

# Orion

[www.vegachess.com](http://www.vegachess.com)

## **Chess Pairing Software for team tournament**

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(International Arbiter)

**User's Manual**  
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# 1. Overview and main recommendations

Orion is a program for the administration of a chess tournaments where the participants are teams. Orion has been designed in a way that reflects, as close as possible, the tasks of the arbiter during a tournament:

1. Registration of teams.
2. Pairing the next round.
3. Entering results for the current round.
4. Compile the cross table and other lists for display to the players.

During these steps some additional tasks are allowed such as managing withdrawals, printing positions, data correction, etc... Orion monitors the user's activities and only offers permitted functions at the proper time. Orion includes the following functions:

- Registration of up to 1000 Teams and a max of 30 players for each team. Evaluation up to 20 rounds for the Swiss system;
- Automatic pairing according to: Swiss FIDE Dutch, Swiss USCF, Olympiad system, ECU system, single and double Round Robin.
- Manual pairing.
- Manual improvements to pairings.
- Management of odd numbers of players.
- Evaluation of results (1-0, 1/2, 0-1, 0-0, forfeited, adjourned games, etc...).
- Administration of the cross-table.
- Facility to change data (results, names, ratings etc.).
- Import players from any formatted database.
- Management of withdrawals and re-entries of teams.
- Output of pairing lists, reports, cross-tables, lists of players standing, etc...
- Generates web content of the tournament results.

Although Orion has been designed to be very intuitive and easy to use, it is recommended that the user reads this manual and tries to simulate a few tournaments in order to learn all of its functions. The user must have some knowledge of the rules of the Swiss system and its implementation in Orion in order to properly manage pairing. There are occasions when manual pairing is required.

## 1.1 Document Conventions

Graphical labels referred to in the text are marked using **bold text**.

Transition during menu navigation is marked using an arrow: **File** → **Exit**

Parameters to be substituted by the user are marked with <angled-brackets>.

## 1.2 System requirements

Orion runs on Windows operating systems from Windows 7 64 bit onwards, MacOS at least Mojave, and Linux. Orion may run even on a USB pen drive.

## 1.3 Installation

Orion comes in the self-extracting archive `OrionSetup.exe`. To install the program just double click on the icon program and follow the instructions. Please do not install the program in the folders "Desktop" or "Documents", instead use the usual directories of `c:\programs\Orion`, `c:\Orion`, etc... without spaces and special characters in the name of

the installation folder. After installation, the program can be run from the start menu in the usual way.

### **Custom Menu**

By default, Orion shows the menu in English. The user can select a different language using **Select Language** under the **Extras** menu. The program will need to be re-started for the changes to take effect.

### **Uninstall Orion**

To uninstall the program, just run the uninstaller from the start menu. On Linux, simply erase the installation directory.

### **Reporting Bugs**

The author will appreciate all comments, questions and bug reports (if any).

E-mail: [vega@vegachess.com](mailto:vega@vegachess.com)

### **License**

The user will find the program license in the installation directory. The user must be aware that by using the program he accepts all terms of the license.

## 2. Orion

In this tutorial the user will learn how to start a tournament, produce pairings, insert results and show the cross table in the standard way. Special tasks are covered in other sections. The working area of Orion consists of a **menu bar**, 4 tabbed pages (**Players Archive**, **Round Manager**, **Team Output**, **Player Output**).

From the **File** menu, the user has access to operations that involve the use of files and from the **Extras** menu, the user has access to special functions.

In each of the tabbed pages, the user can perform very specific tasks - the name of the page suggests what these tasks are. When the program starts the page titled **Players Archive** is shown. It has a **database area** at bottom and a panel that permits the user to interact with the site VegaResults:

Orion 2.0.0

File Extras Publish site Report Help

Players Archive Round Manager Team Output Player Output

Teams

N	Name	Origin	Region	Federation	Captain	Email	Rating	S
---	------	--------	--------	------------	---------	-------	--------	---

+ Add Team X Remove Team Get players from VegaResults Total: Available:

Players

Bo.	N	Player name	Fed	Date of birth	G	Title	ID FIDE	Rtg FIDE	K FIDE	ID Nat	Rtg Nat	K Nat
-----	---	-------------	-----	---------------	---	-------	---------	----------	--------	--------	---------	-------

Blue up arrow Red down arrow RB Green padlock Green plus

Database 1 Database 2 Database 3 VR VegaResult ONLINE

Email yam\_kopp@yahoo.it Pass \*\*\*\*\* Login

Event name	City	Start	End	Section name	Id
------------	------	-------	-----	--------------	----

### 2.1 Creating a new Tournament

To create a new tournament, select **New Tournament** from the **File** menu. A new form will prompt the user to enter essential information required for the tournament. It is possible to select one of seven different pairing systems: Round Robin single-round, Round Robin double round, FIDE Swiss Dutch, Swiss USCF, ECU Swiss (semi-automatic), Olympic system, Super Simple Swiss System. Please note that the **Rounds** variable will have no effect on round-robin systems, since they are managed automatically by Orion at the closure of registration.

The field **Federation** must contain the FIDE country code (3 characters). This information is important as it determines the national rating system and in the case of FIDE ratings, it affects the international norm.

**Players per match** is the number (max 30) of players that will sit at the tables to play.

**Players per team** is the total number of members in a team, i.e. it is **Players per match** plus the reserves. The max value is 30.

**Average rating** permit to choose how to determine the average rating of the team. The average is calculated considering the first **Players per match** for each team.

**Fixed sorted boards:** if checked signals that the players are assigned to the boards in the specified order and no another order is permitted. In this case Orion will warn the user when the declared sort is not respected.

**Ranking score** is the principal score used to rank the teams and to realize the pairing. The user has two possibilities:

- **Game Points.** All points scored by individual players (0 for losses,  $\frac{1}{2}$  for draw, and 1 for wins) are accumulated.
- **Match Points.** Points 0, 1, or 2 are assigned to the team after each match. For example, if team A faces team B with 6 players with result of  $+3 = 2 - 1$ , then team A gets 2 points and team B gets 0 points.

New Tournament

Tournament definition | Team tiebreak | Players tiebreak | Arbiters

Tournament Name: TROFEO CONI 2022 | Place: Chianciano Terme | Federation: ITA

Begin Date: 30/09/2022 | End Date: 01/10/2022 | Play System: Dutch FIDE (JaVaFo) | Average rating: FIDE rating (use National rating if)

Ranking score: Match points | Players per match: 4 | Players per team: 4 | Rounds: 5 | Fixed boards?: ☒

Move rate: 30 min moves + 30sec | Set schedule

Byed points: MATCH points to assign: 2 | GAME points to assign: 4

Principal Arbiter: IA Luigi Forlano | Deputy Arbiter:

Organizer: Comitato Regionale Toscana

Tournament Directory: C:\Users\Vegachess\Desktop\vegatornei\orion\trofeoconi | browse folder

Done | Close

In Swiss tournament, when the number of teams is odd at a given round, a team get a BYE. The panel **Byed points** permits to set how many match points (1 or 2) and game

points (from 1 to 'Players per Match') should be assigned to the odd team remained unpaired.

Orion uses a working directory <TournamentFolder> in which it will store all the files generated during the tournament. Each tournament has its own working directory, if a tournament has many sections, then each of them should have its own directory. This directory is set by pressing the **Browse Folder** button. **It is recommended to avoid** the use of spaces, accented and unusual characters (such as éçòà°@...#.) when defining its name. The name of the directory is used for some very important files generated during the tournament.

**NOTE: The tournament folder should NOT be created in the installation folder, but in some area of the hard disk that the user may accede with no limitation.**

The **set schedule** button permits to set the playing time and date of each round. The schedule will appear in the printed pairings.

set schedule

Round	Time Gam▶	Date Game	Time Bloc▶	Date Block
1	17:00	10/09/2021	16:00	10/09/2021
2	09:30	11/09/2021	08:30	09/09/2021
3	15:00	11/09/2021	14:00	10/09/2021
4	09:30	12/09/2021	08:30	12/09/2021
5	15:00	12/09/2021	14:00	12/09/2021

Set Country UTC offset

UTC offset according to your computer

(Option to be set if using the service: online team composition). The previous values are an educated guess, but it is up to you to set it manually below in the correct way (see user manual).

Current UTC offset:

The field **Time Block**, **Date Block** and **UTC offset** are required if the captains set their own team composition via the service offered by the site VegaResult (see apposite section

of this user manual). The captain can submit their team before the time indicated by **Time block** and **Date Block**. In order to synchronize the time of the server clock with that of the local tournament, it is necessary to set the tournament time zone and its UTC offset (it can be found in internet). In case the user does not know which it is, Orion offers two ways to guess it, but please consider that both method can predict wrong method. Once the UTC offset is known it must be saved with the button **Set this value**.

As far as the **Tie-Breaks** are concerned, the user can choose those regarding the teams and those regarding the players to determine the best player. This operation is done in the correspondent tabbed page.

**New Tournament**

Tournament definition | **Team tiebreak** | Players tiebreak | Arbiters

N	Name	Short	Active
1	Match Points	MP	<input checked="" type="checkbox"/>
2	Game Points	GP	<input checked="" type="checkbox"/>
3	Sonneborn-Berger: MP x GP (*)	MG_SB	<input type="checkbox"/>
4	Sonneborn-Berger: MP x GP (*)	MM_SB	<input type="checkbox"/>
5	Sonneborn-Berger: GP x GP (*)	GG_SB	<input type="checkbox"/>
6	Sonneborn-Berger: GP x MP (*)	GM_SB	<input type="checkbox"/>
7	Sonneborn-Berger Cut 1: MP x GP (*)	MG_SB_C1	<input type="checkbox"/>
8	Sonneborn-Berger Cut 1: MP x MP (*)	MM_SB_C1	<input type="checkbox"/>
9	Sonneborn-Berger Cut 1: GP x GP (*)	GG_SB_C1	<input type="checkbox"/>
10	Sonneborn-Berger Cut 1: GP x MP (*)	GM_SB_C1	<input type="checkbox"/>
11	Buchholz: MP (*)	MP_BH	<input type="checkbox"/>
12	Buchholz: GP (*)	GP_BH	<input checked="" type="checkbox"/>
13	Buchholz Cut 1: MP (*)	MP_BH_C1	<input type="checkbox"/>
14	Buchholz Cut 1: GP (*)	GP_BH_C1	<input checked="" type="checkbox"/>
15	Weighted boards	WBoard	<input type="checkbox"/>
16	Direct Encounter MP (all play all)	Dir_MP	<input type="checkbox"/>
17	Direct Encounter GP (all play all)	Dir_GM	<input type="checkbox"/>
18	Direct Encounter MP (recursive) (*)	MP_DE	<input type="checkbox"/>

N	Selected TB
1	MP
2	GP
14	GP_BH_C1
12	GP_BH

(\*) according to FIDE (Baku 2023)

Unplayed team match in Swiss system  
Baku 2023 - FIDE

Done Close

The tie-breaks for team tournament follow the ones recommended by FIDE (<https://handbook.fide.com/chapter/TieBreakRegulations2023>). The new ones are called Baku 2023.

Please consider that Sonneborn-Berger for Team Tournaments is the score made by each **opposing team** multiplied by the score made against that team. Then add all these sums together.

There are two ways to choose a ranking score (Game Points or Match Points) and reflects the possibility to have four different (Extended) Sonneborn-Berger tie break:



**(EMMSB)** Total number of **M**atch points made by each opposing team multiplied by the **M**atch points made against that team. Then add all these figures together. This tie-break produces the same ranking of the Sonneborn-Berger for individual tournament, but the points are 4 times greater given a different score system (2-1-0 instead of 1-½-0).

**(EMGSB)** Total number of **M**atch points made by each opposing team multiplied by the **G**ame points made against that team. Then add all these figures together.

**(EGMSB)** Total number of **G**ame points made by each opposing team multiplied by the **M**atch points made against that team. Then add all these figures together;

**(EGGSB)** total number of **G**ame points made by each opposing team multiplied by the **G**ame points made against that team. Then add all these figures together.

Is it possible to not count the worse result against a team opponent. This produces four news tie brecks:

**(EMMSB\_C1)** total number of match points made by each opposing team, excluding the opposing team who scored the lowest number of match points, multiplied by the match points made against that team. Then add all these figures together.

**(EMGSB\_C1)** total number of match points made by each opposing team excluding the opposing team, who scored the lowest number of match points multiplied by the game points made against that team. Then add all these figures together.

**(EGMSB\_C1)** the total number of game points made by each opposing team excluding the opposing team, who scored the lowest number of game points team multiplied by the match points made against that team. Then add all these figures together.

**(EGGSB\_C1)** The Sonneborn-Berger for Team Tournaments Cut 1 is the total number of game points made by each opposing team excluding the opposing team, who scored the lowest number of game points multiplied by the game points made against that team. Then add all these figures together.

**(EMPBH)** The Buchholz based on match points is the sum of the match points of each of the opponents of a team.

**(EMPBH\_C1)** The Buchholz based on match points Cut 1 is the sum of the match points of each of the opponents of a team reduced by the lowest match points of the opponents.

**(EGPBH)** The Buchholz based on game points is the sum of the game points of each of the opponents of a team reduced by the lowest match points of the opponents.

**(EGPBH\_C1)** The Buchholz based on game points Cut 1 is the sum of the game points of each of the opponents of a team.

