

<p><b>CLChess Tournament Manager v6.01</b> <b>User's Guide</b></p>
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## 1 Introduction

The CLChess Tournament Manager program was devised and developed by Hans Schoenbuchner for the management of email chess tournaments. Hans has maintained his program up to Version 5.00, and now with his permission, [Logikk Software](#) is pleased to continue the development and distribution of his tool.

This manual supersedes all the previous documentations about CLChess, including the old TS guidelines dated June 1999 that was available at the IECG web site.

### 1.1 *Programming and documentation*

#### 1.1.1 **Until version 5**

Since 1995, the co-workers and chess friends who took part in the program are:

- Hans Schönbuchner : programming
- Gert Schönbuchner : design, testing, disclosure
- Roberto Alvarez, Ortwin Paetzold, Ton Van Bommel : testing, proposals
- Leif Edvin Waerstad : translation to English

#### 1.1.2 **From version 6**

Starting with the version 6.0, the program is maintained by [Richard Kylo](#).

The present manual has been prepared by [Jean-Luc Duriez](#) initially, and updated by Istvan Laczay.

### 1.2 *Availability, download and support*

The program is shareware but is free to IECG staff members. CLChess version 6.01 is now available for download from <http://logikk.com/CLChess.php>.

Installation of this upgrade should not require registration if you are IECG Staff member.. If you experience any problems with installation or operation of the program, please email [Richard Kylo](#) and he will do his best to help you.

## 2 Getting Started

### 2.1 Hardware and System Requirements :

To warrant you a flawless functioning and use of CLChess TM you will need an IBM compatible PC running any Microsoft 32 bits operating system: Windows 98, Millenium, Windows XP, Windows NT or Windows 2000.

If you want to take full advantage of the automatic email report function, you must have an email program compatible with the MAPI protocol, and configure it as your default email client in Windows. Many popular email programs support MAPI (Outlook, Outlook Express, Eudora, Pegasus, The Bat ...).

The hardware requirements are so tiny for today's machines that they are not worth to mention. Just ensure to have about 10Mb free on the disk which will receive the program.

### 2.2 Installation and start

- Download the installation image from <http://logikk.com/CLChess.php> (size is about 7,4 Mb)
- Before you run the installation program, you have to make up your mind if you have a previous version already installed :
  - you can install this one on top of the old one (quick and dirty)
  - you can first backup your important files (\*.CLD, \*.DAT, and all the files that you have customized or the files linked to your tournaments), uninstall the old version, install the new CLChess in an empty folder, and put back you saved files in place.
- Run the file: **CLsetup** – a wizard will be launched and follow the simple steps offered. You don't need to install CLChess to the default folder, C:\Programfiles\CLChess. Any other folder will do fine. Start CLChess TM by launching the only executable file in the folder where you have installed CLChess TM. It is recommended that you make a shortcut to this executable and place it on your desktop
- At your first start you will be asked to select a language, either English or German, by clicking on the appropriate button. This selection will be stored, but can be changed any time. Either by clicking Language on the main menu, or by clicking Configuration (main menu) and then go to the language selection.

Now the actual main panel of CLChess TM will be displayed. It's recommended to configure CLChess TM, to suit your taste and file structure, before you begin to use the program on a regular basis.

### 2.3 Configuration

To customize CLChess select Configuration on the menu bar in the main menu. You'll see a panel with four tabs. You can set the following options:

#### **General Tab:**

- Available years:  
Put here the interval of available years for tournament starts is between 2000 and 2020. As tournament secretary, you should put the range corresponding the tournaments that you

are actually in charge, until the present year or the next year. For instance if you manage tournaments not older than 2003, you should put here 2003 to 2010.

- Available classes:

In this dialog you are allowed to define the list of tournaments classes and/or types that you will manage. Only the shown classes in this list will be at the user's disposal for creation, search and access to a tournament, like a filter. The number of definable classes is limited to 100.

To add a new class: click on 'New Class', enter a character string (except the characters, mentioned 'Never use one of ...') up to 6 characters long and push the 'Add class' button. To delete a class, right click on his name in the list.

Choose the class you want as your default one whenever CLChess TM is started, by left clicking on his name in the list. It's possible to have no class selected. Use the <Clear> button for no default class.

- Output path:

Select the folder that will contain all the temporary files created by CLChess. Please make sure that the wanted folder is the active one (symbolized by an open folder). IECG secretaries may create the recommended file structure as described in 6.1

- Default datafile:

Here you set which datafile is opened by default whenever CLChess TM is started. If you are an IECG TS and you want to follow the recommended file structure as described in 6.1 then you should set this parameter to:

**<install\_dir>\...\<yourname>.dat**

For instance on my own PC this gives: D:\CLChess \duriez.dat

It's up to you to create the corresponding directories and put your datafile at the right place under the right name before selecting it as your default datafile.

### **Output files / Search options Tab:**

The three checkboxes under "Email – files" are:

Automatic: email message

Note, that this feature only works if you're using an email client (Eudora, Outlook). It's useless if you rely on web-based email (e.g. msn, hotmail, yahoo) !

This allows CLChess to call your default email program to create the reports as long as your email program is MAPI compliant (most popular emails program are). Un-checking this will disable the function, but you can find also the same checkbox on the tournament form and (de)activate it for any tournament individually, though there is generally no reason for this. Of course if you change the setting for a given tournament in the 'add/edit/delete' dialog, the default option will NOT be updated in the Configuration menu.

Include SB-table in email file

Check this option if you want a Sonneborn-Berger evaluation table included in your tournament reports (this is requested for IECG tournaments). The SB-table can also be (de)activated separately for each tournament

General use of SHead.txt

This option is for use of the Tournament Directors. It allows CLChess to pick a file called SHead.txt in the installation directory, to use as a header when a pairing chart is generated. Tournament Directors, who launch the new tournaments, will check the option and they need to prepare this file. Secretaries may uncheck the option. A TS has to create a new starting list in case of an early player replacement, but as header he may simply copy/paste the header of the original starting list sent by the Tournament Director.

“Email settings” is an internal email functionality of CLchess which makes possible to configure an external email client:

- CC reports to TS  
Click it if you want to receive and store all reports you sent
- Use external email client  
When marked, CLChess TM will send your email messages directly to your email program (Outlook Express, etc.) and will be sent when online.  
When “Use external email client” remains unchecked, the internal email function comes in use:
- SMTP server  
as in your email program
- Authentication, Username and Password  
Check this box only if your server requires separate authentication to send email (not usually the case) and fill in your Username and Password
- Compose offline  
Check it if you want to correct, amend, etc. your reports before sending
- Organization reporting name  
Tournament reports should sent in copy to IECG Storage  
<[iecg-storage@yahoo.com](mailto:iecg-storage@yahoo.com)>

#### Search options:

In this part of the dialog box you enter filters for the search and display of your tournaments (see 7.1.1). Until you feel comfortable with the ‘search engine’ you should select ‘all’ in both choices.

Finally the checkbox “Search active with input” allows CLChess to display immediately the results of your search criterion as you enter them at the keyboard. Leave it checked for speeding up the use of the search mask.

