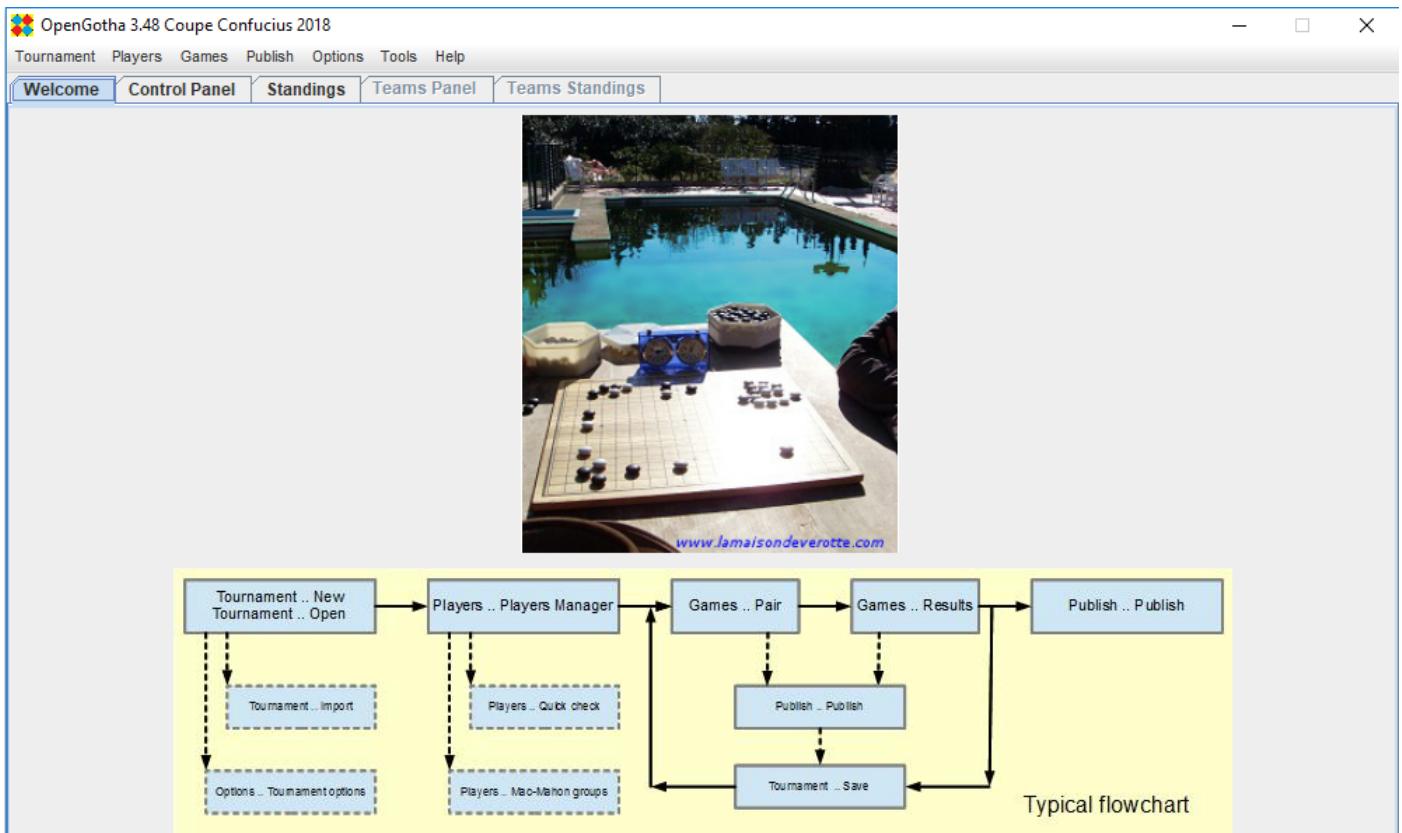


# OpenGotha

## User's guide



Luc Vannier. December 2018

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# Starting OpenGotha

OpenGotha is downloadable from <http://vannier.info/jeux/download/download.htm>. After unzip, you get a set of files and directories, including the core file : opengotha.jar.

OpenGotha runs under any operating system (it has been tested under Microsoft Windows, Linux and Mac OS) with a Java Virtual Machine version 6 or newer.

If you do not have Java installed yet, get it from <http://www.java.com/en/download/index.jsp>

Depending on your operating system, you may start OpenGotha either by a double-click on opengotha.jar, or by a right click on opengotha.jar and "Open with Sun Java Runtime", or by issuing the following command from a Terminal window :

```
java -jar opengotha.jar
```

## Running modes

OpenGotha may be run in a Stand-Alone mode, which is the usual mode for small tournaments, or in a Client/Server mode where several workstations work simultaneously on the same tournament. Client/Server mode is recommended for big tournaments.

### Stand-alone running mode

Click "Start"

Usually, it is sufficient.

If you get a "Please enter the OpenGotha directory path" do it.

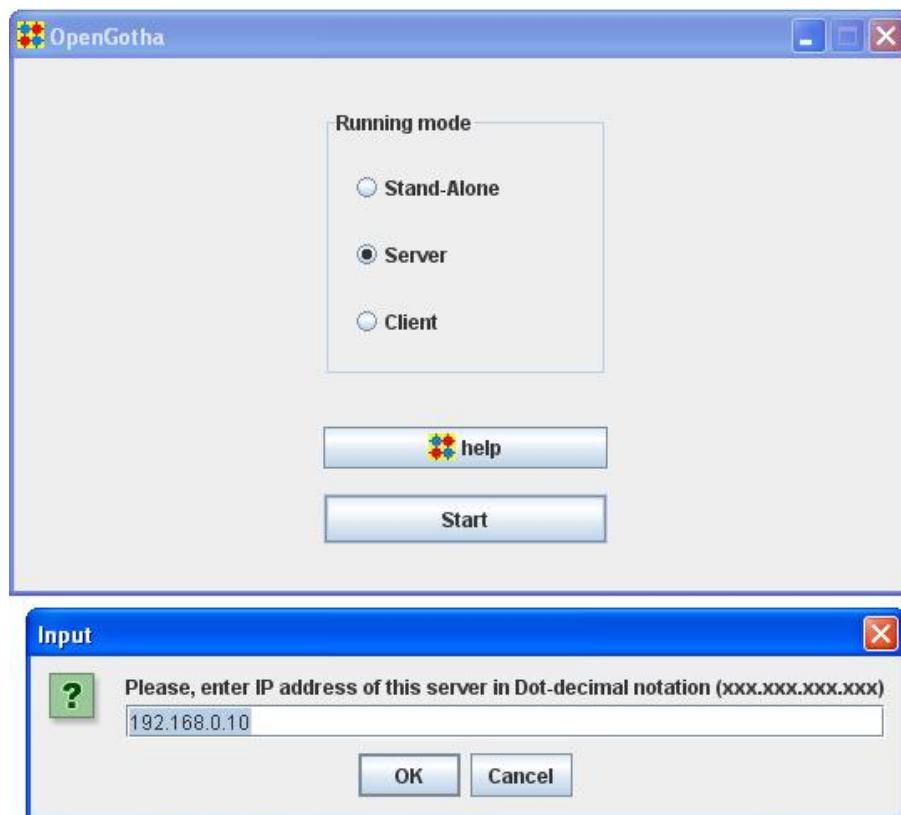
Under Linux this path may look like : "/media/username/xxx" if you saved the opengotha.jar file into this directory.

### Client/Server running mode

You can use Client/Server mode if you have several workstations connected in a network. One unique workstation will be the Server. The others will be Clients.

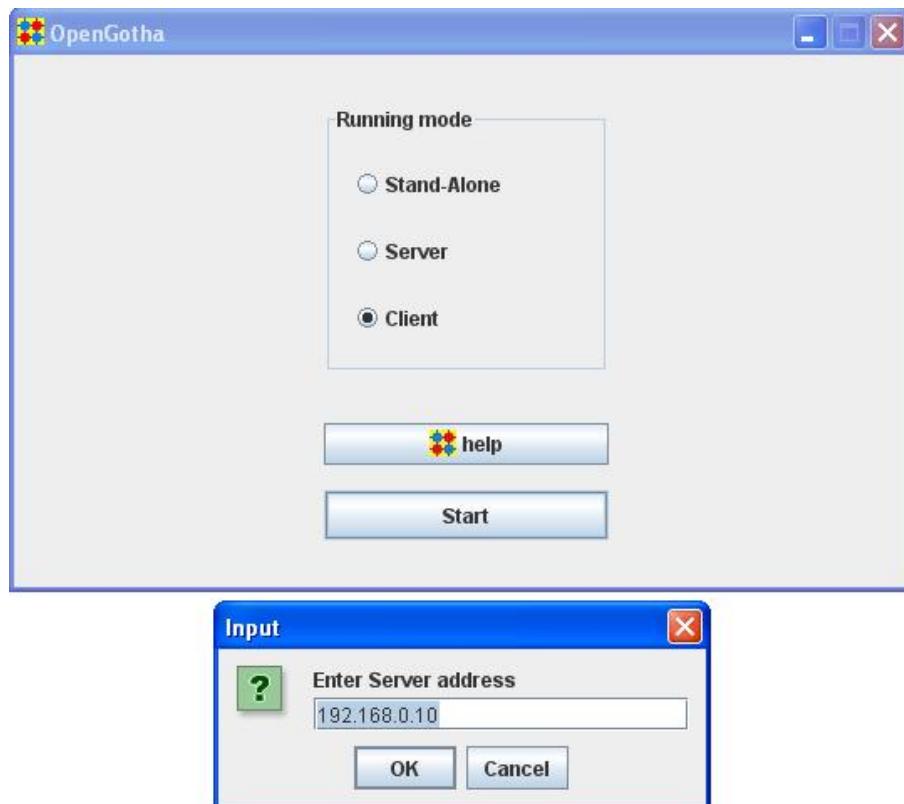
Many functions may be run from the server or from any client as well. But some others may be run from the server only. Server-specific functions are Open/Close/Save functions. Players management functions, Games functions and Options functions can be run equally and simultaneously by the server and the clients.

The server must be started first



A message box invites you to enter the server IP Address. Usually, the pre-written address is correct. But if your computer has several network interfaces, which may occur for instance when you have an Ethernet interface and a wireless network interface, then check the IP address and make sure to enter the address to which the clients will connect.

Then you can start the clients :



Replace the pre-written address by the actual server IP address..



From the dialog box, select the tournament you want to work on.

# Tournament menu



## Menu items list

### New

This opens the [Create a new tournament](#) dialog box

### Save, Save as ..., Save a copy ...

See : [Save facilities](#)

### Build test tournaments

You can rapidly build dummy tournaments for test purpose.

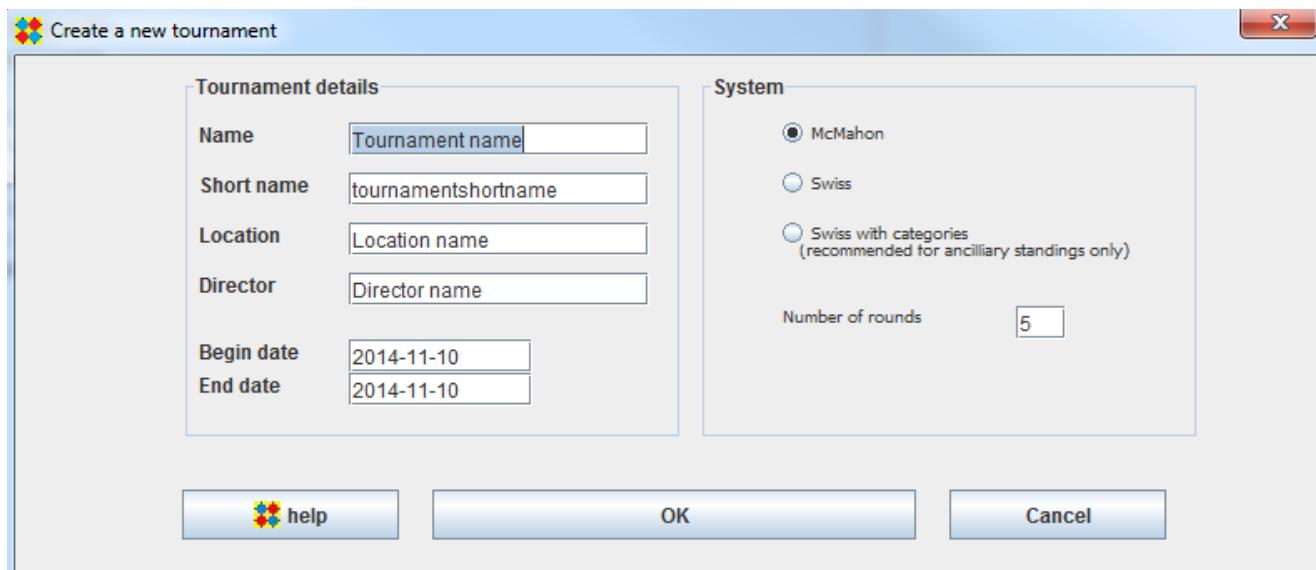
### Import

This opens [Import facilities](#)

### Export

Export facilities are now available from the [Publish menu](#)

# Create a new tournament



## System

### McMahon

McMahon System's placement is based on McMahon Score (MMS).

Pairing is made between players with same MMS.

It is the most popular system and is recommended for nearly all kinds of tournaments.

In OpenGotha, by default, games in McMahon System may be played with handicap.

### Swiss

Swiss System's placement is based on Number Of Wins (NBW)

Pairing is made between players with same NBW.

It can be considered as a McMahon system where all players start with 0 as common SMMS (Starting MMS).

In OpenGotha, by default, games in Swiss System are played without handicap.

### Swiss with categories

Swiss with categories (Swisscat) system divides players in rank-based categories. Pairing is made internally in each category.

Even if you manage your tournament in McMahon system, Swisscat is interesting for ancillary placements, for example if you want to reward the best kyu players, the best 2-digit kyu players, etc.

# Save facilities

## Save

The tournament is saved into the default tournament directory/file.

The default file name is always homonym of the tournament short name.

The default directory for saving the tournament is the last directory where this file has been saved to.

Before the first save, the directory used is the "runningdirectory"/tournamentfiles.