**(Weighted Boards)** Each point is proportional to the boards in which it has been made. The last board has weight (=coefficient) 0.1. Each higher board increase 0.2 up to the first board. For example, in case a match is played with 6 boards, the weights are

board 1: coefficient 1.1

board 2: coefficient 0.9

board 3: coefficient 0.7

board 4: coefficient 0.5

board 5: coefficient 0.3

board 6: coefficient 0.1

**(Dir\_MP)** Direct Encounter considering the match points (apply if the tied teams have played each other).

**(Dir\_GP)** Direct Encounter considering the game points (apply if the tied teams have played each other).

**(MP\_DE)** Direct Encounter recursive.

**(GP\_DE)** Direct Encounter recursive.

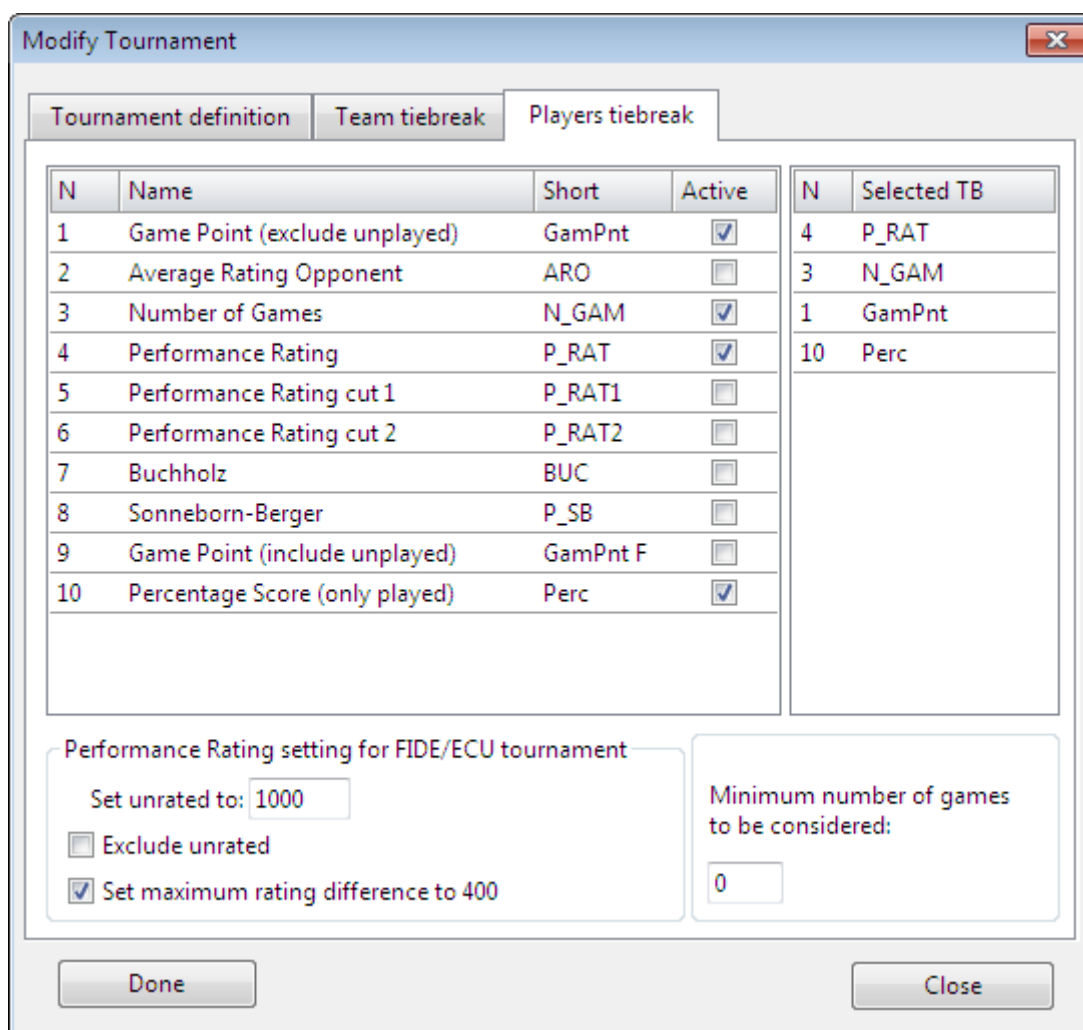
The FIDE **EDE** tiebreak can be obtained choosing **MP\_DE** (if primary score are MP) followed by **GP\_DE** or viceversa.

(**User\_TB**) Manual user tie-break. To set its value the user should click the item menu Extra/Set User Tie-Break. A new panel will prompt the user for the tiebreak values (format xxxx.x). The values are saved in the file usertb.txt. In order to update the standings click

the **Update Cross Table** button in round manager page .

For all successive rounds Vega will use always the same values. If the user wants to update the values then repeat the insertion.

The tiebreak for players are self-explanatory and based on the games really played. The Performance Rating is calculated in case the players has played at least a 70% of the total rounds (or 50% in case of reserves in the ECU Swiss system).



The screenshot shows the 'Modify Tournament' dialog box with the 'Players tiebreak' tab selected. It contains two tables for selecting tiebreak criteria and several settings for FIDE/ECU tournaments.

N	Name	Short	Active
1	Game Point (exclude unplayed)	GamPnt	<input checked="" type="checkbox"/>
2	Average Rating Opponent	ARO	<input type="checkbox"/>
3	Number of Games	N_GAM	<input checked="" type="checkbox"/>
4	Performance Rating	P_RAT	<input checked="" type="checkbox"/>
5	Performance Rating cut 1	P_RAT1	<input type="checkbox"/>
6	Performance Rating cut 2	P_RAT2	<input type="checkbox"/>
7	Buchholz	BUC	<input type="checkbox"/>
8	Sonneborn-Berger	P_SB	<input type="checkbox"/>
9	Game Point (include unplayed)	GamPnt F	<input type="checkbox"/>
10	Percentage Score (only played)	Perc	<input checked="" type="checkbox"/>

N	Selected TB
4	P_RAT
3	N_GAM
1	GamPnt
10	Perc

Performance Rating setting for FIDE/ECU tournament

Set unrated to:

☐ Exclude unrated

☒ Set maximum rating difference to 400

Minimum number of games to be considered:

Buttons: Done, Close

In this panel the arbiter can set the rating of unrated FIDE player, **min\_FIDE\_rtg**, (player with FIDE rating = 0). It will be used for determining the average rating of the team and for tie break purpose.

Please consider that an unplayed game is not considered in tiebreak calculation.

The user must set the rating assigned to the FIDE unrated players (player with FIDE rating equal to 0). This rating is used to determine the average team rating.

The user can exclude at once all unrated opponents from performance calculation. Moreover, it can be set to 400 the maximum rating difference between a player and his opponent (if player A rated 2500 face a player rated 1000 then, for performance calculation it is considered as rated 2100).

Once finished filling in the form, the user must click on **Done**. To correct these settings later on, select **Dangerous Stuff!** → **Modify Tournament** from the **File** menu.

In the page **Arbiter** it is possible to enter all the arbiters of the tournament. This will affect an easy administration of the FIDE certificate IT3, FA1, IA1 where all forms will be automatically filled.

**New Tournament**

Tournament definition | Team tiebreak | Players tiebreak | **Arbiters**

Add arbiter manually

ID FIDE	Name	Title	Fed	Chief	Deputy
2297868	Perez Llera, Javier	IA	ESP	<input checked="" type="checkbox"/>	<input type="checkbox"/>
2803637	Balzarini, Tiziana	IA	ITA	<input type="checkbox"/>	<input checked="" type="checkbox"/>
815675	Forlano, Luigi	IA	ITA	<input type="checkbox"/>	<input type="checkbox"/>

Search arbiter in

105333, "Ari  
147869, "Bor  
116297, "Chu  
20034660, "Cinco, Carlos Vicente", ARG, NA, , , NA  
144681, "Echevarria, Carlos", ARG, NA, , , NA  
133272, "Ercole, Lisandro Carlos", ARG, FA, , D, FA-D  
127850, "Gentile, Carlos Alberto", ARG, IA, i, D, No

**press to save the list**

Add Selected

Apply

Done Close

The arbiters are added as usually done for the players. The arbiter database should be downloaded from the FIDE site, <https://arbiters.fide.com/arbiters/arbiters-database> . It is a PDF file that need to be converted in CSV format. This can be done online (for example the following site do it for free <https://www.zamzar.com/converters/document/> ) . Here is how it looks like the converted file:

```

FIDE ID,Name,Fed,Title,Flag,Category,License level
11700467,"Abdul Khaliq, Wais",AFG,FA,i,D,FA-D
11702397,"Asadi, Allah dad",AFG,FA,i,D,FA-D
11700025,"Asefi, Zaheeruddeen",AFG,IA,i,D,IA-D
11702206,"Ashna, Abdul rafee",AFG,FA,i,D,FA-D
11701390,"Azizi, Setareh",AFG,FA,i,D,FA-D
11700351,"Baha, Karim",AFG,IA,i,D,No
11702192,"Baharustani, fazelullah",AFG,FA,i,D,FA-D
11701889,"Faqiri, Sayed Abdul hadi",AFG,FA,i,D,FA-D
11700599,"Farazi, Khaiber",AFG,FA,i,D,FA-D
...

```

The converted file should be renamed `arbiters.csv` and moved in the same folder of the others FIDE databases.

After having added the arbiters, the list is saved using the button **Apply**.

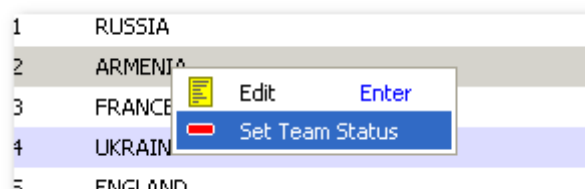
The Chief Arbiter and his/her Deputy can be retrieved as shown below

The screenshot shows a web-based interface for tournament management. At the top, there are two input fields: "Byed points" and "MATCH points to assign: 2". Below these are two dropdown menus for "Principal Arbiter" and "Deputy Arbiter". The Principal Arbiter is currently set to "IA Perez Llera, Javier 2297868 (ESP)" and the Deputy Arbiter is set to "IA Balzarini, Tiziana 2803637 (ITA)". Both dropdowns have a red arrow button next to them. A yellow callout bubble with the text "press to get the arbiter" points to these red arrows. Below the arbiter fields is an "Organizer" field set to "Comitato Regionale Toscana". At the bottom is a "Tournament Directory" link. The interface has a decorative, torn-edge bottom border.

## 2.2 Registration of Team

After creating a tournament, the user must provide information regarding teams and their composition in the **Teams** panel. The entry of a team is performed by clicking on the **Add Team** button and filling the fields Name, Origin, Region, Federation. By pressing the ENTER key, or left clicking in the Teams panel, the data are accepted and the overall rating of the team is assigned automatically as described below. Team Name is the only mandatory field required to add a team.


The status of each team in a Swiss tournament can be set to *present* (it will be paired the next round) or *absent* (it will not be paired the next round). The status can be changed by a right click mouse on a team and selecting **Set Team Status**.

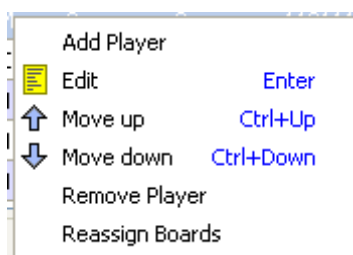


A new window will permit to select the round in which the team will be present/absent

For round robin tournament the **Set Team Status** option can be used to remove from calculations a team that played only few games.

To add players to a team there are two ways:

- click on  button on the right of Player panel;
- right click in the panel **Players** and choose the menu item **Add Player** and insert the data as required.



Each added team has a rating calculated as the average of its **first higher rated players** (the position of a player at the table do not affect the average rating). For example, in a team of six players with ratings: 2600, 2600, 2400, 2300, 2600, 2600, but only 4 will play at each round, the average rating of the team is calculated over the four highest rated players and it is 2600.

**NOTE: For FIDE tournaments: If the player is FIDE unrated (Rtg FIDE = 0), Orion will use his national rating. If even the national rating is 0 then is rating is set to *min\_FIDE\_rtg* defined in the player tie break panel.**

**For national tournaments: If the player is unrated (Rtg Nat. = 0), Orion will use his FIDE rating.**

**NOTE: each time a data regarding a player is changed the average team rating is recalculated.**

The players of the same team can be sorted in different ways by left clicking on the header of a given column. The players can be assigned at a given board even by right click and then **Move Up/Down** menu item. To save the changes in the database then right click in the panel **Players** and choose the menu item **Reassign Boards**. This last operation can be done even on the right side of the Players panel pressing the button **RB**

Rtg FIDE	K FIDE	ID Nat	Rtg Nat	K Nat	
2760	0	0	0	0	↑
2795	0	0	0	0	↓
2751	0	0	0	0	
2786	0	0	0	0	
2714	0	0	0	0	RB

If the user wants to assign automatically the players to the boards sorted by their rating during the insertion of the players, then he must check the option **Extras/Assign board by rating**

☒ assign board by rating

**NOTE: During the registration, each team is assigned to a temporary progressive integer number. In case a team is removed its number is not reused. At the closure of the registration the numbers are sorted and reassigned progressively.**

To change a team data that has already been added, the user should:

- 1 Select the team in the Teams list,
- 2 modify its data,
- 3 press the Enter key or left click on a different team.

To delete a team the user should:

1. Select the team in the Team list;
2. Click on **Remove Team**.

The same procedure applies for a Player.

The information to be supplied during registration of a player are:

**Name:** Last and first name for a total of 30 characters. It is the only mandatory data.

**Fed:** 3 characters for the Federation of the player. For FIDE tournaments enter the exact FIDE code otherwise Orion will not calculate the resulting FIDE norm correctly. For unofficial tournaments, the field Fed can be used to enter the club or team name instead. This is useful if the arbiter wants to avoid pairing players from the same club (see sections 2.3 (new pairing) and 2.7 (Rank Federation)).

**DateofBirth,** 10 characters (default = 00.00.00);

**Gender:** choose between 'm'ale and 'f'emale (default = 'm');

**Category:** choose one of the listed category (default = NC). These are **GM, WGM, IM, WIM, FM, WFM, CM, A, B, C, D, E, NC** (not classified). The categories **M, A (=1N), B**

(=2N) , C (=3N), D, E are useful for national categories when players have no FIDE title (the categories 1N, 2N, 3N, are used in some Countries).

**ID FIDE:** FIDE code in 8 digit format (default = 0).

**Rtg FIDE:** current FIDE rating of the player (default = 0).

**K FIDE:** FIDE K Coefficient for rating calculations.

**ID Nat:** player national code in 8 digit format (default = 0).

**Rtg Nat:** current national rating of the player (default = 0).

**K nat:** National Coefficient for rating calculations.

The rating variation made by Orion uses the FIDE formula:

$$R = R_0 + K \sum_i (P_i - PA_i)$$

Where R is the final rating,  $R_0$  is the initial rating,  $P_i$  is the player score result of round  $i$  (1, 0.5 or 0),  $PA_i$  is the score probability depending upon the rating difference between the player and their opponent at round  $i$ .

Orion can be modified in order to met specific requests from other Federations, in this case please contact the author.

The player and tournament data are saved in the file <TournamentFolder>.vgt.

