







































*Note: For instance, if there are 161 players in the tournament, the nearest even number that comprises the first half of the players (i.e. 80.5) is 82. The formula  $2 * Q$  (2 times Q), where Q is the number of players divided by 4 and rounded upwards, may be helpful in computing such number - that, besides being the number of GA players, is also the pairing number of the last GA player.*

### **1.3 Late Entries**

1.3.1 If there are entries after the first round, those players shall be accommodated in the pairing list according to the Initial Order and Late Entries sections of the General Handling Rules for Swiss Tournaments.

1.3.2 The last GA-player shall be the same as in the previous round.

*Note 1: In such circumstances, the pairing number of the last GA-player may be different by the one set accordingly to Article 1.2.*

*Note 2: After the first round, GA may contain an odd number of players.*

### **1.4 Virtual Points**

1.4.1 The "accelerated rounds" are the ones in the first half (rounded up) of the tournament.

1.4.2 Before pairing the first half (rounded up) of the accelerated rounds, all the players in GA are assigned a number of points (called virtual points) equal to 1.

1.4.3 Such virtual points are reduced to 0.5 before pairing the remaining accelerated rounds.

*Note: Consequently, no virtual points are ever given to players in GB, or to any player after the last accelerated round has been played.*

Example: In a nine-round tournament, the accelerated rounds are five. The players in GA are assigned one virtual point in the first three rounds, and half virtual point in the next two rounds.

### **1.5 Pairing Score**

1.5.1 The pairing score of a player (i.e. the value used to define the scoregroups and internally sort them) is given by the sum of their standings points and the virtual points assigned to them.