## Save as ...

You choose the directory and file name. The tournament is saved and the chosen file name is kept as the new tournament short name

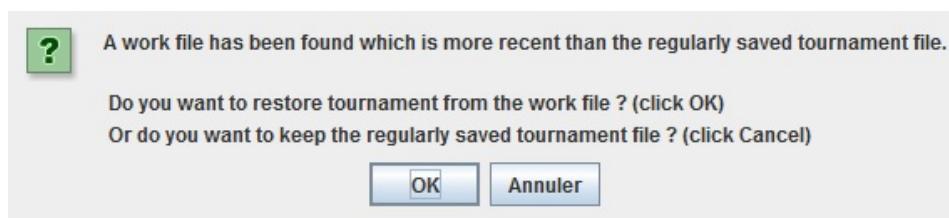
## Save a copy ...

Use this to save copies of the current tournament.

This dialog differs from the "Save as ..." dialog in the sense that actual tournament short name is not affected

## Work files

After each modification, OpenGotha saves the current tournament to a work file : "runningdirectory"/tournamentfiles/shortname\_work.xml . This file may be useful for instance in a case of accidental exit. If, for any reason, you have not saved your tournament after the last modification, then, when you reload that tournament, you will be prompted :



# Import facilities

## Import players and games from h9 file

h9 file format is described in [Tournament table format](#)

## Import players and games from Tou file

Tou file format is described in [Le format TOU](#)

### **Warning**

*You must be aware that h9 and Tou files contain less rich information than what OpenGotha manages. For instance, Top-group informations are absent.*

## Import tournament from XML file

The format is specified in Tournament DTD.

You can selectively import players and/or games and/or tournament parameters and/or teams and team parameters and/or clubs groups.

Since OpenGotha V3.23, XML file is the standard format for OpenGotha files. You therefore can partially or totally import any previously saved tournament.

# Players menu



## Menu items list

### Players Manager

This opens the [Players Manager frame](#). from where you can register players, set and modify all players data.

### Players Quick check

This opens the [Players Quick check frame](#) where you have a quick access to some of the players data : rank, and registering status.

### Update ratings

This opens the [Update ratings frame](#) where you can have access to the EGF, FFG and AGA rating lists and where you can update players ratings .

### McMahon groups

This opens the [McMahon groups frame](#) where you can define McMahon top and super groups.

### Teams Manager

This opens the [Teams Manager frame](#) where you can define teams.

# Players Manager frame

With the Players Manager frame, you can register or unregister players, and modify players data. You normally use it to register players and print the players list at the beginning of the tournament. You also use it during the tournament, for instance to change participation or correct any data.

The screenshot shows the 'Players Manager' window with the following details:

- Left Panel (Player Registration):**
  - Rating List Selection:** EGF (selected), FFG, AGA.
  - Search Bar:** Fan Hui FR 33Bo 2771
  - Participation Selection:** Checkboxes for ranks 1 through 20.
  - Player Data:** Last name: Fan, First name: Hui, Country: FR, Club: 33Bo, Rating: 2771, Grade: 2p, Origin: EGF: 2771, EGF PIN: 12633346, FFG Lic: (empty), AGA ID: (empty).
  - Registration Options:** Preliminary (radio button selected), Final.
  - Buttons:** Register, Print Welcome sheet, Reset.
- Right Panel (Players List):**
  - Section Headers:** 0 Registered players. Preliminary (P), 595 Registered players. Final (F)
  - Table Headers:** R, Last name, First name, Co, Club, Rk, Rating, Gra...
  - Data Rows:** A large list of registered players from various countries and their statistics.
  - Buttons:** Print ..., Close.

Click the "Register button" to actually register the player.

## Rating Lists

OpenGotha incorporates EGF, FFG and AGA rating lists.

A copy of each of the rating lists is delivered with OpenGotha. You can download up-to-date rating lists by clicking the "Update XXX rating list from ..." button.

These rating lists enable fast and spelling-error-free access to known players. Type in the first letters of the player and known players with same first letters will show up. If you are not sure of first letters, then use Levenshtein algorithm. OpenGotha will do its best to find players with similar names.

### Rating/Grade/Rank

*Rating is the information as it appears in rating lists*

*Grade is the information as professed by the player (xP, yD, zK)*

*Rank is the information (Dan/kyu) used by the pairing system*

A rank will be calculated from the rating as it appears in the rating list.

With EGF rating list,

*rating is also named GoR on EGD site*

a rating between 50 and 149 will give a 20K rank  
 a rating between 2050 and 2149 will give a 1D rank  
 a rating equal to or above 2850 will give a 9D rank

With FFG rating list,

*rating is also named Niveau on FFG site*

a rating equal to or below -2901 will give a 30K rank  
 a rating between 0 and 99 will give a 1D rank  
 a rating equal to or above 800 will give a 9D rank

With AGA rating list,

*rating is also named rating on AGA site :-)*

a rating equal to or below -30.01 will give a 30K rank  
 a rating between -2.00 and -1.01 will give a 1K rank  
 a rating between 1.00 and 1.99 will give a 1D rank  
 a rating equal to or above 9.00 will give a 9D rank

With EGF rating list, you can select the set Rank from Grade radio button. The rank will then be defined from the grade.

## Register a player

You can enter (automatically by rating list or manually) players data. Define participation (by default, the player is assumed to participate in all rounds). Define Registration status (Preliminary or Final). Then Register by clicking Register or by typing Enter key. Players data will be editable during the whole tournament by selecting a player in the Players panel, right click, "Modify player", or simply double-click.

## Search by Id (AGA only)

Player

Use a rating list      AGA rating list 18916 players

EGF  
 FFG  
 AGA

[Update AGA rating list from ...](#)

Compare first characters  
 Use Levenshtein algorithm

Last name	Abramson	Participation
First name	Allan	<input checked="" type="checkbox"/> 1 <input checked="" type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input checked="" type="checkbox"/> 5
Country	US	<input checked="" type="checkbox"/> 6 <input checked="" type="checkbox"/> 7 <input checked="" type="checkbox"/> 8 <input checked="" type="checkbox"/> 9 <input checked="" type="checkbox"/> 10
Club	NOVA	

Give an AGA Id and click the "Search by Id" button.

## Players names

OpenGotha supports all the character sets :

List of players						
	0	Registered players. Preliminary (P)				
	9	Registered players. Final (F)				
R	Name	First name	Co	Club	Rk	Rating
F	Poznań	Łódź	PL	Łódź	30K	-900
F	Vannier	Luc	FR	76Ro	1K	1969
F	Пётр	Петров	RU		1K	2000
F	Сидор	Сидоров	RU		1K	2000
F	علی گبری	علی	IL		5D	2550
F	عمرانی	حاتم	MA	xxx	2D	2160
F	孔	杰	CN		9D	2900
F	山下	敬吾	JP		9D	2900
F	이	세돌	KR		9D	2900

## Welcome sheet

The welcome sheet displays general information about the tournament and specific information about the player.

It may be printed out and given to each player after registration.

The Tournament organizer can customize the welcome sheet by editing it.

The welcome sheet is located in [OpenGotha Root Directory]/welcomesheet/welcomesheet.html. A template welcome sheet is supplied.

Edit general information with any text processor, keeping html syntax.

Insert the player-related tokens where desired.

Player-related tokens are :

<name>, <firstname>, <country>, <club>, <rank>, <rating>, <ratingorigin>, <participation>

At run time, the tokens will be replaced by the player actual information.

<rank> is the rank between 30K and 9D

<rating> is the rating as found in the rating list

<ratingorigin> is the name of the rating list : EGF, FFG or INI. If the rating has not been defined by a rating list, the rating is defined from the rank and rating origin is INI.

<participation> defines the participation of the player for each round.

# Players Quick check frame

The Players Quick check frame is typically used after registration to quickly check and modify registering status and rank.

The screenshot shows a software interface titled "Players Quick check. EGC2013main". On the left, there's a table of registered players with columns for Last name, First name, Co (Country), Club, Rk (Rating), and Rating 1 through 7. A participation grid is overlaid on the table, where each row corresponds to a player and each column to a round (1-7). The grid contains "V" characters indicating participation. To the right of the table are several buttons for managing player status and ratings. At the bottom are "Print..." and "Close" buttons.

R	Last name	First_name	Co	Club	Rk	Rating 1	2	3	4	5	6	7
F	Adriasola	Alberto	UK	CLon	3K	1782					V	V
F	Aengenendt	Felix	DE	BN	8K	1039	V	V	V	V	V	V
F	Afonin	Mikhail	RU	50Ko	10K	1155	V	V	V	V	V	V
F	Ainali	Ville	FI	OGP	4D	2229	V	V	V	V	V	V
F	Akaike	Keiko	JP	Toky	1K	1787	V	V	V	V	V	V
F	Akinfeev	Kirill	RU	77Mo	1K	1950	V	V	V	V	V	V
F	Aksut	Husrev	TR	Aji	2D	2203	V	V	V	V	V	V
F	Albrecht	Balazs	HU	Agya	6K	1417	V	V	V	V	V	V
F	Albrecht	Domonkos	HU	Agya	1D	2016	V	V	V	V	V	V
F	Albrecht	Gabor	HU	Agya	7K	1363	V	V	V	V	V	V
F	Albrecht	Istvan	HU	Agya	4K	1665	V	V	V	V	V	V
F	Aliberti	Emanuele	IT	RegE	10K	1057	V	V	V	V	V	V
F	Alizade	Fuad	AZ	Baku	2K	1815						
F	Almintas	Paulius	LT	Kaun	1D	1910	V	V	V	V	V	V
F	Amhof	Christina	DE	B	1D	2096	V	V	V	V	V	V
F	Ammermann	Christoph	DE	UL	1K	1970	V	V	V	V	V	V
F	Anderson	Christian	AT	Gote	4K	1574	V	V	V	V	V	V
F	Anderson	Elisabeth	AT	Gote	8K	1209	V	V	V	V	V	V
F	Affman	Riina	FI	Hels	20K	100	V	V	V	V	V	V

Print ...

Close

**Action on selected players**

**F** Set Registration status to Final  
**P** Set Registration status to Prelimi...

**+** Increase rank of selected players  
**-** Decrease rank of selected players  
Set ranks according to ratings

Set ratings according to ranks  
Modify ratings...

In the "Players" panel, select the players you want to modify

Then use buttons on the right or keyboard shortcuts to modify registration status or rank

To toggle participation of a given player in a given round, click the appropriate "V" in the appropriate row and column.

Participation status is modifiable only if the specified player has not been assigned in the specified round.

# Update ratings

Update ratings frame is used to update ratings from EGF database.

The screenshot shows a software window titled "Update ratings. EGC2013main". The main area is divided into two panels: "Players" (white background) and "EGF Rating List" (grey background). In the "Players" panel, there is a section titled "Rating list to be used" with three radio buttons: EGF (selected), FFG, and AGA. Below this is a table of player names, first names, countries, clubs, ranks, orientations, and current ratings (Rt) from EGF, FFG, and AGA databases. The "EGF Rating List" panel shows a list of players with their names, first names, countries, clubs, ranks, orientations, and EGF Pin numbers. At the bottom of the window are several buttons: "For all players, update obsolete ratings (red) with EGF rating (blue)", "For selected players, update obsolete ratings (red) with EGF rating (blue)", "Print ...", "help", and "Close".

Last name	First name	Co	Club	Rk	Ori	Rt EGF	Rt FFG	Rt AGA	EGF Pin	EGF Rating List
Adriasola	Alberto	UK	CLon	3K		1782	1834	12549251	Adriasola Alberto UK CLon 1834	
Aengenendt	Felix	DE	BN	8K		1039	1371	16450071	Aengenendt Felix DE BN 1371	
Afonin	Mikhail	RU	50Ko	10K		1155	1262	15774759	Afonin Mikhail RU 50Ko 1262	
Ainali	Ville	FI	OGP	4D		2229	2245	13033614	Ainali Ville FI OGP 2245	
Akaike	Keiko	JP	Toky	1K		1787	1621	13750209	Akaike Keiko JP Toky 1621	
Akinfeev	Kirill	RU	77Mo	1K		1950	2279	15662537	Akinfeev Kirill RU 77Mo 2279	
Aksut	Husrev	TR	Aji	2D		2203	2241	14649943	Aksut Husrev TR Ank 2241	
Albrecht	Balazs	HU	Agya	6K		1417	1441	12486936	Albrecht Balazs HU Agya 1441	
Albrecht	Domonkos	HU	Agya	1D		2016	2067	12686245	Albrecht Domonkos HU Buda 2067	
Albrecht	Gabor	HU	Agya	7K		1363	1468	13413730	Albrecht Gabor HU Agya 1468	
Albrecht	Istvan	HU	Agya	4K		1665	1569	10786468	Albrecht Istvan HU Buda 1569	
Aliberti	Emanuele	IT	RegE	10K		1057	932	16450478	Aliberti Emanuele IT RegE 932	
Alizade	Fuad	AZ	Baku	2K		1815	1893	14998335	Alizade Fuad AZ Baku 1893	
Almintas	Paulius	LT	Kaun	1D		1910	1917	12762563	Almintas Paulius LT Mole 1917	

In the top left, choose which rating list is to be used

The left part (white background) of the "Players" panel shows the list of players in the tournament.

The right part (grey background) shows the players current rating.

OpenGotha tries to match the tournament players with the database.

If a player is found, it is shown.

If no player is found, a red "?????" is displayed in EGF Rt (or FFG Rt or AGA Rt) column.

## Accessing the rating list

By clicking in the "xxx Rating list" column, you get access to the rating list.

Type in the first letters of the player's name and known players with the same first letters will show up. To navigate in the rating list use Arrow and Escape keys.

To make actual update, use Enter key

## Updating the players ratings

You can also update several players ratings simultaneously by selecting one or several lines and clicking the "For selected players, ..." button

And, to update all the players at once, click the "For all players, ..." button.

