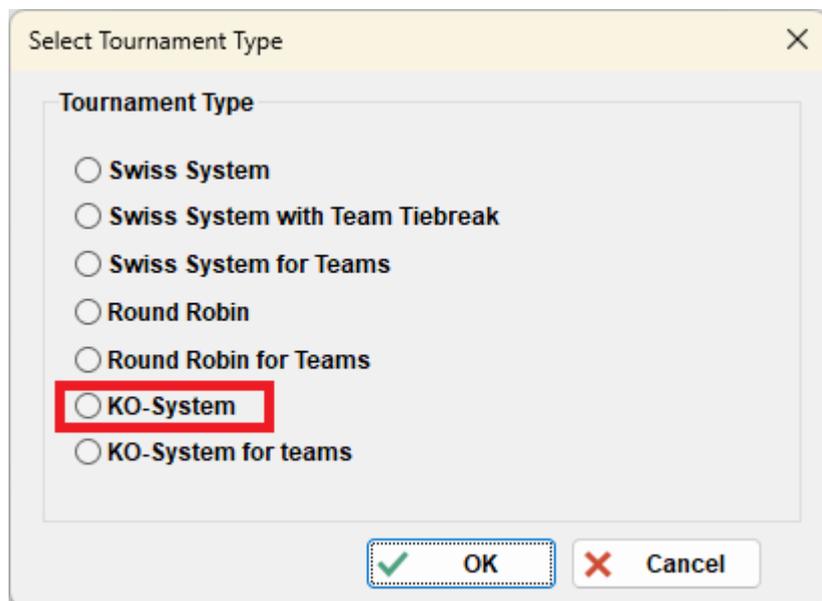


How to administrate a KO-System (Single Swiss System) in Swiss-Manager

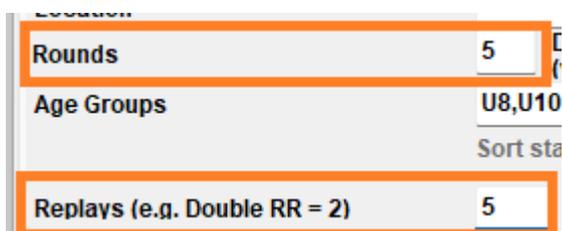
Created 22.11.2024, Last update 10.01.2025, Author Heinz Herzog

1) Menu-item "File / New tournament"



Select KO-System and click button „OK“ and save as usual the Swiss-Manager File.

2) How to determine the number of rounds and the replays:



The **number of rounds** depends directly on the number of participants and can be changed at any time (after entering the participants).

Until 2 participants	1 Round
3 - 4 participants	2 Rounds
5 - 8 participants	3 Rounds
9 - 16 participants	4 Rounds
17 - 32 participants	5 Rounds
33 - 64 participants	6 Rounds
65 - 128 participants	7 Rounds
129 - 256 participants	8 Rounds
257 - 512 participants	9 Rounds

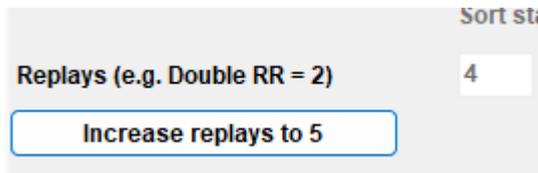
The **replays** are the maximum number of games played in a round.

Example:

If you play 2 rapid games if equal 2 blitzgames and if equal a armageddon game then the replay is 5.

If the number is not known in advance, I recommend setting replays to 2 more than the minimum number of games. In the example above then to 4 (2 + 2).

If there is no winner after 4 games, you can increase the replays by one round using the "increase replays to 5" button.



Sort st:

Replays (e.g. Double RR = 2)

Increase replays to 5

3) Enter the players a usual

4) Update the field "number of rounds" if necessary.

5) If a player should get a free ticket for round 1 then exclude the player ONLY for round 1.

If the number of participants not an exact power of 2 then in the first round there are a corresponding number of free tickets.

