

MCC Monthly Event Schedule and Club Championship Proposal

by James Krycka
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1. Introduction

This document contains two proposals for the MCC Board of Directors to consider at the October 2003 board meeting:

- A proposed MCC monthly tournament schedule for October 2003 through December 2004 that includes sections, section breaks, and prize money allocation. The schedule and prize structure includes a provision (or slot) for holding an annual club championship, though the club championship is a separate proposal that does not impact the decision to approve the proposed schedule for the next 15 months.
- A proposed MCC annual club championship. Actually it's a proposal to determine both an MCC Club Champion and an MCC Class Champion. This proposal is dependent upon adoption of the MCC tournament schedule identified above. If the club championship is approved, it will alter one month of the event schedule but the total prize money for that month will remain the same so that the yearly MCC budget will not have to be revisited to accommodate the championship.

While the two proposals are interconnected (and thus presented in one document), the monthly tournament schedule should be decided by the Board first. If passed, then the club championship proposal can be considered by the Board as it has a dependency on the monthly schedule.

These proposals were prepared by James Krycka over a period of several months with considerable input from Mark Kaprielian and John Bottini and views on selected topics from Harvey Reed, Tom Powers, Michael Barry, Larry Eldridge, and Edward Epp.

2. Monthly Tournament Schedule through 2004

For the past three years MCC has conducted monthly tournaments in 3 sections: Open, Middle (U1800/1750/1700), and Lower (U1450/1400). This worked quite well when attendance ranged from 55 to 75, but during 2003 attendance has increased to an average of 84 per month causing some sections to be as large as 37 in a 4-round event. This has resulted in poor pairings (even with accelerated pairings in use) and prize money not keeping up with attendance.

John Bottini has written an excellent memo on the scheduling problems that MCC faces due to growth and the need to move to four sections in 4-round events. His memo is included as Appendix B.

Section 2.5 contains the specific tournament schedule proposal while sections 2.1 through 2.4 provide the rationale for it. You can read the sections in order, or start with 2.5 and then read the reasoning behind the decisions.

2.1. Goals

- 2.1.1. Decrease the section sizes in 4-round months to achieve better pairings and to increase the likelihood that top finishers will play each other.

Discussion: The design center for the swiss paring system is for 16 players per section in a 4-round event and for 32 players per section in a 5-round event. Since MCC has been averaging 84 players per event during 2003, this implies that 5 sections in a 4-week month theoretically would be ideal. However, variances in player's ratings from month-to-month and the ability to play up make it very difficult to choose breakpoints in advance that would yield reasonably balanced sections. The risk is just too great that this would make things worse. Therefore, the plan is to offer 4 sections in 4-round months for better pairings but continue with 3 sections in 5-round months (at least in the near future) as the swiss system can accommodate 24-47 player sections in 5-round events.

2.1.2. Section breaks should be chosen (1) to balance sections by attendance and (2) to promote good pairings even if some sections tend to be smaller or larger than the others. These can be conflicting objectives; generally speaking, better pairings are more important than balancing the sections unless there is a danger that some sections will be very small or very large.

2.1.3. Section breaks should be chosen to strongly avoid the necessity to combine sections.

Discussion: A rule of thumb is that we need at least 10 players in a section for round 1 to avoid merging with an adjacent section. Therefore, based on projected attendance, breakpoints should be set with the expectation that there will be 15 or more players per section so that the probability of having less than 10 entries in any section is very unlikely.

2.1.4. Overall increase prize money. In particular, offer proportionately larger payouts in 5-round events as compared to 4-round events (because MCC collects more in entry fees and participants play an extra round).

2.1.5. Increase payout to around 75% of entry fees collected over the course of a year (averaging allows for "big money" events which may break even or possibly lose a little money).

2.1.6. If possible, increase payout for all sections (on a yearly basis) with the Open section receiving about 50% of the prizes. As a corollary, don't reduce prize money for any section.

Note: Currently the Open section gets 54.1% on a yearly basis. The proposal pays out 50.0% (if there is no club championship) or 52.6% (with the championship event included in the Open section totals).

2.1.7. Instead of a 4-2-1 (power of 2) payout ratio for 1st-2nd-3rd place, evolve toward a 5-3-2 ratio where 1st place is about twice that of 2nd and 3rd places combined (for example, \$250-150-100).

