

## standard all-play-all tables

**NOTE:** Players **randomly** allocated a placement number. Colours are set out – White : Black

### 3 or 4 players

Round:    Pairings:

One    1:4   2:3  
Two    4:3   1:2  
Three   2:4   3:1

### 5 or 6 players

Round:    Pairings:

One    1:6   2:5   3:4  
Two    6:4   5:3   1:2  
Three   2:6   3:1   4:5  
Four    6:5   1:4   2:3  
Five    3:6   4:2   5:1

### 7 or 8 players

Round:    Pairings:

One    1:8   2:7   3:6   4:5  
Two    8:5   6:4   7:3   1:2  
Three   2:8   3:1   4:7   5:6  
Four    8:6   7:5   1:4   2:3  
Five    3:8   4:2   5:1   6:7  
Six    8:7   1:6   2:5   3:4  
Seven   4:8   5:3   6:2   7:1

### 9 or 10 players

Round:    Pairings:

One    1:10   2:9   3:8   4:7   5:6  
Two    10:6   7:5   8:4   9:3   1:2  
Three   2:10   3:1   4:9   5:8   6:7  
Four    10:7   8:6   9:5   1:4   2:3  
Five    3:10   4:2   5:1   6:9   7:8  
Six    10:8   9:7   1:6   2:5   3:4  
Seven   4:10   5:3   6:2   7:1   8:9  
Eight   10:9   1:8   2:7   3:6   4:5  
Nine    5:10   6:4   7:3   8:2   9:1

### 11 or 12 players

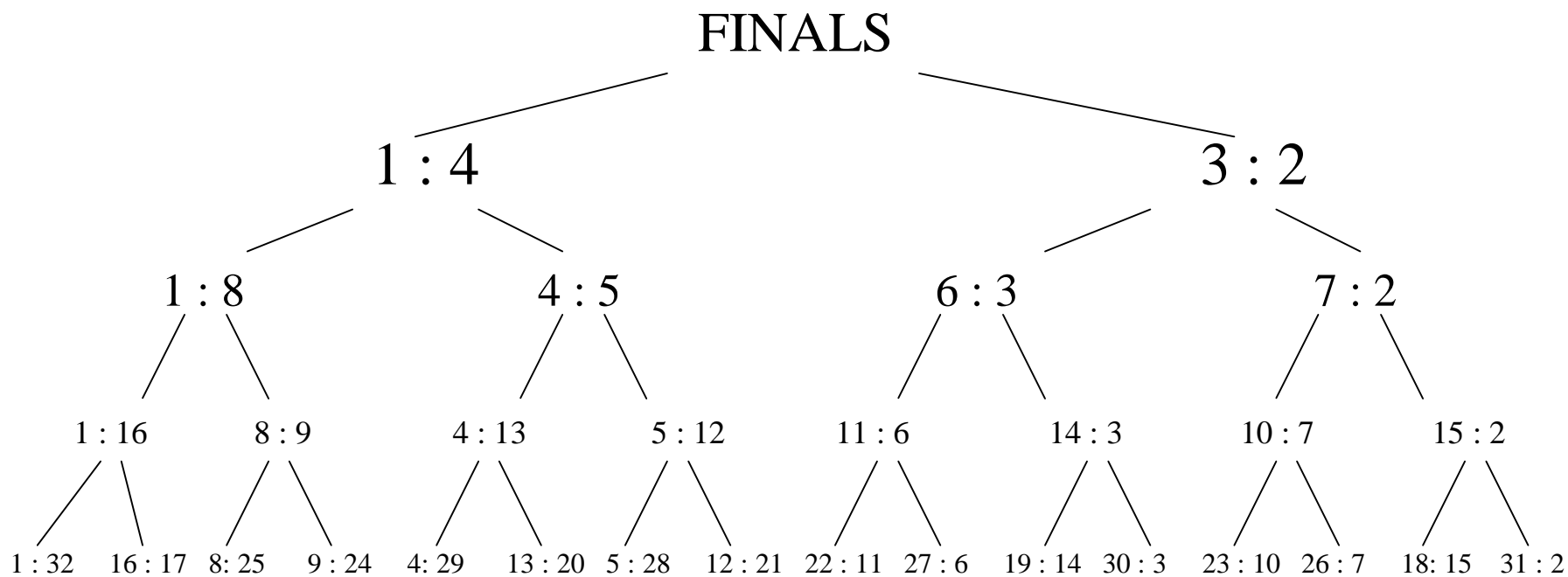
Round:    Pairings:

One    1:12   2:11   3:10   4:9   5:8   6:7  
Two    12:7   8:6   9:5   10:4   11:3   1:2  
Three   2:12   3:1   4:11   5:10   6:9   7:8  
Four    12:8   9:7   10:6   11:5   1:4   2:3  
Five    3:12   4:2   5:1   6:11   7:10   8:9  
Six    12:9   10:8   11:7   1:6   2:5   3:4  
Seven   4:12   5:3   6:2   7:1   8:11   9:10  
Eight   12:10   11:9   1:8   2:7   3:6   4:5  
Nine    5:12   6:4   7:3   8:2   9:1   10:11  
Ten    12:11   1:10   2:9   3:8   4:7   5:6  
Eleven   6:12   7:5   8:4   9:3   10:2   11:1

*Each player ends up with a similar number of Whites and Blacks as per allocation and with the right players.*

## knock-out table

**IMPORTANT NOTE:** Players are **seeded** into a placement number prior. The more accurate the seedings are then the better. Critical. Colours are not applicable for this table. Four players, Eight players, 16 players, and 32 players as follows:



## Four pools & knock-out table

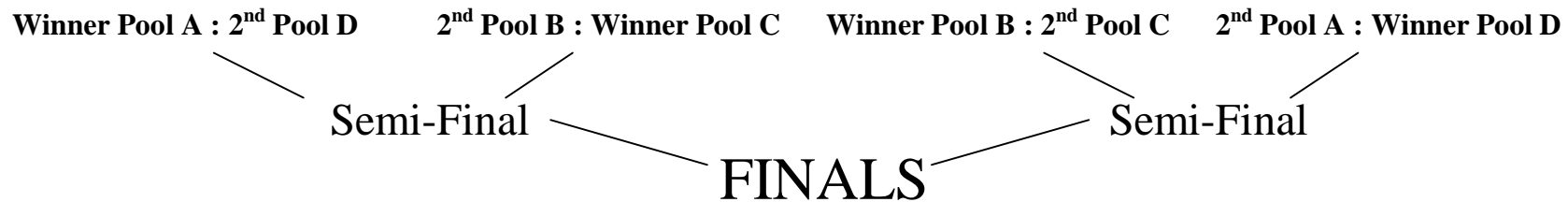
**IMPORTANT NOTE:** Players are **seeded** into a placement number prior. The more accurate the seedings are then the better. Critical.

<u>Pool A:</u>	<u>Pool B:</u>	<u>Pool C:</u>	<u>Pool D:</u>
Seed 1	Seed 2	Seed 3	Seed 4
Seed 8	Seed 7	Seed 6	Seed 5
Seed 9	Seed 10	Seed 11	Seed 12
-----	Seed 15	Seed 14	Seed 13
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Simply continue the 'snake'.....with as many seeded players as possible. *This ensures similar strength pools as best possible and that the top seeds will be as far away from each other as possible.*

Once the top two players have been found from each pool, then the Knock-out happens as follows:

*(The pairings below are the most efficient at keeping the stronger seeds as far apart as possible for as long as possible)*



Suggested format for School matches containing:

Four schools of four players each school.

*All-play-all format as earlier above*

*Doesn't matter which rankings the schools are.*

Round One:

School A - School B  
School C - School D

Round Two:

School A - School C  
School B - School D

Round Three:

School D - School A  
School B - School C

Alternating Colour detail: A= School A    B= School B    C=School C    D = School D

Number refers to the board number e.g. B2 means "number 2 player of School B"

D4 means "number 4 player of School D"

Round one:

White: Black:

A1    B1  
B2    A2  
A3    B3  
B4    A4

Round Two:

White: Black:

A1    C1  
C2    A2  
A3    C3  
C4    A4

Round Three:

White: Black:

D1    A1  
A2    D2  
D3    A3  
A4    D4

C1    D1  
D2    C2  
C3    D3  
D4    C4

B1    D1  
D2    B2  
B3    D3  
D4    B4

B1    C1  
C2    B2  
B3    C3  
C4    B4