

Vesius Pairings - User Manual

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Message from the Author

Vesius Pairings is a powerful, feature-rich tournament handler program designed to deliver a seamless experience for organisers and arbiters at every level. Whether managing a school event, a local club competition, or a major international tournament, it ensures **efficient, professional, and transparent** tournament operations.

What sets Vesius Pairings apart is its **versatility, ease of use, and robust automation**. It supports **concurrent management of multiple tournaments**, adapts to **national federation reporting standards**, and delivers **real-time updates**. The software runs entirely in the browser with no installation required. With support for over **15 rating lists** and more than **15 languages**, it is a truly **global solution** combining powerful features with an **intuitive interface**.

The software is completely **free to use** with **no limitations** on players, rounds, tie-breaks, or any features. It is entirely **ad-free** with no user tracking or targeted advertising. The only promotional content consists of manually curated banners highlighting Vesius supporters, typically showcasing tournaments or chess initiatives, ensuring a **private, distraction-free experience**.

While Vesius Pairings remains freely accessible, its development and maintenance require **significant time and resources**. If you find it valuable, **donations are appreciated** to help sustain the project. You can donate via the **PayPal** button in the footer of vesius.org.

Built on the belief that chess should be accessible to everyone, Vesius Pairings serves both **grassroots initiatives and elite competitions**. Its **FIDE-compliant design**, powerful features, and ease of use offer a **fair and streamlined experience** — whether you're a **seasoned arbiter** or **running your very first event**.

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[Vesius.org](https://vesius.org)

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1 Introduction

Vesús Pairings is designed to be intuitive and user-friendly, but reviewing the user manual is strongly recommended — especially for professionals running rated tournaments. This guide provides a structured overview of the interface, with clearly segmented topics and illustrations to help you quickly locate relevant information.

The software runs in FIDE mode to ensure full compliance with the [FIDE Handbook](#). It prevents prohibited operations and displays warnings where appropriate, promoting best practices in tournament management.

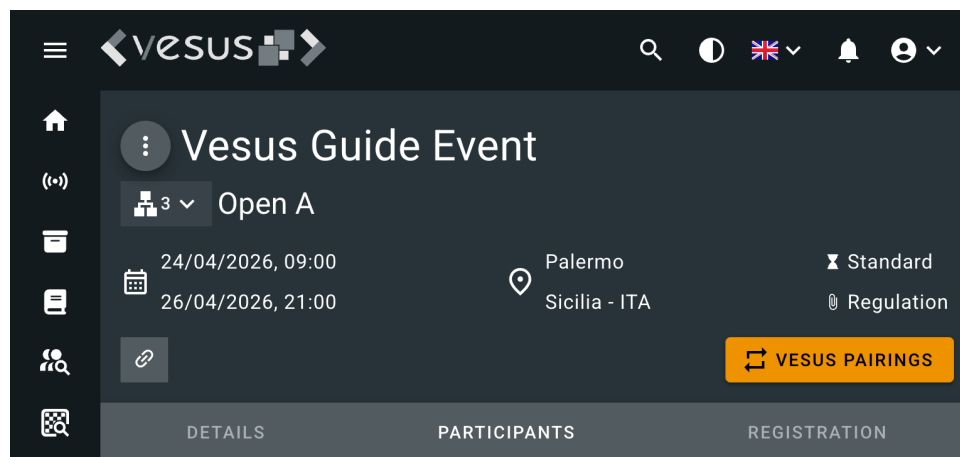
For an up-to-date overview of Vesús Pairings features, improvements, and release information, you may also visit the official landing page at: <https://vesus.org/pairings>.

Important: Data Updates and Page Refresh

Vesús Pairings displays live data via a persistent server connection. If the browser is idle for too long, this connection may be interrupted — submitted data will still be saved, but changes may not appear in the interface. **Simply refresh the page to re-establish the connection.** See [Understanding Data Synchronisation](#) for full details.

2 Access to Vesús Pairings

Vesús Pairings is a cloud-based software-as-a-service (SaaS) solution, integrated into the [Vesús.org](#) platform. Tournament administrators can launch it directly from the tournament page by clicking the orange “Vesús Pairings” button located in the top-right corner.