#### **Output format of the result list tab:**

The result list is a standard section of any tournament report, where the history of all the finished games so far is displayed.

- Choose in this tab the length of the players name. In practice a value of 25 characters has shown to be an optimal setting.
- Choose a format for this list – I recommend the second choice for a neat display.

As TS, your main concern is to ensure that the text reports created by CLChess will not be word-wrapped by your text editor or your email program. The options present in this tab may be valuable to reduce the length of the lines, but you should also configure your email program in a way to inhibit any word wrapping under 80 columns if you want your cross-tables to be readable by the players.

Please note that these shortening only influences the format of the players name in the results list. The length of the players name will NOT change in other places of the report (in neither tournament tables nor in the listing of addresses).

#### **Favorite datafiles tab:**

This panel gives you the opportunity to define a list of your favourite data files, which can be quickly accessed afterwards by the “Favourites” button in the main panel. The way it works is rather self explanatory: you can add individual DAT files to the favourites by selecting them and press ‘Add’, and you can delete the entries individually or as a whole with the other buttons. Within IECG, each TS is strongly invited to have only one ownname.DAT file for all his tournaments. So the favourite list is a bit out of context here, as most TS will handle only their default datafile which is opened automatically when the program is launched anyway ...

Note: In the main menu bar the Utilities entry allows you to configure external programs: simply choose here your favourite text editor (by default notepad will be used) and your PGN reader if any.

## 3 Datafiles

### 3.1 Basics

The datafiles [\*].DAT] are the "heart" of CLChess Tournament Manager. These files are databases holding all parameters of the tournaments:

- Players details
- TS details
- Tournament title and starting date
- History of all results
- other internal parameters, used for several calculations

CLChess TM lets you manage, as many as you want of those [\*].DAT] datafiles.

Going into the details of a datafile is beyond the scope of this manual, but you should know a few, necessary properties:

- The user can recognize a CLChess datafile only by its filename extensions .DAT . Many other application programs create also .DAT -files so beware of any confusion! CLChess TM can create datafile(s) with other filename extensions (the free choice of filename extensions is due to flexibility). I advise against using other filename extensions - chapter D2). CLChess TM examines the datafile before accepting it, many other properties, not recognizable for the user, are also checked.
- A datafile can theoretically contain an arbitrary number of tournaments. Hard disk capacity sets the limit. The required disk space is 10.000 bytes for internal parameters, and a further 10.000 bytes for each additional tournament. Considering that, with this disk space reservation, you can in theory manage even double round tournaments with up to 15 players, this storage requirement is rather insignificant.

### 3.2 Safety recommendations

**Warning** to anyone who uses CLChess TM for the administration of chess tournaments on a regular basis: **DO NOT EDIT a datafile** with the usual editors (like notepad, wordpad etc.). Please let CLChess TM do this task. All other attempts will lead to unavoidable and, in most cases, irreparable chaos.

You are once reminded to **backup your datafile(s) in regular intervals** on external media (floppy, ZIP, CD-RW etc).

The management of, let's say, 25 tournaments (!) in one datafile takes  $25 \times 10000 \text{ Bytes} + 1 \times 10000 \text{ Bytes}$  (for internal use) per datafile = 260000 Bytes. A 3,5 inch -diskette can be used for the purpose of backup, without any problem.

The datafiles are the most valuable files for a TS, but other files are critical too. They must be included in the backup too (see 9.1).

### 3.3 Creating a new datafile

The very first time you start CLChess TM, it will create automatically for you a file named CLChess.dat, your first datafile. CLChess.dat will be the default datafile. The user is not obliged to use this file. On the other hand it is senseless to delete this file, because the absence of it will create a new copy at every start.

***Advice:** if you are a new TS starting from scratch, then create the recommended file structure, move and rename CLChess.dat file and configure CLChess to use the new file as the default datafile (see 6.1). If you are an experienced TS and if you want to adapt your data to the recommended structure, then follow the instructions at 6.1.*

***Note:** normally, secretaries do not need to create new datafiles because they receive these datafiles from the Tournaments Director who launches the new groups. These ready-to-use datafiles hold the full details of the tournament, but with no result*

New datafiles are created from the main menu by clicking “Create new Datafile”. In the following window you choose the folder where you want the datafile to be stored and enter the name of the new datafile. If the file already exists the creation of the new datafile will be denied. The filenames are limited to 8 characters. Don't enter any name extension. CLChess TM will add .DAT suffix automatically..

After you have entered the demanded information, click the <Open> button to create the file or click <Cancel> to interrupt the process without any changes made to the datafile. Please take notice of the message telling you that this file, created only a moment ago, is NOT the default file (this is only possible to assign the default datafile under Configuration – see 2.3). This new file is only your active datafile (current).

### **3.4 Changing to another datafile**

Changing to another datafile can be done from several places (buttons labelled: “Choose another Datafile” in the main panel, or “Change to ...” in the tournament results edition panel). Clicking this button opens a window from which you can select the datafile. Next you click the <Open> button, if the selected file is a \*.DAT - datafile it will be made the active datafile.

When a datafile is active, you can access all its included tournaments for browsing and editing.

## 4 Starting or updating a tournament

### 4.1 Merging a new datafile into the main file ( ownname.dat)

When you get the datafile (usually in zipfile) of a new Tournament from the TD,:

- SAVE the zipfile into the CLC folder, unzip it into the same folder
- From the desktop shortcut start CLC.exe
- From the OPEN LIST OF FAVORITE DATAFILES select the main datfile (if not in the slot!)
- Click COPY TOURNAMENT, then click CHOOSE ANOTHER DATAFILE and click on the new Tournament datafile in the CLC folder
- Click CHOOSE DESTINATION and click on the main datafile in the same folder
- In TOURNAMENTS TO MOVE click on the Tournaments datafile (Must be blue!)
- Click START, and the new file is copied into the ownname.dat file.

All Tournament datafiles should be copied to the same main datafile!

### 4.2 Tournament specifications

In the main window the values available in the scrolling lists depend on your CLChess configuration (see 2.3).

All Tournaments are named with the following parameters:

#### Year :

The starting year of the new tournament (there are only that years available, which are defined in the configuration in the fields "Avail. Years". If it is necessary, please adjust the configuration)

#### Class :

The designations available are defined in the configuration under Available Classes (if necessary please adjust the configuration).

Within IECG, we have the following conventional tournament specifications on 2 characters:

Class tournaments	: CM, CA, CB, CC, CD, CE, CF, CN
Rapid class tournaments	: RM, RA, RB, RC, RD, RE, RF, RN
Quad tournaments	: QM, QA, QB, QC, QD, QE, QF, QN
CUP tournaments	: CP
World Championship tour.	: WC
Thematic events	: TE
Two-Game-Matches	: TG
Friendship Games (rated)	: FG
Friends Invitational t.	: FI

#### Number :

Every Tournament has a unique number in its class (available numbers 001 – 999). CLChess TM fills this number (if necessary) with leading zeros up to three digits (e.g. if input is 4, then the program will make 004) – this is normal and necessary for later program internal routines.

