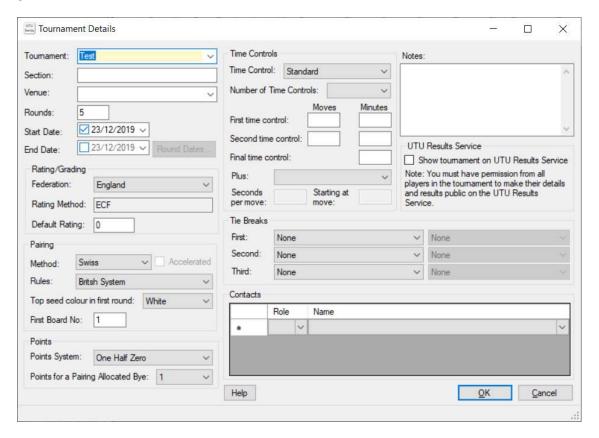# Tournament Details

These are the tournament details used to define how the tournament will be run, paired and graded/rated.

Tournament

Mandatory field. The name may only use the character set acceptable on the ECF Submission file. If the same name is used for all sections in a tournament for a particular month/year, the tournaments will be grouped together on the results service.

Section

Optional, but when there ate many sections in a Tournament it should be entered. The name may only use the character set acceptable on the ECF Submission file.

Venue

Optional. It will be shown on the UTU results Service and FIDE Data Exchange file if entered.

Rounds

The number of rounds for a tournament. Maximum value is 999
This can be increased during the tournament. It can also be reduced during the tournament, depending on the number of rounds played

Start Date

Mandatory. The Start Date of the tournament.

End Date

Optional. The End Date of the tournament. It must be on or after the Start Date of the tournament.

Round Dates

This button displays the Round Dates dialogue.

If round dates are entered, they must ben entered for all rounds and be on or after the start date and on or before the end date of the tournament.

If the number of rounds in the tournament is increased, and round dates have been entered, the round dates for the additional rounds must also be entered.

Rating/Grating

This defines the Rating/Grading rules to be used for this tournament. The selection of the Rating Federation, defines the defaults for the other values, which can be changed as required.

Rating/Grating: Federation

Mandatory.

The selection of the federation defines defaults for the other Rating/Grading and Pairing fields.

The system has predefined values for ECF, FIDE and Local. If other federations are selected, a standard set of defaults are selected (e.g. ELO rating and FIDE Swiss pairing)

If ECF or FIDE are selected the Rating Method cannot be changed.

Rating/Grating: Rating Method

Mandatory

This defines the way ratings/grades are used by the system and the methods used to calculate performance ratings/grades.

Rating/Grating: Default Rating

Mandatory

For ECF grades this must be between 0 and 300 inclusive.

For ECF ratings this must be between 0 and 3000 inclusive

For FIDE ratings this must be between 0 and 3000 inclusive

For ELO ratings this must be between 0 and 9999 inclusive

For Local ECF, this must be between 0 and 999 inclusive

For Local FIDE and ELO, this must be between 0 and 9999 inclusive

Pairing: Method

Mandatory

This can be Swiss or All Play All.

This cannot be changed once pairings have been entered.

Pairing: Accelerated

Optional

This is not displayed if this is an All Play All tournament

This can only be used on tournaments using the FIDE Dutch swiss pairing rules and a with a score system of "one half zero". This uses the Baku Acceleration method as defined by FIDE.

Pairing: Rules

Mandatory.

It defines the automatic pairing process that is available for the tournament.

For Swiss pairings, this can be British Swiss or FIDE Dutch System

For All Play All, this can be Berger System

Pairing: Top Seed colour in first round

Mandator. White or Black

This is the colour to be allocated to the top seeded player when the first round is paired.

Pairing: First Board No

Mandatory. Maximum value 9999

This is used to number the boards for the pairings for each round.

Points: Points System

Mandatory.

The valid points system are:

"One Half Zero", i.e. 1 point for a win, half for a draw and 0 points for a loss

"Three Two One", i.e. 3 points for a win, 2 points for a draw and 1 point for a loss

"Three Two One Zero", i.e. 3 points for a win, 2 points for a draw and 1 point for a loss,
and 0 points for a zero point bye.

 "Three One Zero", i.e. 3 points for a win, 1 point for a draw and 0 points for a loss

Selecting the points system defines the points to be used for all results for the tournament and defaults the points for "pairing allocated bye", the bye required because there are an odd number of players in a tournament.

This cannot be changed once a pre-arranged bye or a result has been entered.

Points: Points for a pairing allocated bye

Mandatory.

Defaults to the number of points for a win, based on the points system being used. It can be changed to a different score (within the points system) if required.

Time Controls

These are mainly informational, but the Time Control (standard, rapid and blitz) are used on the ECF Grading submission file.

Time Controls: Time Control

Mandatory. Standard, Rapid or Blitz

Time Controls: Number of Time Controls

Mandatory. Can be 1, 2 or 3.

It is used to control the number of time controls which can be entered.

Time Control: First Time Control – Moves and Minutes

Mandatory. Moves maximum value of 999, minutes can be any integer value.

The number of Moves to be played within the first time control and the number of minutes

Time Control: Second Time Control – Moves and Minutes

Mandatory, if there are 2 or more time controls

Moves maximum value of 999, minutes can be any integer value.

The number of Moves to be played within the second time control and the number of minutes

Time Control: Final Time Control – Moves and Minutes

Mandatory, if there are 3 time controls

Moves maximum value of 999, minutes can be any integer value.

The number of Moves to be played within the third time control and the number of minutes

Time Control: Plus, Additional Seconds per Move, Start Move

Optional. Seconds per Move and Start Move are integers.

It defines the number of seconds in addition to the time control. This can be defined as an Increment (Fischer), a Delay or Bronstein, the number of seconds and the move on which this starts (usually this is 1.

Tie Breaks

Zero to three tie breaks can be defined. They will be applied in the order they are listed and used to define the final order of the players where there is a tie on points. They are used on the Cross Table and the Results print.

Tie Break: Method

Mandatory, but can be None

The list of available tie breaks is different for Swiss and All Play All tournaments

All the allowable tie break systems defined by FIDE are available.

Tie Break: Modifier

Mandatory, bur can be none.

For some tie break methods there are no modifiers, so the field will be disabled.

The modifier is used in the calculation of the tie break.

Contacts

These are the contacts and the roles they perform for this tournament. As many or as few contacts can be defined as required.

Roles

- Tournament Director
- Finance Officer
- Results Officer
- Chief Arbiter
- Deputy Chief Arbiter
- Arbiter
- Deputy Arbiter

As many contacts as required can be defined. Multiple contacts for any role can be defined. Some roles are mandatory for ECF Grading submission (Finance Officer and Results Officer).

Contact

This is a pick list of all contacts defined on the database and must be selected if a Role has been selected. If a new Contact needs to be updated then <--- New Contact ---> can be selected and the Contact Details screen will be displayed so that a new contact can be created.

Notes

Optional
Free format file that can be used for any notes about the tournament

Show Tournament on UTU results Service

If ticked, this tournament section will appear on the UTU results service. The tournament, players and pairings will be automatically send to the results service.