Terms and Definitions

To enhance the understandability of the rules, some terms have been defined more precisely than as they were used in previous versions of the rules. Here follows a short list of terms and definitions.

Absolute, criteria: *see Criterion.*

Adjourned, game: *a game that has been suspended, to be resumed at a later time. For pairing purposes, it is equivalent to a (temporary) draw.*

Bracket: *a set of players to be paired. Basically, it is made of a score group - but it may possibly contain players with higher scores, who were left unpaired in the previous bracket (see also Moved-down player);* **collapsed ~:** *See Collapsed Last Bracket;* **heterogeneous ~:** *a bracket that contains players with different scores;* **homogeneous ~:** *a bracket that contains only players with equal scores;* **pairing ~:** *same as Bracket;* **remainder ~:** *see Remainder.*

BSN: *See In-bracket sequence number.*

Bye: *a leave given to a player for a round. The bye may be asked for by the player himself (in this case, the player is not paired for the round), or allocated by the pairing process to accommodate for an odd number of players;* **Full-point ~:** *it is the equivalent score of a win (usually one full point), which may be given to a player known in advance not to play in a round (deprecated by FIDE);* **Half-point ~:** *it is the equivalent score of a draw (usually half point), that may be given to a player known in advance not to play in a round;* **Pairing-allocated ~:** *the bye assigned to the unpaired player when the number of players to be paired is odd;* **Zero-point ~:** *represents the points (zero) that are usually scored by a player known in advance not to play in a round.*

Candidate: *same as Candidate pairing;* **~ evaluation:** *comparison of a candidate pairing against the pairing criteria, in order to determine the quality of the pairing;* **~ pairing:** *an acceptable pairing for a bracket. It may or may not be the best possible one;* **perfect ~:** *a candidate pairing that complies with all the pairing criteria.*

CLB: *See Collapsed Last Bracket.*

Collapsed Last Bracket: *the special bracket formed by the Special Collapsed Scoregroup (see A.3) together with the players moved down from the Penultimate Pairing Bracket (see A.9).*

Collapsing score: *score of the resident players of the Penultimate Pairing Bracket (see A.9).*

All players having score lower than the Collapsing Score belong as resident players to the Special Collapsed Scoregroup (see A.3).

Colour: **~ difference:** *for each player, the number of games played with white minus the number of games played with black;* **~ history:** *the sequence of colours received by a player during the tournament. For comparison purposes, all possible unplayed games, which have no colour, are shifted to the beginning of the sequence;* **initial ~:** *the colour determined by drawing of lots before the pairing of the first round (see E.5);* **~ sequence:** *same as colour history.*

Colour preference: *the colour that a player should ideally receive for the next game. It can be determined for each player who has played at least one game;* **absolute ~:** *a colour preference that cannot be disregarded (see C.3), except when topscorers are involved (see A.7, C.8, C.9).*

Completion criterion: *a pairing criterion for the Penultimate Pairing Bracket (see C.4), requiring that, after its pairing, at least one legal pairing exists for the remaining players (Penultimate Pairing Bracket floaters and Special Collapsed Scoregroup elements)(see also Completion test, Criterion, Look-ahead).*

Completion test: *a test to verify that at least one legal pairing exists for all the players still unpaired.*

Criterion: *in Swiss pairing systems, a rule to determine which players can be paired or float;* **absolute ~:** *a pairing criterion that must always be complied with (see C.1-C.3);* **completion ~:** *see Completion criterion;* **relative ~:** *a pairing criterion that improves the quality of the pairings but does not determine their acceptability.*

Double-floater: *a player who was moved down twice or more (double-downfloater, refloater) or has to play with someone who was moved down twice or more (double-upfloater).*

Downfloat: *marker assigned to a player who played against an opponent whose score is lower than that of the player, or did not play at all.*

Downfloater: *a player who is not paired in his bracket, and is then moved down to a lower one.*

Drawing of lots: *in Swiss tournaments, a lottery*

to decide the initial colour (see Colour, initial).

Exchange: *operation that exchanges (swaps) players between different subgroups of a pairing bracket, trying to achieve a better pairing quality;* **MDP-exchange**: *an exchange of players between S1 and Limbo subgroups;* **Resident ~**: *an exchange of resident players between S1 and S2 subgroups.*

Float: *see Downfloat, Upfloat.*

Floater: *see Downfloater, Upfloater.*

Forfeit: *game unplayed because one of the players did not show up;* **~ loss**: *a loss scored in a forfeit;* **~ win**: *a victory scored in a forfeit.*

FPB: *see Bye, Full-point.*

Higher ranked player: *(in a pair, bracket, list and so on) the player with the highest score or, if the latter is the same, with the highest initial rank.*

HPB: *see Bye, Half-point.*

HRP: *see Higher ranked player.*

In-bracket sequence number: *a number assigned to each player in a bracket, prior to any transposition or exchange, representing the player's ranking in the bracket.*

Initial: **~ colour**: *see Colour, initial;* **~ order**: *the order applied to the players' list before the pairing, based primarily on rating and title (see C.04.2.B);* **~ rank**: *the position of a player in the players' list, after this has been sorted in the Initial order.*

Late entry: *a player who enters the tournament and is paired only after the first round.*

Lexicographic order: *the normal order of the dictionary. It is used to sort and compare transpositions, MDP-exchanges and Pairing score differences (PSD).*

Limbo: *the part of a heterogeneous pairing bracket that contains all the moved-down players that will not be paired in this bracket (those players shall, by necessity, float again).*

