

# Frequently Asked Questions

## How to Read a Wall Chart

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### I. Example Wall Chart

An example Wall chart appears at the end of this page. Use the Wall chart when trying to understand explanations and examples.

### II. What is a Wall Chart?

A Wall chart is a complete accounting of what happened in a tournament. It shows which players had what color against other players and what the result was.

Wall charts have particular attributes that are different from other charts that may be produced for an tournament, such as the Standings Chart.

Wall charts generally, but not always, list the players from highest rating first. The number in the left-most column in the example wall chart below shows the "seeding" by rating. 1 means first or highest, 2 means next highest, etc.

Each player is represented by two rows of information.

The first row contains their seeding, their name, some additional information such as state or team (column titled St/Tm), then for each round, what color they had, and the seeding number of the player they played. In our sample chart we have used the letters A through L for the players names and sometimes included explanatory text where the name would normally appear.

The second row shows the player rating, then their rating. In the Round columns, it shows the **accumulated points**.

### III. Special Symbols used in the Chart

- B A full-point bye, given to a person who was "paired out" because there was an odd number of players in the section. The person paired out is the lowest **rated** person in the **lowest score group**, provided that person hasn't already received a full-point bye from being paired out earlier in the event (You can't get paired out more than once in a tournament). There are additional rules that will not be covered now.
- U Un-played game or A zero-point bye. The MCC limits half-point byes to two per event. Also, if you don't request a bye for the final round by the beginning of Round two, a final round bye will be a zero-point bye. ( Other organizers may have different rules about zero and half-point bye availability; check their rules.)
- Sometimes used instead of U
- H A half-point bye. Thre club limits half-point byes to two per event. ( Other organizers may have different rules about zero and half-point bye availability; check their rules.)
- X A win by forfeit, worth a point. Once a forfeit occurs, the player is automatically withdrawn from the event unless, at the MCC, they pay the appropriate forfeit penalty fee. Usually you will see the rounds after the forfeit filled with the Un-played game symbols, showing that the player has been withdrawn, hence un-played games.
- F Forfeit, a loss by forfeit, worth zero points.
- D Result was a draw, worth half a point.

#### IV. Example Wall Chart explained

- |   |   |                                 |                    |   |
|---|---|---------------------------------|--------------------|---|
| 1 | Round 1   | Was <b>White</b> against player | <b>8</b> and won   | Total points after round = 1                                |
|   | Round 2   | Was <b>Black</b> against player | <b>6</b> and lost  | Total points still = 1                                      |
|   | Round 3   | Was to play player              | <b>9</b> and won   | by Forfeit, shown by the <b>X</b> .<br>Total points now = 2 |
|   | Round 4   | Was <b>White</b> against player | <b>4</b> and won   | Total points now = 3  |
| 2 | Round 1   | Was <b>Black</b> against player | <b>9</b> and lost  | Total points after round = 0                                |
|   | Round 2   | Was <b>Black</b> against player | <b>10</b> and lost | Total points still = 0                                      |
|   | Round 3   | Was <b>White</b> against player | <b>11</b> and lost | Total points still = 0                                      |
|   | Round 4   | Was <b>Black</b> against player | <b>8</b> and lost  | Total points still = 0                                      |
| 3 | Round 1   | Was <b>White</b> against player | <b>10</b> and lost | Total points after round = 0                                |
|   | Round 2   | Was <b>Black</b> against player | <b>12</b> and won  | Total points now = 1  |
|   | Round 3   | Was <b>White</b> against player | <b>8</b> and won   | Total points now = 2  |
|   | Round 4   | Was <b>Black</b> against player | <b>6</b> and won   | Total points now = 3  |
| 4 | Round 1   | Was <b>Black</b> against player | <b>10</b> and won  | Total points after round = 1                                |
|   | Round 2   | Given a 1/2 point bye           |                    | Total points now = 1 1/2                                    |
|   | Round 3   | Was <b>White</b> against player | <b>8</b> and won   | Total points now = 2 1/2                                    |
|   | Round 4   | Was <b>Black</b> against player | <b>6</b> and lost  | Total points now = 2 1/2                                    |
| 5 | Round 1   | Was <b>White</b> against player | <b>12</b> and won  | Total points after round = 1                                |
|   | Round 2   | Was <b>Black</b> against player | <b>9</b> and won   | Total points now = 2  |
|   | Round 3   | Was <b>White</b> against player | <b>6</b> and won   | Total points now = 3  |
|   | Round 4   | Withdrew                        |                    | Total points now = 3  |
| 6 | Round 1   | Was <b>Black</b> against player | <b>13</b> and won  | Total points after round = 1                                |
|   | Round 2   | Was <b>White</b> against player | <b>1</b> and won   | Total points now = 2  |
|   | Round 3   | Was <b>Black</b> against player | <b>5</b> and lost  | Total points now = 2  |
|   | Round 4   | Was <b>White</b> against player | <b>3</b> and lost  | Total points now = 2  |
| 7 | This player did not register to play until the night of Round 3, so was given 2 half-point byes in accordance with MCC rules. |                                 |                    |   |
|   | Round 1   | 1/2 point for the round         |                    | Total points after round = 1/2                              |
|   | Round 2   | 1/2 point for the round         |                    | Total points now = 1  |

