

# Rules for FIDE Pairings



A Guide to Applying the FIDE Pairing System

#### 04.1. Swiss System Based on Rating

Approved by the 1992, 1997 and 1998 General Assemblies.

##### A. Introductory Remarks and Definitions

###### A.1 Rating

It is advisable to check all ratings supplied by players. If no reliable rating is known for a player the arbiters should make an estimation of it as accurately as possible before the start of the tournament.

(to convert German Ingo or British BCF use rating =  $2840 - 8 \times \text{INGO} = 600 + 8 \times \text{BCF}$ )

###### A.2 Order

For pairing purposes only, the players are ranked in order of, respectively

- a. score
- b. rating
- c. FIDE-title (IGM-WGM-IM-WIM-FM-WFM-no title)
- d. alphabetically (unless it has been previously stated that this criterion has been replaced by another one)

The order made before the first round (when all scores are obviously zero) is used to determine the pairing numbers: the highest one gets #1 etc.

###### A.3 Score brackets

Players with equal scores constitute a homogeneous score bracket. Players who remain unpaired after the pairing of a score bracket will be moved down to the next score bracket, which will therefore be heterogeneous. When pairing a heterogeneous score bracket these players moved down are always paired first whenever possible, giving rise to a remainder score bracket which is always treated as a homogeneous one.

A heterogeneous score bracket of which at least half of the players have come from a higher score bracket is also treated as though it was homogeneous.

###### A.4 Floats

By pairing a heterogeneous score bracket, players with unequal scores will be paired. To ensure that this will not happen to the same players again in the next round this is written down on the pairing card. The higher ranked player receives a downfloat (↓), the lower one an upfloat (↑).

###### A.5 Byes

Should the total number of players be (or become) odd, one player ends up unpaired. This player receives a bye: no opponent, no colour, 1 point. A bye is considered to be a downfloat.

###### A.6 Subgroups

To make the pairing, each score bracket will be divided into two subgroups, to be called S1 and S2.

In a heterogeneous score bracket S1 contains all players moved down from a higher score bracket.

In a homogeneous score bracket S1 contains the higher half (rounding downwards) of the number of players in the score bracket.

The number of players in S1 will be indicated by "p", indicating the number of pairings to be made.

In both cases S2 contains all other players of the score bracket.

In both S1 and S2 players are ordered according to A2.

###### A.7 Colour differences and colour preferences

The colour difference of a player is the number of games played with white minus the number of games played with black by this player.

After a round the colour preference can be determined for every player.

- a. An absolute colour preference occurs when a player's colour difference is greater than 1 or less than -1, or when a player played with the same colour in the two latest rounds. The preference is white when the colour difference is  $\ll 0$  or when the last two games were played with black, otherwise black. In this case the (obligatory) colour is already written down on the score card. (This rule is not in effect when pairing players with a score of over 50% in the last round).
- b. A strong colour preference occurs when a player's colour difference is unequal to zero. The preference is white when the colour difference is  $< 0$ , black otherwise.
- c. A mild colour preference occurs when a player's colour difference is zero, the preference being to alternate the colour with respect to the previous game. In this case the colour difference is written down as +0 or -0 depending on the colour of the previous game (white or black respectively).  
Before the first round the colour preference of one player (often the highest one) is determined by lot.

## A.8 Definition of "x"

The number of pairings which can be made in a score bracket, either homogeneous or heterogeneous, not fulfilling all colour preferences, is represented by the symbol x.

x can be calculated as follows:

w = number of players having a colour preference white.

b = number of players having a colour preference black.

q = number of players in the score bracket divided by 2, rounded upwards.

If  $b > w$  then  $x = b - q$ , else  $x = w - q$ .

## A.8 Transpositions and exchanges

- a. In order to make a sound pairing it is often necessary to change the order in S2. The Rules to make such a change, called a transposition, are in D1.
- b. In a homogeneous score bracket it may be necessary to exchange players from S1 and S2. Rules for exchanges are found under D2. After each exchange both S1 and S2 are to be ordered according to A2.

