8 to 10 characters. Additional the labeling in the conversion window was changed to „FRBE-KBSB-KSB dBase file“.

* **Marking of player not paired in previous rounds in player list:**
  In Swiss-Chess it is possible to activate or inactivate players during the tournament. Inactivated players will not be paired in current round. Additional inactivated players will be displayed in player list in a different color. If the player will be activated later they will displayed in “normal color“ again. If the current round of the tournament is set to a previous round (checking / chancing results) it was not transparent in player list which player was inactivated in this round. Now these players will be displayed in player list with light gray background.

* **Player list with new commands for better display of active or inactive player:**
  In the player list 3 new commands implemented for better display of active or inactive players. These new commands can be found under <Action> in player list. Only the selected player will be displayed in player list.

* **Directly takeover of new result inputs for ranking list:**
  If the pairing list (for result input) is open and additional the ranking list is open now the ranking list will be updated after every result input. Before always the button <Act.> must be activated. Therefore the ranking list is always up to date and ready for data output.

* **Unofficial ELO evaluation modified:**
The unofficial ELO evaluation (K-factor) updated to the current FIDE manual 2014. The standard is now K=20. With <Tournament> - <Ouput options> the following setting is possible: \( K = 10 \) if ELO > 2400 / \( K = 40 \) if age < 18, ELO < 2300.

**Enhancement for mode „Accelerated Pairings“:**
If <Tournament Settings> - <Swiss System (page 2)> is opened, it is possible to select for the pairing system „Accelerated Pairings“.
Until now it was only possible to select fix division for the different groups with 2/3/4. Instead of value 4 now the ”Individual Group setting“ is possible. The exactly setting for the group size is prompted for the first round.

**Update-Information (from Version 8.83 to Version 8.90)**

- **Minor adjustments of the pairing algorithm updated to FIDE rules**
  Optimizations according 83rd FIDE Congress in Istanbul 2012.

- **New FIDE extended data format for player data**
  FIDE since 2012 provides the player data in a new format. It was already implemented for Swiss Chess. However, there is now an extended FIDE player file available that contains all registered players by FIDE. These are all players who have a FIDE ID, regardless of whether or not there is an ELO
  This (extended) file format can now also be used to convert with Swiss Chess to a background player data file.
  Note: The FIDE original files are available on the FIDE website (Download).

- **Accelerated pairings also for team tournaments.**
  The accelerated pairing process in the Swiss system was previously only possible in single player tournaments. Now it is possible also for team tournaments.

- **Calculation of the Sonneborn-Berger-Tiebreak for team tournaments improved.**
  If Team Points are set as First Rating, Sonneborn Berger was calculated like the single-player tournaments. For using the program in the ECU (European Team Championship) the Sonneborn Berger calculation has been changed in accordance with these regulations.
  The calculation is always taken into account the respective Board Results.
  Therefore a better differentiation is possible and teams that have a high individual result get a higher position in ranking list.

**Update-Information (from Version 8.82 to Version 8.83)**

- **FIDE new data format for player data.**
  The FIDE-data format for player data was changed (improved structure). The function to create a Swiss-Chess-background file from FIDE data was adjusted accordingly. This is important for tournament organizers who want to create quickly own files if they still should not be on the Swiss-Chess Internet site. The "old" FIDE format is no longer supported.

- **Different variables added for forms of report builder.**
  In various forms (e.g. FIDE list-IT3, for Referee) did not have the variables for max. round or max. cycle and the extra player-info fields (form players, FIDE IT1).
  These variables are added.

- **Colour "black" for the first player in 1st round corrected.**
  In the last version (8.82) an error for color assignment in the first round, in the context of the color allocation by random worked not correctly. If the color of the first Player was set to black, he gets still white. This has been resolved.

**Update-Information (from Version 8.81 to Version 8.82)**

- **Two Bug fixes solved.**
If the new FIDE-Title-Form IT1 (implemented in version 8.81) is used the column NWZ in player list is over written with wrong values. This is solved. Additional the alphabetic sorting in player list is changed in this kind that now it makes no difference between letters in lower case or upper case. Therefore also Names as “de Name…” will be correct sorted.