To quit the working session, the user should select **Exit** from the **File** menu. To resume an old session, select **Open Tournament** from the **File** menu and look for files with a \*.vgt extension in the working directory.

## 2.3 Closing the Registration






When the user has finished inserting the teams and their players, click the **File/Close Registration** menu option to start the tournament. Once the registration is closed it is not possible to add or remove teams, only modify the existing ones is permitted.

At the closure of the registration the boards assigned to each player cannot longer be changed.

Instead, it is permitted to add new players to the existing teams even with a running tournament. In this case the arbiter may want to assign him to a given board. This is done

unlocking the sorted list pressing the button . It becomes green and the players can be moved by mouse right click and CTRL UP/DOWN. When done the arbiter press the button **RB** to save the players list.

Rtg FIDE	K FIDE	ID Nat	Rtg Nat	K Nat
2760	0	0	0	0
2795	0	0	0	0
2751	0	0	0	0
2786	0	0	0	0
2714	0	0	0	0



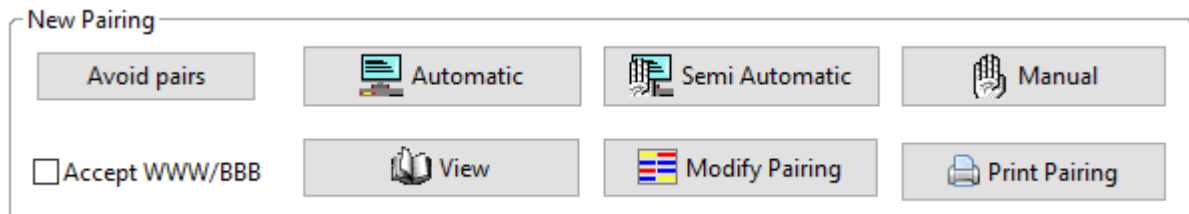
**NOTE:** A player entered when the registration is closed cannot longer be deleted.

With the closure of registration each team get a definite progressive number, the ID number, that will characterize it during the whole tournament.

Please be aware that the team ID is important for pairing purpose. In fact, the pairing system used in Orion are based on pairing ID.

## 2.4 New Pairing

The pairing is performed in the **Round Manager** page. From left to right the buttons perform the following operations:



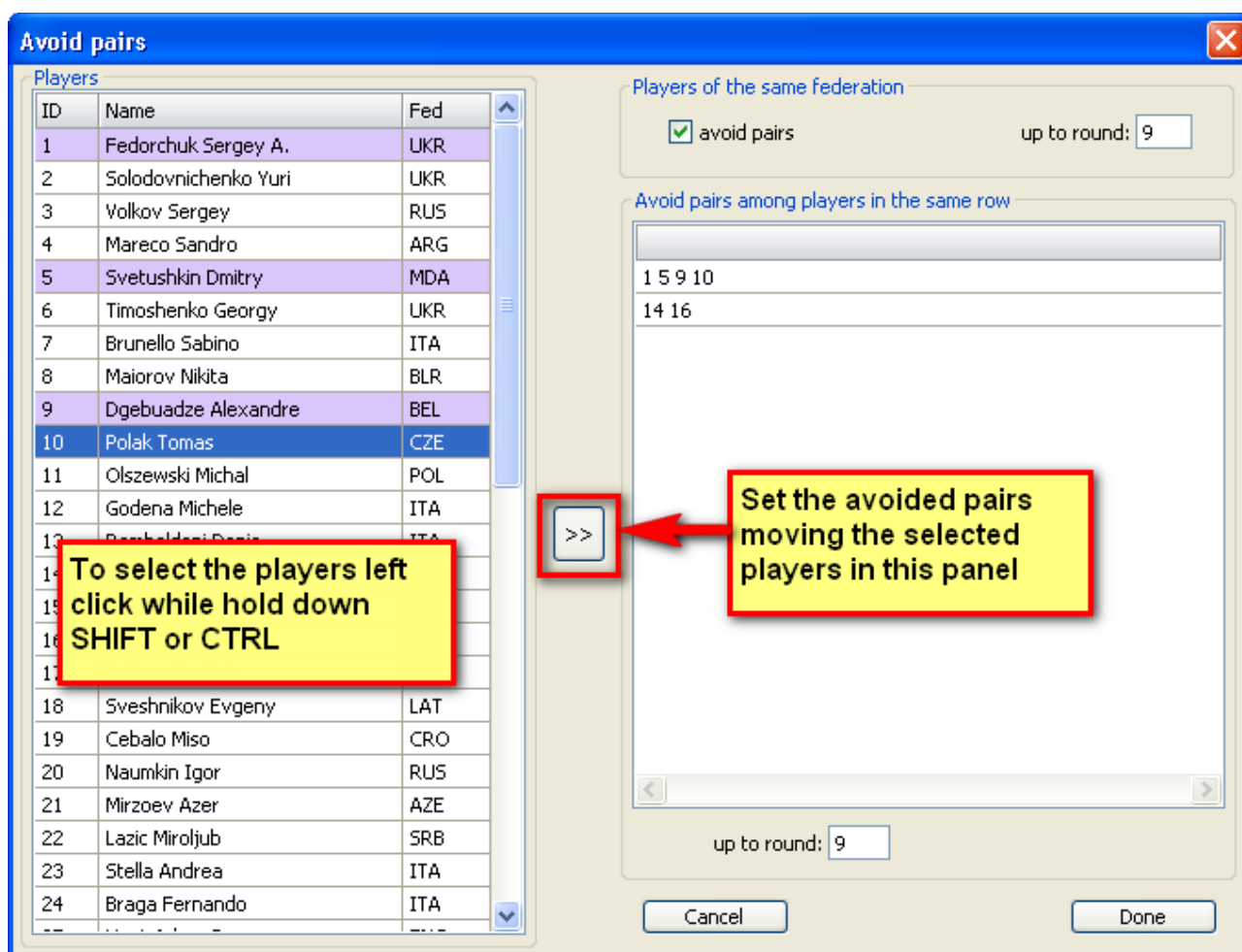
**View:** Open a window showing the contents of the files verboseN.txt and scoregroup.txt. They regard the distribution of the team in the score groups and how they were treated to get the final pairing.

**Accept WWW/BBB:** When this is checked, Orion allows pairings in which a team can have the same color three times in a row. This option is useful to force pairing between teams with a perfect score (teams who have won all their games), which might otherwise be possible due to the color allocation rule. This situation can occur easily when the number of players is less than or equal to  $2^R$ , where R is the programmed number of rounds.

**For Dutch system (JaVaFo engine) this option has no effect.**

**Avoid Pairs:** By pressing this button appear a new window by which the user can indicate which pairs should be avoided in the next pairing. For example, the following picture shows a typical setting in which are avoided pairs among teams of the same federation up to round 9. Moreover are prevented the pairs among teams 1, 5, 9, 10 and between teams 14 and 16.





**Automatic:** Instructs Orion to produce pairings according to the selected pairing system. In the case of an odd number of players, depending on the pairing system, Orion automatically assigns a BYE. The fictitious player is assigned with **ID = 0** and a name of **BYE**.

**NOTE:** For the Swiss ECU system this option has no effect.

**Manual:** The user can create their own pairing and Orion will check the legality of each inserted pair. More details about this important function can be found in section 2.9.1.

**SemiAutomatic:** The option is available only for ECU and Olympic Swiss system. It permits to create the pairing in a semi-automatic way. See Appendix E for details.

**Print Pairing:** Print the pairing in the pairing list.

**NOTE:** The user can exchange the colors of a pair by a double clicking on the selected pair.

**Improve colors:** Permits a quick exchange of colors. See the Appendix for details.

**Modify Pairing:** Permits modification of the current pairing. See manual pairing for details.

## 2.5 Result Entry

The window is split in two parts. The top part shows the pairing amongst teams, while the bottom part shows the pairing amongst the corresponding players. The user first must choose a team match and then enter the result.

Players Archive Round Manager Team Output Player Output

Bo.	White Team	Black Team	N1	N2	Match Pnt	Games Pnt	Penalty
1	Poland (15.0)	China (17.0)	15	7	0 - 2	1.5 - 2.5	
2	Hungary (16.0)	Ukraine (15.0)	5	2	1 - 1	2 - 2	
3	Norway (12.0)	Malaysia (12.0)	14	103	2 - 0	4 - 0	
4	Russia (15.0)	France (15.0)	1	3	2 - 0	2.5 - 1.5	
5	Azerbaijan (15.0)	United States of A (15.0)	8	6	2 - 0	2.5 - 1.5	
6	India (15.0)	Uzbekistan (15.0)	19	33	2 - 0	3.5 - 0.5	
7	Cuba (14.0)	England (14.0)	13	10	2 - 0	2.5 - 1.5	

Insert board results

Bo.	Russia	N1	Score	Score	N2	France
1	1: Kramnik Vladimir (1)	1	½	½	11	11: Vachier-Lagrave Maxime (1)
2	2: Grischuk Alexander (2)	2	½	½	12	12: Bacrot Etienne (2)
3	4: Karjakin Sergey (4)	4	½	½	13	13: Fressinet Laurent (3)
4	5: Nepomniachtchi Ian (5)	5	1	0	14	14: Edouard Romain (4)

Ready for result OK Confirm new composition Ready for result OK

1-0 0-1 ½-½ 1F-0F 0F-1F 0F-0F ?-? Show results Round 11 all ...

After a team match is chosen a default composition is shown:

Player Board Default or previous composition

Player ID

Insert board results

Bo.	Russia	N1	Score	Score	N2	France
1	1: Kramnik Vladimir (1)	1	½	½	11	11: Vachier-Lagrave Maxime (1)
2	2: Grischuk Alexander (2)	2	½	½	12	12: Bacrot Etienne (2)
3	4: Karjakin Sergey (4)	4	½	½	13	13: Fressinet Laurent (3)
4	5: Nepomniachtchi Ian (5)	5	1	0	14	14: Edouard Romain (4)

If the proposed compositions are the expected one the insertion may begin. In the opposite case the user should select the proper player for each board.

The menu item **Extras/Use smart team insertion** permits to quickly set the team in case the players must sit at the boards in a well predefined sorted order. In this case the user begins selecting the first board and move down. The boards next to the selected player are modified automatically.

While the players are selected some message inform the user about the current team composition:

Bo.	Russia	N1
1	1: Kramnik Vladimir (1)	1
2	2: Grischuk Alexander (2)	2
3	2: Grischuk Alexander (2)	4
4	3: Svidler Peter (3)	5

Illegal composition

The same player appears several times

Bo.	Russia	N1
1	1: Kramnik Vladimir (1)	1
2	2: Grischuk Alexander (2)	2
3	5: Nepomniachtchi Ian (5)	4
4	3: Svidler Peter (3)	5

Mixed sorting. Please confirm it!

Possible illegal board switch

Bo.	Russia	N1
1	1: Kramnik Vladimir (1)	1
2	2: Grischuk Alexander (2)	2
3	3: Svidler Peter (3)	4
4	4: Karjakin Sergey (4)	5

Composition changed. Please confirm it!



Legal composition but a confirmation is necessary

Bo.	Russia	N1
1	1: Kramnik Vladimir (1)	
2	2: Grischuk Alexander (2)	
3	4: Karjakin Sergey (4)	
4	5: Nepomniachtchi Ian (5)	

Ready for result

The result can be inserted

In case the user selects a team composition different by the default one he needs to confirm the new one by pressing the button **Confirm new composition**.

The button will look  Confirm new composition if the team has been changed and a confirmation is necessary. Otherwise the button will have a green square if no change has made  Confirm new composition

Orion will automatically move on to the next match when all players have got their results.

The 'F' denotes a forfeit. Alternatively, the user can enter the result by pressing the following keys:

- 1 : 1 - 0,
- 0 : 0 - 1,
- 5 : ½ - ½,
- 3 : 1F - 0F,
- 4 : 0F - 1F,
- 2 : 0F - 0F,
- 9: delete all the current results



The forfeited result 1F - 0F (or 0F - 1F) should be used against a player opponent that not appear on time or when a team is paired against the BYE (it has ID=0). In this last case all players of the team should have 1F - 0F.

Thus the match result will be marked as forfeited (a red F) when **all** games of the match were forfeited. It means when:

- a) an opponent team does not appear on time, or
- b) a match against the BYE (in case of odd number of teams).

However the score assigned in these two situations is different:


in case (a) the team get 2 match points and all the games point awarded by the arbiter; in case (b) the team get the match points and game points defined when the tournament was created.

The buttons   permits to assign all board matches as won to forfeit for team 1 or team 2 respectively.

Please remind that for tiebreak purpose the unplayed games will be handled as specified at the tournament definition.

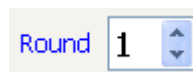
After choosing a result, Orion will automatically move on to the next pair. The results should all be entered before performing a new pairing or modifying an old one. If the user is not able to finish this operation in one session, then he can **Exit** from Orion and continue at a later moment. Upon restarting, Orion will remind the user to finish entering the round.

The user can swap the colors at a given board by a double click.

The user can assign **penalty match points** via the button  to one or both teams that lose to forfeit or perform some irregularity. The penalty points are subtracted to the total match points of the team used as principal score. However, for tie-break purpose the presence of penalty points is neglected.


Once entry is complete, Orion will automatically update the Cross Table.

If the user wants to correct results or just show and print previous pairings, he must first choose the round. To this end, select the round number in the **round** field. All the pairings for that round are displayed and the user can, as usual, select the pair and the result.



## 2.6 Team Output

The Team Output page, the user can visualize and print several files.

All the data files generated by Orion are in QTF format (a sort of Rich Text Format). They can be modified using the UWord editor, by pressing the  in **File/Open QTF Document**.



Save the shown file with a different name.



Print the shown file



Current Team Pairing (without players)



Current Team Pairing (with players)



Round Robin Calendar (only for round robin system)



Round Robin cross table (only for round robin system)



Team cross table



Ranking Team



Ranking Team by Origin. Useful in open tournament to create separate standing



Team history card (without players).



Show the report to be filled by team captain and arbiter after the match



Several list of participants with or without players.



permits to select the fields to print of the above list



Summary report of the players registered for each team.

## 2.7 Player Output



Players crosstable



Best boards



National history card



FIDE history card

## 2.8 The “File” Menu

**New Tournament:** Create a new tournament.

**Open Tournament:** Open an already existing tournament.

**Open QTF Document:** Open the UWord text editor able to display file with extension QTF.

**Close Registration:** Close the registration and assign to each Team a Pairing number (ID) depending by the choosen play system.