### **4.3 Replacing a player**

If a player did not confirm the startlist (pairing chart), he should be replaced, the datafile of the Tournament and the startlist changed:

- Go to the datafile of this Tournament (within the main ownname.dat file!)
- Click EDIT PLAYER (F2)

CLChess TM offers a new window in which you can input the details for the players.

At the top of the panel you are reminded with the current datafile, and tournament parameters. You can jump to another tournament directly from here with the button 'Change / create new' if you are not on the tournament you want to edit.

- Click in the dot on the left of the replaced player, then click EDIT PLAYER
- Change all data to the new player's, then click SAVE CHANGES
- Click QUIT, again QUIT.

Please have the following points in mind:

- the player name should be in the form: Last name, First name  
for instance: Kasparov, Gary or van Bommel, Ton or Frost, Lionel B.
- the nationality is the international abbreviation on 3 digits
- ID N°: enter here the membership unique ID for that player (max. length 6 digits), or 0 if your local club or organization does not support it.
- Rating is the elo of the participant at the tournament starting date. The field must be changed afterwards even if the real rating changes for that player. All ratings together are later used to calculate the average rating and the category.
- Email: put here the address of the player (applicable for tournaments played over the internet by email, like within IECG). The correctness of the addresses is important because the tournament report, when generated by CLChess as an email message if you have activated this facility in the Configuration, will be posted to these addresses.
- Inactive: check this to make the email address of this player inactive (he won't receive automatically generated reports). This allows you to avoid sending reports to withdrawn players for instance.

Now in the original startlist (pairing chart) change all the data of the replaced/new players in the crosstable and in the address-line, then send this STARLIST-2 to the players!  
(Or just do as in the "Tip" in 4.5.)

### **4.4 Editing the tournament specifications**

Nearly all entries of the tournament specifications can be edited after its creation. Therefore you have to activate the tournament – select it with the right specifications (year, class and number). If you have done so, click the button 'Change tournament specifications' of the main panel. Here you can change the necessary entries and confirm them with 'OK' or leave the window with 'Cancel' without saving anything.

### **4.5 Editing the TS data and the starting date**

Click the button 'Edit TS / start date' (this is only possible if ALL players are defined). The window you know already from TS/TD and starting date entry opens. Make your changes and click the button 'OK'.

*Tip: a new pairing chart is created automatically (see Appendice A), including existing results if any, as soon as you quit this panel, even if you have not changed the TS details or the starting date. You can pick up this generated file and send it to the players as an update of the starting list of the tournament (useful for a TS only if he has replaced a player).*

#### **4.6 Add / edit / delete results**

Select a tournament in the main datafile and press the “Add / edit / delete results” button in the main panel. This takes you to the most important dialog box of CLChess for the tournament secretary everyday work.

On the upper edge of this window following information is shown: the current datafile, the current tournament (tournament description), its start date and mode. The button labelled “Change too ...” is a shortcut to jump to another tournament in the same (main) datafile.

##### The tournament cross-table

You'll see the main table split into three parts, with all the relevant information for each participant on each line of the table. From left to right:

- player data (rank number, nationality , id, name and rating). This data can only be changed in the ‘Add / edit player’ window (in the main menu, press the “New tournament - Add / edit player” button as explained in 4.3..
- current tournament results (in tabular form). For further details, regarding the notation, and meanings and the individual symbols when you enter results, see 9.7.
- scores and current ranking. The values shown here are continuously updated by CLChess TM as you enter/edit the game results .

##### The result entry zone:

Below the main table on the left half you will find the real entry fields with the different drop down list boxes. They are from left to right:

- White: use this drop down list box to select the WHITE player number. The corresponding name will be displayed in the zone with the white background below. Note that the drop down list only offers the players who still have an open game with white pieces.
- Result: The game result is entered here (see 9.7 in this documentation for an explanation of the individual settings. The result is always entered from the view point of the white player).
- Black: Select the BLACK player from the drop down list, which will be automatically adjusted according to the selection you've made for the white player. After a selection is made, the corresponding player name is also shown in the black field.
- Year, Month, Day: Here you enter the date at which the game was ended (i.e the date of the player result report). Please don't confuse this entry with the registration date of the result. CLChess TM uses automatically the current system date as the registration date. The “current date” button sets in these fielders the current system date. (Remark: If you don't enter any date, CLChess TM automatically sets the end date as the value of the current system).

##### Save or cancel the input of a result:

A result is only stored in the active datafile when you press the “Save”. The main table of the tournament will be updated accordingly, as are the rankings and SB scores . To cancel the current input, then you can simply leave this dialog before saving with the “Quit” button.

**Each result must be saved explicitly.** If you begin to input a second result before saving the first one, then the first one is lost and you will to re-enter it.

Correcting a result:

Normally CLChess allows you to only add new results in the table. This means that the past results are write protected to avoid input errors. The button labelled "Edit mode ON/OFF" is a switch that gives you to replace existing results to make needed corrections. If you want to edit an existing result, press "Edit mode ON", then carefully select the players, input the new result and new date as needed, and press "Save" as usual. When you are done with the correction, press the "Edit mode OFF" button to switch back to normal (protected) mode.

Automatic withdrawal button:

*Most of the corrections a TS has to made to already entered results are the handling of a player's withdrawal.. This usually makes 6 changes to bring in the table in standard sized events, and it is known to be a delicate work for the TS.*

The automatic withdrawal is a new feature of version 6.0 that brings a one click facility : change in one operation all the results of the concerned player. No need to puzzle any more over what the correct result code should be. To withdraw a player, choose him in the 'White player' selection box (this may require you to go into Edit mode if the player has completed all of their games as White) and click the 'X' button that will appear. If you confirm the withdrawal, then all the games of the leaving player will be scored as losses in the table. Withdrawing a player also sets their email address inactive so that they will not appear in the 'To:' field of future tournament reports. The TS also has the ability to set an email address inactive without withdrawing the player from the tournament. This is done from the Add/Edit Player form .

Note: you may have to change later the forfeited games to adjudicated results if an opponent asks an adjudication, of course. This is a usual result replacement to achieve in "Edit mode".

Change the tournament linked files:

The "Head-, Bottom-, Comment-, PGN file" button opens a dialog box which lets you create, configure or edit the mentioned files and the private files associated with the active tournament. All these files are detailed in 5.3. These files will be included in the tournament report so it is important to update them before making a new report.

Report options checkboxes:

- "Autom: email file" is checked by default if you have set your CLChess configuration this way (recommended). CLChess will open a "compose message" windows of your email program automatically if you use this option. You can do there your last minute changes before sending the report. If this option is not selected, then a few files named according to the tournament specifications are created in the CLChess output directory. You'll have to copy/paste from these files in your mail program to build the report (see Appendice A for details).
- "Include SB table in email file" should be normally selected, as the Sonneborn-Berger is the standard tie-break method needed in most cases (see Appendice B).

Creating a tournament report:

When you feel ready to generate a new report for the players (make sure to have entered all the results correctly, and updated the linked files also, as the PGN file), then you can press the "Create email file" button.

The contents of a tournament report, and the user controls upon its contents, are described in the next chapter.

## 5 The Tournament Report

### 5.1 General composition

The tournament report is called “Email file” in several places within CLChess. This is the text document that the secretary has to send to the participants on a regular basis.