## Licence status

If the rating list is FFG rating list, an additional column is displayed :

Rating list to be used											<input type="button" value="Update"/>
	Last name	First name	Co	Club	Rk	Ori	Rt FFG	... FFG	Lic	L	FFG rating
<input type="radio"/> EGF	Abat	Alexis	FR	30NJ	30K	FF...	-900	-900	9179004	-	ABAT Alex
<input checked="" type="radio"/> FFG	Abdoul	Tanoin	FR	95OJ	30K	FF...	-900	-900	9528502	-	ABDOUL
<input type="radio"/> AGA	Abega	Julien	FR	68RJ	30K	MAN	-900	-900	9785501	-	ABEGA Ju
	Achard	Vincent	FR	21DI	9K	FFG	1097	1160	9383001	C	ACHARD
	Bonafous	Thierry	FR	69Ly	22K	FFG	100	470	1700022	L	BONNAFO
	Boudier	Jean-Cha...	FR	69Ly	6K	EGF	1558	1663	1600266	L	BOUDIER
	Brain	Cocoa	US	SPRI	30K	EGF	-900	????			
	Brefort	André	FR	31Ba	15K	FFG	610	610	0052009	C	BREFORT
	Brisson	Claude	FR	13Ma	5K	FFG	1506	1550	0322103	X	BRISSON
	Chauvin	Robin	FR	69Ly	2D	FFG	2199	2239	0800145	L	CHAUVIN
	de Butler	Tristan	FR	69Ly	9K	INI	1200	????			
	Deguitre	Thomas	FR	69Ly	16K	MAN	456	450	1700096	-	DEGUITRE
	Donati	Martin	FR	69Ly	8K	FFG	1266	1289	1600014	L	DONATI

The "L" column displays the FFG Licence status.

# McMahon groups frame

Use this frame to set the McMahon bar and to define which player will be a member of Top/super groups

The screenshot shows the "McMahon Groups. EGC2013" application window. It features three main panels for managing player groups:

- Bar (Top Group)**: Contains 60 players. Player list (partial): Kim, Won-Tae, 7D, 0, 2700; Tsai, Norman, 7D, 0, 2700; Silt, Ondrej, 6D, 0, 2657; Chen, Xing, 6D, 0, 2600; Danek, Vladimir, 5D, 0, 2510; Chen, Yibin, 5D, 0, 2500; Yu, Chang..., 5D, 0, 2500; Zhang, Cheng, 5D, 0, 2500; Kovaleva, Natalia, 5D, 0, 2496; Eijkhout, Michiel, 5D, 0, 2491; Kim, Kwang..., 5D, 0, 2484; Chung, Wai\_Yi, 4D, 0, 2474; le\_Calve, Tanguy, 5D, 0, 2472; Jurek, Martin, 4D, 0, 2467; Manoilovic, Lazar, 5D, 0, 2467.
- Bar + 1 (Super Group)**: Contains 32 players. Player list (partial): Fan, Hui, 7D, 1, 2796; Shikshin, Ilja, 7D, 1, 2735; Dinerstein, Alexandr, 7D, 1, 2693; Mero, Csaba, 6D, 1, 2648; Kachanovskyi, Artem, 6D, 1, 2640; Lisy, Pavol, 6D, 1, 2629; Debarre, Thomas, 6D, 1, 2619; Tormanen, Antti, 6D, 1, 2617; Burzo, Cornel, 6D, 1, 2598; Kravets, Andrii, 6D, 1, 2585; Surma, Mateusz, 6D, 1, 2580; Jabarin, Ali, 6D, 1, 2572; Podpera, Lukas, 6D, 1, 2570; Teuber, Benjamin, 6D, 1, 2565; Kurita, Shigenori, 5D, 1, 2555.
- Bar + 2 (Super-super Group)**: Contains 0 players. Player list (empty).

Between the panels are horizontal arrow buttons: >>> (between Bar and Bar + 1), <<< (between Bar + 1 and Bar + 2), >>> (between Bar and Bar + 2), and <<< (between Bar + 1 and Bar + 2).

**Bottom Control Panel:**

- McMahon bar: A dropdown menu currently set to 4D.
- Reset All SMMS according to rank: A button.
- help: A button.
- Close: A button.

Players whose rank equals the McMahon bar are initially placed into the Top Group and shown in the *Bar (Top Group)* panel.

Players whose rank equals the McMahon bar - 1 are initially shown in the *Bar - 1* panel.

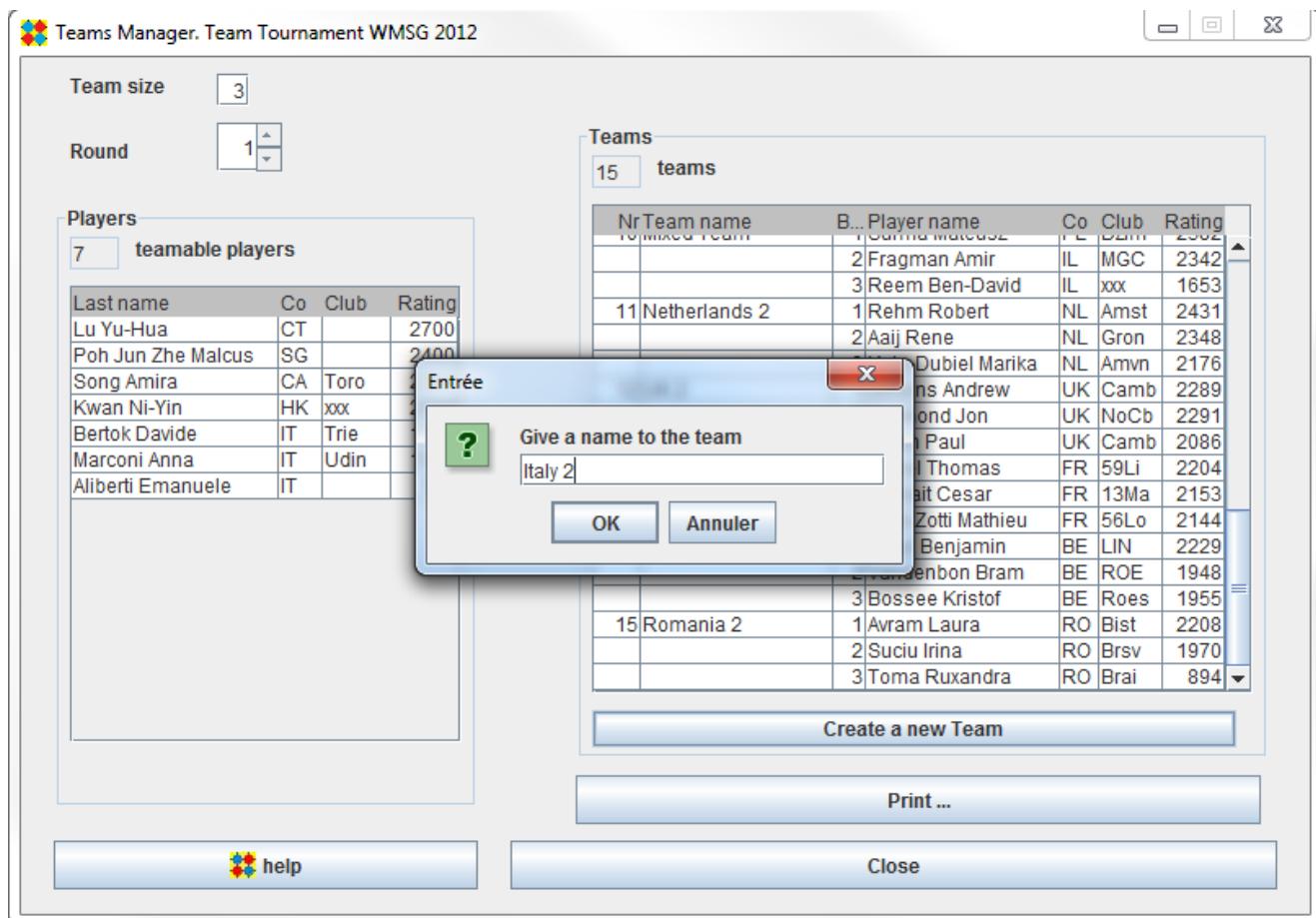
You can then move players from one group to another one by using arrow buttons.

# Teams Manager frame

With the Teams manager frame, you can create teams, add/modify/remove players to teams and edit teams.

## Create a new team

Click the "Create a new Team" button, choose a name for the team and click OK



## Assign players to teams

Select a player from Players panel, then Drag and drop it to the desired board of the desired team

The screenshot shows the 'Teams Manager. Team Tournament WMSG 2012' application window. On the left, a 'Players' panel displays a table with 6 teamable players, including their last name, country (Co), club, and rating. In the center, a 'Teams' panel lists 16 teams, each with a table showing the team number, name, and three assigned players. A large central area is available for dragging and dropping players onto the team boards. At the bottom, there are buttons for 'Create a new Team', 'Print ...', and 'Close'.

Last name	Co	Club	Rating
Lu Yu-Hua	CT		2700
Poh Jun Zhe Malcus	SG		2400
Song Amira	CA	Toro	2367
Kwan Ni-Yin	HK	xxx	2098
Marconi Anna	IT	Udin	1054
Aliberti Emanuele	IT		500

Nr	Team name	B...	Player name	Co	Club	Rating
12	UK 2	2	Aaij Rene	NL	Gron	2348
13	France 2	3	Kuin-Dubiel Marika	NL	Amvn	2176
14	Belgium	1	Simons Andrew	UK	Camb	2289
15	Romania 2	2	Diamond Jon	UK	NoCb	2291
16	Italy 2	3	Smith Paul	UK	Camb	2086
		1	Danel Thomas	FR	59Li	2204
		2	Lextrait Cesar	FR	13Ma	2153
		3	Delli-Zotti Mathieu	FR	56Lo	2144
		1	Gigot Benjamin	BE	LIN	2229
		2	Vandenbon Bram	BE	ROE	1948
		3	Bossee Kristof	BE	Roes	1955
		1	Avram Laura	RO	Bist	2208
		2	Suciu Irina	RO	Brsv	1970
		3	Toma Ruxandra	RO	Brai	894
		1	Bertok Davide	IT	Trie	1258
		2				
		3				

Assignment is made for all other rounds if no other player has been assigned yet.

You also can assign different players for different rounds. You just have to select current round (top left spinner) and assign the player by drag and drop.

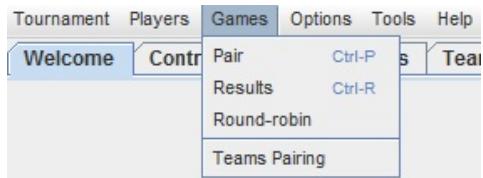
## Edit teams

Right-click in the Teams panel and choose a menu item

The screenshot shows the 'Teams Manager' application window titled 'Team Tournament WMSG 2012'. On the left, there are settings for 'Team size' (3) and 'Round' (1). Below these are sections for 'Players' (4 teamable players) and a table of player statistics. On the right, a list of 'Teams' (16 teams) is displayed, with 'Japan 2' selected. A context menu is open over 'Japan 2', listing various options:

- Remove Japan 2
- Remove all teams
- Unteam board 2 of Japan 2 for round 1
- Unteam board 2 of Japan 2 for all rounds
- Unteam Japan 2 for round 1
- Unteam Japan 2 for all rounds
- Unteam all teams for round 1
- Unteam all teams for all rounds
- Rename Japan 2
- Reorder members of Japan 2 by rating for round 1
- Reorder members of Japan 2 by rating for all rounds
- Reorder members of all teams by rating for round 1
- Reorder members of all teams by rating for all rounds
- Renumber teams according to mean rating
- Change number of Japan 2
- Cancel

# Games menu



## Menu items list

### Pair

This opens the [Games Pair frame](#) where you can make pairing

### Results

This opens the [Games Results frame](#) where you enter results

### Round-robin

This opens the [Round-robin frame](#) where you can manually define pairing and results for small tournaments.

### Teams Pairing

This opens the [Teams Pairing frame](#) where you can manually pair teams.

# Games Pair frame

The screenshot shows the 'Games .. Pair' window with the 'Pair' frame selected. The interface includes:

- Players:**
  - pairable players:** 0 entries.
  - unpairable players:** 73 entries (e.g., Ling Martijn\_van, Jin James, Minakawa Aya).
- Games:** 260 tables listed in a grid with columns: Table, White, Black, Hd.
- Buttons:** Pair, Unpair, <<<, Search for a player, Search/Next, Bye player, <<<, help, Pairing report ..., Print..., Print Result sheets ..., Close.

All players appear in this frame.

Players declared as not participating in the current round are in the "unpairable players" list

Players already paired appear in the Games list

The bye player, if exists, appear below the Games List. Only one player can be bye player for a given round.

The remaining players appear in the "pairable players" list.

## Automatic pairing

Click on the Pair button.

If the number of players is uneven, you will be asked to choose a bye player or to let OpenGotha choose it.

The pairing process will move players from the Players list to the Games list.

## Manual pairing

## Select players

To select one player, just click on this player. To select 2 or more players, use Shift+click, Ctrl+Click and/or Ctrl+Shift+Click

You can pair a couple of players by selecting them in the pairable players list and click on Pair Button

You can pair a set of players in a semi-automatic way by selecting desired players and click on Pair Button

As a help for manual pairing, when a unique player is selected, a list of previous games of that player is displayed.

## Unpairing

You can unpair some or all games by selecting games and clicking on the Unpair Button.

## Modify a game

You can modify the colour/handicap of a given game by selecting that game, right-clicking and choosing "Exchange Colours" or "Modify handicap".

## Change table numbers

Table numbers are chosen by OpenGotha according to availability.

You can renumber them according to best score order by right click and choose "Renumber table by best score order"

You can change a given table number by selecting that game, right click, choose "Change table number", then enter a new number. If necessary, OpenGotha will automatically renumber the game previously assigned to the target table.

In some tournaments, you may happen to use different rooms with table numbers starting from a number other than 1. For instance, the available tables will be tables 25-48, tables 156-234, etc. To do that, select a table, right click, choose "Shift tables" and a new table number for the selected game. Subsequent table numbers will be shifted as well. However, table numbering should remain inside 1 to 1000 limits.