**Export Team/Players archive CSV:** export three files in CSV format:

playerlist.csv, containing the players and their data;

teamlist.csv, containing the teams and their data;

teamplayerlist.csv, containing all team data and the name of their players.

These files can be used in conjunction with a word processor and mail-merge task.

## 2.9 File→ Tournament manager

**Delete Round** will delete the current round and bring Orion to the state of “Waiting a pairing” in the previous round. Orion stores all the data of past rounds so the tournament can be undone right back to the first round this way.

**Reset Tournament** will return Orion to the first round with the same players, including the late-comers. This could be useful during a simulation of the tournament.


**Modify Tournament** permits the modification some of the tournament parameters. Please note that the system of play can only be changed by reopening the registration.

**Reopen Registration** will return Orion to the state it was in before closing the registration. The arbiter must once closer the registration to start the tournament.

## 2.10 The “Extras” Menu

From this menu it is possible to run specific tasks.

**Set memo message.** Let the TD to set a remark that will be prompted at a given round. This feature is useful to take note of those players that need to be excluded/included at a given round.

**Make Badge.** It prepares player badge using keywords to be filled with values referring to the tournament data. The form should be in the folder /badgetemplate in the installation folder. They can be prepared/modified by using the integrated editor in the page Output, icon . These are the keywords that can be used:

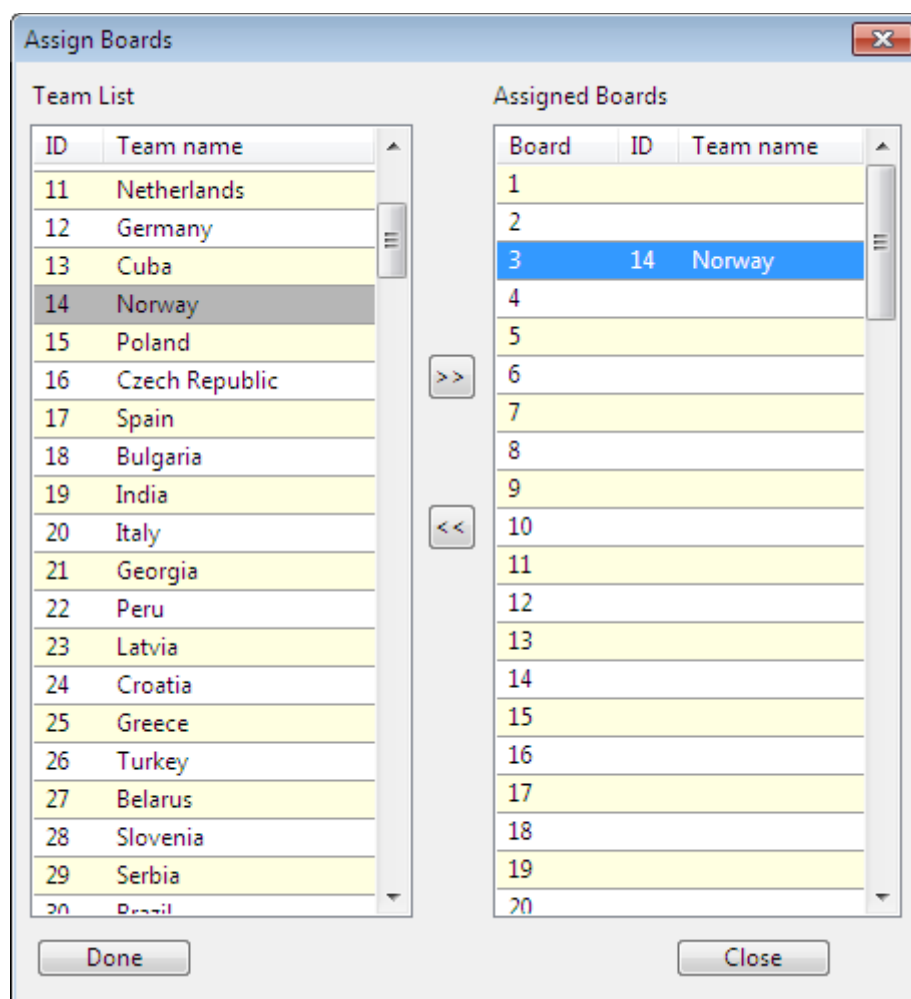
- ##PLAYERNAME : player name
- ##TEAMNAME : team name relative to the player
- ##TOURNAMENTNAME : tournament name
- ##RTGFIDE : FIDE rating
- ##RTGNAT : Rating/grade national Rating/grade
- ##RTG : Rating/Grade used for pairing
- ##PLAYERID : player ID during the tournament
- ##DATAB : tournament begin date
- ##DATAE : tournament end date
- ##TITLE : player title
- ##TOURNAMENTPLACE : place tournament
- ##ORIGIN : player origin (club, province, region, ...)
- ##COUNTRY : player federation
- ##IMAGE : player federation flag

**Assign board by rating:** if checked, during the insertion of players they are assigned to the boards by their ratings, i.e. the highest rated player stays in board 1 and so on.

**Show Team Status:** show a summary of the status of all teams.

**Add QR code to Vegaresult:** generate and save in the tournament folder a QR code printed in pairings. The QR encode the tournament link to the Vegaresult site. To remove the QR code simply delete the file qr.png in the tournament folder.

**Assign Team to Board:** it permits to a given team to occupy the same table in each round. This is done (see next picture) selecting the team and its board, then pressing the button [ >> ]. To remove a team from the assigned board select the board and press [ << ].



**Match report on a single page:** if checked then each match report will be printed on a single page.

**Find duplicate player:** find players listed in two or more teams.

**Round Robin Calendar:** valid only for Round Robin tournament. It has three items:

- Show standard calendar: it shows all pairings in the standard order as they appear on FIDE site;
- Assign pairing to different round: it permits to postpone or anticipate one or more rounds. It is possible to modify only the pairing not yet played.
- Show actual calendar: it shows all new pairings after the modification done with the previous option. If no modification is done the actual pairing coincides with the standard one.

## 2.11 The “Publish site” Menu

This menu is useful to publish online the tournament on the user server. In order to use the free service offered by the site Vegaresult.com skip this section and move to Chapter 3.

**WWW Site Manager:** Orion generates Web content in a directory called `www<TournamentFolder>` (as a subdirectory of the working directory). In this directory there are several folders (**/www/**, **/oweb/**, **/pgn/**, **/flag**). The site home page is a file called `index.php` in folder **/www**.

This site can be uploaded on the site of the arbiter/club that own a valid license, or on the site of the organization, or on the site of the local Federation. The reference to Orion that has generated the files, and the name of the owner of the license cannot be removed by these files. Please have a look at the license.

A window will prompt the user with data related to web site. Its web content is automatically updated by Vega while the tournament proceeds. The user can transfer the www content **only** using the Orion capability, after filling the form **ftp site parameters** (see next picture). The field **folder** on the panel below is the one on the user's server (already present!) where the above cited folders will be copied by Orion.

Publish WWW tournament site

**Add page**

☐ Rating report FIDE ☐ Rank Team by Origin

☐ Rating report Nat ☐ use country flag

☒ Use National History Card  
☐ Use FIDE History Card

**ftp site parameters**

host: ftp.mysite.com

username: myuser

password: \*\*\*\*\*

folder: httpdocs/festival

**External links**

Name and URL on the same row and separated by ',' for each section of the event

HOME;XXII London Tournament  
U2000;www.mysite.com/sec2000  
U1600;www.mysite.com/sec1600

**Publish**

☒ only HTML files  
☐ everything

**Synchronize site**

**Done**

**Cancel**

**Rating report FIDE, Rating report Nat:** if checked it is created a html pages with the rating (Elo) report relative to FIDE or National federation.

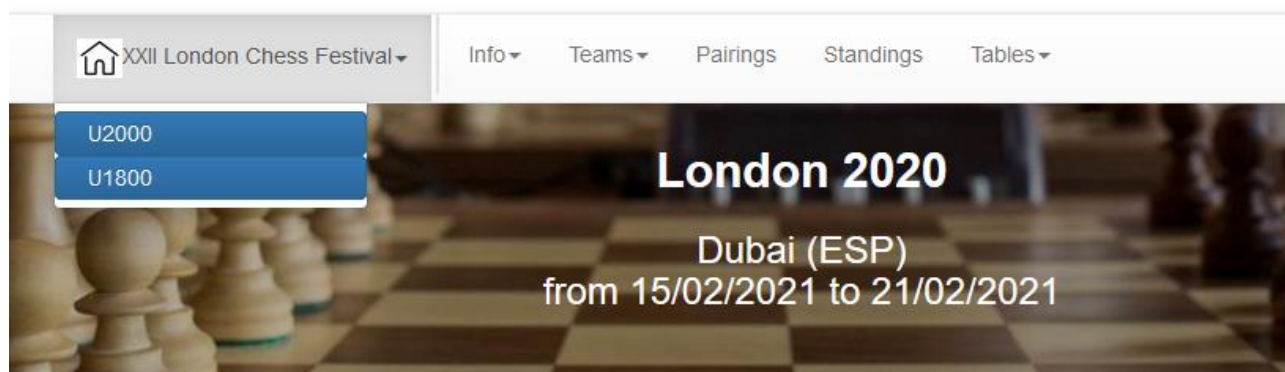
**Use country flag:** if checked a country flag will appear in coincidence of the Federation name.

**Use Fide/National History card:** select which rating should be used when the player history card is displayed.

**Rank Team by Origin:** if checked a special standing is generated where the teams are first sorted by Origin.



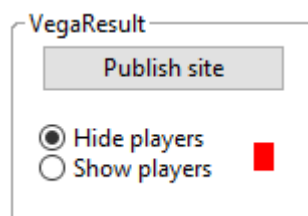
In the box **External links** the user may add the links to external pages of the site. All of them will appear as a drop down menu in the web site.



The button **Synchronize site** permits to create the web content when some files are missing or the folder site has been deleted. The button **Done** save the configuration data.

**Publish:** performs the file transfer to the personal user site. When the transfer is done for the first time, the user must select the option everything (some special file and the flags are transferred). Then the user can use the default option only HTML files that is faster and avoid to transfer files already present on the server.

Special attention must be given to the **Team Composition** panel in the round manager page.



Once a team pairing is published the Team Composition should **not** be published immediately. The button **Hide** delete the file related to the team composition. Usually, the captains are requested to give to the arbiters at a certain time the composition of their team. Only then, after the arbiter has updated the composition of all teams, the button **Show** can be pressed and the site uploaded again. After pressing **Hide/Show** the user must publish the generated local web site in order to display the changes to the public.

## 2.11 The “Rating Report” Menu

From this menu it is possible to generate several rating reports intended for submission to a number of chess federations.

### FIDE:

1. **Rating Report to FIDE:** permits insertion of new data and the creation of a rating report to be sent to FIDE (file fideelo.txt). The report contains data regarding only the players that have been paired at least one time, i.e. players that have never played do not compare in the report.

2. **Summary rating variation:** shows a summary of all rating variation undergone by the FIDE players.
3. **Player Performance Calculator:** permits to performs some calculations regarding the performance rating (see picture below).

Calculate Performance

Player N  Song, Raymond, FM, 2471

R	N	Opponent Player	Title	Fed	FIDE Rtg	Rtg floor	Points	include
1	196	Menac Comas, Joan Ramon	CM	ESP	2078	<input type="checkbox"/>	1	<input type="checkbox"/>
2	118	Lever, Erwan		FRA	2240	<input type="checkbox"/>	0	<input checked="" type="checkbox"/>
3	182	Chirivi C, Jenny Astrid	WIM	COL	2104	<input type="checkbox"/>	1	<input checked="" type="checkbox"/>
4	128	Ventura Bolet, Alexandre		ESP	2208	<input type="checkbox"/>	1	<input checked="" type="checkbox"/>
5	77	Guerra Rivera, Salvador	FM	ESP	2344	<input type="checkbox"/>	1	<input checked="" type="checkbox"/>
6	43	Haast, Mark	FM	NED	2413	<input type="checkbox"/>	0.5	<input checked="" type="checkbox"/>
7	58	Valenzuela Gomez, Fernando	IM	CHI	2388	<input type="checkbox"/>	0.5	<input checked="" type="checkbox"/>
8	57	Dominguez Pons, Eric	FM	ESP	2390	<input type="checkbox"/>	1	<input checked="" type="checkbox"/>
9	61	Panolo Munoz, Marcelo A.	IM	ARG	2378	<input type="checkbox"/>	1	<input checked="" type="checkbox"/>
10	6	Henriquez Villagra, Cristobal	GM	CHI	2562	<input type="checkbox"/>	0	<input checked="" type="checkbox"/>

					ARO		Tot	N
					2336		6	9

Performance rating

Required points based on the rating threshold of: 2450 IM, Rtg floor 2050

Performance Rtg:

required points:

Calculate/Update

Copy grid in clipboard

The user can enter the player pairing number N and press the ENTER key to list his opponents and rating details. The window will show the total score made by the player and his average rating opponent. The bottom part of the window shows the performance rating based on the actual score.

The **required points** represent the points necessary for a performance rating at least equal to the rating threshold (set to 2450 in the previous picture). Together the required points are indicated the points difference with respect the actual score. For example: "4.0 (+2.5)" means that to get a 2450 rating performance the player needed 4.0 points, but he made +2.5 more than necessary. In our previous case the player realized "6.0 (+0.0)", i.e. the exact point required for the norm on IM.

By a mouse right click on the right column "include" the user may decide which game enter the calculation. The user can even change the opponents rating and rise it to the "Rtg floor" for that norm.

Then by pressing the button Calculate/Update he can redo the calculations. The user can even change the opponents rating.

This panel is useful when are played more than 9 rounds and a player need to select only 9 of them to check if a norm has been done.

4. **Find Player Norm:** produces the file `fidenorm.txt` containing a list of players and their performance relative to various title norms (GM, IM, WGM, WIM). Moreover a grid is displayed with the same info. In this panel it is possible to print the FIDE norm certificate.

**WARNING:** Orion performs the calculation regarding the rating (substitute the rating floor where occur) and produces a detailed report. It is responsibility of the Arbiter to check that all the FIDE requests are present in order to validate the certificate (i.e. number of unrated, number of titled players, etc...).

