CAA Pairings General 1

Task 1

This is quite a common pairing problem. Try it.

No 1		ADAMS A			Grade	123
	Name				Club	
Total	½					
Opp	4					
Round	1	2	3	4	5	6
Result	½					
colour	w					
Float						

No 2		BROWN B			Grade	120
	Name				Club	
Total	½					
Opp	5					
Round	1	2	3	4	5	6
Result	½					
colour	w					
Float						

No 3		CARR C			Grade	117
	Name				Club	
Total	½					
Opp	6					
Round	1	2	3	4	5	6
Result	½					
colour	w					
Float						

No 4		DUNN D			Grade	114
	Name				Club	
Total	½					
Opp	1					
Round	1	2	3	4	5	6
Result	½					
colour	b					
Float						

No 5		EVENS E			Grade	111
	Name				Club	
Total	½					
Opp	2					
Round	1	2	3	4	5	6
Result	½					
colour	b					
Float						

No 6		FORD F			Grade	108
	Name				Club	
Total	½					
Opp	3					
Round	1	2	3	4	5	6
Result	½					
colour	b					
Float						

Task 2

Do the following pairing.

No 1		ADAMS A			Grade	2005
	Name				Club	
Total	½					
Opp	4					
Round	1	2	3	4	5	6
Result	½					
colour	w					
Float						

No 2		BROWN B			Grade	1999
	Name				Club	
Total	½					
Opp	5					
Round	1	2	3	4	5	6
Result	½					
colour	b					
Float						

No 3		CARR C			Grade	1985
	Name				Club	
Total	½					
Opp	6					
Round	1	2	3	4	5	6
Result	½					
colour	w					
Float						

No 4		DUNN D			Grade	1906
	Name				Club	
Total	½					
Opp	1					
Round	1	2	3	4	5	6
Result	½					
colour	b					
Float						

No 5		EVENS E			Grade	1876
	Name				Club	
Total	½					
Opp	2					
Round	1	2	3	4	5	6
Result	½					
colour	w					
Float						

No 6		FORD F			Grade	1854
	Name				Club	
Total	½					
Opp	3					
Round	1	2	3	4	5	6
Result	½					
colour	b					
Float						

Task 3

Make the pairing for the final round.

No 1		Player A			Grade	130
	Name				Club	
Total	1	2	3	4		
Opp	17	9	5	3		
Round	1	2	3	4	5	6
Result	1	1	1	1		
colour	b	w	b	w		
Float				v		

No 2		Player B			Grade	127
	Name				Club	
Total	½	1½	2½	3½		
Opp	Bye	19	16	8		
Round	1	2	3	4	5	6
Result	½	1	1	1		
colour		w	b	w		
Float						

No 4		Player D			Grade	124
	Name				Club	
Total	1	1½	2½	3½		
Opp	24	11	16	3		
Round	1	2	3	4	5	6
Result	1	½	1	1		
colour	w	b	w	b		
Float				^		

No 5		Player E			Grade	123
	Name				Club	
Total	1	2	3	3½		
Opp	25	12	7	6		
Round	1	2	3	4	5	6
Result	1	1	1	½		
colour	w	b	w	b		
Float						

No 6		Player F			Grade	119
	Name				Club	
Total	1	2	3	3½		
Opp	26	13	15	5		
Round	1	2	3	4	5	6
Result	1	1	1	½		
colour	b	w	b	w		
Float						

No 10		Player J			Grade	108
	Name				Club	
Total	½	1½	2½	3½		
Opp	27	23	18	17		
Round	1	2	3	4	5	6
Result	½	1	1	1		
colour	w	b	w	b		
Float						

Task 4

1	A					2002
Total	1	2	2 ½			
Opp	17	9	2			
Result	1	1	½			
Colour	b	w	b			
Float						

2	B					1990
Total	1	2	2 ½			
Opp	18	10	1			
Result	1	1	½			
Colour	w	b	w			
Float						

3	C					1987
Total	½	1 ½	2			
Opp	19	11	12			
Result	½	1	½			
Colour	b	w	b			
Float			^			

4	D					1984
Total	0	1	2			
Opp	20	31	13			
Result	0	1	1			
Colour	w	b	w			
Float			^			

5	E					1971
Total	½	1	2			
Opp	21	14	16			
Result	½	½	1			
Colour	b	w	b			
Float						

6	F					1943
Total	½	1	2			
Opp	22	12	18			
Result	½	½	1			
Colour	b	w	b			
Float						

7	G					1937
Total	½	1 ½	2			
Opp	23	15	21			
Result	½	1	½			
Colour	w	b	w			
Float						

8	H					1921
Total	0	1	2			
Opp	24	33	17			
Result	0	1	1			
Colour	w	b	w			
Float						

This is a 5 round tournament. Do the pairing for round 4.