Alternatively, you can access Vesús Pairings via a direct URL. If the tournament URL is:

<https://vesus.org/tournament/mCgok8D9>

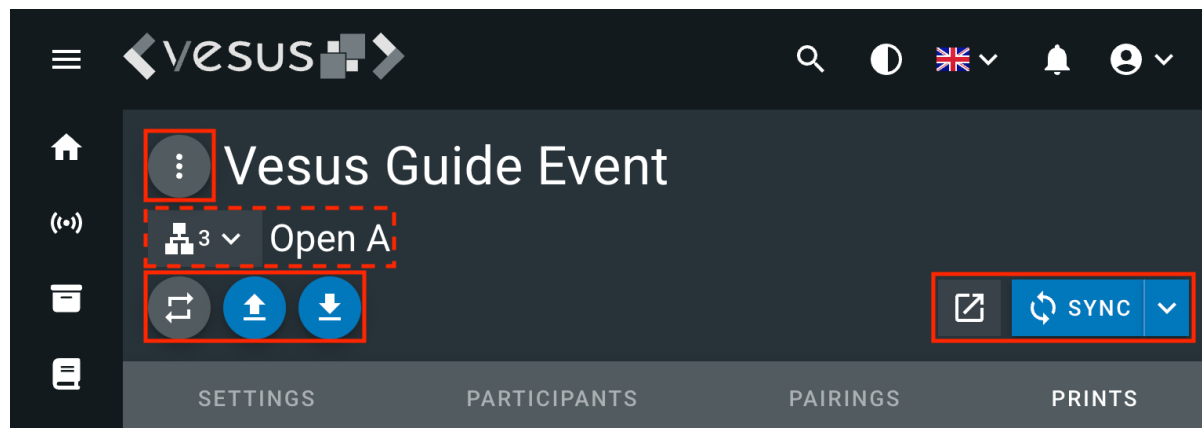
where `mCgok8D9` is the unique identifier for the tournament, the corresponding Vesús Pairings URL will be:

<https://vesus.org/pairings/mCgok8D9>

3 Tournament Bar

The tournament bar provides access to Vesús Pairings information and tournament-level functionalities, such as importing, exporting, and publishing.

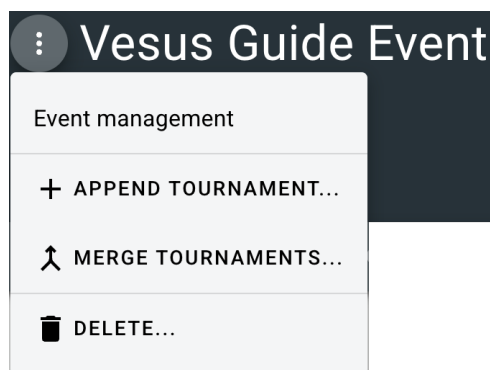
The interface includes four groups of button controls.



Top section controls breakdown

3.1 Event Menu and Name

The top section of the interface displays the event name in the header bar. On the left side of this header, a **three dots** icon provides access to the *Event Management menu*. Clicking this icon opens a dropdown menu with the following options:



- **Append Tournament:** Add a new tournament (or section) to the current event.
- **Merge Tournaments:** Available when the event contains at least two sections. This option merges two tournaments by moving all players from the source tournament into the destination tournament.
- **Delete:** Remove a single tournament (or section) or delete the entire event including all its tournaments.

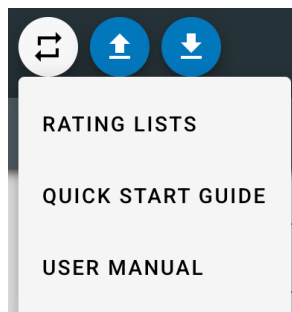
3.2 Tournament Selector and Name

If the event includes multiple tournaments (or sections), a **chart** icon appears along with the number of tournaments. Clicking this icon opens a dropdown menu, allowing you to switch between tournaments. The name of the currently selected tournament is displayed on the left for quick reference.

3.3 Buttons Groups

Left Buttons Group

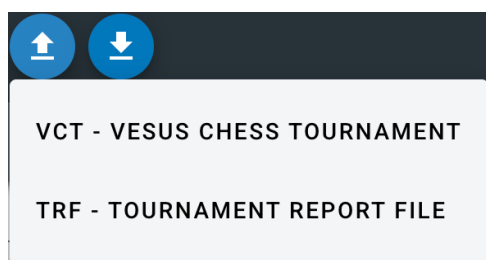
Vesrus Pairings Menu



- **Rating Lists:** Displays details about the integrated rating lists, including federation codes and timestamps of their last updates.
- **Quick Start Guide:** Downloads a concise, image-rich guide for first-time users.
- **User Manual:** Downloads the most recent version of this user manual.