5. **Tournament certificate IT3, Arbiter certificate FA1, Arbiter certificate IA1:** prints correspondent FIDE document.

**FSI:** generates rating reports for the Italian chess federation.

**NZCF:** generates rating reports for the New Zealand Chess Federation.

## 2.12 Special Tasks

### 2.12.1 Manual Pairing (not for the round-robin system)

Orion provides easy insertion of manual pairings. This is done by pressing the button **Manual**. The pairing continues by filling in the fields labeled 'White' and 'Black', then pressing the button **Add Pair**. The user can enter IDs with the mouse by selecting the players in the list at the top right of the window. In this list the players are sorted by score, rating and name; it even shows their duecolor (Col) and whether is changeable or fixed (c=F).

The pair is accepted only if it is legal. The user need not be concerned about the colors because Orion will assign it automatically when the user press the **Done** button. Only in the first round will Orion will accept colors entered by the user.

**NOTE:** it is recommended that the user has a clear idea about which pairs he wants to add and write down them on paper before proceeding.

The user can change the order of the pair or assign a table to a particular pair by selecting the pair and then pressing the keys CTRL+'Up' or CTRL+'Down'.

If the user just wants to check the legality of a pair, he should press the **Verify Pair** button. To remove an inserted pair the user must press the **Remove Pair** button.

The button **Save Pairing** will write the currently inserted pairings to a file specified by the user. This is useful if there are many pairs to insert and the work cannot be completed in one session.

The function **Load Pairing** allows loading of pairings previously saved. **Please note that Orion will not check the validity of the pairing loaded in this way.** However the user should be very careful with this option and they are advised to load only pairings saved by Orion itself.

During the entry, Orion shows the number of the remaining teams to be inserted and the number of pairs already inserted.

In some cases the user might find it useful to load the pairing produced by Orion after pressing the **Automatic** button (see section 2.3). To obtain a preliminary pairing by Orion, the user should press the **Automatic** button and then delete it. Afterwards, the user will find the file \*.man corresponding to the current round.

**NOTE:** the BYE (ID = 0) can be assigned manually in the same pairing as many times the user wants.

When entry is finished, the user can click **Done**. Orion will correctly assign the colors (except in the first round) and return to the **Round Manager** page, waiting for a command.

### 2.12.2 Importing players from a formatted database

Orion can import players from any formatted text database by using the database tabbed pages in the lower part of the window. The user can define up to three different databases and work with them simultaneously.

The screenshot shows a window with three tabs: Database 1, Database 2, and Database 3. Below the tabs is a 'Set DB' button and a text field containing 'import from STANDARD FIDE db: standard rating list.txt'. To the right of this is a dropdown menu showing 'kasparov'. Below these is a table of player data:

14203391	Kasparov, Aram	UZB	M		
4100018	Kasparov, Garry	RUS	M	GM	FST
13500481	Kasparov, Sergey	BLR	M	GM	
13501453	Kasparova, Tatiana	BLR	F	WIM	WIM
13500775	Kasparova, Yeva	BLR	F		

To the right of the table are two buttons: 'Set Filter' and 'Update Rtg'.

The wanted database is chosen with the option **Set DB**. Then Orion must be informed about which fields to import and where they are. This is done by pressing the **Set Filter** button. The following window will appear:

The screenshot shows a dialog box titled 'Set Database Filter'. It contains a section 'Set Record Filter' with a table of field selection options:

Field name	Start Column	Max Length
<input checked="" type="checkbox"/> Name	10	25
<input checked="" type="checkbox"/> Rating	53	4
<input checked="" type="checkbox"/> Title	44	2
<input type="checkbox"/> K coeff	0	2
<input checked="" type="checkbox"/> Country	48	3
<input checked="" type="checkbox"/> Birthday	64	4
<input checked="" type="checkbox"/> ID code	0	8
<input checked="" type="checkbox"/> Gender	70	1

Below the table are two buttons: 'Load Filter' and 'Save Filter'. At the bottom of the dialog are 'Done' and 'Cancel' buttons. Below these buttons is a text area showing a sample of data from a database:

```

345678901234567890123456789012345678901234567890.
e
Kedarnath.a
Niji
Titl Fed Jul06 Gar
IND 1983 1
IND 1865

```

The previous picture shows the case in which the user wants to import the fields Name, Rating, Title, Country, Birthday, ID code and Gender (the corresponding check boxes are pressed). Then for each field the user inserts the column from which begin to read that field (the first column of the record start from 0). For example, in the FIDE database the Rating field begin at column 53. The length of each field is fixed by ORION and specified in Max Length.

The selected filter can be saved for reuse using **Save Filter and** the filter's filename should have an FLT extension. It can be reloaded later with **Load Filter**. Orion comes with `fide.flt` to help import the FIDE data and it is loaded by automatically. By clicking **Done**, the filter becomes active.

The predefined databases do not need a filter. After the filter has been defined, the user must enter a string of **at least 6 characters long**. If the user enters the string `*****` all the players in the database are shown. The user should ensure there is enough memory in the computer to avoid a program crash that might be caused by loading a huge database.

Orion will show all the players matching the entered string (the search is not case sensitive). To add a player to the tournament, the user must:

- Select a player.
- Double click the selected player or press the ENTER key.

A DB of type **Fixed Length** is treated in the same manner to that described above, but the rating and ID data populates the national fields instead of the FIDE ones. The user can configure a filter for their own database providing it has fixed length fields.

The DB type **Vega** and **FSI (Italy)** are the easier in that they don't need a filter and contain both FIDE and national data. In particular, the first one is the native format of Orion's archive (see section 3.2 for details), while the last one is the format of the Italian Chess Federation.

When a database is set and the registration are not closed, by clicking the button **Update Rtg** the rating of all players and their teams is updated.

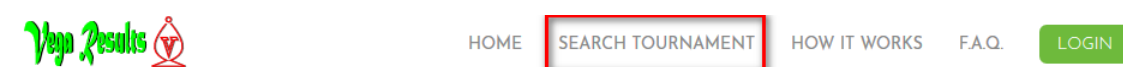
### 3. VegaResult server

VegaResults is a server for publishing chess tournaments worldwide powered by Vega and Orion. It uses a modern technology and it is optimized for mobile devices. Its services are free for the Orion's user.

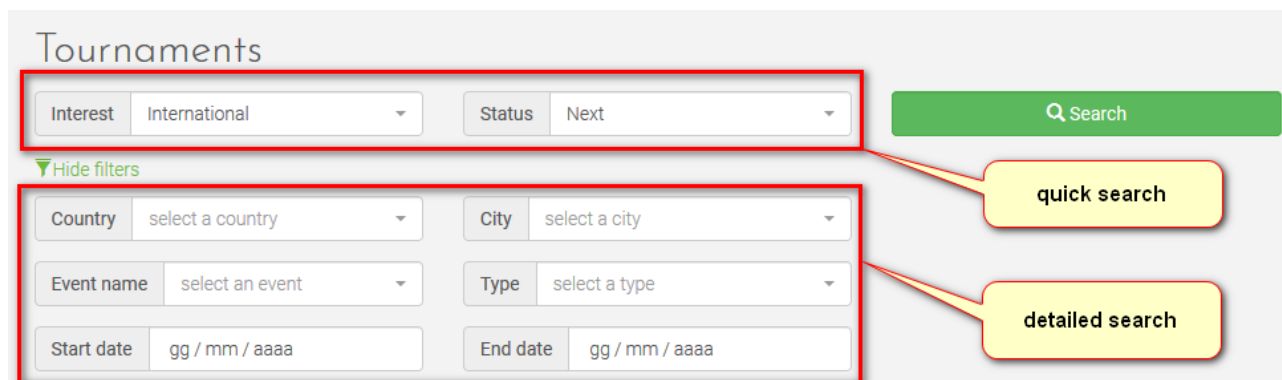
Orion can define a tournament on Vegaresult, download registration and offer a distinct service for the Captain's team. In fact, the captains have access to a reserved area where they can indicate which players of the own team should play the next round. The arbiter then can download at once the composition of all teams. More details can be found on the site [www.vegaresult.com](http://www.vegaresult.com).

#### 3.1 Vega-Result for casual visitors and chess players

The visitors can search tournaments and show its content. A custom search can be done on the **Search Tournament** page:



A form permits to select the relevant data the user likes and then by pressing the button Search the search is performed. Here is the search mask:



The search mask is titled 'Tournaments'. It features a top row with 'Interest' (set to 'International') and 'Status' (set to 'Next'), followed by a green 'Search' button. Below this is a 'Hide filters' link. The main section contains several filter fields: 'Country' (select a country), 'City' (select a city), 'Event name' (select an event), 'Type' (select a type), 'Start date' (gg / mm / aaaa), and 'End date' (gg / mm / aaaa). Two callouts on the right side point to the top row of filters, labeled 'quick search', and the bottom row of filters, labeled 'detailed search'.

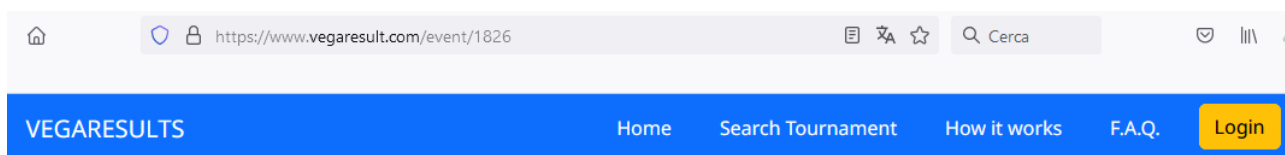
The field **Interest** let the user to narrow its research. For example, the user interested in playing tournaments abroad where FIDE rating variation and FIDE norms are possible, will select International interest and avoid to show useless tournaments he cannot participate. From other side the user belonging to a given federation will select National interest if she/is looking for tournaments restricted to players of her federation. The Local interest regards tournament limited to chess clubs.

The field **Status** permits to choose among past, running and next tournaments.

The following picture shows some tournaments after a search has been performed.

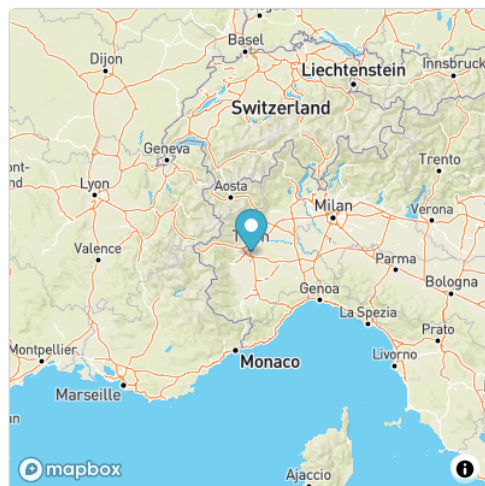
Place/Date	Event	Section
23 Dec 2023 🇮🇹 Torino		
27-30 Dec 2023 🇮🇹 Padova	Torneo del Santo 2023	Open A Nat 7
27-30 Dec 2023 🇮🇹 Padova	Torneo del Santo 2023	Open C Nat 5
27-30 Dec 2023 🇮🇹 Padova	Torneo del Santo 2023	Open B Nat 7
30 Dec 2023 🇪🇸 Los Navalucillos	V Torneo Navidad Los Navalucillos	V Torneo Navidad Los Navalucillos Loc 6
02-07 Jan 2024 🇮🇹 Torino	53° Festival Città di Torino	Open C < 1600 Int 6

Each event has url **[https://www.vegareult.com/event/](https://www.vegareult.com/event/EVENTID)****EVENTID**  
Where EVENTID is the code associated with the event.



## Event

Name	53° Festival Città di Torino
City	Torino
Country	Italy
Start-End	02-07 Jan 2024
Interest	International
Info	<a href="#">Docs</a>
Web Site	<a href="#">Site</a>
Registration Expire	2024-01-01 22:00:00



## Sections

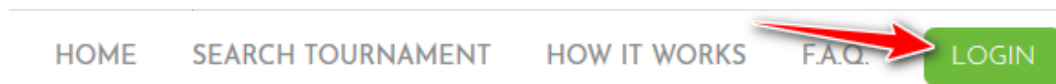
Open A > 1999
Swiss Ind. Classic - 9 rounds
Prize: 3710
<a href="#">Results</a> <a href="#">Register</a> <a href="#">List</a>

Open B < 2100
Swiss Ind. Classic - 6 rounds
Prize: 930
<a href="#">Results</a> <a href="#">Register</a> <a href="#">List</a>

When left clicked the **Register** button will redirect the user to the registration page. The visitors can view all registered players at that moment. The button will not work if the registration time is expired. For team tournament who enters team data and the list of players needs to be a registered user. See below for further details.

### 3.2 VegaResult for the authenticated team captain

The captain of a given team that wants to register to the tournament listed on the VegaResult server needs to register to VegaResult. This is done with the menu item **Login**



The registration form asks for few sensible data. The chess player is advised to insert **REAL** data. In particular the **First and Last name** field should be **identical** to the same of the FIDE database if present. Alternatively, the user not yet present in the FIDE database should insert the name as appear in his national database.

The email field is very important too. In fact, the organizer may contact later the captain to communicate relevant info regarding the tournament he has subscribed. Moreover, the user may ask to receive by email a reset password link when necessary.

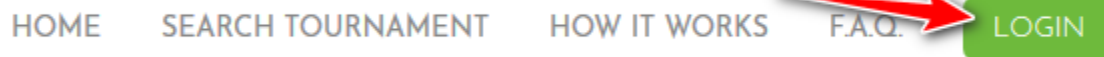
The password chosen should be at least 8 characters long. It is intended that the user choose it in a smart way and not share it with others. The site saves the password in an encrypted way and it is not known to the administrator site.

A registration form titled "Registration Page". It contains five input fields: "First Name\*", "Last Name", "Username\*", "Email\*", and "Password\*". Below the fields is a checkbox labeled "You agree with our Privacy Policy". At the bottom is a blue "Register" button.