Task 5

Player 8 asked for a round 4 bye. Pair the first 7 cards above.

Task 6

Round 2 draws can be surprisingly difficult.

Try doing a round 2 pairing knowing the following games were drawn. (The cards are numbered in order of strength.)
5 v 1 = ½
2 v 8 = ½
9 v 4 = ½
Players 3, 5, 6, 7 and 10 asked for half point byes.

White	Neutral	Black
Pin 1		
		Pin 2
	Pin 3	
Pin 4		
		Pin 5
	Pin 6	
	Pin 7	
Pin 8		
		Pin 9
	Pin 10	

Answers

Task 1

Here with the pairing you would like to have the players have already met (4 v 1, 5 v 2, 6 v 3). When you see that the first pairing doesn't work it is then very easy to put 4 v 2 but this is the wrong order of doing things. You are trying to find an opp for 1 so this should be done first. You therefore get 5 v 1. 4 v 2 is possible but 6 v3 is not so 6 must move to play 2. Leaving 4 v 3. The pairing is therefore 5 v 1, 6 v 2, 4 v 3. Other pairings are less accurate.

Task 2

White	Black
	Pin 1
Pin 2	
	Pin 3
Pin 4	
	Pin 5
Pin 6	

Looking at the 'short side' first can be a good idea in any pairing. Here the short side is top half White with only one card. 2 and 5 have already played. 5 is the only bottom half opp. We have a real problem. (If we had started by pairing Pin 1 then we would have seen it had played 4 so we could have paired it against 6. But this pairing would have had to be undone when we discovered the real problem. We have to do a 'median flip'. In this case Pin 3 moves to the bottom half to be replaced by Pin 4.

White	Black
	Pin 1
Pin 2	
Pin 4	
	Pin 3
	Pin 5
Pin 6	

We now can pair easily giving 6 v 1, 2 v 3, 4 v 5.

Task 3

White	Black
	Pin 1
	Pin 2
Pin 4	
Pin 5	
	Pin 6
Pin 10	

We need an upfloat to play Pin 1. The next score group has 5 cards so the top three go above the midline. This gives the table opposite. Pin 4 upfloated in the previous round but Pin 5 did not and is also a top half player so Pin 5 goes up this round. This leaves 10 v 2 and 4 v 6 if they have not already met. They haven't so the full draw is: 5 v 1, 10 v 2, 4 v6.

Task 4

Pin 1 and Pin 2 met in the last round so cannot play again. They are the only players on this score group so must float down. We look at the next score group which has 6 people in it. We need 2 upfloats so the mid-line will have 4 above and 2 below. No colour transfers are needed.

Pin 4 should float up to play Pin 1 but floated in the last round. However it is the only top half player on that side so must float up again. Pin 3 should float up to play Pin 2. Again Pin 3 has floated up in the previous round but this time we have alternatives. Pin 5 is a suitable opponent so goes up. The other cards will now fit together giving:-

1 v 4, 5 v 2, 3 v 7, 6 v 8.

White	Black
Pin 1 2½	
	Pin 2 2½
Pin 3	
	Pin 4
Pin 5	
Pin 6	
	Pin 7

Task 5

In this case we need 2 upfloats and one downfloat from the 2 score group. The downfloat should come from the White side. The midline now comes between Pins 5 and 6. Pin 6 is the downfloat. The pairing is now 1 v 4, 5 v 2, 3 v 7 with 6 going down.	White	Black
	Pin 1 2½	
		Pin 2 2½
	Pin 3	
		Pin 4
	Pin 5	
	Pin 6	
		Pin 7

Task 6

Pairing top v bottom and observing colours would give

1 v 6, 7 v 2, 3 v 8, 4 v 9 and 10 v 5. Unfortunately 4 and 9 have already played. If you get this pairing it is very tempting to see that you have only two bottom half players on the Black side (6 and 9) and therefore to swap them over. Unfortunately it is not so simple. The top three pairings look OK which would mean switching 9 and 10. However this would mean 5 and 9 playing but both wanting Black so another solution has to be found. Switching 8 and 9 produces a similar problem. Although 3 v 9 is an acceptable pairing, 4 and 8 both want White. We therefore have to consider now switching 8 and 10. This gives the correct pairing of:

1 v 6, 7 v 2, 3 v9, 4 v 10, 8 v 5.