

Braille Chess Association Tie-break Systems

Tie-break Systems used in BCA over-the-board Tournaments

Tournaments using the Swiss pairing system

1. Sum of progressive scores
2. Bucholz [sum of opponents' scores]
3. Sonneborn-Berger [sum of the scores of players beaten and half the scores of players drawn against]
4. Kashdan [4 points for a win, 2 points for a draw and 1 point for a loss]
5. Result of the game between the players who tied
6. Greater number of games with the black pieces

All-play-all Tournaments

1. Sonneborn-Berger
2. Kashdan
3. Result of the game between the players who tied
4. Examination of Results from the top downwards. Example, for two players finishing joint first, result of their games against player in third place and working downwards until a deciding game is found.
5. Greater number of games with the black pieces

Tie-break systems used in BCA correspondence tournaments

1. Sonneborn-Berger
2. Kashdan
3. Result of the game between the players who tied
4. Examination of Results from the top downwards. Example, for two players finishing joint first, result of their games against player in third place and working downwards until a deciding game is found.
5. Greater number of games with the black pieces

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