Update-Informationen (von Version 8.72 -> Version 8.81)

* Pairing algorithm adjusted to the new version (82th FIDE Congress in Krakow 2011).
The pairing rules have changed only slightly. Mainly it is a more precise written clarification of existing rules to describe some of inaccurate or missing rules better.

Changes:

In A2 the order for FIDE titles are changed (FM/WIM exchanged).

The floater are described more exactly and also the reducing of requirements of floater rules if no pairings can be build

The algorithm for exchange player in upper score bracket and lower score bracket are described more exactly. Also a small software code is added how to calculate this exchanges. The number of players exchange in one step is increased from 2 to 4 players.

* Evaluation of FIDE titles has been updated to current FIDE handbook:
The evaluation of FIDE title norm (last Change 2004) has been updated to current FIDE handbook.

The following changes did be considered:

1) The lowest rating (ELO) did be changed.
   (old: GM=2250, IM=2100, WGM=2050, WIM=1900
   new: GM=2200, IM=2050, WGM=2000, WIM=1850)

2) Only one player with lower rating will be calculated (old version 2 players)

3) The lowest performed rating is deceased by one (GM=2600, instead 2601 etc.).

4) Checking if minimum average rating is fulfilled (FIDE manual 1.49a).

5) Checking if minimum score (percent) is fulfilled (FIDE manual 1.49a)

6) The determination of minimum title holders (1*IM = 1*GM etc.) changed according the new rules (1.45b – 1.45e).

7) Double printout of title results switched off. Only the highest title result will be printout in title result list.

* FIDE-Title Form IT1 (Certificate of Title Result)
The form IT1 included in FIDE handbook was created for using with report generator.

This form must be submitted to FIDE if the tournament organization makes a request for FIDE title norms (if swiss system tournament).

If the form is printed out all needed data of the player receiving a norm will be fulfilled. This is a very good help for this norm request.

The printout of the form is done with: <Special Functions> - <Create files for ELO or NRV evaluation> - <FIDE Report: Certificate of Title Result (IT1)>.
FIDE-Tournament Form IT3 (Tournament Report Form)

The form IT3 included in FIDE handbook was created for using with report generator.

This form must be submitted to FIDE if the tournament organization makes a request for FIDE title norms of arbiters (if swiss system tournament).

If the form is printed out all needed data of the tournament will be fulfilled. This is a very good help for this arbiter norm request.

The printout of the form is done with: <Special Functions> - <Create files for ELO or NRV evaluation> - <FIDE Report: Tournament Report Form (IT3)>.

<table>
<thead>
<tr>
<th>Rd</th>
<th>Name of Opponent</th>
<th>FIDE Id.</th>
<th>Fed.</th>
<th>Rating</th>
<th>Rad.</th>
<th>14.k</th>
<th>Title</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Karpov</td>
<td>2680</td>
<td>2060</td>
<td>2050</td>
<td>1/4</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Kramnik</td>
<td>2645</td>
<td>1990</td>
<td>1990</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Dvoirsky</td>
<td>2630</td>
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<td>1990</td>
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<td>Movsesian</td>
<td>2660</td>
<td>1990</td>
<td>1990</td>
<td>1</td>
<td></td>
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</tr>
<tr>
<td>10</td>
<td>Bareev</td>
<td>2660</td>
<td>1990</td>
<td>1990</td>
<td>1</td>
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<tr>
<td>11</td>
<td>Sipiotra</td>
<td>2660</td>
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<td>1990</td>
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<tr>
<td>12</td>
<td>Malaniuk</td>
<td>2655</td>
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<td>1990</td>
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<tr>
<td>13</td>
<td>Glicko</td>
<td>2655</td>
<td>1990</td>
<td>1990</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Number of games: 0
Norm sought: 1/2
Score required: 0.0
Score archived: 0.0
Arbiter's signature: ____________________
Name of federation official: ____________________

* FIDE-Tournament Form IT3 (Tournament Report Form)
* The form for tournament information extended:
The form for general tournament information is extended for more arbiter documentation because this information is needed by FIDE form IT3.
**New selection box for determination of FIDE federation (Host Federation)**
For both forms IT1 and IT3 the host federation must be filled out. To be sure that this is the correct FIDE federation code this can be selected in a new selection box in form tournament information.