Look-ahead: *A pairing methodology, consisting in: (1) (except for the Penultimate Pairing Bracket or the Collapsed Last Bracket) after finding the seemingly best pairing for a bracket: if there are downfloaters, verify that they maximize the next bracket (see C.7); (2) after finding the best pairing: verifying that the Requirement Zero (see) is satisfied.*

MDP: *see Moved-down player.*

MDP-Pairing: *the set of pairs formed in a heterogeneous bracket by associating a pairable moved-down player with a resident player.*

Moved-down player: *a player in a bracket, who has been moved down after the pairing of a previous bracket (and hence has an higher score than the resident players).*

Number: **in-bracket sequence ~:** *see In-bracket sequence number;* **pairing ~:** *see Pairing, number.*

Order: **initial ~:** *see Initial, order.*

PAB: *see Bye, Pairing-allocated.*

Pair: *two players who are to play with each other.*

Pairing: *the set of pairs for a Pairing bracket or for a complete round (see also Round-pairing);* **acceptable ~**: *a pairing that complies with all the absolute pairing criteria;* **~ bracket**: *see Bracket;* **complete ~**: *a legal pairing in which all the players have been paired - except at most one, when the number of (pairable) players is odd;* **~ criteria**: *see Criterion;* **impossible ~**: *a situation in which no complete pairing can exist for the players;* **legal ~**: *for a bracket, an acceptable pairing that allows the completion of the round-pairing (see);* **maximum ~**: *a pairing in which the number of pairs is as high as possible and the Pairing Score Difference is as low as possible (i.e. C.5 and C.6 are perfectly satisfied);* **~ number**: *a sequential, progressive number assigned to each player after the players' list has been put in the Initial order. It represents the ranking of the player in the list, and may change because of rating adjustments or late entries;* **~ score difference**: *a sorted list of score-differences (the best pairing of a bracket is the one with the lowest Pairing score difference in the lexicographic order).*

Penultimate pairing bracket: *a bracket that failed to pass the Completion Test (see) and that must hence be paired again to supply the downfloaters to complete the pairing of the Collapsed Last Bracket (see). For this bracket, a special criterion (C.4) applies, while the usual C.7 criterion does not.*

PPB: *see Penultimate pairing bracket.*

PSD: *see Pairing, score difference.*

Preference: *Same as Colour Preference (see).*

Ranking: **initial ~:** *see Initial, rank;* **~ list**: *the list of players, ordered as per C.04.2.B.*

Remainder (pairing bracket): *the part of a heterogeneous pairing bracket (see Bracket, heterogeneous) containing only resident players, that remains to be paired after the MDP-Pairing has been completed.*

Requirement Zero: *a criterion requiring that (at least) a legal pairing exists for all the players still unpaired, before trying to pair a*

*bracket. It is checked **(1)** before the beginning of a round-pairing (its failure determines an impossible pairing), and **(2)** at the end of the pairing for each bracket, i.e. before the beginning of the pairing for the next bracket (see also* <u>Completion test</u>*).*

Resident: *~ **score**: the "normal" score of the players in a bracket, who are not moved-down players; ~ **player**: in a pairing bracket, a player who belongs to the main scoregroup of the bracket.*

Round-pairing: *the (full) pairing for a given round.*

S1: *the first of the subgroups in which a bracket is subdivided in order to pair it; it initially contains either as many pairable moved-down players as possible (in heterogeneous brackets) or the first half (rounded down) of the resident players of the bracket (in homogeneous brackets) (see B.2).*

S2: *the second of the subgroups in which a bracket is subdivided in order to pair it; it initially contains all the resident players who are not in S1 (see B.2).*

Score; ~ difference: (1) *the difference between the scores of two players in a pair; **(2)** the difference between the score of a downfloater and a particular artificial value (see A.8), conventionally used when, and because, there is no opponent; **collapsing ~**: see* <u>Collapsing score</u>*.*

Scoregroup: *a set of players, ordinarily having the same score (the exception being the Special Collapsed Scoregroup); **Special Collapsed ~**: a special scoregroup containing, as resident, all the players having scores lower than the Collapsing score (see). It is created after a Completion test failure (see A.9).*

SCS: *Special Collapsed Scoregroup (see* <u>Scoregroup, Special Collapsed</u>*).*

SD: *see* <u>Score, difference</u>*.*

Sieve pairing: *a (mainly theoretical) pairing method in which, for a bracket, all acceptable pairings are built. Then, applying in sequence each one of the pairing criteria (starting from C.4 for the Penultimate Pairing Bracket, from C.5 otherwise), all lower quality candidates are removed, until only one remains. If, after all criteria have been applied, several candidates remain, the first generated one is chosen (see also Section B).*

Special Collapsed Scoregroup: *see* <u>Scoregroup, Special Collapsed</u>*.*

Subgroup: *each of the two (or possibly three, if there is a Limbo) parts in which a pairing bracket is subdivided, in order to pair it (see also* <u>S1</u>*,* <u>S2</u>*,* <u>Limbo</u>*).*

Topscorer: *(see also A.7) a player who, when pairing the last round, has a score higher than half of the maximum possible.*

Transposition: *operation that modifies the order of players in the S2 subgroup of a pairing bracket, trying to achieve a better pairing quality.*

Upfloat: *marker assigned to a player who played against an opponent whose score is higher than that of the player.*

Upfloater: *the opponent of a moved-down player, i.e. a resident player who faces an opponent coming from a higher score group.*

Weighted matching: *a pairing method in which a numerical weight is assigned to each possible pair or downfloater, in compliance with the pairing criteria, in order to choose the best possible pairing (the best possible pairing is the one with the lowest weight).*

ZPB: *see* <u>Bye, Zero-point</u>*.*