## B. Pairing Criteria

### *Absolute Criteria*

(These may not be violated. If necessary players will be moved down to a lower score bracket.)

### B.1

- a. Two players shall not meet more than once.
- b. A player who has received a point without playing, either through a bye or due to an opponent not appearing in time, shall not receive a bye.

### B.2

- a. No player's colour difference will become  $>+2$  or  $<-2$ .
- b. No player will receive the same colour three times in row.

### *Relative Criteria*

(These are in descending priority. They should be fulfilled as much as possible. To comply with these criteria, transpositions or even exchanges may be applied, but no player should be moved down to a lower score bracket).

### B.3

The difference of the scores of two players paired against each other should be as small as possible and ideally zero.

### B.4

As many players as possible receive their colour preference. (Whenever x of a score bracket is unequal to zero this rule will have to be ignored. x is deducted by one each time a colour preference cannot be granted.)

### B.5

No player shall receive an identical float in two consecutive rounds.

### B.6

No player shall have an identical float as two rounds before.

Note: B2, B5 and B6 do not apply when pairing players with a score of over 50% in the last round.

## C. Pairing Procedures

Starting with the highest score bracket apply the following procedures to all score brackets until an acceptable pairing is obtained. Afterwards the colour allocation rules (E) are used to determine which players will play with white.

### C.1 If the score bracket contains a player for whom no opponent can be found within this score bracket without violating B1 or B2 then:

if this player was moved down from a higher score bracket apply C12.

if this score bracket is the lowest one apply C13.

in all other cases: move this player down to the next score bracket.

### C.2 Determine x according to A8.

- C.3 Determine p according to A6.
- C.4 Put the highest players in S1, all other players in S2.
- C.5 Order the players in S1 and S2 according to A2.
- C.6 Pair the highest player of S1 against the highest one of S2, the second highest one of S1 against the second highest one of S2, etc. If now p pairings are obtained in compliance with B1 and B2 the pairing of this score bracket is considered complete.  
     in case of a homogeneous score bracket: remaining players are moved down to the next score bracket. With this score bracket restart at C1.  
     in case of a heterogeneous score bracket: only players moved down were paired so far. Start at C2 with the homogeneous remainder group.
- C.7 Apply a new transposition of S2 according to D1 and restart at C6.
- C.8 In case of a homogeneous (remainder) group: apply a new exchange between S1 and S2 according to D2. Restart at C5.
- C.9 Drop criterion B6 and B5 (in this order) for downfloats and restart at C4.
- C.10 In case of a homogeneous remainder group: undo the pairing of the lowest moved down player paired and try to find a different opponent for this player by restarting at C7.  
     If no alternative pairing for this player exists then drop criterion B6 first and then B5 for upfloats and restart at C2.
- C.11 As long as x is less than p: increase x by 1. When pairing a remainder group undo all pairings of players moved down also. Restart at C3.
- C.12 In case of a heterogeneous group: undo the pairing of the previous score bracket. If in this previous score bracket a pairing can be made whereby another player will be moved down to the current one, and this now allows p pairing to be made then this pairing in the previous score bracket will be accepted.
- C.13 In case of the lowest score bracket: the pairing of the penultimate score bracket is undone. Try to find another pairing in the penultimate score bracket which will allow a pairing in the lowest score bracket. If in the penultimate score bracket p becomes zero (i.e. no pairing can be found which will allow a correct pairing for the lowest score bracket) then the two lowest score brackets are joined into a new lowest score bracket. Because now another score bracket is the penultimate one C13 can be repeated until an acceptable pairing is obtained.
- C.14 Decrease p by 1 (and if the original value of x was greater than zero decrease x by 1 as well). As long as p is unequal to zero restart at C4. If p equals zero the entire score bracket is moved down to the next one. Restart with this score bracket at C1.

