

TABLE OF CHANGES

(not reported are simple changes to article references,
created by the introduction of new articles)

C.04.3 – FIDE (DUTCH) SYSTEM

	<p><i>Version to be presented at the 94th FIDE Online Congress in 2023 approved at the 87th FIDE Congress in Baku 2016.</i></p> <p>Terms and Definitions and Pairing Guidelines For Programmers added at the 88th FIDE Congress in Goynuk 2017. See https://spp.fide.com/fide-dutch-extras/.</p>	<p>The new part will be replaced after approval.</p> <p><u>Pairing Guidelines For Programmers</u> are to be reviewed after the changes.</p>
A.3	<p>A scoregroup is normally composed of (all) the players with the same score. The only exception is the special "collapsed" scoregroup defined in A.9.</p> <p>A (pairing) bracket is a group of players to be paired. It is composed of players coming from one same a non-empty scoregroup (called resident players) and (possibly) of players who remained unpaired after the pairing of the previous bracket.</p>	<p><i>As a consequence of the simplification of the pairing process, the special "collapsed" scoregroup has been removed from the system.</i></p> <p><i>Same wording as in the more recently redefined Burstein System, except for the "non-empty" attribute, which is a clarification.</i></p>
A.4.b	<p>After two players with different scores have played each other in a round, the higher ranked player receives a downfloat, the lower one an upfloat.</p> <p>A player who, for whatever reason, does not play scores without playing in a round more points than those rewarded for a loss, also receives a downfloat</p>	<p><i>The main reason for considering players who forfeited or had a zero-point bye to be downfloaters was to prevent them from getting a pairing-allocated bye after already missing a game.</i></p> <p><i>Now, the new C.9 criterion prevents this from happening.</i></p>
A.8 (note)	<p><i>The artificial value defined above was chosen in order to be strictly less than the lowest score of the bracket, and generic enough to work with different scoring-point systems and in presence of non-existent, empty or sparsely populated brackets scoregroups that may follow the current one.</i></p>	<p><i>The mention of "brackets" was incorrect: a bracket is statically followed by scoregroups.</i></p>

Annex C.04 Table-Of-Changes

<p>A.9</p>	<p>Round-Pairing Outlook</p> <p>The pairing of a round (called round-pairing) is complete if all the players (except at most one, who receives the pairing-allocated bye) have been paired and the absolute criteria C.1-C.3 have been complied with.</p> <p>If it is impossible to complete a round-pairing, the arbiter shall decide what to do. Otherwise, † The pairing process starts with the top scoregroup, and continues bracket by bracket until all the scoregroups, in descending order, have been used and the round-pairing is complete.</p> <p>If it is impossible to complete a round-pairing, the arbiter shall decide what to do.</p> <p>However, if, during this process, the downfloaters (possibly none) produced by the bracket just paired, together with all the remaining players, do not allow the completion of the round-pairing, a different processing route is followed. The last paired bracket is called Penultimate Pairing Bracket (PPB). The score of its resident players is called the "collapsing" score. All the players with a score lower than the collapsing score constitute the special "collapsed" scoregroup mentioned in A.3. The pairing process resumes with the re-pairing of the PPB. Its downfloaters, together with the players of the collapsed scoregroup, constitute the Collapsed Last Bracket (CLB), the pairing of which will complete the round-pairing.</p> <p>Section B describes the pairing process of a single bracket.</p> <p>Section C describes all the criteria that the pairing of a bracket has to satisfy (in order of priority).</p> <p>Section E describes the colour allocation rules that determine which players will play with wWhite.</p>	<p><i>The first sentence has been moved to reflect the wording of the recently redefined Burstein System. The same goes for the added parenthetic clause at the end.</i></p> <p><i>The removed parts are a consequence of the simplification of the pairing process.</i></p>
<p>B.4</p>	<p>Evaluation of the candidate</p> <p>If the candidate built as shown in B.3 complies with all the absolute and completion criteria (from C.1 to C.54), and all the quality criteria from C.65 to C.2119 are fulfilled, the candidate is called "perfect" and is (immediately) accepted. Otherwise, apply B.5 in order to find a perfect candidate; or, if no such candidate exists, apply B.8.</p>	<p><i>See the new C.5 (PAB Criterion) -not a strict quality criterion defined in its own section- and the new C.9, which explain the new wording and references.</i></p>
<p>B.8</p>	<p>Actions when no perfect candidate exists</p> <p>Choose the best available candidate. In order to do so, consider that a candidate is better than another if it better satisfies the PAB Criterion (C.5) or a quality criterion (C.65-C.2119) of higher priority; or, all quality criteria being equally satisfied, it is generated earlier than the other one in the sequence of the candidates (<i>see B.6 or B.7</i>).</p>	
<p>C.4</p>	<p>if the current bracket is the PPB (see A.9): choose the set of after the bracket has been paired, its downfloaters, together with the players from all the remaining scoregroups, shall allow the completion of in order to complete the round-pairing.</p>	<p><i>The first clause was removed as a consequence of the simplification of the pairing process.</i></p> <p><i>The wording has then been adjusted to clarify the goal of the Completion Criterion.</i></p>
<p>C.5</p>	<p>PAB Criterion</p> <p>minimize the score of the assignee of the pairing-allocated-bye.</p>	<p><i>New criterion, introduced to ensure that the pairing-allocated bye always goes to somebody with the lowest possible score (as happens in the other pairing systems).</i></p>
<p>C.6</p>	<p>minimize the number of downfloaters (<i>equivalent to: maximize the number of pairs</i>).</p>	<p><i>The text of the criterion and the note have been reversed to have all "minimize"(s) in the criteria.</i></p>
<p>C.8</p>	<p>if the current bracket is neither the PPB nor the CLB (see A.9): choose the set of downfloaters so that in order first to maximize the number of pairs and then to minimize the PSD (see C.5 and C.6) in the following bracket (just in the following bracket) every criterion from C.1 to C.7 is complied with.</p>	<p><i>The first clause has been removed as a consequence of the simplification of the pairing process.</i></p> <p><i>The rest is a more synthetic version of the same criterion from the Burstein System.</i></p>
<p>C.9</p>	<p>minimize the number of unplayed games of the assignee of the pairing-allocated-bye.</p>	<p><i>New criterion to align the pairing-allocated bye assignment with what is done in other systems.</i></p>