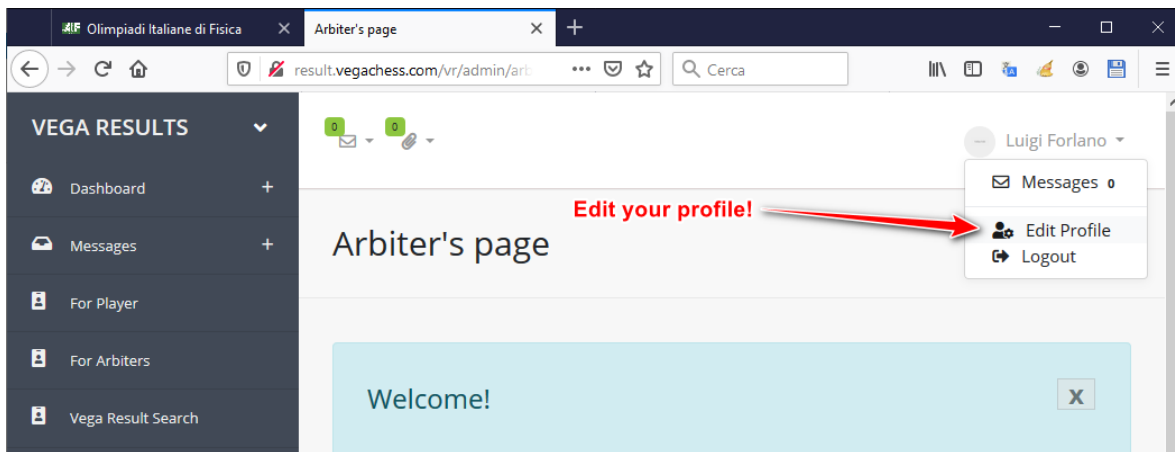
When all data are filled and the **Register** button is pressed a confirmation email is sent to the user. Please allow few hours before the email is sent to the user. The user must answer within 24 hours clicking on the confirmation link.



After confirming the registration, the login is done by the menu item **Login**



After the login is done the user is redirect to her account page.



The first thing the user must do is to provide further identification data, i.e. Location, FIDE ID, National ID, gender. This is done by pressing the button edit profile.

You are allowed to change the email address. The username cannot be changed. After editing her profile, the captain is ready to register a team pressing the Register button.

The registration page has a form in the top side (see picture below)

## Registration for team tournament:

test2 - invitational (Paola) : 2020-01-17 , 2020-01-24

Registration expire 2020-07-31 00:00:00 (only authenticated users can register)

Current registered teams

Team name

Fulmine

Captain name

Luigi Forlano

Captain email

captain@myemail.com

Country

Italy

Origin

Roma

Modify Team data

Unregister Team

In the bottom part there is a search box where to look for FIDE players (at moment the registration works only for FIDE players). When a given players has been found he can be added to the team. Then further actions are possible, for example sort or remove a player.

Board	Reorder	Title	Name	FIDE Rtg	Fed	FIDE ID	B. year	Remove
1	↓	IM	Aleksic, Nenad	2280	SRB	900990	1958	×
2	↓ ↑		Forlano, Luigi	1981	ITA	815675	1963	×
3	↓ ↑		Ricca, Roberto	2100	ITA	807249	1959	×
4	↑	GM	Karpov, Anatoly	2617	RUS	4100026	1951	×

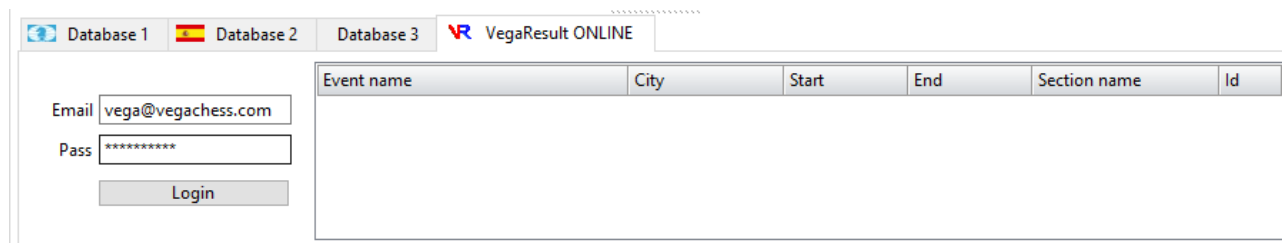
You can add up to 9 players. When you have reached this limit you need to delete one o more players to enable a new search.

You may perform a search by FIDE ID or by name. Are shown only the first 100 records. When searching by name enter the player last name and insert at least 5 characters to limit the records.

FIDE ID   Name

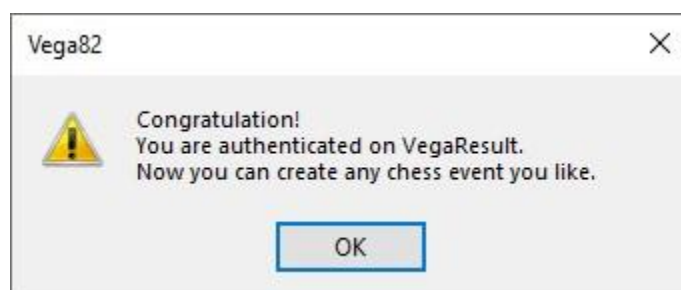
### 3.3 VegaResult for authenticated arbiters

The arbiter or organizer that own a valid Orion license must run the program Orion and in the tab page regarding VegaResult should insert the email and password of VegaResult and then press the login button



The screenshot shows the VegaResult ONLINE interface. On the left, there is a login form with fields for Email (vega@vegachess.com) and Pass (\*\*\*\*\*), and a Login button. On the right, there is a table with columns: Event name, City, Start, End, Section name, and Id. The table is currently empty.

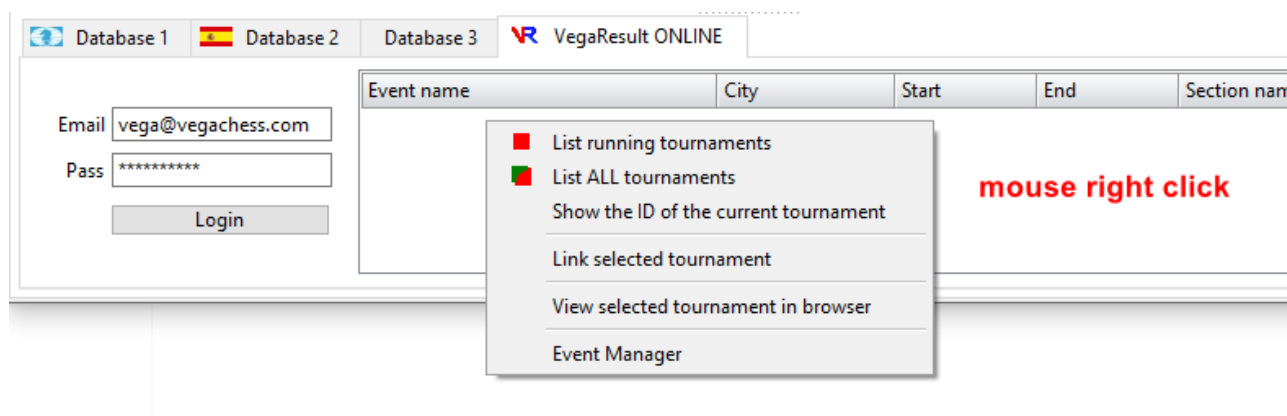
Orion will check your current license and in case of success a message will appear



### 3.4 Create event

The authenticated arbiter can create a chess event. A chess event consists of one or several sections (even called tournaments).

To create an event the user must login (see picture below) and then right click with the mouse in the right panel. A popup menu appears (see picture below). To create the event just select the item **Event Manager** with a left click.



A new window will appear. The event is created pressing the button **Add Event**.

Event Manager

Events

Name	City	Begin	End	Inte▶	Sho▶	URL	Lat,Lon	Regis.	Fed
event area									

create new event

+ Add Event Edit Event show these events: ☒ running ☐ all X Remove Event

Tournaments associated to the event (click the above event to show)

Type	Rounds (*)	Prize	Name (*)
tournaments area			

add tournaments

+ Add Tournament X Remove tournament

Then the user must fill the form that define the event:

Event definition

Event name (\*): Festival International

City (\*): Napoli

Federation (\*): ITA

start date (\*): 08/10/2019

end date (\*): 12/10/2019

interest (\*): Nat

show event: ☒

extern URL: www.vegachess.com

lat, lon: 40.851799, 14.268120

registration end: 07/10/2019 09:00:00

Doc(PDF, <150kB) (\*): rule\_0.pdf

choose file

Cancel Done

The sign “\*” indicates mandatory fields. It is responsibility of the arbiter to enter sensible data. The field **Doc** permits to upload a file containing details of the event: contact detail, location, prize distribution, accommodation info, touristic info, etc...). This file should be in PDF format with size less or equal to 150 kByte. To not overcome the 150 limit the user should use only text and no images. When uploaded the file is renamed.

The user should indicate properly the **interest** or relevance of his event choosing among: 'International', 'National', 'Local'. **International**: event with at least a section/tournament opened to the participation of foreigner chess players. These events are valid for FIDE rating variations and International Norms as well. **National**: tournaments reserved to chess players of a given federations, for example like a national championship or championship of a limited area of a country. **Local**: Tournament reserved to players belonging to a given chess club or very restricted area.

**Improper selections are not tolerated and we reserve the right to ban the user responsible of sloppy insertion.**

The user can make not public his event acting on the **show event** checkbox. In this case the event will be not available for searching and will be not listed.

show event: ☒

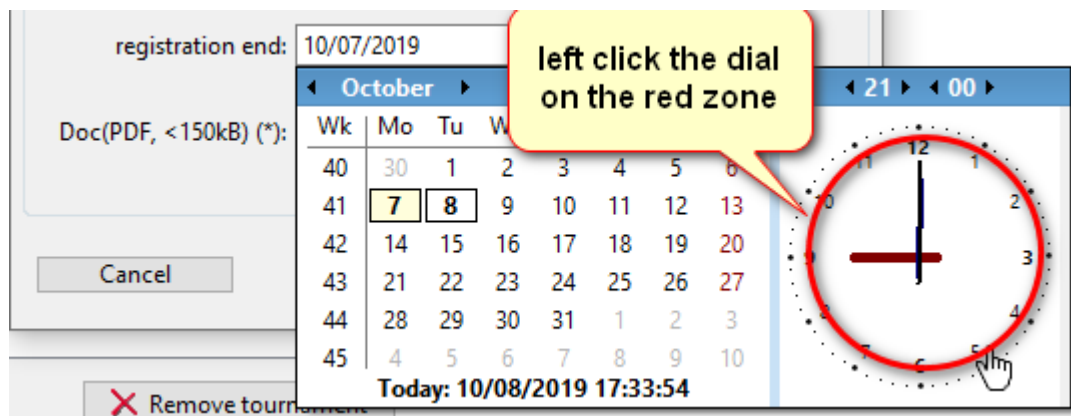
Public/visible/searchable event

show event: ☐

Private/invisible event

The field **Url** is the address of the organizer site, if exists. The **Latlon** field refer to the Latitude and Longitude coordinate separated by “,” of the place event as gave, for example, by the site <https://www.latlong.net/> .

The field **Registration** permit to set the time and date limit for the online registration. To set properly the time the user must left click on the circular dial



When all fields are set to save the data on the server press the button **Done**.

Each event must have **at least one** section/tournament. To add sections/tournaments to the event the user must press the button **Add tournament**. As usual the field marked with (\*) are mandatory.

The **Type** field in Orion can be

- ST: Swiss team tournament
- RRT: Round robin team tournament

When the form is filled just press the ENTER key.

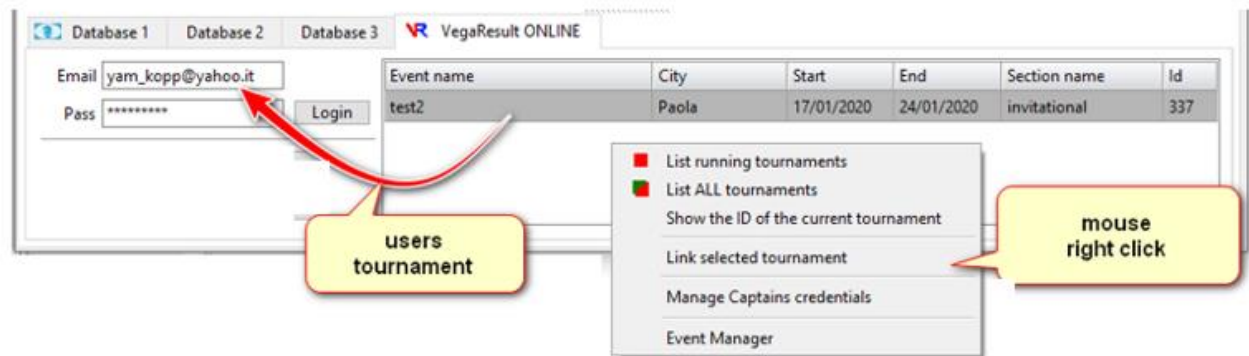
Tournaments associated to the event (click the above event to show)

Type	Rounds	Prize	Name	Max Players
ST	5	4353	Orion	10
RRT	7		master	6

+ Add Tournament    X Remove tournament

### 3.5 Connect to VegaResult

When an interaction with the VegaResult server is requested the first operation to be made is to establish a connection between Orion and the server. To this end the user insert her username and password and press the button Login. In case of success the recent team tournaments will be listed. In our example there is one event with one section/tournament.



Now the current tournament managed by Orion and the correspondent one on the server side must be linked by the menu item **Link selected tournament**. This operation is done only one time for each tournament. The mouse right click on the tournament area will show a popup menu

By default Orion will show at login the running tournaments (**List running tournaments**). In case the user wants to show all tournaments, even the old ones, the option **List ALL tournaments** should be selected.

When the arbiter deals with an event that has many tournaments, it is easy to assign by mistake to the opened tournament in Orion another tournament already linked and uploaded. If this happen the data on the server are overwritten. So the user should act carefully and have a clear idea of what she is doing. To prevent such errors, the tournament panel (see picture below) will list the tournaments that have already been uploaded with a coloured background.

The screenshot shows a table with the following data:

Event name	City	Start	End	Section name	Id
1° torneo internazionale	Roma	07/28/2019	09/06/2019	Under 2000	35
1° torneo internazionale	Roma	07/28/2019	09/06/2019	Master	36
1° torneo internazionale	Roma	07/28/2019	09/06/2019	Open C	38

A red border highlights the first two rows (IDs 36 and 38). A red arrow points from a yellow callout box labeled 'tournament not yet uploaded' to the first row (ID 35). Another red arrow points from a yellow callout box labeled 'the colored tournaments have already been uploaded' to the second row (ID 36).