#### D. Transposition and Exchange Procedures

Example: S1 contains players 1, 2, 3 and 4 (in this sequence); S2 contains players 5, 6, 7 and 8 (in this sequence).

- D.1 Transpositions within S2 should start with the lowest players, with descending priority:

1. 5-6-8-7;
2. 5-7-6-8;
3. 5-7-8-6;
4. 5-8-6-7;
5. 5-8-7-6;
6. 6-5-7-8;
7. 6-5-8-7, etc.

Hint: put all numbers constructible with the digits 5, 6, 7 and 8 in ascending order.

- D.2 When applying an exchange between S1 and S2 the difference between the numbers exchanged should be as small as possible. When differences of various options are equal take the one concerning the lowest player of S1.

Exchange one player S1				Exchange two players S1				
	4	3	2		3+4	2+4	2+3	
5	a	c	f	S2	5+6	j	l	o
6	b	e	h		5+7	k	n	q
7	d	g	i		6+7	m	p	r

The above matrices contain the sequence in which exchanges should be applied.

Exchanging one player: a) 4 and 5; b) 4 and 6; c) 3 and 5; etc. until i) 2 and 7.

Exchanging two players: j) 3+4 with 5+6; k) 3+4 with 5+7; l) 2+4 with 5+6 etc. After each exchange both S1 and S2 should be ordered according to A2.

Remark: if the number of players in a score bracket is odd, S1 contains one player less than S2. So with 7 players S1 contains players 1, 2 and 3, S2 4, 5, 6 and 7. The exchanges needed in that case can be found from the above ones by deducting all numbers in S1 and S2 by 1. The last column of the second matrix has then become obsolete.

#### **E. Colour Allocation Rules**

For each pairing apply (with descending priority):

- E.1 Grant both colour preferences.
- E.2 Grant the stronger colour preference.
- E.3 Alternate the colours to the most recent round in which they played with different colours.
- E.4 Grant the colour preference of the higher ranked player.
- E.5 In the first round all even numbered players in S1 will receive a colour different from all odd numbered players in S1.

#### **F. Final Remarks**

- F.1 After a pairing is complete sort the pairing before making them public.  
The sorting criteria are (with descending priority)
  - the score of the higher player of the pairing involved;
  - the sum of the scores of both players of the pairing involved;
  - the rank according to A2 of the higher player of the pairing involved.
- F.2 Byes, and pairing not actually played, or lost by one of the players due to arriving late or not at all, will not be taken into account with respect to colour, Such a pairing is not considered to be illegal in future rounds.
- F.3 A player who after five round has a colour history of BWW-B (i.e. no valid game in round 4) will be treated as -BWWB with respect to E3. So WB-WB will count as -WBWB and BWW-B-W as - -BWWBW.
- F.4 Because all players are in one homogeneous score bracket before the start of round one and are ordered according to A2 the highest player of S1 will play against the highest player of S2 and if the number of players is odd the lowest ranked player will receive a bye.
- F.5 Players who withdraw from the tournament will no longer be paired. Players known in advance not to play in a particular round are not paired in that round and score 0.
- F.6 A pairing officially made public shall not be changed unless it violates the absolute pairing criteria (B1 and B2).
- F.7 If either
  - result was written down incorrectly, or
  - a game was played with the wrong colours, or
  - a player's rating has to be corrected, then this will only affect pairing yet to be made.Whether it will affect a pairing already made public but not yet played should be decided by the arbiter.  
*Unless the rules of the tournament state otherwise:*
- F.8 Players who are absent during a round without notification to the arbiter will be considered to have withdrawn themselves.
- F.9 Adjourned games are considered draws for pairing purposes only.
- F.10 In order to make the final standings the following criteria apply (in descending priority):
  - the highest number of points scored; should this be equal for several participants prize money should be shared;
  - where it concerns the first place: the best result in games played against each other;
  - the highest average rating of the opponents;
  - the drawing of lots.

