

PAIRING TABLES

Blank Crosstables and Berger all-play-all tables

Throughout, where there is an odd number of players, the default should be the highest numbered player. The numbers should be drawn by lot because the lower numbers always receive the extra white

	Player	1	2	3	4	Total	Position
1		X					
2			X				
3				X			
4					X		

Round 1: 1v4, 2v3. Round 2: 4v3, 1v2. Round 3: 2v4, 3v1.

	Player	1	2	3	4	5	6	Total	Position
1		X							
2			X						
3				X					
4					X				
5						X			
6							X		

1: 1v6, 2v5, 3v4. 2: 6v4, 5v3, 1v2. 3: 2v6, 3v1, 4v5. 4: 6v5 1v4 2v3. 5: 3v6, 4v2, 5v1.

	Player	1	2	3	4	5	6	7	8	Total	Position
1		X									
2			X								
3				X							
4					X						
5						X					
6							X				
7								X			
8									X		

1: 1v8, 2v7, 3v6, 4v5. 2: 8v5, 6v4, 7v3, 1v2. 3: 2v8, 3v1, 4v7, 5v6. 4: 8v6, 7v5, 1v4, 2v3. 5: 3v8, 4v2, 5v1, 6v7. 6: 8v7, 1v6, 2v5, 3v4. 7: 4v8, 5v3, 6v2, 7v1.

	Player	1	2	3	4	5	6	7	8	9	10	Total	Position
1		X											
2			X										
3				X									
4					X								
5						X							
6							X						
7								X					
8									X				
9										X			
10											X		

1: 1v10, 2v9, 3v8, 4v7, 5v6. 2: 10v6, 7v5, 8v4, 9v3, 1v2. 3: 2v10, 3v1, 4v9, 5v8, 6v7. 4: 10v7, 8v6, 9v5, 1v4, 2v3. 5: 3v10, 4v2, 5v1, 6v9, 7v8. 6: 10v8, 9v7, 1v6, 2v5, 3v4. 7: 4v10, 5v3, 6v2, 7v1, 8v9. 8: 10v9, 1v8, 2v7, 3v6, 4v5. 9: 5v10, 6v4, 7v3, 8v2, 9v1.

11 or 12 players

1	1-12	2-11	3-10	4-9	5-8	6-7
2	12-7	8-6	9-5	10-4	11-3	1-2
3	2-12	3-1	4-11	5-10	6-9	7-8
4	12-8	9-7	10-6	11-5	1-4	2-3
5	3-12	4-2	5-1	6-11	7-10	8-9
6	12-9	10-8	11-7	1-6	2-5	3-4
7	4-12	5-3	6-2	7-1	8-11	9-10
8	12-10	11-9	1-8	2-7	3-6	4-5
9	5-12	6-4	7-3	8-2	9-1	10-11
10	12-11	1-10	2-9	3-8	4-7	5-6
11	6-12	7-5	8-4	9-3	10-2	11-1

13 or 14 players

1	1-14	2-13	3-12	4-11	5-10	6-9	7-8
2	14-8	9-7	10-6	11-5	12-4	13-3	1-2
3	2-14	3-1	4-13	5-12	6-11	7-10	8-9
4	14-9	10-8	11-7	12-6	13-5	1-4	2-3
5	3-14	4-2	5-1	6-13	7-12	8-11	9-10
6	14-10	11-9	12-8	13-7	1-6	2-5	3-4
7	4-14	5-3	6-2	7-1	8-13	9-12	10-11
8	14-11	12-10	13-9	1-8	2-7	2-6	4-5
9	5-14	6-4	7-3	8-2	9-1	10-13	11-12
10	14-12	13-11	1-10	2-9	3-8	5-7	5-6
11	6-14	7-5	8-4	9-3	10-2	11-1	12-13
12	14-13	1-12	2-11	3-10	4-9	5-8	6-7
13	7-14	8-6	9-5	10-4	11-3	12-2	13-1

Double Round.

In this case, it is recommended, the order of the last two rounds of each cycle should be reversed. This is to avoid 3 consecutive games with the same colour and does not work for a 4 player event.