The contents of the tournament report can be customized almost entirely by the user. – besides a few parts. The different components of a report are listed in the table below, in order of appearance. Some of them are optional, some are automatically inserted by CLChess. An ideal report should include all the components.

Component	Inclusion	Customisation	Description
Head	Optional	Free text file	The header will be put on top of the report (IECG logo, tour. title ...)
Main cross-table	Mandatory	CLTABLE . CLD	Current results table
Players details	Mandatory	CLTABLE . CLD	Full player names and addresses
Sonneborn-Berger (SB) table	Optional	No	Sorted ranking of the tournament, after tie breaks, if needed (see Appendice B)
Results meaning	Mandatory	CLTABLE . CLD	Explains the results symbols used in the report
Results trace-back	Mandatory	CLTABLE . CLD	Full history of all results so far, in the format defined in CLChess configuration.(see 2.3).
PGN games	Optional	Free PGN file	The games finished so far in PGN format
Comments	Optional	Free text file	List of the vacations and tournament hazards (withdrawals, address changes ...)
Bottom	Optional	Free text file	The footer of the report (put at the end). Usually salutations and signatures.

### 5.2 Mandatory components

The mandatory parts are changeable only by making change in the CLTABLE file associated with the tournament (by default all tournaments use the CLTABLE . CLD file present in the CLChess home directory). Normally this file should be provided by your organization who wants all tournaments reports to be compliant with a given standard. So change this file only with solid reasons (see Appendice C).

### 5.3 Optional components

Up to 4 free text files detailed hereafter can be included automatically in the tournament reports generated by CLChess. They share these common characteristics:

- These plain text files can be modified with any standard text editor (as wordpad, notepad and so on).

- CLChess needs to know the exact files relative to any given tournament – you will have to establish a link between the files and the tournaments as explained in 6.2.
- You are allowed to use special variables in these text files called “CLChess macros” – these macros will be substituted with the right value when the report is generated (see 5.4).

### 5.3.1 Header file

This is a plain text file that will be inserted at the beginning of the tournament report. The header file should contain:

- A logo and name of your club/association
- The title of the tournament
- The nature of the document (“Tournament Report”)
- The date of publication

The goal of this header is to let know to the addressees that this is a chess tournament report from your club, at first sight. Do not make it too long as it may mask important information in the next pages of the report. 15 lines is a maximum.

Here is an example of the output such a header, once inserted in a tournament report:

```
=====
| \_          IECG CM-2004-0-00278 Tournament Report
/  . \_      26 September 2004
| (  ___)
|   \
|   = |      Tournament Secretary: Jean-Luc Duriez <jl.duriez@wanadoo.fr>
|___\
|_____]      IECG Home Page: www.iecg.org
=====
The latest IECG Rules and Regulations are applicable to this tournament:
Rules version 6.5, dated January 1st, 2004, at http://iecg.org/Rules.htm
=====
```

You will note that some data there will vary from one tournament to another, or from a report to another: title, date, and TS details in this example. To avoid manual input of this data in your header file and have to change the header for each tournament, you can take advantage of the CLChess macros.

The corresponding header.txt file would contain in fact:

```
=====
| \_          IECG ~TT. Tournament Report
/  . \_      ~DL.
| (  ___)
|   \
|   = |      Tournament Secretary: ~TSN ~TSE
|___\
|_____]      IECG Home Page: www.iecg.org
=====
The latest IECG Rules and Regulations are applicable to this tournament:
Rules version 6.5, dated January 1st, 2004, at http://iecg.org/Rules.htm
=====
```

See 5.4 for a list of these CLChess macros. With this dynamic definition of the header file, nothing is hard coded regarding the tournament name so you can use a single header file for all your tournaments.

### 5.3.2 Bottom file

This is a plain text file that will be inserted at the end of the tournament report. Its function is like a signature in an email program. The bottom file should contain, for IECG context:

- A salutation message
- The details of the tournament secretary
- The details of the tournament director
- The details of the appeal instance

A reminder of this information is useful for the players to let them know who to contact in case of problem, at different levels if the TS does not reply for any reason.

Example of a bottom.txt file:

```
Amici sumus!

Pascal Paris <xxx@yyyyy.fr>
Tournament Secretary

Jean-Luc Duriez <tdclass@iecg.org>
Class Tournaments Director

<appeals@iecg.org>
```

This file may be shared by all of your tournaments of the same type (because the director is different). So you'll have on bottom.txt file for each type of event that you manage. Not a big deal. There is no reason in my opinion to use macros in the bottom file.

### 5.3.3 PGN file

*PGN stands for Portable Game Notation, a standard format for describing a chess game in a plain text file.*

This file is a text file also, but its format must adhere to the PGN standard. It holds all the finished games of the tournament. The Headers of the finished games are created automatically by CLChess TM, you can negligate the failures in the incoming gamereports! However, you must append the new *movelists* as and when they arrive from players, as follows:

- Select, copy, past *the movelist* to Ectool, Chessbase or any PGN Reader (see below) and check it for typos, impossible, dubious moves, etc. Correct the mistakes if possible. If not, send the gamereport back to the player for correction.
- Open CLChess TM, go to the main datafile, select and open the Tournament datafile. Click on ADD/EDIT/DELETE RESULT (or F5). The crosstable should appear.
- .In the *White* drop-down list (bottom-left) select the No. of the player with white, then the same for *Black*. In the *Result* list select the appropriate result, then click on *Current date* and *Save*. The result appears in the crosstable and the correct Header pops up automatically with the *blank window for the movelist*.
- Past the corrected movelist into the window and click SAVE.

At the end of the tournament, you should have a complete PGN file, including 21 games for a standard class tournament for instance.

You are strongly encouraged to use a good PGN reader to check each of your PGN files, because players leave errors very often if their reports, with are of course not corrected when you copy/paste the data directly from the player's message. Some good readers are: ECTool ([www.ectool.nu](http://www.ectool.nu)) or ChessBase Light ([www.chessbase.com](http://www.chessbase.com)). A systematic check should be

done before you generate the tournament report, to be sure that you will have valid PGN game scores in your tournament report.

You should not use CLChess macros in a PGN file because they will cause the file to become unreadable by external PGN readers. So do not try it.

#### 5.3.4 Comment file

The comment file is a plain text file that will be inserted near the end of the tournament report, just before the bottom file. Its function is to give general information about the tournament and events that happened so far, as:

- A status of the vacation allotment for each player
- The dates of the vacations for each player
- A reminder of address changes
- Withdrawn players
- Time exceeding

The format of this file is totally up to the TS. You'll have to modify it by hand as the tournament advances. Keep the information clear, concise and chronologically dated. You may use CLChess macros in the comment file, but as this file is for a single tournament anyway, there is no advantage of doing so.