Once the link has been done Orion will take care of it and will not mess up the tournaments.

**NOTE: the number in the Id column identify the tournament. In case the user wants to publish the tournament on VegaResult, the url will be**  
<https://www.vegaresult.com/orion-trn/wwwId>

### 3.6 Download the registered teams

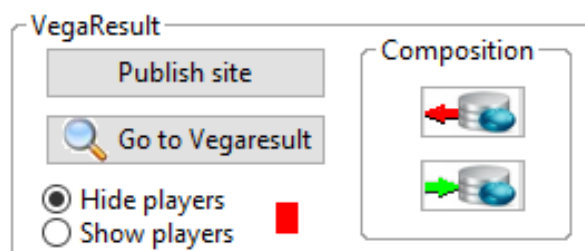
The teams with their players can be downloaded using the button

Get players from VegaResults

in the player archive page

### 3.7 Publish the tournament data (pairings, standings, etc...)

The local web server can be uploaded to the server VegaResult. This is done with the button **Publish site** on the round manager page



When the data are uploaded, they are visible at the url

<https://www.vegaresult.com/orion-trn/wwwID>

where ID is that of the tournament.

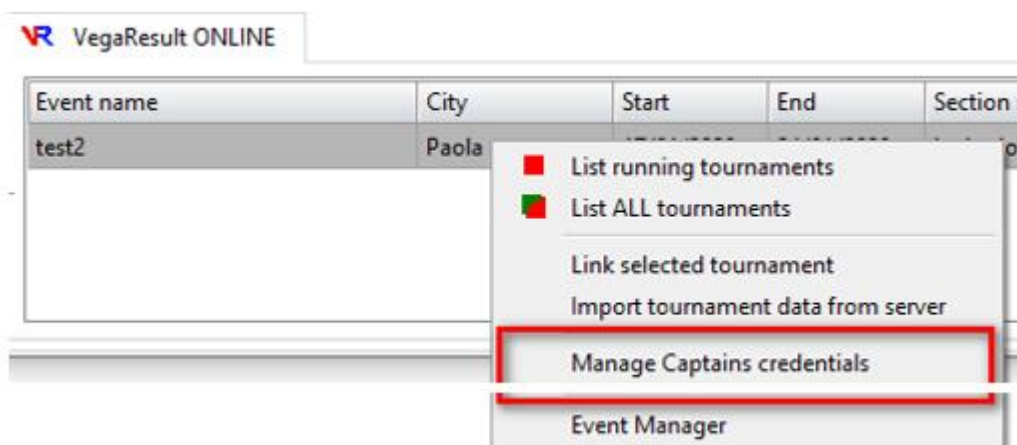
To visit the site online just press the button **Go to Vegaresult**.

### 3.8 Online Team composition

Orion offer a comfortable service to manage the team composition and report it to the arbiter. The captains select the desired players online and the arbiters download them at once without need of write any paper.

**NOTE: This service requires the payment of a fee. After that the arbiter is enabled to use this option. For further info contact the author.**

The menu item **Manage Captains credentials** permits to set the email address and password of each captain





If the registration is closed the following window will appear

Manage Credentials

☐ Select all

N	Name	Captain	Email	Password
1	Taranto			
2	Gli spaccatutto			
3	ADS Avellino Scac			
4	All Scars			
5	Alta Murgia			
6	Folgore			
7	FortyFive			
8	Parmesan			
9	Perugia Grifo			
10	Sancho Panza			
11	casteltiziano			

Clear all password

Action on selected accounts

Generate Password

Change password on server

Save credentials on file

Close

The columns Name, Captain and Email will list the data given during the insertion of the teams. The password mu be entered with a left click on each row. However, the password can be generated automatically selecting one or more rows (**CTRL+** mouse left click) and then pressing the button **Generate password**. The passwords are saved on the local database, i.e. in the .VGT file, but to take effect on the server they must be saved on the online server. This last action is done with the button **Change password on server**. After the credentials are set on the online server, i.e. VegaResult, it is possible to select the desired accounts and print them on a file with **Save credential on file**. The list of credentials should be cut and given to the respective captains.

**myTournament**

**Team: Taranto**

**Captain: Franco Rossi**

**Username: rett@pippo.com**

**Password: 1D8jDsga**

**URL: <https://www.vegareult.com/orion/login.php?id=575>**

cut each box  
and distribute  
to captains

**myTournament**

**Team: Gli spaccatutto**

**Captain: Ottavio Bianchi**

**Username: tizian@gmail.com**

**Password: 3etq4qXM**

**URL: <https://www.vegareult.com/orion/login.php?id=575>**

**myTournament**

**Team: ADS Avellino Scacchi**

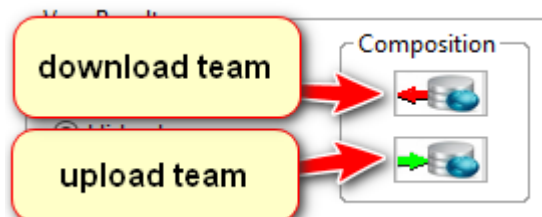
**Captain: Mario Verdi**

**Username: mario@tin.it**

**Password: c7cGkh4V**

**URL: <https://www.vegareult.com/orion/login.php?id=575>**

When a new pairing has been generated the data should be transferred on the online server. This is done with the button shown below ( $\Rightarrow$ ). In order to load the team composition from the server the arbiter needs to use the other button ( $\Leftarrow$ ).



At the following URL <https://www.vegachess.com/orion/login.php?id=X> the captains will find the place where it is possible to indicate which players should play the next match. 'X' represents the id of the tournament being played.

After logged in the captain must select the players that participate in the current match and submit the choice he made. The server will answer with an email that confirms what has been done. If N are the players to be indicated, the default composition is made with the first N players of that team.

The team submission can be done within the time permitted by the rule of the tournament. In case the captain does not perform any selection it is assumed he has selected the default composition.

Team composition

vegaresult.com/orion/index.php

In pausa

Captain: Yam
Set Team
Change password
Logout

### 19 Winter Deaflympics Men Team

Chiavenna (2019-12-14, 2019-12-20)

Pairing round 2 of 2020-05-06 at 13:0

RUSSIA				
	Board	Player	FIDE Rtg	Nat Rtg
<input checked="" type="checkbox"/>	1	Gerasimov Alexander	2028	0
<input type="checkbox"/>	2	Prokhorov Roman	1982	0
<input checked="" type="checkbox"/>	3	Gerasimov Andrey	2070	0
<input checked="" type="checkbox"/>	4	Gerasimov Viktor	2212	0
<input type="checkbox"/>	5	Gerasimov Leonid	2083	0
<input checked="" type="checkbox"/>	6	Kozlov Viktor V	2057	0

Submit team composition (4 players)
Time stop: 14:0 tournament local time (that is at 10:0:00 server time)

RUSSIA will play against INDIA with WHITE in first board

opponent team:INDIA			
Board	Player	FIDE Rtg	Nat Rtg
1	Gerasimov Alexander	0	1000
2	Mr Georgiev Vladimir	2369	0
3	Mravik Vladimir	2011	0
4	Gerasimov Roman	0	1000
5	Prokhorov Roman	0	1000

## Appendix A: Semi-Automatic Pairing

With this option the user can produce a pairing step by step, processing a group at once, assisted by Orion.

The option is available only from second round if the arbiter has selected ECU Swiss system (see Appendix G) or the Olympic Swiss system (see Appendix H). It is assumed in the following discussion that the user knows the details of the systems he has selected.

**Semi-automatic pairing**

**Score groups**

N	Score	Teams	Paired
1	13	0	
2	12	2	
3	11	2	
4	10	6	
5	9	6	
6	8	6	
7	7	7	
8	6	4	
9	5	1	
10	4	3	
11	0	1	

**Group details**

Group: 5    Score: 9    Teams: 6

↑ Rnk	↑1 ID	↓2 Scr	Name	C	F
11	13	10	ITALY		1
12	8	9	NETHERLAND		0
13	19	9	ROMANIA		0
14	12	9	POLAND		0
15	4	9	UKRAINE		0
16	16	9	CROATIA		0

**Group pairing**

☐ permit WWW/BBB in a row

White	C	IDW	IDB	C	Black
ITALY		13	16		CROATIA
NETHERLAND		8	4		UKRAINE
ROMANIA		19	12		POLAND

**Final Pairing**

Undo paired group

↑ G	White	IDW	IDB	Black
2	AZERBAIJAN	6	2	ARMENIA
3	FRANCE	3	1	RUSSIA
4	ENGLAND	5	17	BELARUS
4	HUNGARY	7	15	GREECE
4	GEORGIA	14	9	CZECH REPUBLIC

**Full automatic pairing**

Do (Silent)    Do (Verbose)    Done

The left panel Score Groups shows for each group (column N) its score and the number of teams included. A red box signals the groups already paired. The middle group is colored Cyan. To pair a group the user must select it with a mouse left click. On the panel Group details are shown the teams belonging to the selected group included the floater coming from other groups (see next picture). The floater is denoted by a yellow background and its score is of course different.

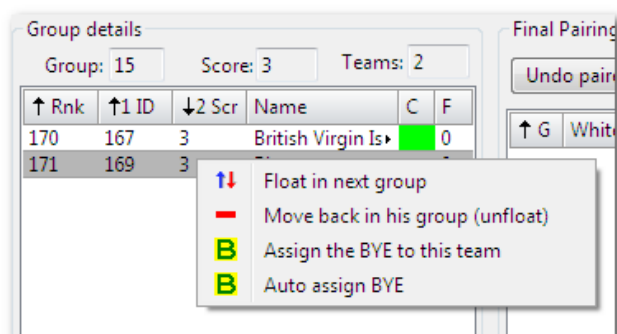
In the panel **Group details** the teams are sorted by the rank for pairing (column **Rnk**) and starting pairing number (column **ID**). For convenience are shown the score of each team and its name as well. The rank for pairing depends by the chosen Swiss system. The

column **C** denotes an absolute color preference. It is White (light grey box) in case the team has played Black the last two rounds in the first board. It is Black (black box) in case the team has played White the last two rounds in the first board. Otherwise it can play the next round with any color (green box).

Selecting a team with a mouse right click it will shown a submenu (see right picture).

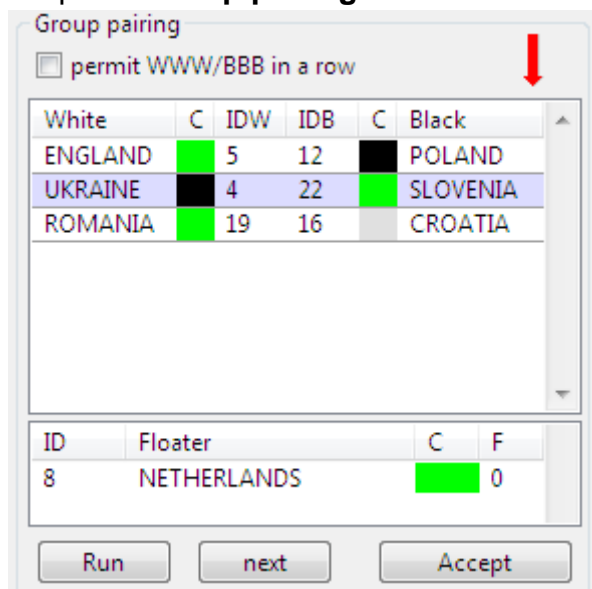
The user can **float** the selected team in the next group or move back in its original score group. The team cannot be moved from/to an already paired group.

The user can assign the **BYE** in case of odd number of teams. The BYE can be assigned to a particular team of the task to choose it can be left to Orion. The team that cannot be awarded with a BYE (they had already one or win a forfeited match) are denoted by the symbol “#” in front of their name.



The button **Make Even** is available only in case of Olympic system. When the group is odd the arbiter must make it even and a team is floated in the next group. In some situation the floated team need to be moved back in its original group and another floater is tried. The button “Make Even” let Orion to choose the best floater. Orion will foresee compatibility problem and avoid to pick a team that will be moved back in future.

If the user has no reason to change the composition of the group as explained above then he can pair the group in the panel **Group pairing**.



This is done by pressing the button **Run**. The engine performs the first pairing according to the system for the selected group. In case of floaters they are displayed in next bottom list. The button next pairing is available only in ECU system. If the user does not like the pairing (for example the floater was already a floater and the rule prevent him to float again) he can ask for another pairing pressing the button **next pairing**. He can press this button until a good pairing appear or no pairing are possible. If the pairing does not satisfies the arbiter he could go back and modify the composition of the previous group.

When the arbiter is satisfied with the group pairing then click the button **Accept** and the pairing is moved in the right panel **Pairing** while the floaters are moved in the next group. To remove from the pairing an entire group the user should select one team belonging to that group and press **Undo paired group**. It is supposed that the user undo only the last paired group.

This procedure must be done until all groups are paired. When done press the button **Done**.

To restart the whole procedure press the button **Reset groups**.

## Appendix B: Swiss Pairing Rules for European Team Competitions

### 1. Basic Pairing System

1.1 The basic pairing system shall be the Controlled Swiss System Pairings using Match Points and Sonneborn – Berger points (as the first tie-break procedure) for both Pairing and Scoring.

### 2. Odd Number of Participating Teams

2.1 The organising federation shall be entitled to enter an additional team. If there is an odd number of participating teams the organising federation has the right to enter a second additional team. If this second additional team is paired and plays round 1 it shall remain in the tournament to the conclusion even when a team or teams dropping out or a new team or teams arriving subsequently would result in an odd number of teams still in competition.

### 3. Ranking of Teams for Pairing Purposes

3.1 Obtain a list of all teams participating and full names of all players of each team. All teams have to finalize their players' lists before the captain's meeting at the start of the tournament.

3.2 Record the FIDE rating of each team member having such a rating.

3.3 Assign an arbitrary rating to team members who have no FIDE rating. This arbitrary rating shall be equal to the rating of the lowest FIDE rated player rounded down to the nearest 100.

3.4 Rank all teams in order of the average of their highest FIDE-rated players. For this purpose the average is taken for the number of players equal to the number of boards in the competition. The team with the highest average rating shall be assigned Pairing Number 1, the second highest, Pairing Number 2, etc. If the average rating of two or more teams is the same, take into consideration the rating(s) of the other (two) player(s). If it is still the same, rank those teams alphabetically.