Discussion: This is in response to top players wanting less differences in prize money between placements. This goal is less important for the lowest section where total prize money may be too small to achieve this ratio.

2.1.8. Each section should offer a minimum of three prize placements. More placements are desirable for the non-Open sections, but they should be provided only if finances clearly permit them. No prize should be smaller than \$20 so that a three-way or four-way split of the prize doesn't yield a payout of less than \$5.

2.1.9. Offer at least one and preferably two "big money" events during the year - the Stanley Crowe Memorial being one of them. These would be 5-round tournaments. The idea is to attract more top players and to give class players a chance at bigger prizes once in a while. If there are two such events, they should be held in the Spring and Fall and specifically not during the Summer vacation period or Winter holiday season.

2.2.6. In keeping with goal #5 to return 75% of entry fees as prizes, yearly prize money available (without adjustments for a slight change in the number of expected free entries) is approximately:

- (a) Based on 55 paid entrants (70 total): $\$11660 \times 0.75 = \$ 8745$
- (b) Based on 60 paid entrants (75 total): $\$12720 \times 0.75 = \$ 9540$
- (c) Based on 65 paid entrants (80 total): $\$13780 \times 0.75 = \10335
- (d) Based on 70 paid entrants (85 total): $\$14840 \times 0.75 = \11130
- (e) Based on 75 paid entrants (90 total): $\$15900 \times 0.75 = \11925
- (f) Based on 80 paid entrants (95 total): $\$16960 \times 0.75 = \12720
- (g) Based on 85 paid entrants (100 total): $\$18020 \times 0.75 = \13515

2.2.7. Terminology for naming sections in this document:

- 1st Section = Top or Open
- 2nd Section = Upper
- 3rd Section = Lower
- 4th Section = Bottom

The closed Club Championship section is a special case and has a different format. The Upper and Lower sections together may be called the Middle sections.

2.2.8. Assumption: breakpoints less than 300 points apart may encourage more players to play up. 300 points is a good interval between sections.

2.2.9. The Bottom section should have a breakpoint no lower than 1200.

Based on analysis by John Bottini and Jim Krycka (with some compromise), a breakpoint of 1250 appears reasonable, but 1200 should be the absolute bottom to keep the pool of available players sufficiently large. An U1200 breakpoint may ultimately be too low, but experience gained during the first couple of months with 4 sections can be used to tweak the breakpoints for next year.

2.2.10. The Upper section should have a breakpoint no higher than 1900.

Based on analysis by Mark Kaprielian and Jim Krycka (with some compromise), a breakpoint of 1850 appears reasonable, but 1900 should be the absolute top to keep the pool of available players in the Open section sufficiently large. An U1900 breakpoint may ultimately be too high, but experience gained during the first couple of months with 4 sections can be used to tweak the breakpoints for next year.

2.2.11. A typical calendar year has (8) 4-week months and (4) 5-week months although once every few years there will be (5) 5-week months. For planning purposes, assume there are only (4) 4-week months. In addition, there can never be back-to-back 5-week months.

2.2.12. All regular tournaments are one month long. The only exception is the Stanley Crowe which can ooze into December. It is better to make this exception than to change the month of the Stanley Crowe since it has name recognition, it is MCC's premier tournament, and people have come to expect it to be held in November. Besides December is an unusual month because of the holidays that can interfere with holding a regular tournament.

2.2.13. A rule of thumb that Mark Kaprielian, Jim Krycka, and John Bottini have been using is that club memberships pay for member activities, supplies, and rent. Tournament entry fees pay for prizes and the rest can be put into savings. This is a practical way of thinking about things in our current circumstances (ie, the low rent situation). However, going forward we should adjust our mindset. Entry fees logically should cover prizes, rent, and supplies with any left over going into a rainy day rent fund. Member fees should cover member activities and any left over could go into capital investments, discretionary spending, and possibly some going into tournament revenue (since members get entry fee discounts). This is just something to think about for the future when rationalization of revenue and expenses may get more complicated

2.3. Review of the Current Sections and Prize Structure

The current schedule offers (8) 4-round events and (2) 5-round events with a guaranteed payout of \$610 each and (2) 5-rounds "big money" events with a payout of \$1330 each over a calendar year as follows:

2.3.1. (10) "small money" events:

Open	\$200	-	100	-	50	=	350	
Middle	\$ 80	-	50	-	30	=	160	
Lower	\$ 50	-	30	-	20	=	100	Grand total = \$610

2.3.2. (2)"big money" events:

Open	\$320	-	160	-	80	-	40	-	20	=	620
Middle	\$180	-	100	-	60	-	30	-	20	=	390
Lower	\$140	-	80	-	50	-	30	-	20	=	320
											Grand total = \$1330

Total prize money paid out over a 12-month period is:

$$10 \times \$610 + 2 \times \$1330 = \$8760.$$

Discussion: MCC needs an average of $8760 / 159 = 55$ paid entries (or 70 total entries) per month to sustain a 75% payout level. At the current rate of 69 paid entries (or 84 total entries), the payout for the next 12 months would be approximately 60%. Historically, for the calendar years 1997 to 2002, MCC has paid out 63%, 59%, 75%, 69%, 73%, and 58%, respectively, of entry fees in prizes, for an average of about 66%.

2.4. Characteristics of the New Schedule and Prize Structure

The proposed schedule offers (8) 4-round events with a payout of \$800 each, (2) 5-round events with a payout of \$1000 each, and (2) 5-round "big money" events with a payout of \$1600 each. Optionally, the spring-time "big money" event could offer a club championship section in addition to the regular sections with a total payout also of \$1600. Over the calendar year, events are as follows:

2.4.1. (8) 4-round events:

Open	\$200	-	120	-	80	=	400	(50% share)
Upper	\$100	-	60	-	30	=	190	
Lower	\$ 60	-	40	-	20	=	120	
Bottom	\$ 40	-	30	-	20	=	90	Grand total = \$800

Nominal section breaks are U1850/U1550/U1250 (used 4 times) with +/- 50 adjustments resulting in U1900/U1600/U1300 (used 2 times) and U1800/U1500/U1200 (used 2 times).

2.4.2. (2) 5-round events:

Open	\$250	-	150	-	100	=	500	(50% share)
Upper	\$150	-	100	-	50	=	300	
Lower	\$100	-	60	-	40	=	200	Grand total = \$1000

Section breaks are U1800/U1450 and U1700/U1400.

2.4.3. (1) 5-round "big money" event or (2) if no club championship:

Open	\$400	-	250	-	150	=	800	(50% share)
Upper	\$250	-	150	-	100	=	500	
Lower	\$150	-	100	-	50	=	300	Grand total = \$1600

Section breaks are U1750/U1450.

2.4.4. (1) 5-round event with a parallel club championship section:

Champ	\$300	-	200	-	100	=	600	(club champion)
Open	\$250	-	150	-	100	=	500	(class champion)
Upper	\$150	-	100	-	50	=	300	
Lower	\$100	-	60	-	40	=	200	Grand total = \$1600

Section breaks are U1700/U1350. The Club Championship section has 6 qualifiers in a 5-RR format. Since the Open section will be weakened, the upper section break is lower than usual at U1700.

Total prize money paid out over a 12-month period is:

$$8 \times \$800 + 2 \times \$1000 + 2 \times \$1600 = \$11600.$$

Discussion: MCC needs an average of $\$11600 / 159 = 73$ paid entries (or 88 total entries per month) to sustain a 75% payout level. The revised schedule provides balanced payouts and "nice round numbers" for most sections. The 400 guaranteed top prize for the Stanley Crowe Memorial (and \$800 total) should get the attention of area players.

Note: If MCC averaged just $\$11600 / 212 = 55$ paid entries per month (or about 70 total entries), it would not lose money (at 100% payout). If MCC's current rate of 84 players per month holds, the payout would be 79% with a surplus of $\$14628 - \$11600 = \$3028$. Although, this is higher than the goal of 75%, the financial risk to the club should be manageable - if a significant drop in attendance develops, MCC can revise the prize structure before it loses money on tournaments.

Discussion: The prize fund for the Club Championship section of \$600 is larger than the Open section for the month so that those engaging in the club championship are not penalized by not playing in the Open section (which usually offers the biggest prizes). Overall, the Club Championship section payout is second only to the Open section of the Stanley Crowe Memorial (\$800). While the club championship should offer very tough competition, the Open section of the Stanley Crowe Memorial pays more because the expectation is that it will draw other masters, and perhaps IMs and GMs, in addition to those who compete in the club championship (making it an even stronger field).