## Doing the Draw – A Practical Exercise

Consider a tournament with 14 players as shown. The players are arranged in descending rating order. Players without an official FIDE Rating can either be included in the position of their national rating or placed at the bottom. This will often depend on the reliability of the information available. In this case the players indicated by \* do not have FIDE ratings but have been positioned by their national rating.

PNo	Name	Rating
1	Andrews, Alan	2200
2	Brown, Ben	2180
3	Colins, Calum	2160
4	Dawson, Diane	2140
5	Edwards, Eric	2120 *
6	Fox, Findlay	2100
7	Green, Gerry	2080
8	Hood, Henry	2060
9	Inman, Irene	2040 *
10	Jones, John	2020
11	Kilpatrick, Kevin	2000
12	Lawson, Linda	1980
13	McLean, Martin	1960
14	Nixon, Norman	1940

When doing a manual pairing each entrant shall be given a pairing card similar to the one shown below. There are many variations of these each with advantages and disadvantages. The opponent's pin number is entered rather than the name. The colour is indicated by W for White (often written in red ink) and B for Black (in blue or black ink). Byes do not count as a colour (may be indicated by green ink). Floats are indicated by arrows pointing in the appropriate direction. The result of the game is entered (normally 1, ½ or 0 but 3, 1, 0 is another possibility). The Total cell contains the current cumulative score.

Floats are indicated by arrows pointing in the appropriate direction. The result of the game is entered (normally 1, ½ or 0 but 3, 1, 0 is another possibility). The Total cell contains the current cumulative score.

PIN		Name					Title	National	Rating	FIDECode
2		BROWN, Ben						USA	2180	2000567
Round	1	2	3	4	5	6	7	8	9	
Opponent	9									
Colour	W									
Float										
Result										
Total										

In round 1 the top 7 players will be paired against the bottom 7 in order. The colour given to the top rated player may be determined by lot unless the tournament regulations specify otherwise. Colours of the top seeded players will then alternate. In this case the top seed was given black. The round 1 pairing is therefore:

Table	White	Black	Nrs	Results
1	Hood, Henry	Andrews, Alan	8 - 1	
2	Brown, Ben	Inman, Irene	2 - 9	
3	Jones, John	Colins, Calum	10 - 3	
4	Dawson, Diane	Kilpatrick, Kevin	4 - 11	
5	Lawson, Linda	Edwards, Eric	12 - 5	
6	Fox, Findlay	McLean, Martin	6 - 13	
7	Nixon, Norman	Green, Gerry	14 - 7	

This will normally be done by placing the cards in order from 1 to 7 in this case moving them to the right to indicate black and to the left to indicate white. The bottom half cards are then placed in order in the gaps provided. The pairings obtained should be marked on the cards.

The round 1 results are as shown giving the player ranking which are also shown.

Table	White	Black	Nrs	Results
1	Hood, Henry	Andrews, Alan	8 - 1	0-1
2	Brown, Ben	Inman, Irene	2 - 9	1/2
3	Jones, John	Colins, Calum	10 - 3	0-1
4	Dawson, Diane	Kilpatrick, Kevin	4 - 11	1-0
5	Lawson, Linda	Edwards, Eric	12 - 5	0-1
6	Fox, Findlay	McLean, Martin	6 - 13	1/2
7	Nixon, Norman	Green, Gerry	14 - 7	0-1

The results and totals should be marked on the cards.

The column CB in the table opposite indicates the colour balance. Players who had white show +1 those who had black show -1.