## Pairing report

The Pairing report provides informations relevant to the tournament organizer :

- Paired players who had not shown up in previous round
- Pairs with a non zero MMS difference
- Pairs with a big handicap
- Intra-club and intra-country pairs
- MMS draw up/down

- MMS weighted draw up/down  
In this report a draw up/down of x levels will be counted as x instead of 1
- White/Black unbalanced players

 Pairing report X

<input checked="" type="checkbox"/> Paired players who had not shown up in previous round	0	Round 4  Number of paired players who had not shown up in previous round : 0
<input checked="" type="checkbox"/> Pairs with a MMS difference greater than	0	Number of pairs with a MMS difference greater than 0 : 5 Table 3 : MMSdiff=1 Siivola Matti(30) - Bogdanov Viktor(31) Table 5 : MMSdiff=2 Karppinen Ari(29) - Paterson Sue(27) Table 6 : MMSdiff=1 Luoma Pirkko(28) - Healey Kirsty(27) Table 7 : MMSdiff=6 Kohonen Sari(26) - Benzian Yvonne(20) Table 8 : MMSdiff=4 Segerman Jil(23) - Siivola Sinikka(19)
<input checked="" type="checkbox"/> Pairs with a handicap greater than	1	Number of pairs with a handicap greater than 1 : 2 Table 7 : handicap = 5 Kohonen Sari - Benzian Yvonne Table 8 : handicap = 3 Segerman Jil - Siivola Sinikka
<input checked="" type="checkbox"/> Intra-club pairs		Number of intra-club pairs : 1 Table 3 : club = HKG Siivola Matti - Bogdanov Viktor
<input type="checkbox"/> Intra-country pairs		MMS draw up/down from round 1 to round 4 Number of players with at least one draw up or one draw down : 15 Number of players with an unbalanced MMS draw up/down : 12 UNB Guo Juan 7D balance = -1 0DU 1DD UNB Laatikainen Vesa 5D balance = -1 0DU 1DD UNB Siivola Matti 5D balance = +2 2DU 0DD UNB Bogdanov Viktor 3D balance = -2 0DU 2DD UNB Lounela Olli 3D balance = -2 0DU 2DD BAL Karppinen Ari 2D balance = 0 1DU 1DD BAL Malick Darrell 1D balance = 0 1DU 1DD
<input type="button" value="Generate/Refresh report"/>		<input type="button" value="Close"/>

## Result sheets

You can print result sheets. 4 sheets per page are printed

**Coupe Confucius 2018**  
**Result sheet**

Table : 9	Hd = 0	Round : 5
<i>Surround winner's name or ½ - ½</i>		
White	½ - ½	Black
Mizessyn Francois(2D,44Na)		Nedellec David(1D,75Al)
EGF Pin : 10386541		EGF Pin : 13633048
Signature :		Signature :

**Coupe Confucius 2018**  
**Result sheet**

Table : 10	Hd = 0	Round : 5
<i>Surround winner's name or ½ - ½</i>		
White	½ - ½	Black
Boe Alain(2K,35Re)		Detivaud Pierre(2K,38Gr)
EGF Pin : 10733096		EGF Pin : 15286359
Signature :		Signature :

**Coupe Confucius 2018**  
**Result sheet**

Table : 11	Hd = 0	Round : 5
<i>Surround winner's name or ½ - ½</i>		
White	½ - ½	Black
Aubry Vincent(2K,35Re)		Souchay Jean(3K,75OB)
		EGF Pin : 10713967
Signature :		Signature :

**Coupe Confucius 2018**  
**Result sheet**

Table : 12	Hd = 0	Round : 5
<i>Surround winner's name or ½ - ½</i>		
White	½ - ½	Black
Cornaggia Remi(3K,35Re)		Nemo Andre(3K,78Ve)
EGF Pin : 15249685		EGF Pin : 12325027
Signature :		Signature :

# Games Results frame

The screenshot shows a Windows application window titled "Games .. Results. EGC2013". The main area is a table titled "Games" with columns: Table, White, Black, Hd, and Result. The table lists 19 games from round 4. The "White" column contains names in blue, and the "Black" column contains names in red. The "Result" column shows scores like "0 0-1", "0 1-0", etc. On the left side, there are buttons for "Round" (set to 4), "Team presentation", "Search for a player" (with a text input field), and "Search/Next". Below the table, instructions say: "Click on winner's name", "To cancel a result, click on table number", and "For special results, click on result". A note says "Right click on result to toggle Normal/By default". At the bottom are "Print..." and "Close" buttons.

Table	White	Black	Hd	Result
1	Surma Mateusz	Fan Hui	0	0-1
2	Tormanen Antti	Lisy Pavol	0	1-0
3	Debarre Thomas	Kim Won-Tae	0	1-0
4	Shikshin Ilja	Papazoglou Benjamin	0	1-0
5	Chung Wai_Yi	Dinerstein Alexandr	0	0-1
6	Lin Viktor	Silt Ondrej	0	0-1
7	Kachanovskyi Artem	Karadaban Denis	0	1-0
8	Kravets Andrii	Chen Xing	0	1-0
9	Kuronen Juri	Jabarlin Ali	0	1-0
10	Campagnie Remi	Mitic Nikola	0	1-0
11	Spiegel Lothar	Mitic Dusan	0	1-0
12	Mero Csaba	Tsai Norman	0	1-0
13	Danek Vladimir	Burzo Cornel	0	0-1
14	Podpera Lukas	Kuehner Christian	0	1-0
15	Ditzhuijzen Zeno_van	Teuber Benjamin	0	0-1
16	Kurita Shigeru	Eijkhout Michiel	0	1-0
17	Kraemer Lukas	You Xiaochuan	0	1-0
18	Cheburakhov Andrej	Obenaus Johannes	0	0-1
19	Yu Chanmin	I i Yue	0	1-0

Click on winner's name  
To cancel a result, click on table number  
For special results, click on result  
Right click on result to toggle Normal/By default

Print...      Close

To enter usual results, just click on the winner. The winner is coloured in red, the loser in blue, an equal result in purple.

For special results, repeatedly click inside the specific result, until the desired result appears. The list of possible results is given in Games Encoding

## Games Results for Team Tournaments

Select the "Team presentation" checkbox : The presentation will be displayed, match by match

 Games .. Results. wmsg2012A

Round

Team presentation

Search for a player

Games

Table			Hd	Result
1---	Hong Kong 2	Chinese Taipei 2		0-2
1	Chung Wai Yi(w)	Lo Sheng-Chieh(b)	0	0-1
2	Lee Lok Yi(b)	Hsu Hao-Hung(w)	0	0-1
3	Yeun Lok Yan(w)	Tsai Cheng-Wei(b)	0	0-1
4---	Mixed Team	USA 1		2-0
4	Surma Mateusz(w)	Burrall Matthew(b)	0	1-0
5	Fragman Amir(b)	Zhuang Vincent(w)	0	0-1
6	Reem Ben-David(w)	Shen Cherry(b)	0	1-0
7---	Netherlands 2	Japan 2		0-2
7	Rehm Robert(w)	Noguchi Kohichi(b)	0	0-1
8	Aaij Rene(b)	Hara Hidetaka(w)	0	0-1
9	Kuin-Dubiel Marika(w)	Suzuki Kaichi(b)	0	0-1
10---	Canada	UK 2		2-0
10	Yu Jin(w)	Simons Andrew(b)	0	1-0
11	Sha Irene(b)	Diamond Jon(w)	0	1-0
12	Huang Andrew(w)	Smith Paul(b)	0	1-0
13---	Singapore	France 2		2-0
13	Tan Jia-Cheng(w)	Danel Thomas(b)	0	1-0
14	Zhang Xian(h)	I extrait Cesar(w)	0	1-0

Click on winner's name  
 To cancel a result, click on table number  
 For special results, click on result  
 Right click on result to toggle Normal/By default

 help

# Games Round-robin frame

**Games .. Round-robin. test\_Round-robin**

Player name	Rk	Nr	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
FAN Hui	8D	1		+Aw3	?w3	-Aw5	-Aw5	+Aw5															
IMAMURA Toru	4D	2	+/b3		+/b0	-/b0	+/w0				+Aw3												
MIZESSYN François	4D	3	?b3	-Aw0			+Aw0																
FELDMANN Denis	3D	4	+/b5	+Aw0			-/b0	-Aw1				+/b0											
ALLARD Jean	2D	5	+/b5	-/b0	-/b0	-Aw0		-Aw0															
COQUELET Laurent	2D	6	-/b5			+/b1	+/b0			-Aw0													
CORNUEJOLS Domin... HONORÉ Jean-Christ...	1D	7								=/b0	-Aw0												
LEFEUVE Mathieu	1K	8					+/b0	=/w0			+/b0												
SAINT-PAUL Noël	1K	9		-/b3				+/b0															
DELSOL David	2K	10							-/b0														
PAYRAT Julien	2K	11							-Aw0														
GASCHIGNARD Jean-...	3K	12																					
LACAM Mathieu	3K	13																					
ANGELI Julien	4K	14																					
ARNAUD Ancelin	4K	15																					
Beltran Arnaud	29K	16																					
		17																					
<hr/>																							
Number of rounds <input type="text" value="5"/>																							
<hr/>																							
<b>Help</b>																							
<input type="button" value="Set or change result / Select game"/>			Left click			<input type="button" value="Increase handicap"/>			+														
<input type="button" value="Change color"/>			Right click			<input type="button" value="Decrease handicap"/>			-														
						<input type="button" value="Delete game"/>			Del														
<hr/>																							
 <input type="button" value="help"/>			<input type="button" value="Quit this frame"/>																				

The Games Round-robin frame is usable only for small tournaments (20 players max).

Manual pairing and results entering can all be done in a single frame.

You don't have to worry about round numbers. OpenGotha will internally manage that for you, so that export functions will work exactly as if you had followed the usual complete process.

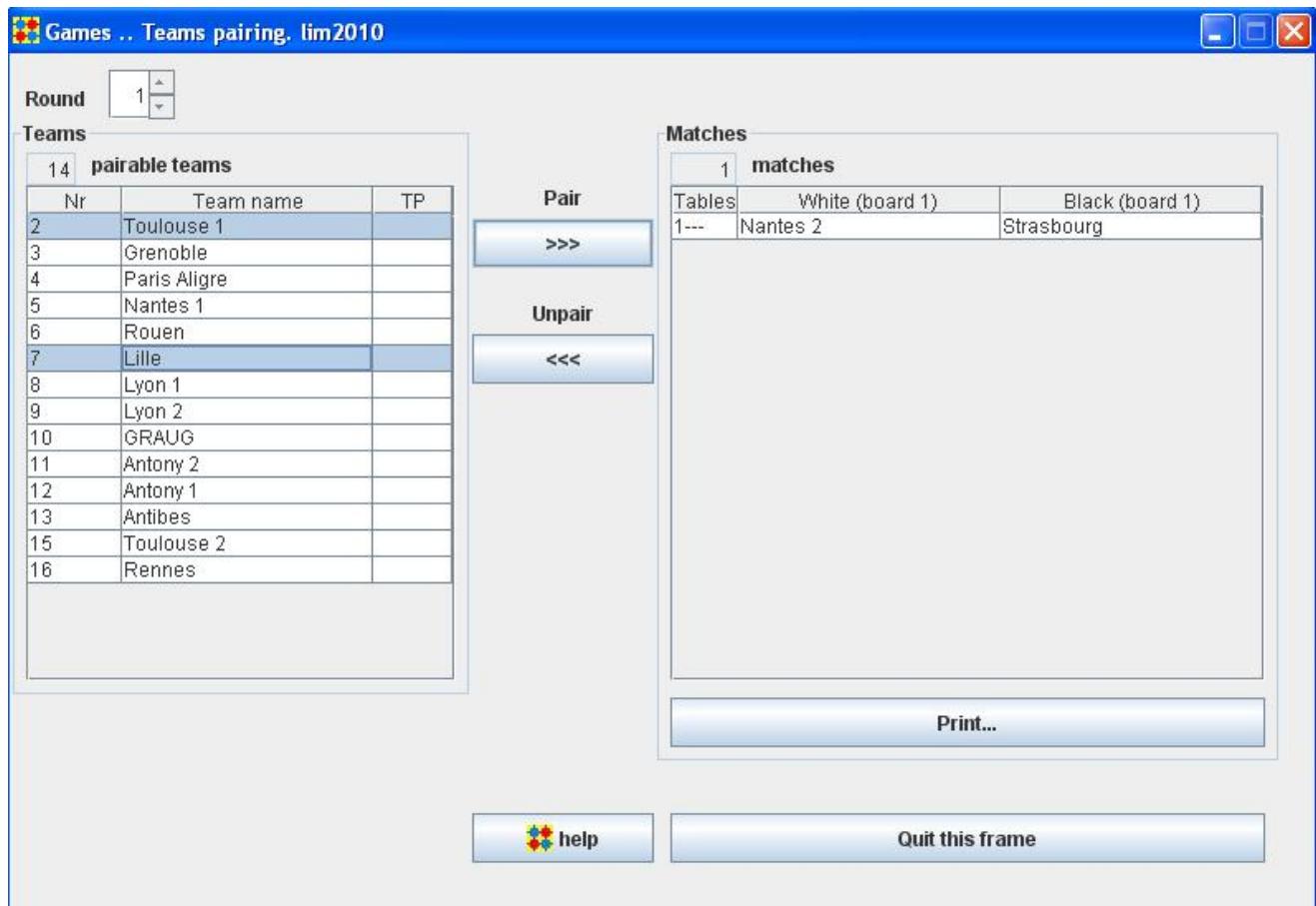
If you need to enter by default results, use Games Results Frame

# Team Pairings frame

With the Team Pairings frame, you can manually pair teams.