2.5. Proposed Schedule for the Next 15 Months

With all of the preceding discussion in mind, the specific proposal for the MCC schedule for the next 15 months with provision for a club championship is given below. If it is decided not hold a club championship, then the March 2004 event will have the same sections and prizes as the Stanley Crowe Memorial and will be named the March Swiss.

Oct 2003,	4-SS,	Open/U1850/U1550/U1250,	\$ 800	Halloween Swiss
Nov 2003,	5-SS,	Open/U1750/U1450,	\$1600	Stanley Crowe Memorial
Dec 2003,	4-SS,	Open/U1800/U1500/U1200,	\$ 800	Holiday Swiss
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Jan 2004,	4-SS,	Open/U1850/U1550/U1250,	\$ 800	Winter Warmer Swiss
Feb 2004,	4-SS,	Open/U1900/U1600/U1300,	\$ 800	Leap Year Swiss
Mar 2004,	5-SS,	Champ/Open/U1700/U1350,	\$1600	2004 Club Championships *
Apr 2004,	4-SS,	Open/U1850/U1550/U1250,	\$ 800	Spring Swiss
May 2004,	4-SS,	Open/U1800/U1500/U1200,	\$ 800	May Swiss
Jun 2004,	5-SS,	Open/U1700/U1400,	\$1000	Summer Swiss
Jul 2004,	4-SS,	Open/U1850/U1550/U1250,	\$ 800	Independence Swiss
Aug 2004,	5-SS,	Open/U1800/U1450,	\$1000	Late Summer Swiss
Sep 2004,	4-SS,	Open/U1900/U1600/U1300,	\$ 800	Fall Swiss
Oct 2004,	4-SS,	Open/U1850/U1550/U1250,	\$ 800	Halloween Swiss
Nov 2004,	5-SS,	Open/U1750/U1450,	\$1600	Stanley Crowe Memorial
Dec 2004,	4-SS,	Open/U1800/U1500/U1200,	\$ 800	Holiday Swiss

* - Championship section is a closed 5-RR event by qualification.

3. Club Championship

For several years, MCC has not held a club championship event. In the past, the club player with the highest placement in the one section April event was crowned the champion. Much has changed since then. For a number of reasons, the April "big money" event is conducted in three sections, and the number of rounds has been reduced from 6 to 5. With only 5 rounds, "visiting" GMs and other masters that compete who are not club members can skew the pairings such that the higher scoring club members may not be competing on a "level playing field". Therefore, simply re-instating the Open section of the springtime "big money" event as the club championship is not a true test.

The proposal herein is to establish both an overall MCC club champion and an MCC class champion on an annual basis. Any player regardless of rating can qualify for the club championship, but only players rated U2000 can compete for the class championship. A class player cannot simultaneously hold both titles in the same year.

3.1. Proposal for Determining the MCC Club Champion

The title of MCC Club Champion will be awarded on an annual basis during the MCC Club Championships event, starting in 2004. Participants are invited to play in a closed 5-RR Championship section based on qualification from earning "championship points" (akin to "Grand Prix" points) in regular club tournaments during the preceding year.

The rules are as follows:

- 3.1.1. The MCC Club Champion is the winner of the Championship section of the MCC Club Championships event. The Championship section is played in parallel with the normal Open, Upper, and Lower sections during the first month following January that has 5 Tuesdays. Usually this will be March or April, but it could fall in May or even February (on a leap year with 5 playing dates).

Discussion: the championship is scheduled in a month that minimizes external conflicts. This excludes January (US Championship), July/August (summer vacation months), November (Stanley Crowe Memorial), and December (holidays). For 2004, it will be held during the month of March.