Ranking and Games after round 1 of Scotch Cup				
No.	PNo.	Name	R1	CB Score
1.	1	Andrews, Alan	8b1	-1 1.0
	3	Colins, Calum	10b1	-1 1.0
	4	Dawson, Diane	11w1	1 1.0
	5	Edwards, Eric	12b1	-1 1.0
	7	Green, Gerry	14b1	-1 1.0
6.	2	Brown, Ben	9w½	1 0.5
	6	Fox, Findlay	13w½	1 0.5
	9	Inman, Irene	2b½	-1 0.5
	13	McLean, Martin	6b½	-1 0.5
10.	8	Hood, Henry	1w0	1 0.0
	10	Jones, John	3w0	1 0.0
	11	Kilpatrick, Kevin	4b0	-1 0.0
	12	Lawson, Linda	5w0	1 0.0
	14	Nixon, Norman	7w0	1 0.0

## Round 2 Pairing

The round 1 results were not kind to the arbiter as there was a surplus of black winners.

White	pts	Black	
	1		<p>Arranging the players in order firstly by points and then by pin gives this table.</p> <p>We have 5 players on 1 point with four hoping for white and only one seeking black. As we have an odd number we will require a downfloat. Player 7 is the obvious candidate as he is in the largest colour group and is the lowest rated player.</p> <p>Players 1 and 3 are then the 'top-half' and should be paired against 4 and 5 respectively. 5 will therefore receive the 'wrong' colour.</p> <p>Player 2 is now upfloat to play 7 (highest and of appropriate colour). 13 should be the downfloat and as 9 can play 6 there is no problem with doing so here.</p> <p>By the logic used above player 8 upfloats to meet 13. Players 10 and 11 are the top-half and due to meet 12 and 14. To put these in order it is necessary for player 12 to transfer colour.</p> <p>The cards should be marked to show the pairing made.</p>
1			
3			
		4	
5			
7			
	½		
		2	
		6	
9			
13			
	0		
		8	
		10	
11			
		12	
		14	

Therefore the round 2 pairing is

Table	White	Black	Nrs	Results
1	Andrews, Alan	Dawson, Diane	1 - 4	
2	Colins, Calum	Edwards, Eric	3 - 5	
3	Green, Gerry	Brown, Ben	7 - 2	
4	Inman, Irene	Fox, Findlay	9 - 6	
5	McLean, Martin	Hood, Henry	13 - 8	
6	Lawson, Linda	Jones, John	12 - 10	
7	Kilpatrick, Kevin	Nixon, Norman	11 - 14	

Results for round 2 and resulting leader board are:

Table	White	Black	Nrs	Results
1	Andrews, Alan	Dawson, Diane	1 - 4	1-0
2	Colins, Calum	Edwards, Eric	3 - 5	1/2
3	Green, Gerry	Brown, Ben	7 - 2	0-1
4	Inman, Irene	Fox, Findlay	9 - 6	1/2
5	McLean, Martin	Hood, Henry	13 - 8	0-1
6	Lawson, Linda	Jones, John	12 - 10	1/2
7	Kilpatrick, Kevin	Nixon, Norman	11 - 14	1/2

The cards should be updated showing the results and new totals.

Ranking and Games after round 2 of Scotch Cup					
No.	PNo.	Name	R1	R2	CB Score
1.	1	Andrews, Alan	8b1	4w1	0 2.0
2.	2	Brown, Ben	9w½	7b1	0 1.5
	3	Colins, Calum	10b1	5w½	0 1.5
	5	Edwards, Eric	12b1	3b½	-2 1.5
5.	4	Dawson, Diane	11w1	1b0	0 1.0
	6	Fox, Findlay	13w½	9b½	0 1.0
	7	Green, Gerry	14b1	2w0	0 1.0
	8	Hood, Henry	1w0	13b1	0 1.0
	9	Inman, Irene	2b½	6w½	0 1.0
10.	10	Jones, John	3w0	12b½	0 0.5
	11	Kilpatrick, Kevin	4b0	14w½	0 0.5
	12	Lawson, Linda	5w0	10w½	2 0.5
	13	McLean, Martin	6b½	8w0	0 0.5
	14	Nixon, Norman	7w0	11b½	0 0.5