**Extended setting for color selection of the first player in start ranking list for round 1:**
In tournament settings (General 1) the color of the 1st player of the start ranking list for the 1st round can be set. The default setting is "white". Normally, the color (FIDE rules) will be drawn at random and set accordingly.

Because at the most tournaments this will not be done and instead the unchanged default (white) was used, a further selection for "random" is added. This setting is now the default. Furthermore, of course, the color can be set individually.
If the selection of "random" (default) is used before the determination of the first round a corresponding information window is displayed and shows the randomly determined color.

Update-Information (from Version 8.60 to Version 8.72)
The setting for correcting of Buchholz according to FIDE was modified.
It can be selected in the tournament settings for the Swiss System (page-1) if the ranking list correction according to FIDE should be used or not. The corrections refer to the calculation of the Buchholz and Sonneborn-Berger for results “not played”. See below at “virtual opponent”.
When this function is activated (which is recommended and a must for FIDE tournaments) the corresponding corrections are made.
When the function is not activated, no corrections are made for games “not played” either.
This was different in the last version where games “not played” were always set as a draw for the Buchholz calculation, independent of the setting.

The standard setting (new tournament) for “Ranking list correction according to FIDE” was now set to “activated”. This setting is required by FIDE and has to be used for bigger tournaments, too.

Team tournaments can now be played with 2 games / round (team player’s).
This is possible for Swiss-System tournaments and round robin with 1st and 2nd cycle.

In the progress table the result with color is put out mow (normally) without slash.
Thus, „17s0“, instead of 17s/0“. The slash appears only when there is no color character or the result is “not played” (no color either) („17/1“ oder „17/+“).

Update-Information (from Version 8.51 to Version 8.60)

* Buchholz calculation updated according to new FIDE rules including a “virtual opponent”. The Buchholz calculation was changed to the modified system including a “virtual opponent”. This calculation / rules were decided by the FIDE convention in Greece in October 2009 (Chalkidiki). As there is no opponent (and no color) in games not played the concept of a “virtual opponent” was adopted. At the beginning of a round with a “game not played” the “virtual opponent” has the same number of points as any of the players involved in the “game not played”.
For the following rounds the calculation of points is made as if the “virtual opponent” played all games as a draw.
Games not played are handled for all players having opponents with “games not played” as a draw (as before).
Further indications and examples can be found in the program help file for the description of the detailed tiebreak calculations.

* Additional tiebreak with “Schmuljan evaluation”. Regarding the Schmuljan evaluation the opponents’ total number of points is added in case the game was won or even subtracted if the game was lost. Draws are not taken into account of these tiebreak calculations.
Thus, negative results are possible, if for example a player wins against opponents with fewer points and lost against opponents with many points.

Update Information (from Version 8.40 to Version 8.51)

* Automatic reading-in of results via text-import file was extended. It is now possible to read in results automatically. Actualization is made every second. An according text is shown in the title of the pairing window. The time of the last actualization (with modified results) is also shown.

* In the different windows for data and report outputs (selected output files), result imports and ranking list selections the names of the folders for data files (TXT, Html,...) can be set and saved. This simplifies saving these data in individual folders.

* The pairing algorithm was modified and adapted to the current FIDE rules (cf. pairing rules in the manual). The changes were made mainly with respect to the floater rules and the color preferences of players who did not play their games (bye or not played for any reason).
* The order for determining the start ranking list according to FIDE titles (in case of same ratings (ELO, NRV, TRV)) has been modified.
  Before: FIDE title (IGM-WGM-IM-WIM-FM-WFM- No Title)
  Now: FIDE title (IGM-IM-WGM-WIM-FM-CM-WFM-WCM- No Title)

* The determination of Buchholz and Sonneborn-Berger for Swiss System has been adapted according to FIDE rules after consulting FIDE.

  This signifies:
  Games not played for any reason (bye, player withdrawn or absent for a round) are handled like a draw against the player himself for tiebreak.
  This means that only the result (draw) and the score of the player himself counts but not a paired player who does not play this game (or bye).
  All games (bye, withdraw, latecomers) are counted for tiebreak as a draw. This is also used for games of players withdrawing from the tournament. In previous versions these “games not paired” were not calculated for tiebreak.