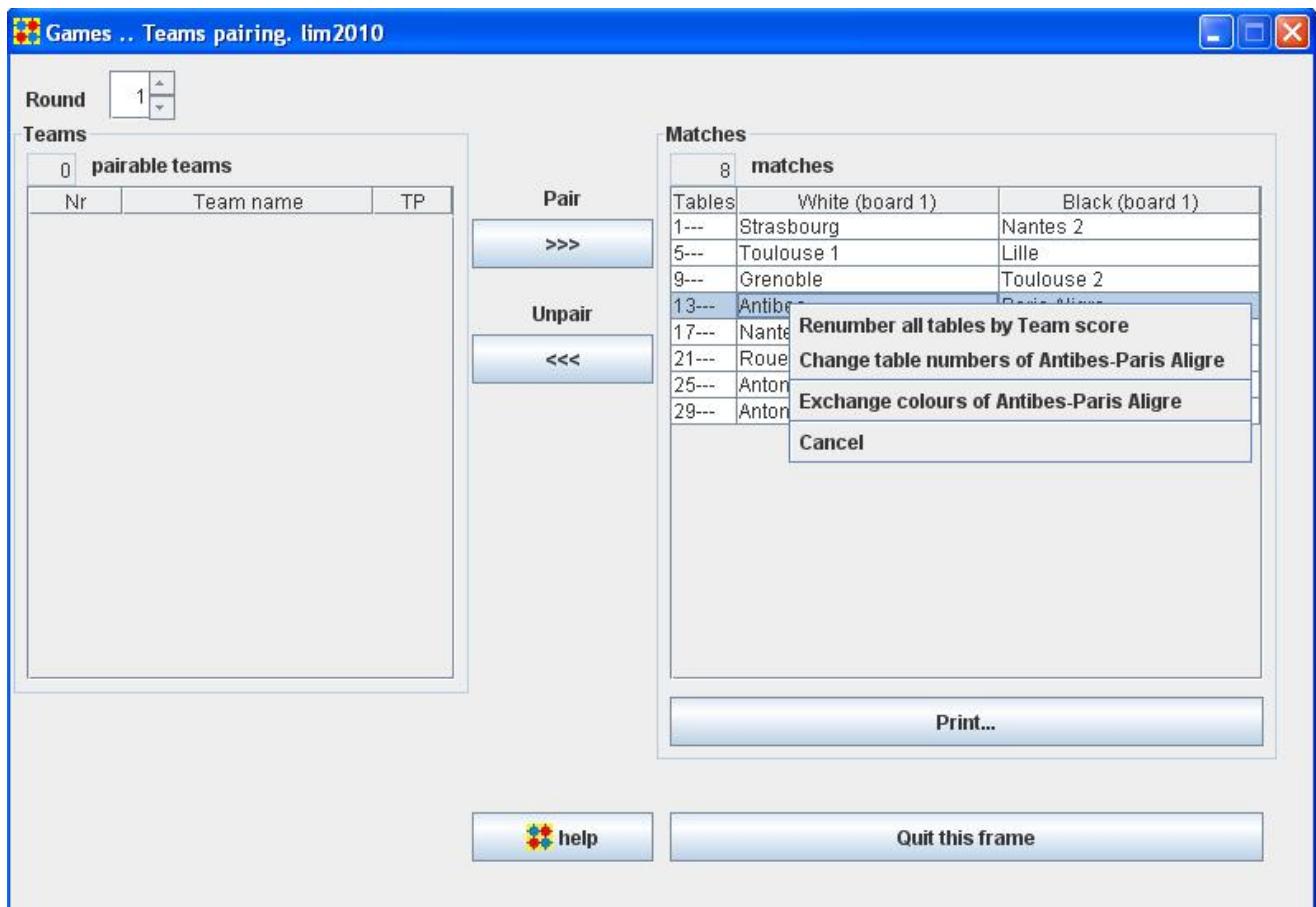
## Pair 2 teams

Select the teams and click the "Pair" button.



Each player of each board of one team is paired with the player of the corresponding board of the other team.

## Modify one or several matches



To renumber all tables, right-click in the Matches panel and choose the "Renumber all tables by Team score" menu item.

To change table numbers of a given match, right-click on the match in the Matches panel and choose the "Change table numbers of ..." menu item.

To change colours of all games of a given match, right-click on the match in the Matches panel and choose the "Change table numbers of ..." menu item.

## Other modifications

To modify individual games, use the [Games Pair frame](#)

# Publish menu

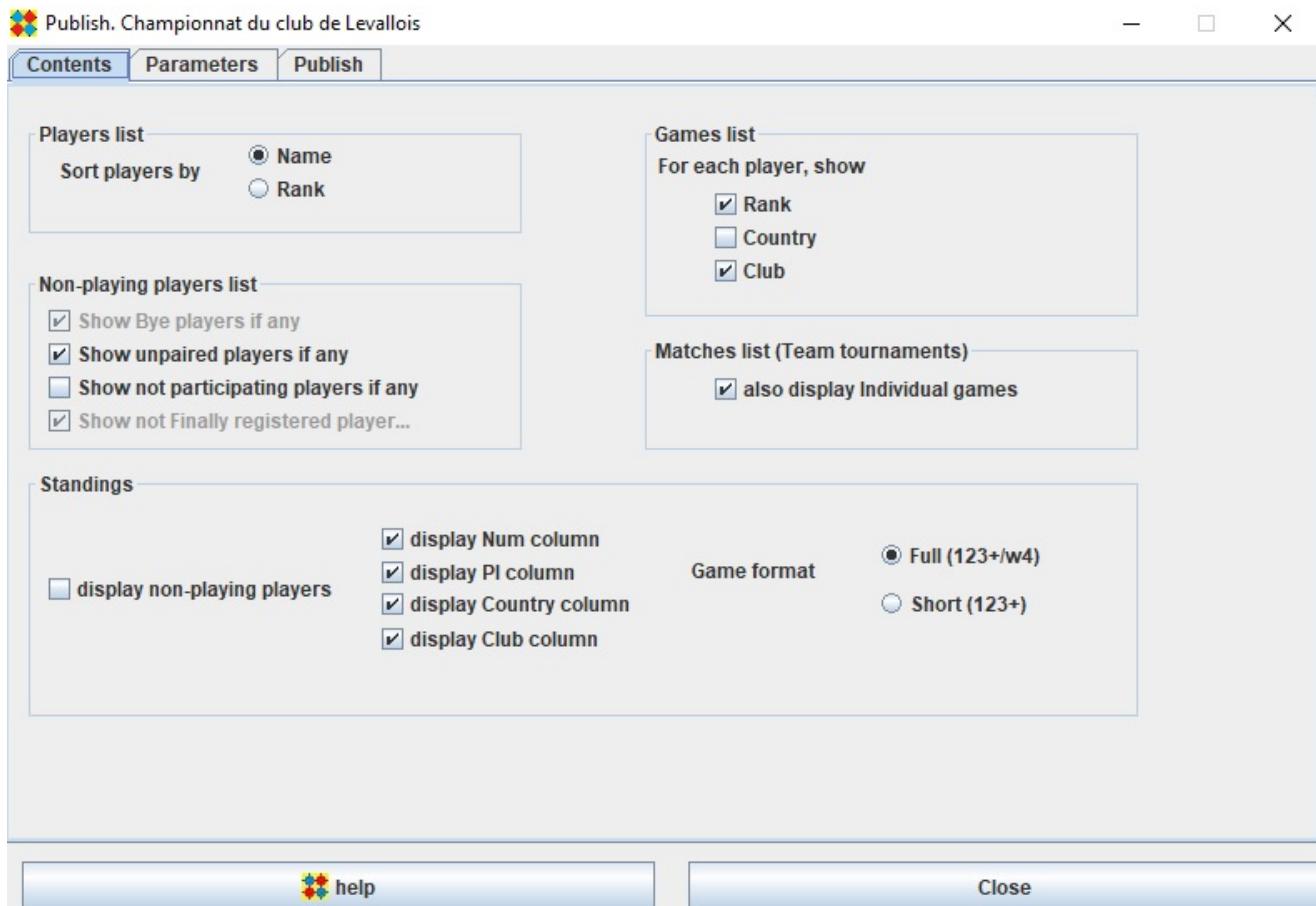


## Publish ...

Clicking the Publish menu item gives the following three tabs :

- [Contents](#) : defines contents
- [Parameters](#) : defines what actions publish buttons will launch
- [Publish](#) : launches Print or Export actions

# Contents



## Players List

## Games List

## Non-Playing Players List

A player may be a non playing player in a given round for one of the four following reasons :

- He is a bye player : this occurs when the number of players for this given round is odd
- He has not been paired : this is usually a temporary situation. The organizer should pair the player or set him as a bye player or set his participation status to not-participating
- He does not participate in the given round. To set the participation status, use the Players .. Manager frame
- His registration status is Preliminary. To set the registration status, use the Players .. Manager frame or the Players .. Quick check frame

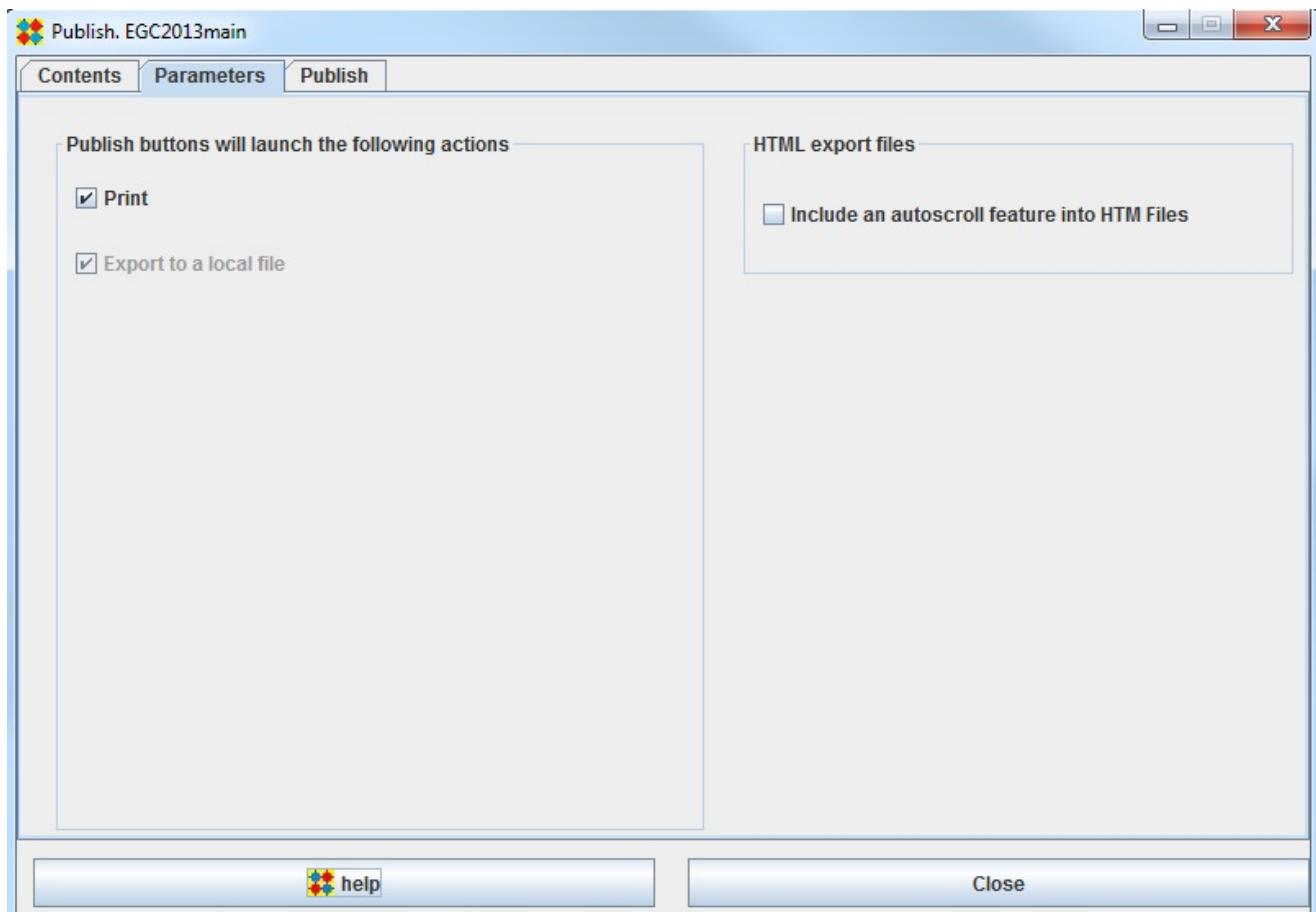
## Matches List

This refers to team tournaments. If you do not check the "Also display individual games" checkbox, only Team names will be displayed in the Print matches list or in the Export(html) matches list. If you do check the checkbox, all individual players will be printed or exported as well.

## Standings

- display non-playing players. check this checkbox if you want all players be displayed, including PRE registered players. By default, non-playing players are not displayed
- display Num/Pl/Country/Club : if checked (resp. unchecked), the corresponding columns are displayed (resp. hidden)
- Game format

# Parameters



## Print

Check this checkBox if you want the published items to be printed

## Export to a local file

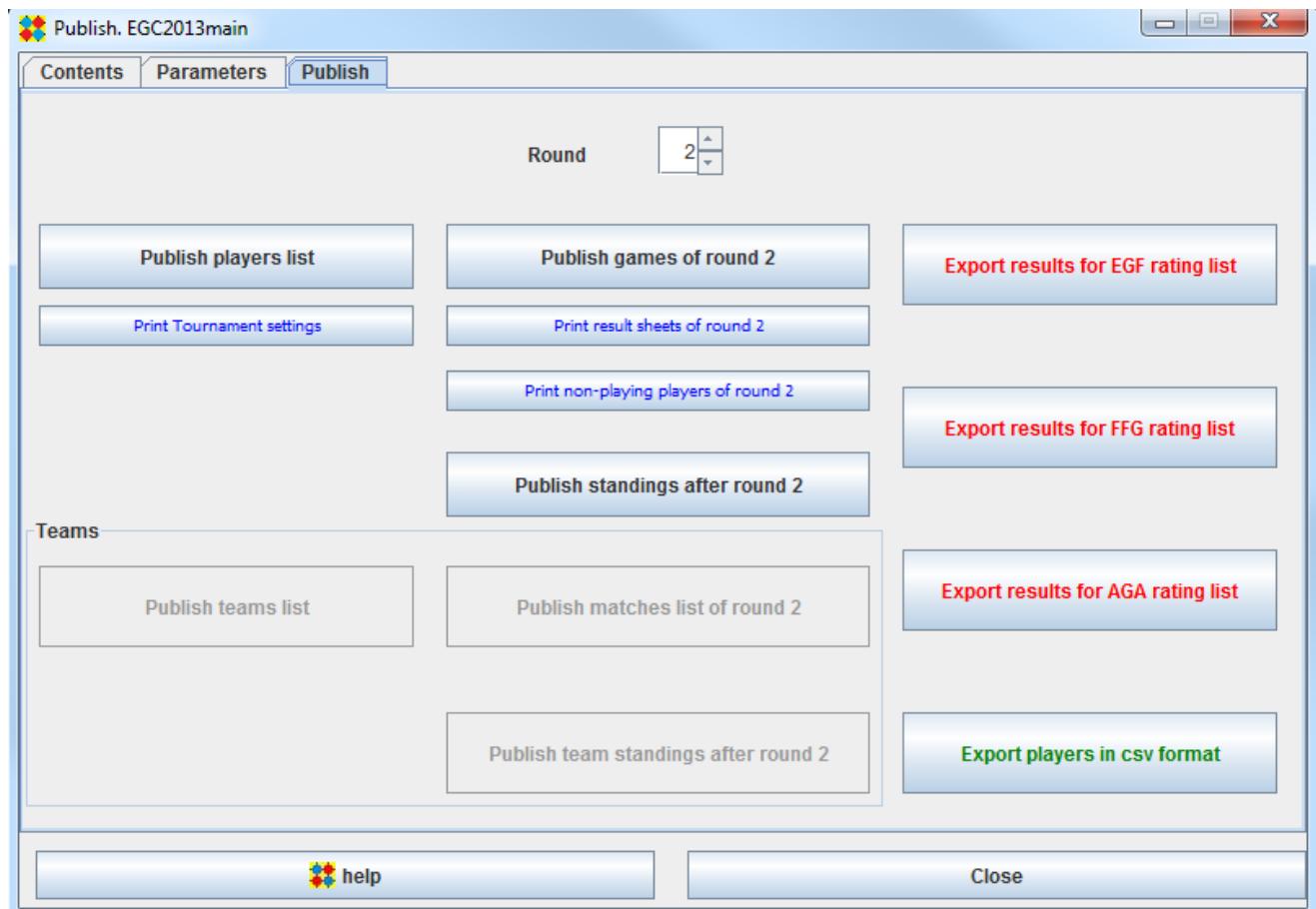
This checkbox is always checked. Published items are sent to a html file in *export/html* directory

## Include an autoscroll feature into HTML files

With this option selected, HTML pages will automatically scroll the contents when displayed.