- 3.1.2. The Championship section shall be played in 5 rounds using a round-robin format (5-RR) where each player plays every other player once.
- 3.1.3. Six players qualify for the yearly club championship based on their performance in regular time-control events from the previous year (January through December). Championship points are awarded to players for specified placements (described below) at the conclusion of each MCC monthly event and the Program Director shall maintain and post the club championship point qualification list. Currently, MCC events are played at a time control of 40/90 + SD/30, but any monthly event with a time control of G/60 or longer shall offer championship points.
- 3.1.4. Club championship points shall be awarded for placing 1st-2nd-3rd in the Open section, for 1st-2nd place in the Upper (or next highest) section, and for 1st in the Lower (or third highest rated section) in each month in which a regular time control event is held. The total points earned over the course of the calendar year determine each player's ranking on the championship point qualification list for the annual club championship held the following year.
- 3.1.5. The distribution of club championship points for the six placements defined above is given in the following ratio:

16 - 8 - 4 / 6 - 3 / 2 (for 1st-2nd-3rd / 1st-2nd / 1st)

The points are then multiplied by the number of rounds in the event. Therefore, the minimum number of points available for an event with at least three sections is:

For 4-rounds: 64 - 32 - 16 / 24 - 12 / 8
For 5-rounds: 80 - 40 - 20 / 30 - 15 / 10

Discussion: This means that a clear 1st in the Upper section is worth the same as a 2nd-3rd tie in the Open section; a clear 1st in the Lower section is worth about a 2nd-3rd tie in the Upper section. Remember, for 8 of the 12 events, the Lower section will be the nominal U1550 section and the Upper section will be the nominal U1850 section, so placing in these sections will be tougher than in the past.

Discussion: Points can be earned in the top three sections, not just in the Open section for three reasons:

- (a) To make the qualification process as inclusive as possible.
- (b) To allow a rapidly improving player the opportunity to earn points while initially playing in lower sections. For example, we have one player (Sonnenstuhl) who started out as an unrated player in 2003, won the Lower section once, won the Upper section once, and has competed in the Open section.
- (c) To allow for the possibility of a class player who performs well to have a shot (albeit a long shot) to qualify for the closed club championship. Also, the A or B player who normally plays in the Open section can earn points if he/she chooses to play in the Upper section when section breakpoints allow.

- 3.1.6. For the MCC Club Championship event (where there is a closed Championship section run in parallel to the normal Open, Upper, and Lower sections), championship points are awarded for the Open, Upper, and Lower sections as described above. For the Championship section, participants earn championship points for placing 1st through 6th as follows:

100 – 50 – 40 – 30 – 20 – 10

Also, the Class Champion (who potentially competes against masters and experts in the Open section) is guaranteed a minimum of 40 points if that player earns less than 40 championship points in the Open section based on his/her placement.

Discussion: In essence, the Club Championship event is a super event for the purpose of earning club championship points. Besides the normal points available for the top three sections, all contenders for the club championship and the winner of the class championship are guaranteed to earn some championship points.

- 3.1.7. A bonus of 50% of the points earned shall be given for posting a perfect score of all wins (that is, the score cannot include any full point byes and forfeit wins) for any section that awards championship points.

Discussion: A perfect score is difficult to attain and worthy of special recognition. The bonus may also add excitement to the qualifying process as a player who posts a perfect score, especially late in the year, may be able to vault into contention for a qualifying spot. During the first 9 months of 2003, there were a total of 6 perfect scores posted in 27 sections (2 in the Open section, 3 in the Upper section, and 1 in the Lower section).

- 3.1.8. Should there be a tie in the club championship point list, the tie breakers, in order of application, shall be:

- (a) Most points earned in the Open or Championship sections
- (b) Most points earned in Upper section
- (c) Most events in which points were earned
- (d) Coin toss

- 3.1.9. The official standings for the event shall be used to allocate championship points. That is, half-point byes, full-point byes, and forfeit wins all count in the standings. Points are awarded in the same manner in which prize money is divided, except that points are always rounded up to the next whole number for easier bookkeeping. For example, for a 3-way tie for 3rd place in the Open section of a 5-round event, each player would earn 7 points, not 6 and 2/3rds.

- 3.1.10. The top 6 players in the championship point qualification standings at the end of the year shall be invited to play in the closed club championship for the title of MCC Club Champion. If any person declines the invitation, the next eligible person on the point qualification list shall be invited, and so on, until a field of six is assembled.