Example: 8 Player Double Round

1	1-8	2-7	3-6	4-5	8	8-1	7-2	6-3	5-4
2	8-5	6-4	7-3	1-2	9	5-8	4-6	3-7	2-1
3	2-8	3-1	4-7	5-6	10	8-2	1-3	7-4	6-5
4	8-6	7-5	1-4	2-3	11	6-8	5-7	4-1	3-2
5	3-8	4-2	5-1	6-7	12	8-3	2-4	1-5	7-6
6	4-8	5-3	6-2	7-1	13	8-4	3-5	2-6	1-7
7	8-7	1-6	2-5	3-4	14	7-8	6-1	5-2	4-3

Tables for the Scheveningen System

This is a system for holding a match between two teams, possibly different federations.

Match on Four Boards

Rd. 1	Rd. 2	Rd. 3	Rd. 4
A1-B1	B2-A1	A1-B3	B4-A1
A2-B2	B1-A2	A2-B4	B3-A2
B3-A3	A3-B4	B1-A3	A3-B2
B4-A4	A4-B3	B2-A4	A4-B1

Match on Six Boards

Rd. 1	Rd. 2	Rd. 3	Rd. 4	Rd. 5	Rd. 6
B1-A1	B2-A1	A1-B3	A1-B4	B5-A1	A1-B6
B5-A2	A2-B1	A2-B2	B6-A2	B4-A2	A2-B3
A3-B4	B3-A3	B1-A3	A3-B5	A3-B6	B2-A3
A4-B2	B4-A4	B6-A4	A4-B1	B3-A4	A4-B5
A5-B3	A5-B6	B5-A5	B2-A5	A5-B1	B4-A5
B6-A6	A6-B5	A6-B4	B3-A6	A6-B2	B1-A6

Match on Eight Boards

Rd. 1	Rd. 2	Rd. 3	Rd. 4	Rd. 5	Rd. 6	Rd. 7	Rd. 8
A1-B1	B2-A1	A1-B3	B4-A1	A1-B5	B6-A1	A1-B7	B8-A1
A2-B2	B3-A2	A2-B4	B1-A2	A2-B6	B7-A2	A2-B8	B5-A2
A3-B3	B4-A3	A3-B1	B2-A3	A3-B7	B8-A3	A3-B5	B6-A3
A4-B4	B1-A4	A4-B2	B3-A4	A4-B8	B5-A4	A4-B6	B7-A4
B5-A5	A5-B6	B7-A5	A5-B8	B1-A5	A5-B2	B3-A5	A5-B4
B6-A6	A6-B7	B8-A6	A6-B5	B2-A6	A6-B3	B4-A6	A6-B1
B7-A7	A7-B8	B5-A7	A7-B6	B3-A7	A7-B4	B1-A7	A7-B2
B8-A8	A8-B5	B6-A8	A8-B7	B4-A8	A8-B1	B2-A8	A8-B3

Match on Nine Boards

Rd. 1	Rd. 2	Rd. 3	Rd. 4	Rd. 5	Rd. 6	Rd. 7	Rd. 8	Rd. 9
A1-B1	B1-A9	A1-B3	B1-A7	A1-B5	B1-A5	A1-B7	B1-A3	B9-A1
A2-B2	B2-A1	A2-B4	B2-A8	A2-B6	B2-A6	A2-B8	B2-A4	A2-B1
A3-B3	B3-A2	A3-B5	B3-A9	A3-B7	B3-A7	A3-B9	B3-A5	A3-B2
A4-B4	B4-A3	A4-B6	B4-A1	A4-B8	B4-A8	A4-B1	B4-A6	B3-A4
A5-B5	B5-A4	A5-B7	B5-A2	A5-B9	B5-A9	A5-B2	B5-A7	A5-B4
A6-B6	B6-A5	A6-B8	B6-A3	A6-B1	B6-A1	A6-B3	B6-A8	B5-A6
A7-B7	B7-A6	A7-B9	B7-A4	A7-B2	B7-A2	A7-B4	B7-A9	A7-B6
A8-B8	B8-A7	A8-B1	B8-A5	A8-B3	B8-A3	A8-B5	B8-A1	B7-A8
A9-B9	B9-A8	A9-B2	B9-A6	A9-B4	B9-A4	A9-B6	B9-A2	A9-B8

This system, developed by the late Richard Furness, has the advantage that all the players in rounds 1-8 alternate colour. Alternation fails only in round 9 and then only for four players from the B team.