Example: A tournament with 6 players. In the first round 2 players get a free ticket. The free tickets get the strongest players. In this case player 1 and 2.

6) Menu-item "Pairings / Computer pairings..."

Players who receive a bye are automatically excluded in the 1st round!

Select the color for the first not excluded player. In this example for player with start rank 3 (player 3) and click Button "Start"

The principle of the KO system is simple and the same in all rounds:

The first against the last, the second against the second to last, ...

For 8 players if 1 get white:

1 - 8

7 - 2

3 - 6

5 - 4

If start rank 3 get white then the pairings are

3 – 6 and 5 – 4.

7) Menu-item "Input / Enter results..."

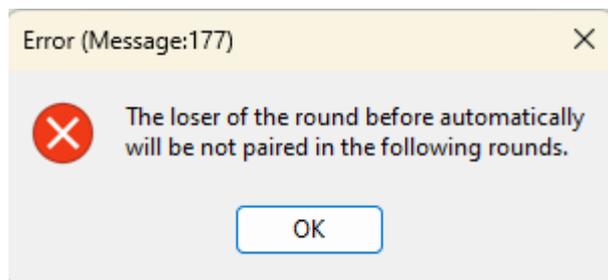
Enter the results as usual. For some players you have only enter 2 rounds for other up to 5 rounds.

Bo.	SNo.	White	Res.	Black	SNo.
1	3	Player C	1-0, 0-1, ½-½, ½-½, ½-½	Player F	6
2	5	Player E	0-1, ½-½	Player D	4

If the color of the armageddon game is decided by lot then you can change the color in the result form if necessary:

Missing	
Rd-1	Rd+1
Color	

8) Menu-item "Pairings / Computer pairings..."



Player C – Player F is 2,5 – 2,5. If there is no decision, the player who had black in the last game goes up.

In this example Player F

If there are other criteria who goes up, I recommend to adjust the result of the last round, then make the pairings and then correct the result back.

Now the number of players is an exact power of 2. So all remaining players are paired in round 2

The pairings of round 2:

Bo.	SNo.	White	Res.	Black	SNo.
1	6	Player F		Player A	1
2	4	Player D		Player B	2

Player F and Player D had black in the first round, so they get white now.

9) Menu-item "Input / Enter results..."

Bo.	SNo.	White	Res.	Black	SNo.
1	1	Player A	1-0, ½-½	Player F	6
2	2	Player B	0-1, ½-½	Player D	4

10) Menu-item "Pairings / Computer pairings..."

Bo.	SNo.	White	Res.	Black	SNo.
1	4	Player D		Player A	1

11) If a small final is played for the 3rd place, you have to set the pairing (Player B – Player F) manually with menu item "Pairings / Set new player".

Bo.	SNo.	White	Res.	Black	SNo.
1	4	Player D		Player A	1
2	2	Player B		Player F	6

12) Menu-item "Input / Enter results..."

Bo.	SNo.	White	Res.	Black	SNo.
1	4	Player D	0-1, 0-1	Player A	1
2	6	Player F	½-½, ½-½, ½-½, ½-½, ½-½	Player B	2

13) I recommend uploading the tournament to chess-results.com , as the display is much better there as in Swiss-Manager.

Test KO-System

Last update 30.11.2024 13:10:45, Creator/Last Upload: Dipl.Ing.Heinz Herzog

Parameters

[Show tournament details](#), [Link with tournament calendar](#)

Lists

[Starting rank](#), [Alphabetical list](#), [Statistics](#), [Playing schedule](#)

Pairings/Results

[Quarterfinal - Rd.1](#), [Semifinal - Rd.2](#), **[Final - Rd.3](#)**

No.	Name	FED	Rtg	Game 1	Game 2	Game 3	Game 4	Game 5	Pts.
Final - Round 3									
4	Player D	AUT	0	0	0				0
1	Player A	AUT	0	1	1				2
Small final for third place - Round 3									
2	Player B	AUT	0	½	½	½	½	½	2½
6	Player F	AUT	0	½	½	½	½	½	2½