This is useful for example if you use a projector to display pairings and you have more than 30 boards to display. Think of using Ctrl+ and Ctrl- to adjust font size.

# Publish



## Publish ... buttons Print ... buttons

Data is automatically formatted according to what is specified in the Contents tab.

Html files are locally stored in the *export/html* directory. They are also optionally exported to OpenGotha site.

Html files are associated with a style sheet. A default style sheet is supplied : *current.css*. The user can supply his own style sheet.

Character encoding is "UTF-8".

## Export results for EGF rating-list

The generated file complies with the [h9 format](#).

Spaces inside a player name or first name are replaced with "\_"

Total name + first name length is limited to 30

Character encoding is "ISO-8859-15".

## Export results for FFG rating-list

The generated file complies with the [Tou format](#).

Spaces inside a player name or first name are replaced by " \_ "

Total name + first name length is limited to 25

Character encoding is "ISO-8859-15".

## Export results for AGA rating-list

The generated file complies with the [AGA standard ratings submission format](#).

For players without an AGA id, dummy AGA ids are generated in the "99xxx" range.

Character encoding is "ISO-8859-15".

## Export players in csv format

The generated file contains the players data.

[CSV format](#) is a commonly used format and is supported by most spreadsheets.

Character encoding is "UTF-8".

# Options menu



## Menu items list

### Tournament Options

This opens the [Tournament Options frame](#).

### Games Options

This opens the [Games Options frame](#).

### Preferences

This opens the [Preferences frame](#).

# Tournament Options

[General settings](#)

[Handicap settings](#)

[Placement settings](#)

[Pairing settings](#)

[Team Placement settings](#)

# General settings

Tournament settings. Championnat du club de Lyon 2017

General Handicap Placement Pairing Team placement

**McMahon system**

<b>Tournament details</b>	<b>Change or Reset Tournament system</b>
Full Name nnat du club de Lyon 2017	McMahon
Short name ChampionnatLyon2017	McMahon Bar 2K
Location Lyon	McMahon Floor 3K
Director Guillaume Largounez	McMahon Zero 30K
Begin date 2017-02-11	
End date 2017-02-12	
Number of rounds 5	

**Special Results**

NBW for Absent player	<input checked="" type="radio"/> 0	<input type="radio"/> ½	<input type="radio"/> 1
MMS for Absent player	<input checked="" type="radio"/> 0	<input type="radio"/> ½	<input type="radio"/> 1
NBW for Bye player	<input type="radio"/> 0	<input checked="" type="radio"/> ½	<input type="radio"/> 1
MMS for Bye player	<input type="radio"/> 0	<input checked="" type="radio"/> ½	<input type="radio"/> 1

Round down NBW and MMS scores  
 For SOS, count not played games as half point



Print ... Close

## Tournament details

### Number of rounds

It can be set between 1 and 20.

It can be increased at any time.

It can be decreased at any time too, provided that no game has been defined for abandonned rounds.

### Special results

An absent player for a given round is a player who has been declared as not participating in that round.

A bye player for a given round is a player who has been defined as bye in the pairing process. Not more than one player can be bye for a given round.

The NBW and MMS scores for absent and bye player for a given round will be computed according to what you define in this frame.

## Round down NBW and MMS scores

When, as a result of bye or absence, the score is not integer, a rounding down is made if the "Round down NBW and MMS scores" checkbox is selected. Otherwise, no rounding is made.

NB : Points resulting from a draw are not rounded.

NB : For pairing, players with a non-integer score are grouped with players with an integer score just below, whatever the "Round down NBW and MMS scores" choice might be.

## For SOS, count not played games as half point

When a player plays with an opponent who did not play in previous game, his SOS will be affected, according to the "Special Results" choices. If the "For SOS ..." checkbox is selected, the SOS will be computed as if the opponent had got 1/2 point from his not played game, whatever the choices for "Special Results" may be.

A "not played game" may refer to an absent player, a bye player, a not paired player, or a game whose result is unknown or is a "by default" result.

## McMahon

The McMahon Bar defines the SMMS (Starting McMahon Score) for players above the bar. The super-bars can also be defined in big tournaments.

The McMahon Floor defines the SMMS (Starting McMahon Score) for players below the bar.

The Bar can be set between 10K and 9D

The Floor can be set between 20K and 1D

The Bar must be higher or equal to Floor

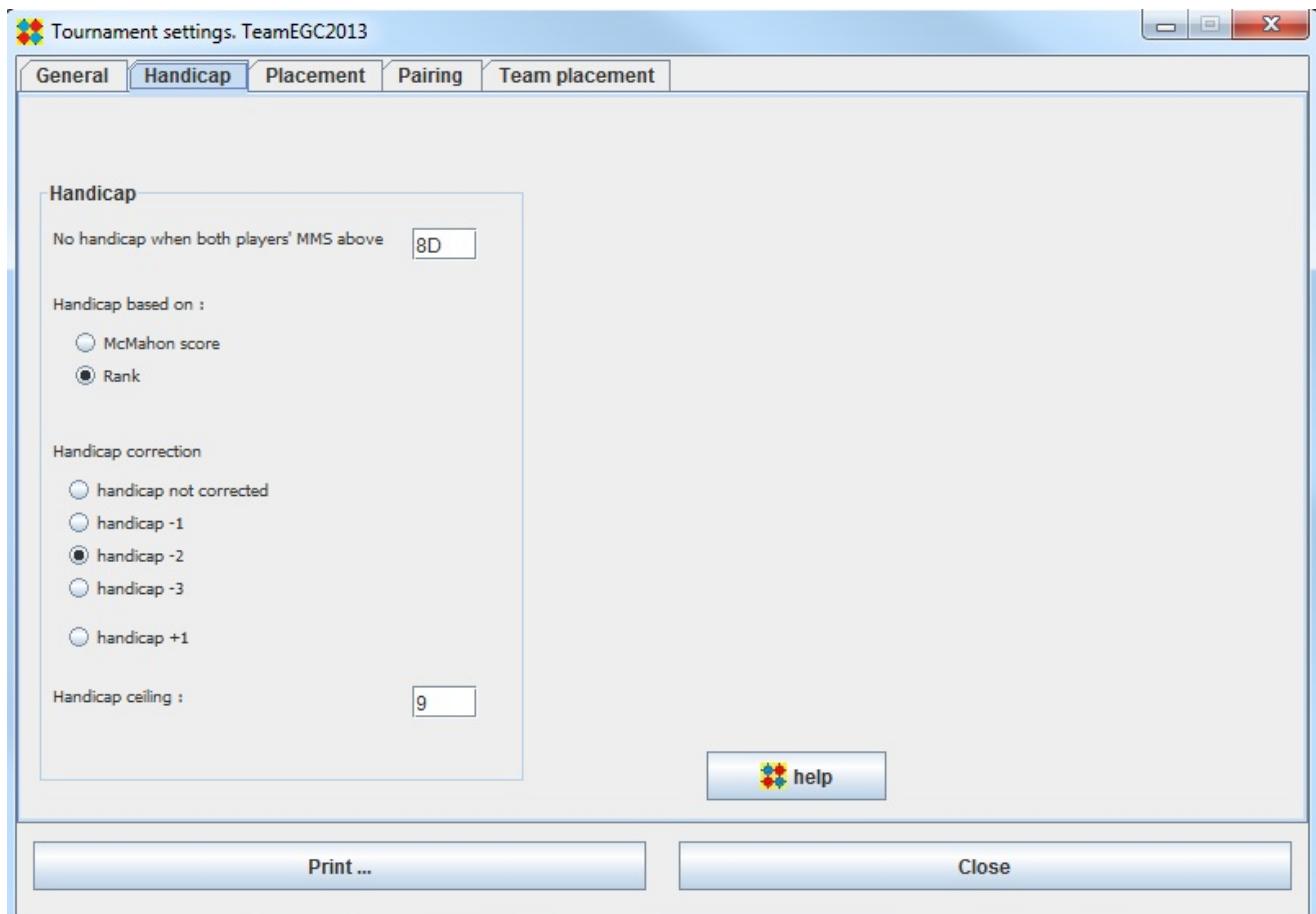
McMahon Zero defines the rank corresponding to zero in MMS computings.

By default, McMahon Zero is set to 30K (and not modifiable, actually)

## Change or Reset Tournament system

This button gives access to a dialog box where you can choose one of the three [tournament systems](#) or reset tournament parameters to their default values

# Handicap settings



## No handicap when both for players' MMS above

Players with a current MMS equal or above the corresponding specified rank.

If a player is above and his opponent is below, the handicap will be computed as if the MMS of the stronger player was the MMS corresponding to the specified rank.

## Handicap based on

If you choose McMahon score, the handicap will be computed according to the current MMS. If you choose Rank, the handicap will be computed according to the rank, independently of previous results.

## Handicap correction

After previous computations, handicap will be decreased by 0, 1, 2 or 3 stones or increased by 1 stone.

## **Handicap ceiling**

The handicap is then limited to this value. The handicap ceiling is between 0 and 9.

# Placement settings

## Glossary

- NBW

Number Of Wins.

- MMS

McMahon Score

At the beginning of the tournament, each player is given a starting McMahon score (SMMS) which is usually based upon his ranking. For instance, a 1 dan player starts with 30 points, a 20 kyu player starts with 10 points. After each round the MMS of each player is increased by 1 for a win, 1/2 for a draw, 0 for a loss.

When a player is absent or bye, he is given points according to values defined in special results panel of General parameters Default values are 1/2 point for absence and 1 point for bye.

But if the sum of such points is not an integer, it is rounded down to the closest integer.

- Rank

As defined at registration time. Value is between 30K and 9D.

- Rating

As defined in the reference rating list. Value is between -2950 and 850. When EGF rating list is used, Rating = GoR -2050

- CUSSW

Cumulative Sum of Scores (NBW).

CUSSW after round r is the sum of NBW as computed after round 1 + NBW as computed after round 2 + ... + NBW as computed after round r

- CUSSM

Cumulative Sum of Scores (MMS).

CUSSM after round r is the sum of MMS as computed after round 1 + MMS as computed after round 2 + ... + MMS as computed after round r

- SOSW, SOSM

Sum Of Opponents scores. SOSW is based on NBW. SOSM is based on MMS.

If the player does not participate in a round, the opponent's score is replaced by the starting score of the player himself.

In handicap games, the opponent's MMS is corrected according to the handicap before addition to the SOSM

- SOSW-1, SOSW-2, SOSM-1, SOSM-2

Same as SOSW and SOSM but after elimination of 1 or 2 worst opponents scores

- SODOSSW, SODOSSM

Sum Of Defeated Opponents scores.

- SOSOSW, SOSOSM

Sum of Opponents' SOS

- EXT, EXR

Exploits Tentes, Exploits Reussis. The idea is to take in account the *difficulty* of the game. A game is assumed to be difficult for a player if the actual handicap (AH) was, for that player, more difficult than Natural Handicap (NH)

- o if  $AH < NH$ , then coef = 0 (easy game)
- o if  $AH = NH$ , then coef = 1 (normal game)
- o if  $AH = NH + 1$  then coef = 2 (difficult game)
- o if  $AH \geq NH + 2$  then coef = 3 (very difficult game)

ET is the sum of opponents scores, with coef as a weight factor

ER is the sum of defeated opponents scores, with coef as a weight factor

- DC

Direct Confrontation. This performs a special sort on players having the same score for higher priority parameters than DC, so that a player is above the ones he has defeated. DC numeric value has no meaning by itself, it is set to enforce rank given by following algorithm:

- This applies to a group of players equal according to higher priority settings, looking only at results of games played against each other.
- It detects and removes cycles of victories, by putting players forming a cycle in a single "node" sharing all victories and defeats against other players of the group.
- Considering all players with no victory against the group, take the one (or the ones, there can be ties) with the lowest score for parameters after DC. Rank this player last.
- Remove ranked player from the group and iterate previous step.

- SDC

Simplified Direct Confrontation. Considering players having the same score for higher priority parameters than SDC:

- if they all have played against each others, SDC value for a player is the number of victory amongs its peers.
- if they haven't, SDC value is 0 for all of them.

