

Brugse Meesters 2019

Accelerated Swiss pairings

Why do we use Accelerated Swiss Pairings?

We have two main goals:

1. Decrease the number of games with big rating difference, as is usually the case in a Swiss tournament during the first two rounds.
2. Increase the chances for ambitious players to score an IM norm

Were these goals reached last year?

In general, yes. The number of games with big rating difference decreased but there were still some. They now came in rounds 6 and 7.

Still, we want to improve on that and we have been experimenting with a new system to minimize these unbalanced games in rounds 6 and 7 too.

How does it work?

Before the start of the tournament, the players are divided in 3 groups. The groups will be 2000+, 1600-1999 and -1600.

The first group starts with 2 additional (fictional) points for the pairings. The second group starts with 1 additional point and the last group doesn't get additional points.

As a result, in the first round almost everybody will play against a player of the own rating group.

In the second round, the winners of the first round will most likely face the players who lost in the group above. Players who have lost the first game will most likely face a player who won the first round game in the lower group.

After round 3, the additional points of the different rating groups will be decreased by 50%.

This is the new part. We do not remove the additional points right away. We will have an intermediate step to soften the transition.

As from round 4 players with 2000+ will be paired with 1 additional point and the players of the group 1600-1999 will be paired with 0.5 additional point.

After round 5, we will remove all additional points.

Together with round 4, round 6 can be a round with some rating difference between the players. With the new method we think that we can reduce these unbalanced games to a minimum.