General

The program allows to manage e.g. chess tournaments using the Keizer system.

How is a tournament conducted?

The essential steps in brief:

- Open the program, select „Start..." from the menu. Each tournament is stored in a small database: open an existing file to continue a tournament, choose a new file name to start a new one.
- For a new tournament enter the names of all participating players (if possible with rating, but it will work without also).
- You can also enter players who are not present at the first round, but will come later to running tournaments or add new players.
- Before drawing the first or next round: set the status of all players (present, excused etc.).
- Now create the next round: it can be done by the program or manually.
- If necessary, create lists: ranking, pairings, current participants list …
- Exit the program until the next round.

Short description of the GUI

The program is quite self-explanatory, just a few lines.....

- In the beginning everything is disabled, you must first with "Start ..." a tournament be selected or started.
- Then the three tabs can be selected („Players", „Pairings", „Settings").
- In order to add particioants, just write the name and rating in the table. Choose the status in the last column by clicking the "down arrow" and choose from the list. ID is assigned automatically.
- To draw a new round, select one of the menu items in the "Pairing" menu. The instructions for manual pairing are listed below.
- The pairings menu is active only when the tab pairings is selected.
- You can display all rounds played so far using the arrow up/down buttons beside the round number.
- Set game results by selecting from the list (again by clicking the "down arrow").
- Results can be corrected anytime (when e.g. "1-0" entered instead of "0-1"; not required for retired participants).
- The List menu is for exporting rankings etc.

Instructions for the window "Manual pairing"

The menu item opens a new window, listing the names of all available players (status „present", has to be set before) on the left and "free boards" on the right.

- Click a name on he left and an empty space on the right: the player is set to this „board".
- Click on a board with a name: the player returns to the left.
- Click OK to accept entries; they will be checked before accepted.
- If the number of players was odd, the list on the left may contain one name who will get the bye. On the right any „board" has to have 2 players (or 0).

Description of some specific scenarios

No PC in the playing hall?
Then the tournament director determines the pairings for that round using the current ranking. Rules are described below. Later the results of he round can be entered using "manual pairing".

New players entering the tournament
Just add the name to the list: the player is immediately taken into account for pairing and ranking.

Players leaving the tournament
Set the status for the player to "retired".
The player will no longer be taken into account for paring and ranking, his counterparts of already played games get a bonus for their games.
The status can be changed back to active anytime.

Rules for pairing
- Pairing is done using the players shown up.
- Go top-down trough the ranking: the highest ranked plays against the 2.best ranked, 3.-4. and so on.
- The ranking is sorted by Keizer-rating points in descending order; for the first round the rating is used.
- Color distribution is "fair"- the one with less white games gets it.
- If both equally often had white, it is given to the lower ranked.
- Unlike in the Swiss system 3 times consecutively the same color is allowed.
- In odd players shown up: the lowest-ranked player gets a bye.
- Options:
    - 1. the bye can go to the second lowest ranked player instead (etc.) when double-byes shall be avoided.
    - 2. Pairings may be repeated after n rounds.

Evaluation parameters

In the Keizer system one can also get points when not playing. The credit varies according to the reason for absencse. For the calculation it is assumed that you play against someone equally strong using a percentage factor. 100% corresponds to a victory, 50% a draw and 0% to a loss.

The percentage values can be chosen on the Settings tab. By default, the following values are set:
· 35% for excused absence
· 0% for unexcused absence
· 65% for absence due to "club commitments"
· 75% for games against withdrawn players.

Explanation of options

Number of rounds before pairings may be repeated

This is the minimum number of rounds before two players may compete against each other again.
0 therefore means: two players may be paired against each other again in the very next round. 99 (or any other high number) ensures two players will meet only once in a tournament..

Distribute byes equal

When this option is not set, the bye is always given to the lowest ranked player when an odd number of players show up for a round.

Acknowledgements

The program was developed with SharpDevelop (www.SharpDevelop.org) using the database SQLite (www.SQLite.org). The program's website uses Joomla (www.joomla.org)

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License

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