- STS

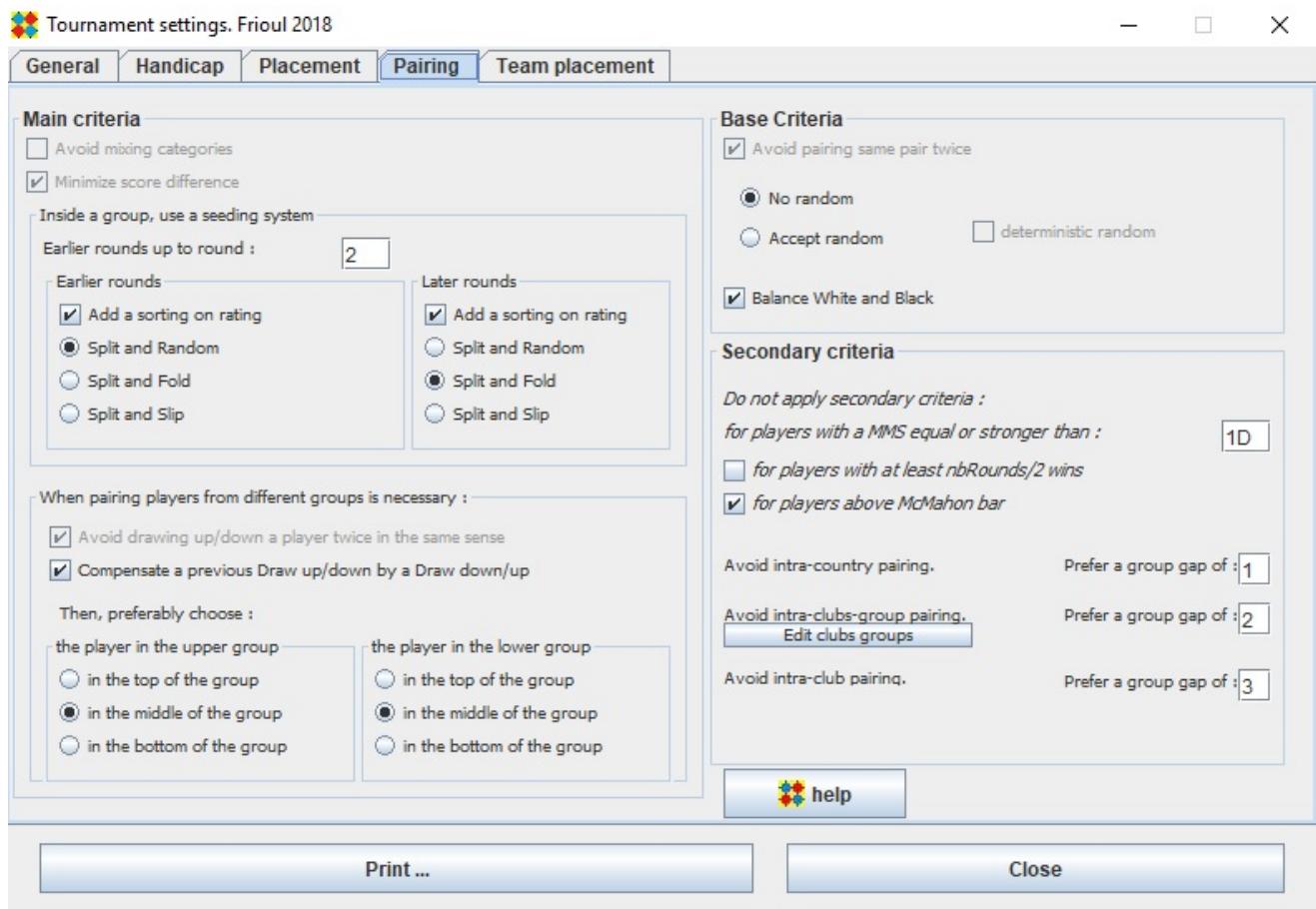
STrasbourg Score. Used ONLY for a tournament, where the players of the top group play in a single elimination bracket to decide the champion, while other players play a classic McMahon tournament.

- When a player of the top group loses a game, he joins the classic McMahon tournament. The losers of semi-finals play a match for the 3rd place.
- STS is equal to [MMS](#) for all players, except for the 4 players of the top group reaching the semi-finals:
  - o at each round, STS is increased according to MMS rules.
  - o but a win in quarter or semi-finals gives a bonus of 2 STS points.
- STS used as first placement criterion aims at ranking players (Standings tab -> use temporary set) according to the elimination bracket results.

- The pairing of the players in the elimination bracket has to be done manually. For a tournament with n rounds, the number of players in the McMahon top group, who enter the elimination bracket, must be set to  $2^n$ .
- **SOSTS**  
Sum Of Opponents' STS

# Pairing settings

Pairing settings refer to a subset of pairing criteria as described by the [Pairing evaluation function](#).



## Main criteria

A "group" is a set of players with same score for main placement criterion (MMS or NBW).

### Avoid mixing categories

Relevant in "Swiss with categories" only. When selected, the pairing will prefer intra-category pairing.

### Minimize score difference

Always selected. Pairing prefers to pair players with equal or neighboring main score, MMS or NBW.

### Seeding system

Inside a group, players are ordered according to their placement. Each player of the higher half of the group will be paired with a player of the lower half.

"Split and Fold" will prefer pairs on the "1 - n, 2 - n-1, ..." scheme

"Split and Slip" will prefer pairs on the "1 - n/2+1, 2 - n/2+2, ..." scheme

"Split and Random" will make random choice.

You can choose a different system for earlier rounds and later rounds.

And, for earlier and later rounds, you can add a sorting on rating.

## **When pairing players from different groups ...**

Difficulties or impossibility to make intra-group pairing (due to uneven size of a group, for instance) may occur.

When this occurs, OpenGotha will choose one player in the group and this player will be paired with a player of a stronger or weaker group.

OpenGotha will try to do not draw-up or draw-down a player twice in the same direction.

It will also try to compensate a previous draw-up by a draw-down and vice versa. However, you may inhibit this compensation system by unchecking the "Compensate a previous Draw up/down by a Draw down/up" checkbox.

It will also prefer to chose drawn-up and drawn-down players according to your choice, in the top, middle or bottom of the group.

## **Base criteria**

### **Avoid pairing same pair twice**

Always selected

### **Random**

OpenGotha can introduce randomness as part of the pairing process. If you choose to accept random, you will have to choose between :

- Deterministic random. Two successive pairings will give exactly the same pairing
- Non-Deterministic random. Two successive pairings may give different pairings

### **Balance White and Black**

Tends to give the same number of games with white and black for a given player.

## **Secondary criteria**

Secondary criteria are "Minimize handicap" criterion and geographical criteria. Secondary criteria are, by default, applied. But you can exclude these criteria for some defined players :

- Players above a certain rank
- Players with a good performance in previous games.

For instance, in a 10 rounds tournament, if you select this option, then players having at least 5 wins in their previous games will not be concerned by these secondary criteria.

- Players above the McMahon bar

## Minimize handicap

This criterion is already taken in account in McMahon system because intra-group pairing will not lead to handicaps.

It is relevant in Swisscat system.

Details in [Pairing evaluation function](#).

## Avoid intra-country, intra-clubs-groups and intra-club pairing

This determines what is acceptable to avoid intra pairing.

For instance, in a McMahon tournament, if you choose 3 as the group gap, which is the default value for intra-club pairing, then OpenGotha will prefer to pair a given player with another player coming from another club even if their MMS difference is up to 3 points rather than to pair him with a player coming from the same club with same MMS value.

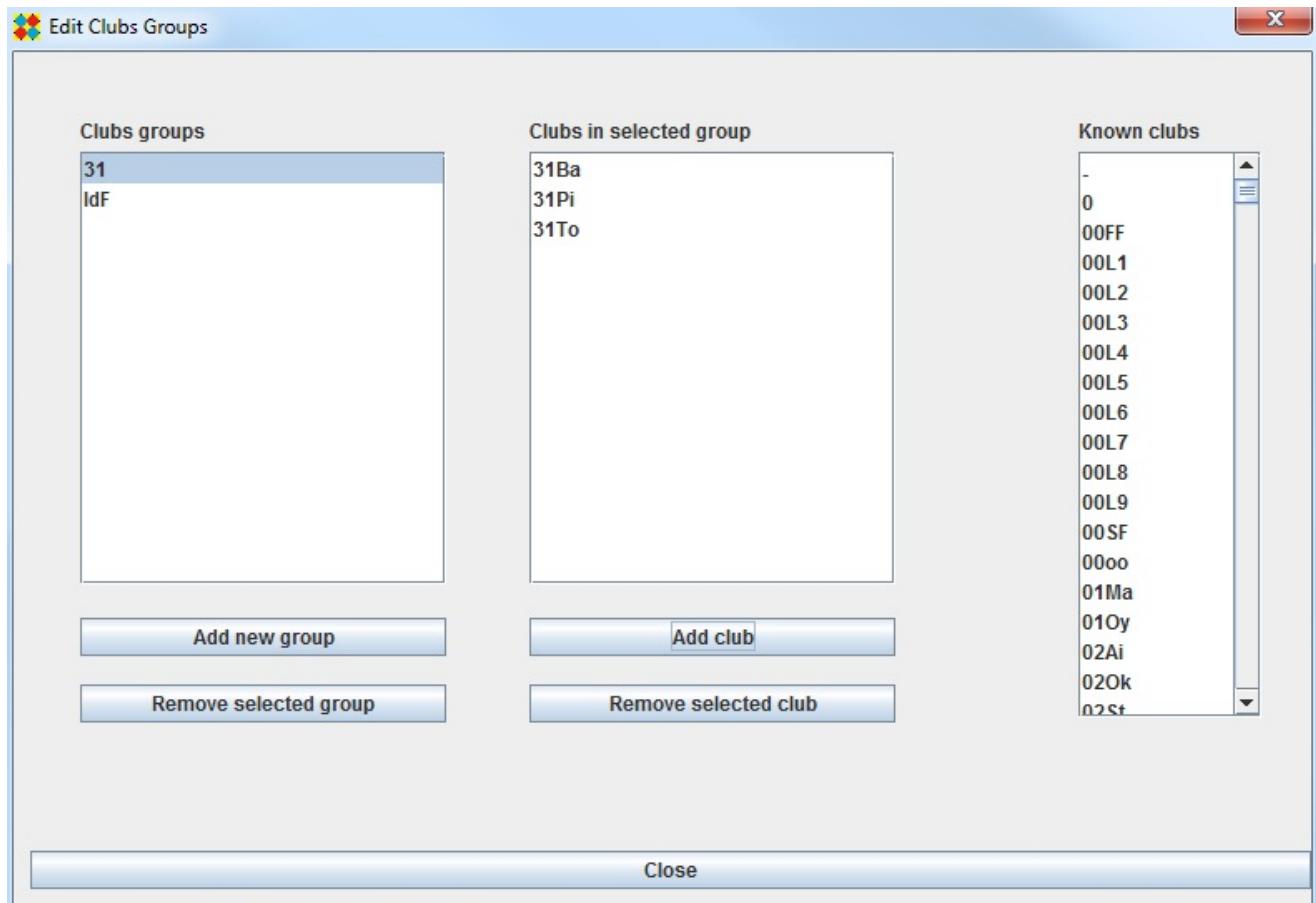
## Avoid intra-clubs-groups pairing

This criterion is a way to avoid pairing players coming from a given group of clubs.

In certain towns (e.g. Toulouse), you may have several clubs (31To, 31Pi, 31Ba) and players from these clubs often play together.

Define these clubs groups [Edit clubs groups button](#)

# Edit clubs groups



Add or remove clubs groups.

To add or remove clubs, select a clubs group, then use the add club/remove selected club buttons

# Team Placement settings

## Glossary

- TEAM

Team points.

2 points are given to the team having more than (number of boards)/2 board wins

1 point is given to a team having (number of boards)/2 board wins

2 points are given to the team having less than (number of board)/2 board wins

- SOST

Sum Of Opponents scores.

The Opponents scores are the team points.

- BDW

Board wins.

Number of individual board wins

- BDWxU

Board wins on x upper boards

Number of individual board wins. Only the boards from 1 to x are taken in account.

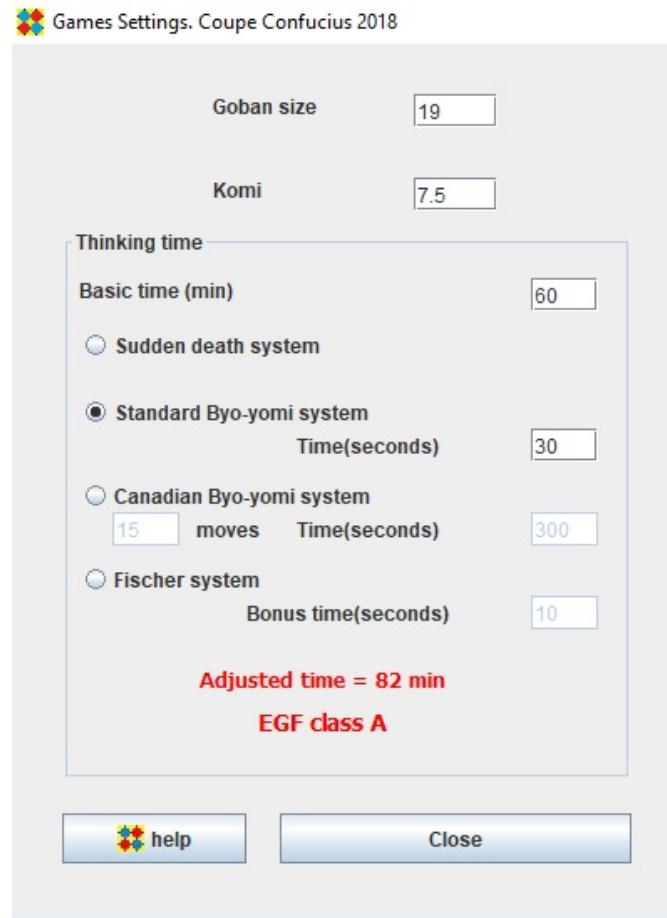
- MNR

Mean rating.

Mean of ratings of the team members at first round

# Games Options

The informations in this frame is used to export results for rating lists



You can choose between 4 time systems.

- Sudden death  
Basic time and no additional time
- Standard Byo-yomi  
Basic time and additional time for each move
- Canadian Byo-yomi  
Basic time and additional time for each series of moves
- Fisher  
Bonus time is added to the credit of the player after each move, starting from the first move of the game.

## EGF classes

Depending on the time settings, OpenGotha computes the class (A, B, C, or no class) according to EGF rules.

EGF recognizes three tournament categories:

- **class A** - well organised tournament recognised by an EGF member  
time limit requirements: adjusted time minimum 75 minutes, basic time minimum 60 minutes (45 for Fischer)

**weight for inclusion to EGF ratings: 1.00**

*In addition tournaments with handicaps in the top bar are not included in class A.*

- **class B** - well organized tournament recognized by an EGF member  
time limit requirements: adjusted time minimum 50 minutes, basic time minimum 40 minutes (30 for Fischer)

**weight for inclusion to EGF ratings: 0.75**

- **class C** - casual or club tournament recognized by an EGF member  
time limit requirements: adjusted time minimum 30 minutes, basic time minimum 25 minutes (20 for Fischer)

**weight for inclusion to EGF ratings: 0.50**

**Adjusted time:**

is calculated as:

- **Sudden death** - basic time.
- **Standard byoyomi** - basic time + time equivalent to 45 moves.  
e.g.: basic time: 60 minutes, byoyomi: 30 seconds per move:  
 $60 + (45 \times 30'') = 82.5$  minutes
- **Canadian byoyomi** - basic time + time equivalent to 60 moves.  
e.g.: basic time: 75 minutes, byoyomi: 12 moves in 5 minutes:  
 $75 + (60 \times (5 / 12)) = 100$  minutes
- **Fischer** - basic time + bonus time equivalent to 120 moves.  
e.g.: basic time: 45 minutes, bonus per move: 15 seconds:  
 $45 + (120 \times 15'') = 75$  minutes

Sudden death - implying adjusted time = basic time - is acceptable, provided all other criteria are met.