The top 6 qualifiers shall be notified by the 3rd Tuesday in January. If a player in the top six does not respond to an invitation (or cannot be contacted) in a timely manner as stipulated by the Program Director in the official invitation, that player shall be dropped from the list and the next player in line shall be invited. If a player declines an invitation, that player shall be dropped from the list and the next eligible player shall be invited. The Program Director shall give these replacement invitees a reasonable, specified time to respond.

- 3.1.11. To play in the closed club championship event, invitees must be club members. In order to jump start the qualification process, the results of the 12 monthly 2003 events will be used to qualify players for the 2004 championship. Since this is being done retro-actively, participants will be awarded championship points whether or not they are club members. However, those who accept the invitation to compete in the championship event must be club members at the start of the event.
- 3.1.12. The Championship section is played in round-robin format, so it is especially important that players who accept the invitation play in all of the rounds. No half point byes shall be granted; a player who does not show up for a round shall be given a forfeit loss and his opponent a forfeit win. To be eligible for the title of Club Champion, a player must play (or be present to play in case of a forfeit win) in all of the rounds.
- 3.1.13. If two or more players tie for 1st place, the tie breaker will be results of the head-to-head competition between or among the tied players in the tournament. If two or more players remain tied after this tie break is applied, they shall be declared co-champions.

Discussion: It may be desirable to institute additional tie break rules so that a single champion can be determined. Some sort of rapid time control playoff (such as employed in the US Championships or the World Open) could be used. At this time, only the single tie break stated above (the results of playing each other in the tournament) is proposed, though, additional tie break rules should be considered by the Board, now or in the future.

3.2. Proposal for Determining the MCC Class Champion

The title of MCC Class Champion will be awarded on an annual basis during the MCC Club Championships event, starting in 2004. The Class Champion is the highest scoring club member in the Open section whose rating is U2000. (Note that the special Championship section played in parallel that month determines the overall MCC Club Champion.)

Discussion: While holding a class championship in an Open section is an imperfect solution due to entries of experts and masters in the section that will influence the final results, this is a practical solution that gives the class player a chance to gain formal recognition. The fact that six of the top players at the club will be entered in the closed club championship section helps to reduce the skew that would occur by the presence of the experts and masters who would ordinarily play in the Open section.

The rules are as follows:

- 3.2.1. The MCC Class Champion shall be the highest scoring club member rated U2000 in the Open section of the month in which the closed club championship is held. This is the first month following January in which there are 5 Tuesdays.

- 3.2.2. A player's eligibility by rating shall be determined by his/her current supplemental USCF rating at the start of the event (from the official rating list used for pairing purposes). The player must be a fully rated player at the start of the event (ie, not provisionally rated having played less than 26 USCF rated games at regular time controls).
- 3.2.3. To be eligible for the class championship, a player must be a club member at the start of the event.
- 3.2.4. The Open section of the club championship month is played in 5-SS format. Due to the small number of rounds, a player must play a minimum of 4 games to be eligible for the title of Class Champion. This means that a player cannot have more than one "B", "H", "X", or "U" score, or combination thereof, to gain the title. However, this does not affect the player's placement for prize money or award of championship points (for the following year's championship).
- 3.2.5. If two or more U2000 players tie for 1st place, they shall be declared co-champions.

4. Appendix A -Club Championship Qualification List Using 2003 Data

Using the Club Championship Point Formula applied to the results of the MCC January through September 2003 events, the standings thus far for qualification to the 2004 closed club championship are shown below.

44 people have earned championship points his year with Foygel on top of the leader board, edging out Riordan. Surprisingly, 7 of 9 Open sections had a clear winner this year! In addition, 6 of 9 Upper sections and 5 of the 9 Lower sections also had a clear winner. Finally, of the 27 sections played, only 6 have had perfect scores.