* Actualization of player data via background file has been modified.
  In the player list there is the possibility with <Search marked player…(Alt-1)> to take over the name of the selected player directly in the name search field to search for the player data.
  Until now, when the player was found in the background file only the data which are not in the player list (empty field) were taken over.
  From the new version on all data are taken over from the background file and also “old” data (incl. name) are overwritten. This function works as if the player was taken over completely anew from the background file.
  This modification is useful for fast updating tournament data which already exist (old tournaments, tournaments that were already prepared,…).

* The view of deactivated players/teams in the ranking list has been modified.
  You can set in the tournament settings (General-2) whether deactivated players are to be shown in the ranking lists or not. This was until now valid for all deactivated players also in case a large number of them did not play (they registered but did not appear).
  In the new version only those deactivated players are displayed who had at least one pairing or one result.
  This improves the ranking list as players who withdraw in the last round are sorted correctly. Deactivated players without pairings are not displayed any more.

* The pairing algorithm for Swiss System has been adapted to the current FIDE rules. In the last couple of years FIDE decided on several minor improvements/precisions regarding the colour regulations and floaters. On the whole, these extended rules regard the pairing of players who had byes or not played for any reasons and therefore had no colour in the respective round. In some cases this results in a better colour distribution.

* Switching of data fields (Birthday, FIDE-ID, ) with <Shift-F6> in the player list was modified so that all fields can be displayed together. This is also valid for the team players list in the team tournament.
  This has become useful as there are more and more monitors allowing to display all data fields at the same time.

* Converting implemented for FIDE player data (from FIDE-Download)
  As FIDE has started to provide player data for downloading which have always the same data format (text file) Swiss-Chess also gives you the possibility to convert this text file directly to a source file for creating a FIDE background file.

* Control files of the report generators were improved to display federation flags of the players.
  The report generator is an excellent tool to create individual reports (player list, ranking list, etc.).
  The report generator control files which already existed were improved to display the federation flags of the respective players.
In the sub folder for the report generator (\Reports) there is a new folder where the flags of all FIDE federations are saved as JPG-files. In the names of the flags the 3-character FIDE abbreviation for the federations is included.
When the correct abbreviations for the federations are entered in the player list (in background files already included) the respective flags will be included in the output files of the report generator.

* Unofficial rating calculation with individual coefficients.
In the window <Special functions> - <Unofficial rating calculation> a further button was added for rating calculations with individual coefficients. In this window up to 5 groups of coefficients can be assigned to the different rating groups. The actual calculation (Rh-value) is made according to the FIDE-ELO rules. The calculation is possible with the player ELO or national rating value (NRV).

Update Information (from Version 8.22 to Version 8.40)

* Pairing data export/import now implemented for team tournaments as well:
More or less as in single player tournaments pairing data in team tournaments can be exported into a text file and also imported (with the results).
It is also possible to determine the board order by entering a round-board number. This is useful when players who registered do not come or you want a flexible way to change the formation.
* **Date of round and indication of time implemented:**

As you have to specify the date of round in the FIDE result form / file (via “Special Functions”), the program has been extended for enter date of rounds and time of rounds.

The entries are made in the form “Tournament information” (Button <Tourn. info and date of rounds> etc. in <Basic Settings>). The data for 40 rounds can be entered. The data are inserted when a FIDE file is created.
The date and time for the different rounds (entries made via Basic Settings) can now also be output "automatically" in the titles of the pairing and ranking lists. The respective setting is made in "Output Options".

Additionally; the window for modifying the titles of pairing and ranking lists has been extended, thus, date and time can be added "by a click".

Output of date and time in the pairing and ranking lists:

The date and time for the different rounds (entries made via Basic Settings) can now also be output "automatically" in the titles of the pairing and ranking lists. The respective setting is made in "Output Options".

Additionally; the window for modifying the titles of pairing and ranking lists has been extended, thus, date and time can be added "by a click".
Open the window from the pairing list via <Edit> - <Change Pairing Headings (Shift-F3)>
Open the window from the ranking list via <Edit> - <Change Ranking List Headings>

Notice:
The possibility for inserting date and time automatically is only active when the respective data were entered via <Basic Settings> before.