*You must see this comment file as a kind of history record to keep track of all events beside normal results. Do not put here important notices with a limited validity and messages that must be replied to, because you cannot expect that every player will scroll down the tournament report until its very end – the players will probably miss it! So **all important and temporary notices from the TS should be added by hand directly in the tournament report, between the header and the main cross-table** (to be seen at first sight on the first page).*

#### 5.4 CLChess Special macros

In all the files described above (and in the CLTABLE.CLD file also) you can use CLChess special variables directly in the text. These variables are replaced with the correct value when CLChess creates the report. Here is a list of some useful macros:

~DS.	Actual Date in the format DD.MM.YYYY, e.g. 10.07.2001
~DM.	Actual Date in the format DD. MMM YYYY, e.g. 10 JUL 2001
~DL.	Actual Date in the format DD. MMMM YYYY, e.g. 10 JULY 2001
~SDS	Tournament starting date in the format DD.MM.YYYY
~SDM	Tournament starting date in the format DD. MMM YYYY
~SDL	Tournament starting date in the format DD. MMMM YYYY
~TT.	Tournament Title
~TSN	TS Name
~TSE	TS Address
~ORG	Organization
~TCL	Tournament Classification
~TNO	Tournament Number

For a complete list of the macros, see Appendice C.

## 6 The tournament files organization

### 6.1 The file structure of CLChess TM

In the CLChess home (installation) directory the folder for each individual tournament is created automatically, also the files Epgn.pgn and Ecomment.txt in the CLC folder. Since all Tournaments should have their own Comment and PGN files, Epgn.pgn and Ecomment.txt should be *copied to all Tournament subfile*, and could also be renamed thereafter. So a normal path can be for instance: C/Program files/CLC/CM-2005-0-00271/Epgn.pgn. Alternatively, you may create empty files with the right name at the right place with a standard text editor (Open an empty document and then "Save as ..."). See [in 6.2.!](#)

### 6.2 Link files with a tournament

By default, all tournaments should be associated with the 4 standard files: EHEAD.TXT, EBOTTOM.TXT, ECOMMENT.TXT, EPGN.PGN, that can be found in the home directory of CLChess. To change these links for a tournament, activate a tournament, go for the "Add / edit / delete result" dialog and press "Head-, Bottom-, Comment-, Pgn-files".

The left column allows you to build the file configuration for a tournament:

- choose the report component in the drop down list on the upper left. For the private files, see the comment at the end of the paragraph.
- check one of the box:
  - None: no file will be linked to this component
  - The default system file
  - User defined file (recommended). Then choose the file in the selection box in the lower left.

The right column display in its middle a summary of the current links (tournament file configuration). You should see the summary being updated as you change the configuration.

For IECG work, our advice is to not use the default system files and make up your own configuration instead:

- One common header file for all tournaments
- One common bottom file for all tournaments of the same type
- One PGN per tournament
- One comment file per tournament

To be able to make a link, the files must be **existing** files on your disk. Note that if you are configuring a brand new tournament, you may have to create empty PGN and comment file on your disk before you make a link between your tournament and the files.

The other buttons on this panel are gadgets:

- To edit or create the file activated in the left column, you can use for each tournament the corresponding button. This will open the default (global) text editor (as notepad) that you have defined in the general configuration (main menu bar, select Utilities/External Programs).
- "Configure text editor" is used to define an editor of you choice for this tournament. Also you can use the global editor, which is set in the configuration. For the individual editor use the left mouse button, for the global use the right one.

- “external pgn-reader” allows you to launch your configured PGN reader (main menu bar, select Utilities/External Programs).
- “Hints” displays a list of useful macros you can put in your text files (see 5.4 for comments).

What are the private files ?

Those files are individual notes for every tournament, that are not inserted by CLChess in the tournament report. You can have up to 3 private files this way.

The best place for these private files are the tournament folder of course. The exact usage of these files is up to the TS. You may keep track there of the player claims, your reminders, deadlines or actions you have to do in this tournament and at what dates. They can be used as history record and/or checklist.

## 7 Managing the tournaments in datafiles

### 7.1 Search for tournament(s) or player(s) in a datafile

CLChess TM has a flexible 'search engine' built-in, which lets you find particular tournaments or players in a datafile fast and straight to the point. Even without knowing the exact data of the tournament or the player you are looking for.

Usually you will use the 'search engine' from the main window; even though you can initiate searches from other parts of the program. You activate the 'search engine' by clicking the "Search ..." button when it is present in any dialog of CLChess. This event opens the search dialog box.

#### 7.1.1 Search for a tournament

You can search right away for a particular tournament or groups of tournaments with shared properties by entering the year, and eventually the class. Click on the "Search ..." button and a new panel will be displayed, allowing advanced searches and each tournament occurrence meeting the criteria.

You can alternately click immediately on the "Search ..." button without entering any parameter, this way you'll run a dummy search but you will display the search dialog quickly and can start your search from that point.

The search dialog is mostly divided in two columns: input your search parameters and criterions the left column and see the results in the right column.

- Check the box "Tournament specifics" to perform a tournament search
- Enter any of the parameters Year, Class and Number and see the results of the mach at the right. The "Clear Year, Class, Number" will exactly do that: you will match all the tournaments of the datafile.
- The checkboxes at the lower left are other filters for the search:
  - "Odd/even/all" filters according to the parity of the tournament number
  - "Not complete" will list the tournaments that are only partially filled in.  
- player(s) entry(ies) are missing
  - "Complete" will list the full tournaments
  - "Complete not started" will list the full tournaments with the starting date not expired.
  - "Started" with "finish/unfinished" is self explanatory
  - "All" will inactivate any filter of this section

While performing a tournament specific search, you can combine all the conditions entered in the drop down lists (Year, Class and Tournament No), with all check boxes in the frames Tournament No. and Tournament status (all the criterions are linked with AND).

If the option "Search activated with input" is checked, you will be given the results immediately in on the right side of the display and it will be updates as you type in your criterions.

If the option Search activated with input is not activated, you have to click "Start (F5)" to get same result.

#### 7.1.2 Tournament search results display

The right column of the search dialog offers these items:

- A usual "Choose another datafile ..." to jump to another datafile if you wish (the name of the active datafile is displayed at the top).

- A scrollable list of the tournaments found – you will notice that the number of tournaments matching your criteria and the total number of tournaments in the datafile are available at the top of the list.  
The list is “sensitive”: you can mark a tournament with a click.
- An “info” zone where details of the marked tournament are displayed (if a tournament has been highlighted with a mouse click in the list of found tournaments)
- “Use marked Tournament N<sup>o</sup>” makes the marked tournament in the list the active tournament and brings you back on the main panel. (Hint: a double click on the wanted tournament gives the same result).
- “Cancel”: the search dialog closes without any action and you are back in the main window.

### 7.1.3 Search for a player

To search for a player name you have to select the option “Player name” at the top left of the search panel. Search for ...

The left column will be changed to offer search criterion and options that makes sense for a string search. All the players present in your current datafile will be displayed to the right at the start of the search.

In this dialog you can :

- Refine the search: input any character string in the text field labelled “Player name” and the matching names will be displayed. The search is case insensitive. All players, holding the sequence of characters in any part of their first name or last name, will be shown.
- You can sort the output by Tournament No., by Name or by rating

Beside of this, all the other buttons of zones to the right have the same functionalities than in a tournament search. See 7.1.2.