- |    |  |                                 |                   |                                |
|----|--|---------------------------------|-------------------|--------------------------------|
|    | Round 3  | Was <b>White</b> against player | <b>13</b> and won | Total points now = 2           |
|    | Round 4  | Was <b>Black</b> against player | <b>10</b> and won | Total points now = 3           |
| 8  | Round 1  | Was <b>Black</b> against player | <b>1</b> and lost | Total points after round = 0   |
|    | Round 2  | Was <b>White</b> against player | <b>11</b> and won | Total points now = 1           |
|    | Round 3  | Was <b>Black</b> against player | <b>3</b> and won  | Total points now = 2           |
|    | Round 4  | Was <b>White</b> against player | <b>2</b> and lost | Total points now = 2           |
| 9  | This player did not show up to play, and was given a Forfeit Loss and was then withdrawn in accordance with MCC rules.                                       |                                 |                   |                                |
|    | Round 1  | Was <b>White</b> against player | <b>2</b>          | Total points after round = 1/2 |
|    | Round 2  | Was <b>White</b> against player | <b>5</b>          | Total points now = 1           |
|    | Round 3  | Forfeited against               | <b>1</b>          | Total points now = 1           |
|    | Round 4  | Removed from the event          |                   | Total points now = 1           |
| 10 | Round 1  | Was <b>Black</b> against player | <b>3</b> and won  | Total points after round = 1   |
|    | Round 2  | Was <b>White</b> against player | <b>2</b> and won  | Total points now = 2           |
|    | Round 3  | Was <b>Black</b> against player | <b>4</b> and lost | Total points now = 2           |
|    | Round 4  | Was <b>White</b> against player | <b>7</b> and lost | Total points now = 2           |
| 11 | Round 1  | Was <b>White</b> against player | <b>4</b> and lost | Total points after round = 0   |
|    | Round 2  | Was <b>Black</b> against player | <b>8</b> and lost | Total points now = 0           |
|    | Round 3  | Was <b>Black</b> against player | <b>2</b> and won  | Total points now = 1           |
|    | Round 4  | Was <b>White</b> against player | <b>13</b> and won | Total points now = 2           |
| 12 | Round 1  | Was <b>Black</b> against player | <b>5</b> and lost | Total points after round = 0   |
|    | Round 2  | Was <b>White</b> against player | <b>3</b> and lost | Total points now = 0           |
|    | Round 3  | Withdrew from event             |                   | Total points now = 0           |
|    | Round 4  | Un-played                       |                   | Total points now = 0           |
| 13 | In Round 3 there was an odd number of people, and this player was the lowest-rated player with the lowest score, so received a full-point bye for the round. |                                 |                   |                                |
|    | Round 1  | Was <b>White</b> against player | <b>2</b> and lost | Total points after round = 0   |
|    | Round 2  | Was Paired out                  | <b>5</b>          | Total points now = 1           |
|    | Round 3  | Was <b>Black</b> against player | <b>1</b> and lost | Total points now = 1           |
|    | Round 4  | Was <b>Black</b> against player | and lost          | Total points now = 1           |

**SwissSys Wall Chart. - Chart Reading Example**

	<i>Name/Rtng/ID</i>	<i>St/Tm</i>	<i>Rd 1</i>	<i>Rd 2</i>	<i>Rd 3</i>	<i>Rd 4</i>	<i>Tot</i>
1	A won by forfeit in Round 3		W 8	B 6	- 9	W 4	
	2180 10000001		1	1	X 2	3	3
2	B		B 9	B 10	W 11	B 8	
	2140 10000002		0	0	0	0	0
3	C		W 10	B 12	W 8	B 6	
	2100 10000003		0	1	2	3	3
4	D 1/2 point bye for Round 2		B 11	bye	W 10	B 1	
	2060 10000004		1	1½	2½	2½	2½
5	E withdrew before Round 4		W 12	B 9	W 6	----	
	2020 10000005		1	2	3	3	3
6	F		B 13	W 1	B 5	W 3	
	1980 10000006		1	2	2	2	2
7	Player entered for Round 3		bye	bye	W 13	B 10	
	1950 10000007		½	1	2	3	3
8	G		B 1	W 11	B 3	W 2	
	1940 10000008		0	1	1	2	2
9	H forfeited at Round 3		W 2	W 5	- 1	----	
	1900 10000009		1	1	F 1	1	1
10	I		B 3	W 2	B 4	W 7	
	1860 10000010		1	2	2	2	2
11	J		W 4	B 8	B 2	W 13	
	1820 10000011		0	0	1	2	2
12	K withdrew before Round 3		B 5	W 3	----	----	
	1780 10000012		0	0	0	0	0
13	L was paired-out at Round 2		W 6	bye	B 7	B 11	
	1740 10000013		0	1	1	1	1