Hilton Pairings

This adaptation of the Hutton Pairing System was devised by the late Clifford Hilton. It is for Jamboree team tournaments with few rounds and many players. It is superior to Hutton in that nobody ever receives three pairings of the same colour in three rounds. Alternation is followed as much as possible.

The examples shown are for an even number of teams. Also the number of players in each team is optimum, one less than the number of teams competing. In real life, the pairings usually have either to be truncated or extended. If reduced, the

appropriate number of boards are removed from the top of the table. If there are more players than teams less one, then repeat the top board pairings as necessary, reversing the colours.

Board	Round 1	Round 2	Round 3
1	CB DA	BA DC	AC BD
2	AC BD	CB DA	BA DC
3	BA DC	AC BD	CB DA
1	EB CD FA	DB AE CF	EC BA DF
2	AC DE BF	EC BA FD	AD CB FE
3	BD EA FC	AD CB EF	BE DC AF
4	CE AB DF	BE DC FA	CA ED FB
5	DA BC FE	CA ED BF	DB AE CF
1	GB CF ED HA	DB AE FG CH	EC BF GA DH
2	AC DG FE BH	EC BF GA HD	FD CG AB HE
3	BD EA GF HC	FD CG AB EH	GE DA BC FH
4	CE FB AG DH	GE DA BC HF	AF EB CD HG
5	DF GC BA HE	AF EB CD GH	BG FC DE AH
6	EG AD CB FH	BG FC DE HA	CA GD EF HB
7	FA BE DC HG	CA GD EF BH	DB AE FG CH
1	IB CH GD EF JA	DB AE FI HG CJ	EC BF GA IH DJ
2	AC DI HE FG BJ	EC BF GA IH JD	FD CG HB AI JE
3	BD EA IF GH JC	FD CG HB AI EJ	GE DH IC BA FJ
4	CE FB AG HI DJ	GE DH IC BA JF	HF EI AD CB JG
5	DF GC BH IA JE	HF EI AD CB GJ	IG FA BE DC HJ
6	EG HD CI AB FJ	IG FA BE DC JH	AH GB CF ED JI
7	FH IE DA BC JG	AH GB CF ED IJ	BI HC DG FE AJ
8	GI AF EB CD HJ	BI HC DG FE JA	CA ID EH GF JB
9	HA BG FC DE JI	CA ID EH GF BJ	DB AE FI HG CJ
1KB, CJ, ID	EH GF LA	DB AE FK JG HI CL	EC BF GA KH IJ DL
2	AC DK JE FI HG BL	EC BF GA KH IJ LD	AI HB CG FD LE JK
3	BD EA KF GJ IH LC	FD CG HB AI JK EL	GE DH IC BJ KA FL
4	CE FB AG HK JI DL	GE DH IC BJ KA LF	HF EI JD CK AB LG
5	DF GC BH IA KJ LE	HF EI JD CK AB GL	IG FJ KE DA BC HL
6	EG HD CI JB AK FL	IF GJ KE DA BC LH	JH GK AF EB CD LI
7	FH IE DJ KC BA LG	JH GK AF EB CD IL	HI KA BG FC DE JL
8	GI JF EK AD CB HL	KI HA BG FC DE LJ	AJ IB CH GDEF LK
9	HJ KG FA BE DC LI	AJ IB CH GDEF KL	BK JC DI HE FG AL
10	IK AH GB CF ED JL	BK JC DI HE FG LA	CA KD EJ IF GH LB
11	JA BI HC DG FE LK	CA KD EJ IF GH BL	DB AE FK JG HI CL