## 7.2 Erase tournament(s) from a datafile

Open the concerned datafile. Select the tournament, to be erased, by its content (year, class and number). Click the “Erase tournament” button in the main panel. You will then be asked if you are really want to erase that tournament (built-in security).

If they are some temporary files associated with the tournament (see Appendice A), a second dialog box ask you to confirm the complete deletion of all the elements also.

If you have deleted the tournament by mistake, then you will have to restore the last backup of the datafile, along with any of the temporary files which were deleted.

## 7.3 Copy tournament(s) in another datafile

Clicking the “Copy Tournament” button in the main menu opens a new dialog box , which let you copy one or more tournaments from one datafile to another.

The procedure is four steps as follows: you will select a source datafile, a destination datafile and then identify the tournaments for the source that you want to copy. Then you can start the copy. You can do several copy operations in sequence between the same datafiles.

1. In the frame “SOURCE” at the top, you select the source datafile, i.e. the file which contains the tournament(s) to be copied. (the default datafile is preset. If you want another source file , then click the “Choose another ‘Datafile’” button).
2. In the frame “DESTINATION” you choose the target datafile to which the chosen tournament(s) are copied. Use the button “Choose destination” to browse your disk for an existing datafile or use “Create a new Datafile” to start a new datafile.

3. Select the criterion on the left side in a way that the tournaments you want to copy show up in the yellow window at the right. The selection of tournaments to be copied follows the same principles as the usual tournament search dialog (see 7.1.1). The tournament(s) show up automatically only when the option "Autom. View" is checked. If not, you'll have to press "View" any time you make a change in your selection of options. (Hint: Let the option "Autom. View" always be checked. That's to avoid eventual erroneous copying).
4. To copy the tournaments, shown in "Tournaments to move" , from Source to Destination just click "Start".

If you have several tournaments to copy and you cannot display them with as single set of criterions, then simply make several copies (iterate steps 3 and 4). Clicking on "Quit" brings you back to the main menu when you're done.

If one or more tournaments are already stored in the target file, you will be notified by CLChess TM. Click "Yes" to overwrite the tournament in the target file, "No" to NOT overwrite, "Yes to All" to overwrite all tournaments with the same tournament description without further questions, with the tournaments from the source file, or stop the copy process by pressing "Cancel".

## 8 Utilities

The items are presented in their order of appearance in the Utilities menu.

### 8.1 *Change date of report*

As new results are input and saved in a datafile, the entry date (most of the time equals to the system date) is saved too. In few cases it is necessary to change this date.

- define the tournament (Year, Class, Number) in which you want to change the date of a result.
- select “Utilities / Change Date of report” and open the new window for editing. In this window click the button “Show matches” to see all results which are already reported in this tournament. Mark in the list the match(es) where you want to change the date (multiple choice is possible). Now put in the new date in the frame “New report date”. This new date is overtaken by the marked matches with a click on the button “Set new date”. The new date will be set to the marked matches immediately and the ‘match list’ will be sorted out new.

The change of the report date will be seen with the next creation of the tournament report.

### 8.2 *Converter*

The converter is only for people upgrade with datafiles created with a CLChess version earlier than v3.00. The converter is very easy to handle, because you only have to choose the file, which should be converted. The version will be identified automatically and the software tells you with a message box how to go proceed. Please follow the instructions.

### 8.3 *External programmes*

With the menu “Utilities / External programs” you are enabled to define a global text editor and a PGN reader of your choice, to edit and check your tournament related files. CLChess will launch the appropriate program if you want to access those files from the “Head, Bottom, Comment, PGN file” dialog (see 6.2) within CLChess.

### 8.4 *Rating utilities*

The rating utilities are designed for the rating official of an organization, so the rating file tools have little application for normal user. The functions available are:

- Combine – This function will automatically combine multiple datafiles into one. All .dat files in the same folder as the selected .dat file and any subfolders are joined into a single .dat file.
- Tournament Check – This will create a delimited file listing all of the players entered in each tournament in a datafile. Designed to help identify unannounced player replacements.
- Create Rating file – This creates a delimited file with the format defined using the Printingformat button. The tournaments considered for this file are chosen using the Options on the form. Either a time period is selected, or other search criteria such as Year, Class, etc.

### 8.5 *Special reports*

This tool offer facilities to create summary reports for multiple or all tournaments of a datafile. These are not the standard report to be sent to players.

Click on “Utilities/Special reports” to open the special report dialog:

- on the top you have the name of the active datafile and a button to jump to another one if needed.
- on the left part you can activate various filters
- on the bottom of the screen you can choose the name of the output text file

Select the report type: Option 1 is to place first all cross-tables then all results in the report file, and with Option 2 the results list will be written below each cross-table

Tournament criterion: choose if the output will be filtered according to the TS name or to the Tournament specification. Clicking on the button "Define criterion" allows you to setup such filter. If you define no criterion (in both cases) ALL tournaments are visible.

Tournament starting date criterion: here you can setup a filter on the tournament starting date, to have only recent tournaments for instance. If you choose "all tournaments ...", then the filter is inactive. If you choose the second option "Tournaments with starting date in period", you can define the period in which the starting date of the tournament should be in. If you choose this option without giving the period limits, the CLChess TM will set default limits. Do not make crazy date inputs, because the date is not checked by the software !

Result report date criterion: here you can define the results, which should be reported of each tournament. If you are setting the option to "all results", for each tournament (which fits with the options above) every existing result will be reported in the result list.

If you choose the other option user defined period only this results, which have a report date within the period are reported. If you choose this option without giving the period limits, the CLChess TM will set default limits. Do not make crazy date inputs, because the date is not checked by the software !

With the buttons "Save as default" and "Load default" you can save and load one default set of options for this whole dialog box. With the button "Choose/create report file", you can define the special report filename with its path. If you do not define such a file, the CLChess TM will set the default filename REPORT.TXT (in the default output directory).

The button "Start" starts the creation of the special report file.

The button "Quit" closes this window.

## 9 FAQ for IECG CLChess users

This FAQ is compiled with the IECG background in mind. Repeats may occur with topics previously treated in the documentation. This chapter is provided as a convenient checklist for IECG TSes: what are the impacts of the most usual events of my tournament files ?

Be warned, **the actions listed here are restricted to the technical point of view of the CLChess program. Other IECG legal procedures must be undertaken in parallel.** Refer to IECG Rules and IECG TS FAQ.

### 9.1 How should I organize my files ?

- Each TS is recommended to have only one datafile for his usual work, with all his managed sections included. This simplifies the monthly reporting of the datafile, and takes full advantages of the CLChess search feature (because you cannot search several datafiles at once). Name the file with your own name, to avoid messy overwriting problems for the IECG offices.
- Build the directory and file structure suggested in 6.1, and customize the tournament files as stated before in this documentation. Find a summary below:

File	Function	Recommended name
Main datafile	Includes details and advancement of all your tournaments	CLChess \\"tsname\".dat
Head file	Tournament report header	CLChess \Ehead.txt
Bottom file	Tournament report footer	CLChess \Ebottom.txt
PGN files	Includes all the games for a tournament	CLChess\ TT-YYYY-S-NNNNN\games.pgn
Comments files	History record of tournament events	CLChess\TT-YYYY-S-NNNNN\comment.txt

- Configure each tournament to link the correct files as explained in 6.2
- **Backup CLChess directory** at last each week on a separate medium (ZIP, CD-RW, floppies ...)