### Round 3 Pairing

White	pts	Black	
	2		Again arranging the players in order firstly by points and then by pin gives this table.
		1	
	1½		Player 1 is the lone leader and we would like to upfloat player 2 to meet him but unfortunately this player had an upfloat in the previous round so we should upfloat 5 instead as he is due the appropriate colour.
2^			
		3	
5			Players 2 and 3 can play so are paired together.
	1		
4			In the 1 point score group we have 3 players seeking white and two black. Again we need a downfloat.
6			Player 8 is the obvious choice. But 8 has floated before. However since this was in the opposite direction it does not produce a problem. Pairing top v bottom gives 4v7 and 6v9. This is a problem as 6 has already played 9. Players 7 and 9 therefore swap positions to avoid this problem.
		7v	
8^			
		9	
	½		Player 11 is the highest available of the appropriate colour and therefore upfloats to meet 8.
10			
		11	Pairing the ½ points together gives 10v13 and 14v12.
		12	
		13v	The cards are updated to show this.
14			

Table	White	Black	Nrs	Results
1	Edwards, Eric	Andrews, Alan	5 - 1	
2	Brown, Ben	Colins, Calum	2 - 3	
3	Dawson, Diane	Inman, Irene	4 - 9	
4	Fox, Findlay	Green, Gerry	6 - 7	
5	Hood, Henry	Kilpatrick, Kevin	8 - 11	
6	Jones, John	McLean, Martin	10 - 13	
7	Nixon, Norman	Lawson, Linda	14 - 12	

Results and leader board for round 3 are shown.

Table	White	Black	Nrs	Results
1	Edwards, Eric	Andrews, Alan	5 - 1	0-1
2	Brown, Ben	Colins, Calum	2 - 3	1/2
3	Dawson, Diane	Inman, Irene	4 - 9	1-0
4	Fox, Findlay	Green, Gerry	6 - 7	1-0
5	Hood, Henry	Kilpatrick, Kevin	8 - 11	1-0
6	Jones, John	McLean, Martin	10 - 13	1-0
7	Nixon, Norman	Lawson, Linda	14 - 12	0-1

The cards should be updated.

Ranking and Games after round 3 of Scotch Cup						
No.	PNo.	Name	R1	R2	R3	CB Score
1.	1	Andrews, Alan	8b1	4w1	5b1	-1 3.0
2.	2	Brown, Ben	9w½	7b1	3w½	1 2.0
	3	Colins, Calum	10b1	5w½	2b½	-1 2.0
	4	Dawson, Diane	11w1	1b0	9w1	1 2.0
	6	Fox, Findlay	13w½	9b½	7w1	1 2.0
	8	Hood, Henry	1w0	13b1	11w1	1 2.0
7.	5	Edwards, Eric	12b1	3b½	1w0	-1 1.5
	10	Jones, John	3w0	12b½	13w1	1 1.5
	12	Lawson, Linda	5w0	10w½	14b1	1 1.5
10.	7	Green, Gerry	14b1	2w0	6b0	-1 1.0
	9	Inman, Irene	2b½	6w½	4b0	-1 1.0
12.	11	Kilpatrick, Kevin	4b0	14w½	8b0	-1 0.5
	13	McLean, Martin	6b½	8w0	10b0	-1 0.5
	14	Nixon, Norman	7w0	11b½	12w0	1 0.5