The top three people on the list (Foygel, Riordan, Epp) have clinched a spot for the club championship event, but the next three (Curdo, Desmarais, Ivanov) could be bumped if they don't earn additional points during the rest of the year. One class player (Goulding) is very close to breaking into the top six. Furthermore, if one or two people who qualify don't accept the invitation to compete in the closed club championship, several players have a chance to qualify. There are still three events left in 2003 to earn championship points

2004 Championship Point Standings (prelim based on Jan-Sep 2003 events)

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Point allocation rules:

Finish: 1st- 2nd- 3rd / 1st- 2nd / 1st (Open/Upper/Lower sections)
Pt Ratio: 16 - 8 - 4 / 6 - 3 / 2
4-rounds: 64 - 32 - 16 / 24 - 12 / 8
5-rounds: 80 - 40 - 20 / 30 - 15 / 10

Plus bonus of 50% of points earned for a perfect score of all wins
Note that an asterisk (*) in the table below indicates that the award includes bonus points for achieving a perfect score

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Tie break rules:

1. Most points earned in the Open or Championship sections
2. Most points earned in Upper section
3. Most events in which points were earned
4. Coin toss

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Player/Event 1 2 3 4 5 6 7 8 9 10 11 12 = Total
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IFoygel			64		16	48	96*	48					=	272
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CRiordan		64	16	40	64		8	48	15	=	255
EEpp	64			20		6			80	=	170
AIvanov				120*						=	120
JCurdo	12	32	16		16			8	15	=	99
CDesmarais						48	32			=	80

GGoulding		3	12					18	30	=	63
JTodhunter					12	36*				=	48
ESonenstuhl					12*		36*			=	48
SWamala			12					18	8	=	38
FSmith	36*									=	36
HGoldowski				30						=	30
WStein		24		4						=	28
AAbbot	12				12					=	24
PSciacca								8	15	=	23
BGoldberg						6			15	=	21
JChamberlain	12	6								=	18
THanke					16					=	16
RBrueckner			16							=	16
JStengrevics		3			12					=	15
JMartin	12									=	12
VKrishnamurthy	12									=	12
PMercurio			12							=	12
EStaples							12			=	12
JHong		4					8			=	12
MKoning		3		4		4				=	11
DMartin		3							8	=	11
PKrastev				10						=	10
HReed									10	=	10
FAbdi							8			=	8
PFleurant		4	4							=	8
CBohn						8				=	8
MKaprielian		3				4				=	7
NRuthramoorthy		6								=	6
Penta		6								=	6
NPang						6				=	6
PVlahos				4						=	4
GAbu				4						=	4
MPhelps						4				=	4
FHarvey	4									=	4
ASchaefer								4		=	4
JKrycka	4									=	4
JKlinkenberg								4		=	4
TPowers			4							=	4
=====											

How club championship points were awarded:

January 2003 (4 rds)

1.EEpp(64) 2.JCurdo(12),JChamberlain(12),JMartin(12),VKrishnamurthy(12)
 1.FSmith(24+12) 2.AAbbot(12)
 1.FHarvey(4),JKrycka(4)

February 2003 (4 rds)

1.CRiordan(64) 2.JCurdo(32) 3.JChamberlain(6),NRuthramoorthy(6),JPenta(6)
 1.WStein(24) 2.MKaprielian(3),MKoning(3),GGoulding(3),DMartin(3),JStengrevics(3)
 1.PFleurant(4),JHong(4)

March 2003 (4 rds)

1.IFoygel(64) 2.JCurdo(16),CRiordan(16),RBrueckner(16)

1.PMercurio(12),GGoulding(12),SWamala(12)
1.TPowers(4),PFleurant(4)

April 2003 (5 rds)

1.AIvanov(80+40) 2.CRIordan(40) 3.EEpp(20)
1.HGoldowski(30) 2.WStein(4),MKoning(4),PVlahos(4),GAbu(4)
1.PKrastev(10)

May 2003 (4 rds)

1.CRIordan(64) 2.IFoygel(16),JCurdo(16),THanke(16)
1.AAbbot(12),JTohunter(12),JStengrevics(12)
1.ESonnenstuhl(8+4)

June 2003 (4 rds)

1.IFoygel(48),CDesmarais(48) 3.EEpp(6),BGoldberg(6),NPang(6)
1.JTohunter(24+12) 2.MKarprielian(4),MKoning(4),MPhelps(4)
1.CBohn(8)

July 2003 (4 rds)

1.IFoygel(64+32) 2.CDesmarais(32) 3.CRIordan(8),FAbdi(8)
1.ESonnenstuhl(24+12) 2.EStaples(12)
1.JHong(8)

August 2003 (4 rds)

1.IFoygel(48),CRIordan(48) 3.JCurdo(8),PSciacca(8)
1.SWamala(18),GGoulding(18)
1.ASchaefer(4),JKlinkenberg(4)

September 2003 (5 rds)

1.EEpp(80) 2.CRIordan(15),JCurdo(15),PSciacca(15),BGoldberg(15)
1.GGoulding(30) 2.SWamala(8),DMartin(8)
1.HReed(10)

5. Appendix B - Bottini's 4-Section Memo

The following is a memo from John Bottini dated 8/11/03 in which he proposes running 4 sections during 4-week months, and provides the justification for doing so. There was additional discussion by Mark and John which is not included here.