### 9.2 What must I do when a new tournament is assigned to me ?

When a new IECG tournament is started from the Tournament Office, the TS of this tournament gets a copy of the Starting List as a standard message and the CLChess datafile for this tournament information.

- Copy the datafile of this new section into your default datafile using the copy function of CLCHESS.
- Configure the tournament associated files as explained in 6.2. You will have to create empty PGN and comments files at the right place.

### 9.3 How must I integrate a new result ?

- Correct the movelist and check it with an external tool.
- Using CLChess add the new result in the tournament cross-table
- Past the corrected movelist into the window which pops up, then (usually) select "SAVE". CLChess constructs the correct PGN Header automatically and places the gamerecord in the pgn file of the Tournament.

#### **9.4 A player changes his address. What must I do ?**

- Add this information in the comment file of the concerned tournament
- Activate the tournament under CLChess, and edit the player address (see part of 4.3)

#### **9.5 A player is declared withdrawn, what must I do ?**

- Change the player results in the tournament table with the CLChess appropriate automatic withdrawal function (see 4.6)
- warn all opponents and ask for the game scores of the unfinished games (with adjudication data if any)
- check and append these game scores to the tournament PGN file
- if adjudications are requested then edit the tournament result and put in the definitive result as per the decision of the adjudicator (see 4.6)

#### **9.6 A player is being replaced. How must I handle this ?**

- Activate the tournament under CLChess, and go to the "Add / edit player" dialog. Enter the new player data as per 4.3. (overwriting the old player details).
- Add a suitable annotation in the tournament comment file
- Produce and send a new starting list for the tournament. Suggested method:  
Generate a regular tournament report for this tournament, but include also in this report the drawing of colors and the legal reminders (by copy/paste from the original pairing chart from the TD) as these important parts are not in a normal report. Send this "special" report explaining that there is a replacement.

#### **9.7 What is the meaning of the possible results of a game in CLChess ?**

When you enter results in the menu "ADD/EDIT/DELETE RESULT" you have the following possibilities : 1, =, 0, c, u, +, -, W, D, L, w, d, l :

- the first three types of results (1,=,0) are the usual ones the TS uses when a chess match ends normally.
- the next type of result (c... cancelled - unrated) is to be used by the TS when a chess player has started all his/her games and cannot end the matches after a few moves, e.g. he/she become ill. please note that all these matches will be unrated.
- the result "u" (stands for unplayed-unrated) must be used when a chess player still has NOT started his matches (he/she has NOT made ONE move in the tournament). All these matches are unrated.
- the next two types of result (+ and -) must be used the TS uses, when a chess player makes an announced or silent withdraw and the opponents of this player don't want an adjudication of his/her match from the IECG adjudicator. All these matches are unrated.
- the last six types of result (W,D,L,w,d,l) are used when a game is adjudicated – by the proper IECG adjudicator.

W - Black withdraws, Game Adjudicated as win for White

D - Black withdraws, Game Adjudicated as draw

L - Black withdraws, Game Adjudicated as win for Black

w - White withdraws, Game Adjudicated as win for White

d - White withdraws, Game Adjudicated as draw

l - White withdraws, Game Adjudicated as win for Black

It is very important to input these results correctly, because they are used for ratings computations. You will notice that, with these entries under CLChess, the withdrawing player always scores a loss in the cross-table of the tournament – this is normal because

this way the results with that player has no significance for the rest of the tournament. But, on the contrary of a +/- or c result, it will be rated according to adjudication.

The L and w results may seem strange at first glance, they are typically used when a game has been finished normally before the withdrawal takes place and the withdrawing player had won the game. This is a way to keep the rating calculation in favour of the true winner (the withdrawing player here) but to show the result as a loss for him in the tables for tournament balance purposes.

## Appendice A. Files created by CLChess

If you have opted for the recommended automatic email report option, then a compose email message opens and you can do some last minutes changes before sending the report. That's all. The internals of CLChess does not matter much for you in this case.

If you have not enabled the automatic email report facility (or if your email program does not allow it), or if you are just curious about what is behind the curtain, then you must seek for the tournament report and relative information in the temporary files of CLChess to build up the report by several copy/paste operations. This method was the usual one prior to version 6. It is explained below.

CLChess handles 4 internal files with each tournaments, in addition of making the necessary change in the datafile. These files are also plain text files that are created and updated in the background as you work with your tournaments. They are stored in the CLChess output path which is equal to the subfolder of each Tournament.

These files are identified with the same root name: UYYNNNN\_XXX, where YY is the year, NN is the name of the tournament and XXX is the number of the tournament. For instance for the IECG tournament CA-2001-0-00016 the root name is U01CA\_016.

Each of the 4 files bear a different extension: .txt, .sub, .dcm, .cct. Their function is detailed below:

- UYYNN\_XXX.txt is the last tournament report CLChess generated for the tournament (contents described in chapter 5).
- UYYNN\_XXX.sub is a subsidiary file that is generated at the same time of the tournament report.
  - Tournament headlines (CLChess will copy/paste it to the "Subject:" field in your email message)
  - player addresses also copied automatically to the "To:" field
  - players with unfinished games
  - list of unfinished matches (can be useful to send reminders)
- UYYNN\_XXX.cct is table giving the file configuration for the tournament. You find all the associated files you have defined as the HEAD, BOTTOM, COMMENT and PGN files for the tournament (see 6.2). If you erase this file you will have to redefine the file links as explained in 6.2.
- UYYNN\_XXX.dcm is a log file of all events in the tournament (results, address changes, replacements ...)

**These files should not be edited or deleted – they are here for viewing only.** If you delete the cct or dcm files then you'll loose (non critical) information about your tournament. The .txt and .sub files are generated each time you ask a new tournament report in CLChess so any accident on these files is unimportant.

If you have edited the TS details or stating date of a tournament, a starting list for this tournament is created under the name: UYYNN\_XXX.txt (with a starting S instead of U). This file can be used to send an updated starting list after a player replacement for instance.

## Appendice B. The Sonneborn-Berger table

*The Sonneborn-Berger system is a popular tie-break method.*

As already mentioned it is possible to include the special Sonneborn-Berger value in the report file. Even when this option is not set as a default in the configuration it is possible to activate it before creating the report (Check the option Include SB-table in email file in the results entry window).

Follows more explanation of the Sonneborn-Berger value :

As opposite to the main cross-table which is unsorted - strictly in the order of the players entry, the S-B table is sorted according to these criterions, by order of priority (we have 3 tie-breaks methods applied):

- number of points
- SB value
- rating performance
- direct match result

The first criterion is the number of points. If there are two or more players with the same sum of points, the second criterion is the Sonneborn-Berger value. The S-B value is a much more refines criterion than the direct points.

This is how it works: each "tied" player scores his "SB points" adding up as follows:

A = 100% of his opponent's points if he won the individual game

B = 50% of his opponent's points if he draw the individual game

C = 0% of his opponent's points if he lost the individual game

The "Sonneborn-Berger" value is A+B+C

Normally this value is good enough to break most ties.

