

Frequently Asked Questions

How to Read a Crosstable

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I. Example Crosstable Chart

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

II. What is a Crosstable ?

A Crosstable shows all the players in order of most points and highest rating to lowest points and lowest rating. It is also sometimes called the "Standings" or "Standings Table"

III. How are Crosstables different from Wall Charts?

Unlike Wall charts, Crosstables do not tell what color a player had against other players.

Wall charts almost always show the players in order of highest to lowest rating, while Crosstables re-assign the player's number after every round based on the standings.

Crosstables present player information in one row while Wall Charts usually use two rows.

IV. 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. The 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 Once a forfeit occurs, the player is automatically withdrawn from the event unless, at the MCC, they pay the appropriate forfeit penalty fee.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you will see the rounds after the forfeit filled with the un-played game symbols, showing that the player has been withdrawn, hence un-played games.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.

V. Example Wall Chart explained

1	Round 1	Played against player	7	and won
	Round 2	Played against player	6	and lost
	Round 3	Was to play player	$\frac{1}{0}$	and won by forfeit

- Round 4 Played against player **5** and won
- 2 Round 1 Played against player **8** and lost
- Round 2 Played against player **1**
3 and won
- Round 3 Played against player **7** and won
- Round 4 Played against player **6** and won
- 3 Round 1 Played against player **1**
3 and won
- Round 2 Played against player **6** and won
- Round 3 Played against player **1**
0 and won
- Round 4 Un-Played game zero-point bye, so no points for this round
- 4 This player entered at round 3 and was given two half-point byes for the missed first two rounds in accordance with MCC rules.
- Round 1 Given a 1/2 point bye
- Round 2 Given a 1/2 point bye
- Round 3 Played against player **1**
1 and won
- Round 4 Played against player **8** and lost
- 5 Round 1 Played against player **9** and won
- Round 2 1/2 point for the round Player requested a half-point bye for this round
- Round 3 Played against player **8** and won
- Round 4 Played against player **1** and lost
- 6 Round 1 Played against player **1**
1 and won
- Round 2 Played against player **1** and won
- Round 3 Played against player **3** and lost

- Round 4 Played against player **2** and lost
- 7 Round 1 Played against player **1** and lost
- Round 2 Played against player **9** and won
- Round 3 Played against player **2** and lost
- Round 4 Played against player **1**
2 and won
- 8 Round 1 Played against player **2** and won
- Round 2 Played against player **1**
2 and won
- Round 3 Played against player **5** and lost
- Round 4 Played against player **4** and lost
- 9 Round 1 Played against player **5** and lost
- Round 2 Played against player **7** and lost
- Round 3 Played against player **1**
2 and won
- Round 4 Played against player **1**
1 and won
- 10 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 Played against player **1**
2 and won
- Round 2 Played against player **3** and won
- Round 3 Forfeited **1**
- Round 4 Removed from event --
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- 11 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 Played against player **6** and lost
- Round 2 Played against player **4** and lost
- Round 3 Paired out

Round 4 Played against player **9** and lost

12 Round 1 Played against player **1**
0 and lost

Round 2 Played against player **8** and lost

Round 3 Played against player **9** and lost

Round 4 Played against player **7** and lost

13 This player withdrew before the start of round 3

Round 1 Played against player **3** and lost

Round 2 Was Paired out **2** and lost

Round 3 Withdrew

Round 4 Un-played

SwissSys Wall Chart. - Standings Chart Reading Example

#	Name	ID	Rtng	Post	Rd 1	Rd 2	Rd 3	Rd 4	Tot
1	A won by forfeit in Round 3	10000001	2180	2177	W7	L6	X10	W5	3
2	C	10000003	2100	2099	L8	W13	W7	W6	3
3	E withdrew before Round 4	10000005	2020	2037	W13	W10	W6	U---	3
4	Player entered for Round 3	10000007	1950	1961	H---	H---	W11	W8	3
5	D 1/2 point bye for round 2	10000004	2060	2062	W9	H---	W8	L1	2½
6	F	10000006	1980	1983	W11	W1	L3	L2	2
7	G	10000008	1940	1951	L1	W9	L2	W12	2
8	I	10000010	1860	1881	W2	W12	L5	L4	2
9	J	10000011	1820	1835	L5	L7	W12	W11	2
10	H forfeited at Round 3	10000009	1900	1909	W12	L3	F1	U---	1
11	L was paired out at Round 2	10000013	1740	1721	L6	B---	L4	L9	1
12	B	10000002	2140	2092	L10	L8	L9	L7	0
13	K withdrew before Round 3	10000012	1780	1772	L3	L2	U---	U---	0