# Preferences

As opposed to *parameters*, attached to a tournament and stored in the tournament file, *preferences* are installed on a computer and stored in the register (Windows) or a dedicated file (Linux and Mac OS).

OpenGotha uses *preferences* to store

- The default type of rating list
- The default registration status, Preliminary or Final
- The list of recent tournaments
- The journaling informations
- The Internet access authorizations

Some of them are editable.

key	value
ratingListsDownload	true
photosDownload	true
journalingReport	true
tournamentCopy	
recentTournament0	E:\OpenGotha\opengotha_curl...
recentTournament1	E:\OpenGotha\opengotha_curl...
recentTournament2	E:\OpenGotha\opengotha_curl...
recentTournament3	E:\OpenGotha\opengotha_curl...
recentTournament4	E:\OpenGotha\opengotha_curl...
recentTournament5	E:\OpenGotha\opengotha_curl...

key	value
gotha.os:Windows 10 amd64 ...	1
gotha.jre:1.8.0_101 Java HotS...	1
gotha.version:3.44.02	1
gotha.runningmode:SAL	1
games.teamspairing:	2

**Basic OpenGotha Preferences**

**OpenGotha/Log Preferences**

**Internet access**

Enable Internet access for :

Rating lists download

Photos download

Journaling report

**help** **Close**

## Internet access authorizations

- Rating list downloads  
Enables/Disables the possibility to download rating lists
- Photos downloads  
Enables/Disables the possibility to download photos from EGD

- Journaling report

Enables/Disables the possibility to upload Journaling reports

Journaling report data are sent to the author of this program. It is highly recommended to keep journaling enabled.

# Tools menu



## Menu items list

### Discard rounds

This opens the [Discard rounds frame](#).

### RMI Manager

Useful for Administrators/Programmers.

### Memory manager

Useful for Administrators/Programmers.

### Experimental tools

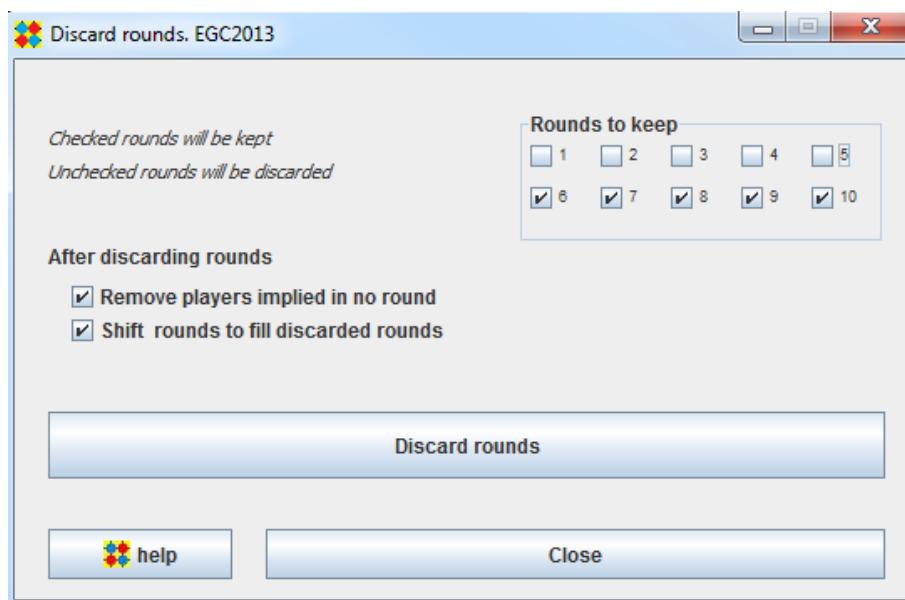


Work in progress

# Discard rounds frame

Useful to keep certain rounds in a tournament and discard others.

May be used before exporting part of a tournament. Typically, if you run a main tournament in an European congress, you will have to split your rounds, rounds 1-5 for the 1st week, rounds 6-10 for the 2nd week (as in the example below)



The "Discard rounds" button will :

- Discard unchecked rounds
- (if checkbox selected) Remove players participating in no round
- (if checkbox selected) Shift rounds to fill discarded rounds

In the example above, results of 2nd week (rounds 6-10) will be shifted to rounds 1-5

# Appendices

[Games encoding](#)

[Pairing algorithm](#)

[Pairing evaluation function](#)

[Compatibility issues](#)

**VBar-separated format**

# Games encoding

*When displayed in a frame like Games .. Results*, a game is represented by a string of 1 to 4 characters.

Result	Encoding
Unknown	-
White wins	1-0
Black wins	0-1
Equal	½-½
Both win	1-1
Both lose	0-0
White wins by default	1-0!
Black wins by default	0-1!
Equal by default	½-½!
Both win by default	1-1!
Both lose by default	0-0!

A result is declared "by default" when one player or both did not show up.

*When displayed in a table like in the Standings Tab or in an export file like html export file*, a game is represented by a string of up to 8 characters

char 1-4 : opponent number

char 5 : result : + for win, - for lose, = for ½

char 6 : "/" or "" (empty) for "normal" result. "!" for "by default" result

char 6 or 7 : colour : w for white, b for black, ? for unknown colour.

char 7 or 8 : handicap : from 0 to 9

For a dummy game (absent, bye or unassigned) the string is "0-/", "0=/" or "0+/" meaning loss, equal or win. The result is always a loss for unassigned, and may be loss, equal or win for absent or bye, depending on user's choice in General parameters

# Pairing algorithm

OpenGotha's pairing system is based on [an evaluation function](#) and a maximum matching algorithm. To pair a set of n players, OpenGotha first computes a cost for each pair of players, that is to say  $n*(n-1)/2$  costs. The cost is computed by an evaluation function. A low cost means an undesirable pairing while a high cost means a desirable pairing. Then these  $n*(n-1)/2$  costs are input to the maximum matching algorithm which finds the set of  $n/2$  couples that gives the maximum sum of costs.

## The maximum matching algorithm

OpenGotha's pairing system is based on an  $O(n^3)$  implementation of Edmonds' algorithm, as presented by Harold N. Gabow. The development is part of the UCSB JICOS project. Adaptation for OpenGotha has been made by Jean-François Bocquet.

Descriptions of Maximum matching algorithms, Edmond's algorithm and Gabow's implementation can be found in :

- J. Edmonds, "An introduction to matching," Notes of Engineering Summer Conference, Univ. of Michigan, Ann Arbor, 1967.
- C. Gerlach, Ein Mac-Mahon-Lösungsprogramm für "Go-Turniere unter Benutzung von Maximum Weight Perfect Matching", 1994 :  
<http://www.cgerlach.de/go/diplom.pdf>
- B. Korte, "Combinatorial Optimization", Springer, 2006, available on Google books :  
<http://books.google.com/books?id=tu6nz572uJIC&printsec=frontcover&dq=Combinatorial+Optimization>

# Pairing evaluation function

OpenGotha's pairing evaluation function delivers, for a given pair of players and for a given round, a cost value which takes into account evaluation criteria.

## Base criteria

### Avoid duplicate games

Set to  $500\ 000 * 10^9$  if the two players have not yet played each other.

Set to 0 if the two players have already played each other.

### Random

If the option is selected, set to a value between 0 and  $10^9$

The deterministic function is a scrambling function of players names

The non-deterministic function is based on standard Java method.

### Balance White and Black

For each player, the number of games played with White and no handicap is compared with the number of games played with Black and no handicap.

If both players give a strictly opposed result, then set to 1 000 000.

If one player's balance is 0 and the other one's is greater than 1, then set to 500 000.

Else set to 0.

## Main criteria

### Avoid mixing categories

If both players belong to the same category, then set to  $20\ 000 * 10^9$ .

else set to  $\text{coef} * 20\ 000 * 10^9$  where coef is a number between 0.0 and 1.0, computed by a [concavity function](#)

### Minimize score difference

Aims at pairing inside a group.

If both players have equal score then set to  $100 * 10^9$ .

else set to  $\text{coef} * 100 * 10^9$  where coef is a number between 0.0 and 1.0, computed by a [concavity function](#)

## Draw-up Draw-down

Aims at choosing players according to their positions inside their group (Top/Middle/Bottom) and at correcting previous draw-ups/draw-downs.

If players have a group distance  $\geq 4$ , set to 0

else 5 scenarii :

- scenario = 0 : Both players have been already drawn up/down in the same sense
- scenario = 1 : One of the players has been already drawn up/down in the same sense
- scenario = 2 : Normal conditions (does not correct anything and no previous draw in the same sense. This case also occurs if one DU/DD is increased, while one is compensated)
- scenario = 3 : It corrects a previous DU/DD for one player
- scenario = 4 : It corrects a previous DU/DD for both players

If scenario = 0, set to 0

Else take in account the position of each player inside his group. This gives a value between 0 and 20 000 000, according to the choice of "choose player in the top/middle/bottom" parameter.

If scenario = 1, add 20 000 000

If scenario = 2, add 40 000 000

If scenario = 3, add 60 000 000

If scenario = 4, add 80 000 000

Set to the resulting value, which is a number between 0 and 100 000 000

If players belong to different categories, decrease the resulting value

## Seeding

Aims at pairing according to chosen seeding system : "Split and Random", "Split and Fold" or "Split and Slip".

The cost of this criterion is between 0 and maxSeeding = 5 000 000

cla1 and cla2 being the internal placement ( 0 to groupSize - 1 ) of players inside the group ...

- Split and Random.  
If both players are not in the same half of the group, the cost is randomly chosen between  $0.8 * \text{maxSeeding}$  and  $1.0 * \text{maxSeeding}$   
else cost = 0
- Split and Fold.  
 $x = \text{cla1} + \text{cla2} - (\text{groupSize} - 1)$   
 $\text{cost} = \text{maxSeeding} - \text{maxSeeding} * x^2 / (\text{groupSize} - 1)^2$
- Split and Slip.  
 $x = 2 * |\text{cla1} - \text{cla2}| - \text{groupSize}$   
 $\text{cost} = \text{maxSeeding} - \text{maxSeeding} * x^2 / \text{groupSize}^2$

## Secondary criteria

## Are secondary criteria relevant for these players ?

Secondary criteria are not applied for players above a certain ranking, as set by the organizer (by default, 1D) and, optionnaly (by default, secondary criteria applied), for players with a number of wins  $\geq$  (number of rounds) /2.

When both players are concerned by secondary criteria, the function values are set as computed.

When both players are excluded from secondary criteria, the function values are set as to the maximum possible.

When one player is excluded from secondary criteria and the other player is not, an intermediate value will be computed (see sources for details)

## Minimize handicap

The maximum value is  $20\ 000 * 10^9$ . The minimum is 0

Between the extrema, set to  $\text{coef} * 20\ 000 * 10^9$  where coef is a number between 0.0 and 1.0, computed by a [concavity function](#) a If MMS difference is 0, set it to Secondary criteria are not applied for players above a certain ranking, as set by the organizer (by default, 4D) and, optionnaly (by default, secondary criteria applied), for players with a number of wins  $\geq$  (number of rounds) /2.

## Geographical criteria

A malus value is computed if both players belong to the same club. An other one if both players belong to the same country. The values of the malus depends on the "Prefer a group gap of ..." as defined by the user. The geographical malus is set as the worse value between both malus.

## Concavity function

The concavity function is used to compute the weight of several criteria.

Let us see why this function is necessary and how it is used.

An example : have a tournament where you have 1 player 1K, 2 players 2K, 2 players 3K, ... 2 players 10K and 1 player 11K. The parity issue will result in a choice between :

- Pair everybody with his same rank fellow. And fix the parity issue by pairing the 1K with the 11K.
- Pair the 1K with a 2K, the other 2K with a 3K, etc.

Any human organizer would choose the second option, but the computer might not, if you don't take care.

Assume that in your evaluation function, the base value for a pair is 1000 and you give a penalty of  $100 * d$  for a dan/kyu rank difference.

The sum of values will be, in both cases 9000.

Now, with the concavity function.

Instead of  $1000 - 100*d$ , you use  $1000 * (1.0 - x) * (1.0 + k * x)$  (OpenGotha uses 0.5 for k.  $x = d/maxRange$ ,  $d/10$  here)

Then, the sum of values will be  $9 * 1000 + 0 = 9000$  in solution 1 and  $10 * 945 = 9450$  in solution 2  
OpenGotha prefers solution 2.

## All the details

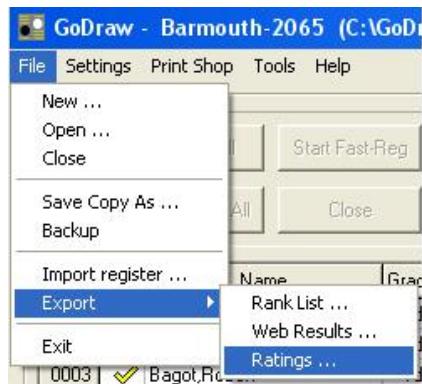
OpenGotha is hosted by GitHub. Sources are available from [lucvannier/opengotha](https://github.com/lucvannier/opengotha) github repository  
In Tournament.java, see the costValue method.

# Compatibility issues

OpenGotha supports tournament data generated by other programs.

## Importing players and games from Geoff Kaniuk's GoDraw program

From GoDraw 6.3.6, use "File .. Export .. Ratings" menu item.



Save the file into a .h9 file

In OpenGotha, create a new tournament.

Then import the .h9 file with the "Tournament .. Import .. Import Players and Games from h9 file" menu item



## Opening a tournament saved by an old OpenGotha program

Usually, the "Tournament .. Open" menu item is what you need.

However, for tournaments managed by OpenGotha V3.22 or older, the file to open is the .xml file as generated by the "Tournament .. Export .. Tournament in XML format" menu item :



Save the file into a .xml file

In new OpenGotha, open the .xml file with the "Tournament .. Open .. " menu item

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