### Structure of the SB - Table

IECG CP-2000-P-00073				Tot	S.-B.	Plc	still
CP 2000 Tournament # 073					value		to play
016719	Brulic, Denis	CRO	2041	5,0	11,50	1	0
010818	Gourion, Daniel	FRA	2051	5,0	11,50	2	0
018515	Flives, Robert	SUI	1650	4,0	7,50	3	0
016113	Varsamis, Christos	GRE	1881	4,0	7,50	4	0
013812	Robillard, Gerald F	CAN	1149	2,0	1,00	5	0
018621	Hartjes, Dan	USA	0800	1,0	0,00	6	0
018418	Carrier, Michel	CAN	1450	0,0	0,00	7	0

- First line: Tournament specification
- Following lines from left to right:  
ID No., name, nation, rating (at the start of the tournament), collected total points, SB value, placement and last the number of the matches still to play.

In the example above, the 2 top players are tied with regular points and SB values. The second tie-break method applies (better rating performance).

Note: The SB- table can be displayed at any moment in a popup window in the result entry panel. Click the button "SB value".

## Appendice C. The report template file: CLTABLE.CLD

**Warnings:**

1. Do not change this file without a very good reason
2. Garbling this file will cause CLChess to crash and prevent you from making any tournament report
3. Make a backup copy of the file to anticipate problems
4. Use a good text editor (MS Wordpad included in WIN95/98/NT or better text editor) because these programs are offering enough memory to work with the CLTable-file. Don't use notepad: it is too simple for the purpose of editing cltable.cld (you may loose information).
5. Be sure to save the file in ASCII-format (plain text)!!

The CLTable file is a skeleton file that defines the look of your tournament reports. In chapter 5, the different components of a tournament report are detailed. The CLTable file controls the sequence of the components, and the look of the mandatory components (like the main cross-table, player list and results list).

The default CLTable file is named CLTABLE.CLD in the CLChess installation directory. You may define several CLTable files to use different report templates – but this is a rare usage. This makes sense if your are arbiter in several clubs and so you need to handle different output formats (see 4.3 to link a specific CLTable file for a tournament).

**Variables and markers in the CLTable file**

**Warning: the syntax of all variables, markers and other special signs is strict !**

The following features are available in the CLTable file (and also in the Head-, Bottom-, Comment-, Pgn files):

- \ (Backslash as FIRST character in a line ) : those lines are ignored from the software. They are treated as comments.
- ~ (Tilde; standing alone) : On this place there will be set a fixed value by the program. Please never change such alone standing tilde. If you really think, that the change of an alone standing tilde is necessary, please contact the support.
- ~xxx (Tilde with a following predefined string on 2 or 3 characters) :  
Such variables may be located by the user at any place. The different variables and there representation is shown in the list below:
  - ~DS. Actual Date in the format DD.MM.YYYY, e.g. 10.07.1997
  - ~DM. Actual Date in the format DD. MMM YYYY, e.g. 10 JUL 1997
  - ~DL. Actual Date in the format DD. MMMM YYYY, e.g. 10 JULY 1997
  - ~SDS Tournament starting date in the format DD.MM.YYYY
  - ~SDM Tournament starting date in the format DD. MMM YYYY
  - ~SDL Tournament starting date in the format DD. MMMM YYYY
  - ~TO. Tournament specification (e.g. 1996 CUP #002)
  - ~TT. Tournament title
  - ~TSN Name of the TS
  - ~TSE Address of the TS

~VEK	Version number of the CLChess TM, short (e.g. V4.02)
~VEL	Version number of the CLChess TM, long (e.g. Version 4.02)
~AVR	Average rating (4 digits – if necessary with pre-ceros)
~CE.	Category calculated with the average rating
~Nnr	Name of the player with number Nr (e.g. ~N01 Name of player 1) The player number must be 2 digits long
~Anr	like ~NNr, but address of the player
~MST	Statistic line (total number of matches, open matches, finished matches)
~ORG	Connected organization
~SJ.	Year of the tournament
~TCL	Classification out of the tournament
~TNO	Tournament number

@@ always defines the beginning or end of a section, part or default mask. In connection with a number (this number always must have 2 digits, if necessary leading ceros, e.g. @@07) this mark defines the beginning of a special part (in the example the pro-gram is told, that the following passage is defined for 7 players)

Remark : if you have other ideas for variables, please contact the programmer.

### **Sections of the CLTable file**

If you take a look on the default CLTable.CLD, you will see that it is split in 5 different sections:

- [Single\_Table] = Cross-table definition for single-rounded tournaments
- [Double\_Table] = Cross-table definition for double-rounded tournaments
- [Start\_Table] = Section for the starting report file
- [SB\_Table] = Section for the Sonneborn-Berger cross-table
- [Results\_Table] = Section for the results definition

The order of this sections within the CLTable-file is free.

#### **Section : [Single\_Table]**

This section has 15 different smaller sections, called parts. Those parts are responsible for the output of the main cross-table in the report file.

A part always starts with @@Nr and ends with the beginning of the next part. Exception : Part @@15 – this part ends (as the last of the Single\_Table) only with @@.

Between the start- and end markers the pattern consists of the cross-table body and the statistic line and the list of the player addresses.

If possible please do not change the pattern of the main cross-table, because this may cause unpredictable results or program crashes.

All the other texts and variables may be changed, moved or deleted. But keep the rules like described above (see The content and skeleton of the CLTable-file).

Please never forget to set the end mark @@ after Part 15 !!

#### **Section : [Double\_Table]**

This section is to be handled like the [Single\_Table]. The only difference is, that this table only exists of 8 Parts, where Part 8 has the same functionality like Part 15 above.

**Section : [Start\_Table]**

This section is also divided in different parts. It includes all together 16 parts, where the first 15 are standing for the different tournaments with varying numbers of players and the last one (Part @@99) defines a special part.

It is very important to see, that every of this part has its own end mark @@.

The content of these parts is free to the user. You can use all variables of the list above.

Part @@02 - @@15 should be the definition of the list 'Who has white against whom'

Part @@99 : this be the most important for those users, an depend on the rules of your organization. Important: it MUST be the last part in the [Start\_Table] section.

In this part you can define the rules, remarks or other important comments for the connected organisation. You can use all variables. This part is used for the output in the starting list only. The text will be shown like you define it here. Variables are replaced with the true values (like shown in the list above).

**Section : [SB\_Table]**

This section is responsible for the output of the Sonneborn-Berger cross-table. The header of this pattern should not be changed. Text or strings, which are no special strings may be added, moved, changed or deleted without any fear. The text will be shown like you define it here.

Variables are replaced with the true values (like shown in the list above).

Please look for the end mark @@ of this section, else a correct output may be not given.

**Section : [Results\_Table]**

This section appears after the addresses or SB-Cross-table (if included). It displays all the results of the tournament in chronological order. The text will be shown like you define it here. Variables are replaced with the true values (like shown in the list above).

Please look for the end mark @@ of this section, else a correct output may be not given.