Proposal:

To run four sections instead of present three sections for four-round events (generally those months with four Tuesdays). Proposed sections are: Open, U1850, U1550, U1300. Sections subject to change by Program Director for Monthly Tournaments if ratings distribution of players changes and/or to improve balance among the sections, subject to proper notice. Prize structure for bottom section would be \$40/\$20/\$10, the structure that was in place for the bottom section before recent increase. The prize structure for the U1550 would be what we presently have in place for the bottom section (\$50/\$30/\$20).

Reasons for Change:

Since March of 2003, events have had between 80 and 90 players. August event presently has 75, but based on experience we can expect at least half a dozen "jump ins". The bottom section has been especially large, with 34 to 37 players in the months indicated (31 presently in August, but expect to add a few to this).

For four-round events, sections of this size are generally too large to produce clear winners, or to have the top players face each other. We have used accelerated pairings to mitigate the problem, but we still have cases of top players in the section not facing each other.

We have a significant number of players who are rated U1400 or U1450 who play up into the middle section. I do not suggest changing our "playing up" policy (it's a good policy), but we should be mindful of why people play up, and of the consequences. I believe the reason is that they do not want wild mismatches in the first or second rounds (accelerated pairings has helped a lot here, probably more than these players realize). The consequences are to "thin out" the upper reaches of the bottom section, and to spread out the distribution of players in the middle section, moving the mis-match problem to the U1700-U1800 section.

The move to four sections would improve competition in each section, especially for players in the bottom two sections. Mismatches would be less extreme, top players in each section more likely to face each other, and there's a greater likelihood of a clear winner.

I suspect that we would see fewer people playing up, but this is speculation. I think a 1250 player in a U1300 section is less likely to play up than a 1400 player in a U1450 section.

We will reduce (or maybe eliminate) the need for accelerated pairings. The use of accelerated pairings has helped, but it confuses many people, and is only a partial solution to the problem of a section that is too large for the number of rounds.

Possible Objections:

The cost. New section would increase prize payout from \$610 to \$680 in four-round events. This is an 11.5% increase. Keep in mind two things: first, the structure would apply only to the four-round events; and second, our attendance has increased by more than this percentage since we last decided to increase prizes.

TD burden. There is a little more work for the TD in setting up and maintaining the files. A little more care will be needed in the registration process, especially the first few times we run four sections. As one who does much of this work, I don't think the added burden outweighs the benefits of four sections.

Player reaction. I'm sure we'll get some negative reaction because some people don't want change of any sort. We may have some 1400 players who were very comfortable playing at or near the top of their section, and now they're in the U1550 (probably near the middle by distribution). On the other hand, the

significant number of players in this range who presently play up may appreciate that the section they're playing in is now U1550 instead of U1700-U1800. We also should consider that the players who are presently playing in the middle section will appreciate the narrower range of ratings.

Possibility of sections that are too small. With four sections, we run the risk of having sections that have fewer than sixteen players. The breakpoints have been chosen in the hope that the four sections will be roughly equal, but we can never be sure of exact attendance and of how many will play up. We also need to consider that on any given night (especially the last round), we may have several people taking byes.

The potential problem with a poorly filled out section is that pairings may get strange in later rounds, especially if the number of byes is high. You can end up with color imbalances (3-1) and/or pairings that may go a point (or more) out of a scoregroup. I haven't yet run simulations to see how bad this can get, but I suspect it isn't serious until we get down to ten or eleven players showing up for round four.

With the breakpoints as they are, I think this scenario is unlikely.

Conclusion:

I believe the benefits of improved competition outweigh the costs (financial, administrative). I expect that player reaction will, on balance, be positive. I hope we can implement this proposal with the next four round event, perhaps on a trial basis (e.g. review this decision after three or four four-round events have been played).