## Round 4 Pairing

White	pts	Black	Again arranging the players in order firstly by points and then by pin gives this table.
	3		
1v			Player 1 is still the lone leader. Player 2 floated up two rounds ago so is still prevented, therefore player 4 should be the upfloat but they have already met so 6 must upfloat.
	2		
		2-^	
3			Player 4 should colour transfer giving 4v2 and 3v8 on the two point score group.
		4	
		6	
		8^v	The 1½ point group is relatively straightforward 5v10 with 12 downfloating. The obvious upfloat is 7 so 7v12 is a pairing.
	1½		
5^			We now have the tricky score group (though it is possible to get the correct answer by accident!).
		10	We have three white seekers and only one black so we need a transfer. If everything else is the same this will normally be the lowest rated, in this case player 13. However because we are looking for an upfloat 11 might be considered as the best candidate and would be except for the previous upfloat. Because of this upfloat 11 is not chosen to transfer and 13 is.
		12	
	1		Having transferred across 13 should upfloat but this leaves 11v14 who have already met. 14 must upfloat giving 9v14 and 11v13.
7-v			
9			
	½		
11^			
13-v			Had we incorrectly said that 14 is the only black seeker so must go up to play 11 we would get the same answer with much less work. But we would have reached the answer by a wrong method.
		14	

Table	White	Black	Nrs	Results
1	Andrews, Alan	Fox, Findlay	1 - 6	
2	Dawson, Diane	Brown, Ben	4 - 2	
3	Colins, Calum	Hood, Henry	3 - 8	
4	Edwards, Eric	Jones, John	5 - 10	
5	Green, Gerry	Lawson, Linda	7 - 12	
6	Inman, Irene	Nixon, Norman	9 - 14	
7	Kilpatrick, Kevin	McLean, Martin	11 - 13	

## Round 5 Pairing

The round 4 results and leaderboard are as given

Table	White	Black	Nrs	Results
1	Andrews, Alan	Fox, Findlay	1 - 6	1/2
2	Dawson, Diane	Brown, Ben	4 - 2	1/2
3	Colins, Calum	Hood, Henry	3 - 8	1-0
4	Edwards, Eric	Jones, John	5 - 10	1-0
5	Green, Gerry	Lawson, Linda	7 - 12	1-0
6	Inman, Irene	Nixon, Norman	9 - 14	1-0
7	Kilpatrick, Kevin	McLean, Martin	11 - 13	1/2

Ranking and Games after round 4 of Scotch Cup								
No.	PNo.	Name	R1	R2	R3	R4	CB	Score
1.	1	Andrews, Alan	8b1	4w1	5b1	6w½	0	3.5
2.	3	Colins, Calum	10b1	5w½	2b½	8w1	0	3.0
3.	2	Brown, Ben	9w½	7b1	3w½	4b½	0	2.5
4.	4	Dawson, Diane	11w1	1b0	9w1	2w½	2	2.5
5.	5	Edwards, Eric	12b1	3b½	1w0	10w1	0	2.5
6.	6	Fox, Findlay	13w½	9b½	7w1	1b½	0	2.5
7.	7	Green, Gerry	14b1	2w0	6b0	12w1	0	2.0
8.	8	Hood, Henry	1w0	13b1	11w1	3b0	0	2.0
9.	9	Inman, Irene	2b½	6w½	4b0	14w1	0	2.0
10.	10	Jones, John	3w0	12b½	13w1	5b0	0	1.5
11.	12	Lawson, Linda	5w0	10w½	14b1	7b0	0	1.5
12.	11	Kilpatrick, Kevin	4b0	14w½	8b0	13w½	0	1.0
13.	13	McLean, Martin	6b½	8w0	10b0	11b½	-2	1.0
14.	14	Nixon, Norman	7w0	11b½	12w0	9b0	0	0.5

Mark up the cards and do the round 5 pairing.

## Round 5

Round 5 is a relatively straightforward draw. Player 9 cannot be downfloated so 7 must. This is probably the only 'tricky' bit. Everything else should fall into place.

Table	White	Black	Nrs	Results
1	Colins, Calum	Andrews, Alan	3 - 1	
2	Brown, Ben	Edwards, Eric	2 - 5	
3	Fox, Findlay	Dawson, Diane	6 - 4	
4	Hood, Henry	Inman, Irene	8 - 9	
5	Jones, John	Green, Gerry	10 - 7	
6	Lawson, Linda	Kilpatrick, Kevin	12 - 11	
7	McLean, Martin	Nixon, Norman	13 - 14	