### 4. Byes

4.1 If there is an odd number of teams a bye should be given to one team which arbitrarily would be credited with a number of points equal to half the number of boards.

4.2 The team given the bye in the first round would be that team which had the highest ranking number.

4.3 The team given the bye in subsequent rounds would be the last ranked team which has not been given a bye in previous rounds. No team shall receive more than one bye.

4.4 The team having the bye is credited one match point.

### 5. General Pairing Regulations

5.1 Assign a pairing number to each team as per Section 3.

5.2 The difference of the scores of two teams paired against each other should be 0 or, if this is not possible, as small as possible.

5.3 No team shall play the same opponent more than once.

5.4 A team having scored without playing will not receive a bye. This is the case when a team has received a bye due to an odd number of teams or when one of the opponent teams did not appear on time

5.5 Pairings shall be made from the top group down to, but not including, the middle group; then from the bottom group up to, but not including, the middle group, and finally the middle group. The middle group shall be defined as that group in which the median team in the standings is located. If there is an even number of teams being paired, the lower of the two middle teams shall be considered as the median team.

Example: Suppose there are 88 teams:

Place

...

43 10 points

44 10 points

Median team 45 9 points

46 9 points

...

Therefore, the 9 point group is the middle group.

#### 6. Detailed Pairings Procedure

6.1 For the pairings of the first round, assume that there are  $2N$  teams, ranked according to section 3. The first team is paired with the  $N+1$  team; the second team is paired with  $N+2$ ; ... team  $N$  is paired with team  $2N$ .

For the pairings of the first round in the case of accelerating pairings, assume that there are  $4N$  teams, ranked according to section 3. The first team is paired with  $N+1$  team; the second team is paired with  $N+2$ ; ; ... team  $N$  is paired with team  $2N$ . Team  $2N+1$  is paired with team  $3N+1$ ; team  $2N+2$  is paired with team  $3N+2$ ; ... team  $3N$  is paired with team  $4N$ .

6.2 For accelerating pairings, in the second round, 'imaginary' two match points shall be added to the score of each of the teams in the top half of the initial ranking list. These two imaginary points shall then be deducted before making the pairings of the third round.

6.3 After the 1st round, teams in a score-group (including 'floaters' from another score-group) shall be arranged in the order of the tie-break rules of the specific tournament. Teams, whose tie is not broken by the procedure, shall be arranged in the order of their initial pairing numbers. The first team shall be number 1 in the group.

6.4 In each median score-group or higher, priority shall be given to pairing the highest team (according to rule 6.3) with the lowest team in that group that it has not already played. The second highest team shall be paired with the second lowest team, etc.

6.5 To illustrate the procedure, suppose there are six teams in a score-group, ordered 1 through 6 as described in rule 6.3. There will be 15 combinations of pairing within the group, in the following descending order of priority.

- (1) 1 x 6, 2 x 5, 3 x 4
- (2) 1 x 6, 2 x 4, 3 x 5
- (3) 1 x 6, 2 x 3, 4 x 5
- (4) 1 x 5, 2 x 6, 3 x 4
- (5) 1 x 5, 2 x 4, 3 x 6
- (6) 1 x 5, 2 x 3, 4 x 6
- (7) 1 x 4, 2 x 6, 3 x 5
- (8) 1 x 4, 2 x 5, 3 x 6
- (9) 1 x 4, 2 x 3, 5 x 6
- (10) 1 x 3, 2 x 6, 4 x 5
- (11) 1 x 3, 2 x 5, 4 x 6
- (12) 1 x 3, 2 x 4, 5 x 6
- (13) 1 x 2, 3 x 6, 4 x 5
- (14) 1 x 2, 3 x 5, 4 x 6
- (15) 1 x 2, 3 x 4, 5 x 6

6.6 If there is an uneven number of teams in a group, the same procedure is followed and the remaining team is floated to the next score-group (provided it is not a floater from another score-group) and is paired with the first team of this group it has not played yet.

6.7 To illustrate the procedure, suppose there are 5 teams in a group. There will be 15 combinations of pairing within the group, in the following descending order of priority:

- (1) 1 x 5, 2 x 4, 3-floater



- (2) 1 x 5, 2 x 3, 4-floater
- (3) 1 x 5, 3 x 4, 2-floater
- (4) 1 x 4, 2 x 5, 3-floater
- (5) 1 x 4, 2 x 3, 5-floater
- (6) 1 x 4, 3 x 5, 2-floater
- (7) 1 x 3, 2 x 5, 4-floater
- (8) 1 x 3, 2 x 4, 5-floater
- (9) 1 x 3, 4 x 5, 2-floater
- (10) 1 x 2, 3 x 5, 4-floater
- (11) 1 x 2, 3 x 4, 5-floater
- (12) 1 x 2, 4 x 5, 3-floater
- (13) 2 x 5, 3 x 4, 1-floater
- (14) 2 x 4, 3 x 5, 1-floater
- (15) 2 x 3, 4 x 5, 1-floater

[If, for example, No. 2 is a floater from an upper score-group, pairings (3), (6) & (9) are not valid].

6.8 If the group from which the floater has been dropped is such that a complete pairing of all remaining teams in the group cannot be made, or if the floater has already played every team in the next group, then the floater shall be moved back to its original group, trying the next possible pairing according to the order of priority. If a complete pairing of all teams in two adjacent groups cannot be made, then these two groups shall be considered as one group, and rules 6.2 – 6.6 shall accordingly apply.

6.8.1 In the case the median score group contains floaters coming from higher score groups and floaters coming from lower score groups they shall not be paired each other.

6.9 In any group below the median group priority shall be given to pairing the lowest team (i.e. the team with the lowest board points) in the group and the same pattern of pairing shall apply as outlined in rules 6.3 – 6.7 but in reverse order.

## 7. Colour allocation

7.1 Team pairings are made without regard of colour. (This has the advantage of providing more accurate team pairings with fewer rules being necessary relating to selection of opponents and dropping of one team from an odd numbered group of teams with the same score).

7.2 In the first round the colour assigned to board 1 of the team ranked number 1 shall be selected by lot. All other odd numbers in the top half of the ranking list shall receive the same colour in the first round on board 1 as the team ranked number 1.

7.3.1 No team's board 1 colour difference will become  $>+2$  or  $<-2$ .

7.3.2 No team's board 1 will receive the same colour three times in row.

7.4.1 If in a score group a complete pairing is only possible without applying rule 7.3.1 or 7.3.2, such a pairing will then be made.

7.4.2 If in an odd score group a complete pairing is only possible by choosing another floater, another floater will be chosen.

7.5 After the team pairings have been made, colours shall be assigned based on giving priority to:

7.5.1 equalisation of colours on board 1 (regardless of who has played or is playing board 1 and regardless of what colours the particular player assigned to board 1 has had), and

7.5.2 Alternation of colours on board 1. The colours on the remaining board shall alternate with the player on board 3 having the same colour as the player on board 1.

7.6 If both teams have had white the same number of times on board 1 and have had opposite colours on board 1 in the immediately preceding round the colours shall be assigned to board 1 to provide alternation for each team from the colour it had in the previous round.

7.7 If both teams have had white the same number of times on board 1 the colours shall be assigned to board 1 to provide the lowest sequence of the same colour for both teams.

7.8 If both teams have had white the same number of times on board 1 and have had exactly the same sequence of colours, then priority shall be given to:

- (a) balancing the colour on board 1 of the team with the higher ranked team, or
- (b) alternation of colour on board 1 of the higher ranked team from the last round.

7.9 If both teams have had white the same number of times on board 1 and have had exactly the same sequence of colours, and each team has had the same number of whites and blacks on board 1, then the colour on board 1 of the higher ranked team shall be alternated from the last round.

7.10 The teams ranked first in the pairing list will have the white pieces on the odd-numbered boards, the black pieces on the even-numbered boards.

## 8. Miscellaneous

8.1 The pairings are to be made by the Chief Arbiter. Alternatively pairings can be made by a Pairings Officer or Pairings Committee. The Pairings Committee should consist of up to three members, each from a different ECU federation.

8.2 In the cases in which there is a Pairings Officer or Pairings Committee, the Tournament Director or his officially designated appointee shall provide the Pairings Officer or the Chairman of the Pairings Committee with a signed summary of results as they are available. This should ensure that accurate results of the previous round's play are used in making the pairings for the subsequent round.

8.3 Pairings shall be made by computer if a computer is available and if the computer program has been tested and approved by the Chairman of the Pairings Committee. Computer terminals should be in a room near the playing hall and fully dedicated to the use of the Pairings Committee as and when required. If a computer is used for preparing the daily bulletins of the game scores, a separate terminal in a separate room should be provided for those preparing the bulletin.

The computer pairings do not have to be 100% in agreement with handmade pairings to be acceptable although if there is no difference between the outcome of the pairings made by the computer and those made (by hand) by the Pairings Committee the final decision lies with the Chairman of the Pairings Committee.

8.4 Pairings by team including allocation of colours shall be posted as soon as possible after the Pairings Officer or Committee has finished of making the pairings.

8.4.1 The match order in the pairing list will be made according to the actual ranking.

8.5 Pairings by players shall be posted not later than two hours before the start of the round in the tournament hall.

8.6 No protest against the pairing shall be allowed.

## Appendix C: F.A.Q.

**1. In multiple events the ability to copy data from another tournament can be time saving.**


Actually you can use an old tournament as template:

- open it
- press "New Tournament" and create a tournament with the old parameters.

**2. In a round robin tournament I would like to anticipate the pairing that appear in round 4 at round 3. How to do it?**

Use the menu item: Extra/Round Robin Calendar/ Assign pairing to different round

**3. In a junior open tournament I need to create three separate standing for the following categories: Under16, Under12 and Under10.**

When register each team insert your categories (Under16 or Under12 or Under10) in the Origin field. Then use the option  (in Team output) to get a standing for each category.

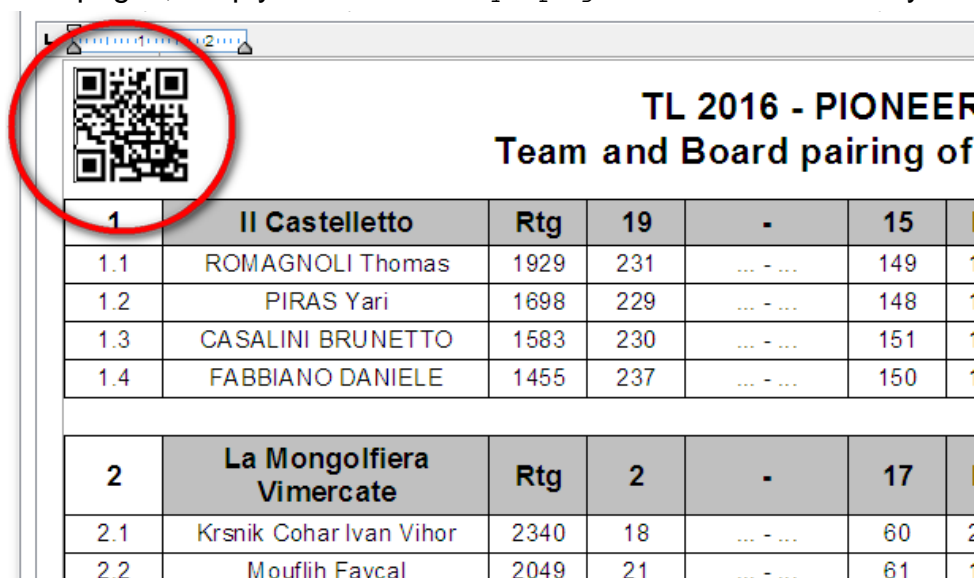
**4. Can I add a QR code in the printed page?**

Yes and it is very easy. There are many sites online that perform the conversion for free. For example here: <http://goqr.me/> . With the following url

[https://api.qrserver.com/v1/create-qr-](https://api.qrserver.com/v1/create-qr-code/?size=100x100&data=http://www.vegachess.com/OpenA)

[code/?size=100x100&data=http://www.vegachess.com/OpenA](https://api.qrserver.com/v1/create-qr-code/?size=100x100&data=http://www.vegachess.com/OpenA) you get a QR code that scanned with a smartphone will give a link to <http://www.vegachess.com/OpenA> .

Once you got you QR code, save the image **exactly** as `qr.png` (only png format is supported in Orion) in the tournament folder. Now the pages containing the standing and the pairings will have a QR code on the left side. In case you want to remove the QR code from the printed pages, simply delete the file `qr.png` or rename it differently.



The screenshot shows a web browser window displaying a tournament page. A QR code is visible in the top left corner, circled in red. The page title is "TL 2016 - PIONEER Team and Board pairing of". Below the title, there are two tables showing team and board pairings.

1	Il Castelletto	Rtg	19	-	15	
1.1	ROMAGNOLI Thomas	1929	231	...	149	1
1.2	PIRAS Yari	1698	229	...	148	1
1.3	CASALINI BRUNETTO	1583	230	...	151	1
1.4	FABBIANO DANIELE	1455	237	...	150	1

2	La Mongolfiera Vimercate	Rtg	2	-	17	
2.1	Krsnik Cohar Ivan Vihor	2340	18	...	60	2
2.2	Mouflih Faycal	2049	21	...	61	1

**5. In a match two players of the same team missed their correct boards. Only when the games finished I recognized the mistakes. I had to assign their opponent a win to forfeit. However, the games were played regularly and I want to report them as rated instead of forfeit. What to do?**

This is a very rare and unfortunate case. At moment Orion permits to enter only one result and you have to decide which one to choose.

To solve the problem, do this:

- 1) when the tournament is finished copy the tournament file (the .VGT file) in a new folder;
- 2) open it and modify the few results affected by those cases indicating the result valid for rating;
- 3) generate the rating report and send it to the rating office.

## Appendix D: Registration File and License

Anyone who uses Orion with more than 6 teams needs a registration file. Refer to the official site, <http://www.vegachess.com/ns/node/5> , for info regarding the registration fee. The license will arrive by email as an attached file named serial.txt or serialOrion.txt. It should be saved without modification on your computer. Then run Orion and:

- a) choose menu Help/License Manager;
- b) load license (locate the serial.txt file and load it);
- c) save it (the file is saved in HOME/Vega with name serial.txt)
- d) close and run Vega (your name appear on the splash screen).