Import Menu

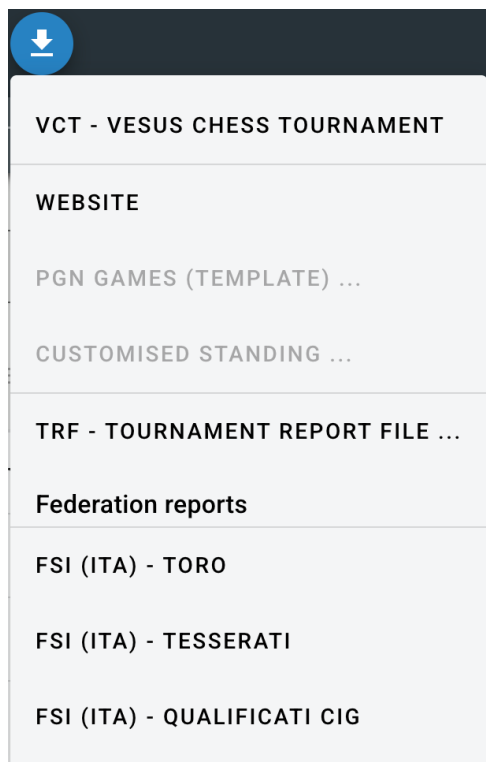
Provides options to import tournament data.



- **VCT – Vesrus Chess Tournament:** A VCT file can be exported from Vesrus Pairings and contains all data necessary to fully recreate a tournament.
- **TRF - Tournament Report File:** Import data using a TRF file, according to FIDE's [TRF16](#) or [TRF26](#) specification.

Export Menu

Provides options to export tournament data and reports.



- **VCT – Vesús Chess Tournament:** Saves a VCT file containing complete tournament data. Useful as a backup or to share with other users.
- **Website:** Downloads a ZIP archive containing a static, multi-page website (HTML format), including the participant list, full round pairings, standings, and cross-tables.
- **Chess-Results.com:** Opens a dialog that allows publishing the tournament to the Chess-Results.com server. More details in the [Publishing to Chess-Results.com](#) section.
- **PGN Games (Template):** Downloads a PGN file containing pairing information for a selected round. This is typically used as input for digitalisation tools such as electronic chessboards or move recognition systems. The export dialog includes advanced options to specify which boards to include — even across multiple tournaments within the same event — and to apply board number offsets when distributing games across hardware.
- **Customised standing:** Export standings from specific rounds or create real-time snapshots. Choose from official standings after any completed round, or real-time views during ongoing tournaments. Note that real-time standings are provisional since some games may still be in progress.
- **TRF - Tournament Report File:** Saves tournament data as a TRF file, according to FIDE's [TRF16](#) or [TRF26](#) specification.
- **Federation Reports:** Generates custom reports required by national federations. In the example shown, reports are available for the Italian Chess Federation (FSI). To request reports for your national federation, contact Vesús via the [Contacts page](#).

Exporting PGN Files

Export PGN file

The PGN file contains the pairings information including the paired players' data. This is usually used to digitalise the games; for instance with electronic chessboard or board recognition software.

Choose whether to export a PGN file with the games of this tournament only, or the combined games across multiple tournaments of the same event

Single tournament
 Multiple tournaments

Round
1

Tournaments

Open A

From board
1

-

To board
5

Offset
Move the selected boards forward, starting from the given number

Open B

From board
1

-

To board
5

Offset
6
Move the selected boards forward, starting from the given number

CANCEL
SUBMIT

When exporting a PGN template with board information for game digitisation, Vesús Pairings offers features to reduce manual setup and repetitive adjustments.

In this example, a single PGN file is created to include pairings from both Open A and Open B for Round 1. With 10 digital boards available, the export is configured to include 5 boards from each tournament.

A board offset is applied to Open B to ensure continuity:

- Boards 1–5 correspond to Open A.
- Boards 6–10 correspond to Open B.

This guarantees a clean and ordered PGN file, helping minimise errors and speed up tournament setup.

Right Buttons Group



Public Page

Opens the tournament's public page on Vesús.org, showing all published data.

Sync (publishing)

Publishes new data from Vesús Pairings to the tournament's public page. The button remains gray and disabled when no changes are pending. It becomes blue and clickable when there is unpublished data ready to be synced.

Advanced Sync

The arrow next to the main SYNC button reveals advanced options for syncing tournament data:

- **Full Publish:** Re-publishes all tournament data from scratch to ensure a complete update.
- **Clear Published Results:** Clears all previously published data, restoring the public page to its initial registration state.

For additional details on tournament publishing, refer to the [dedicated section](#).

3.4 Available Tabs

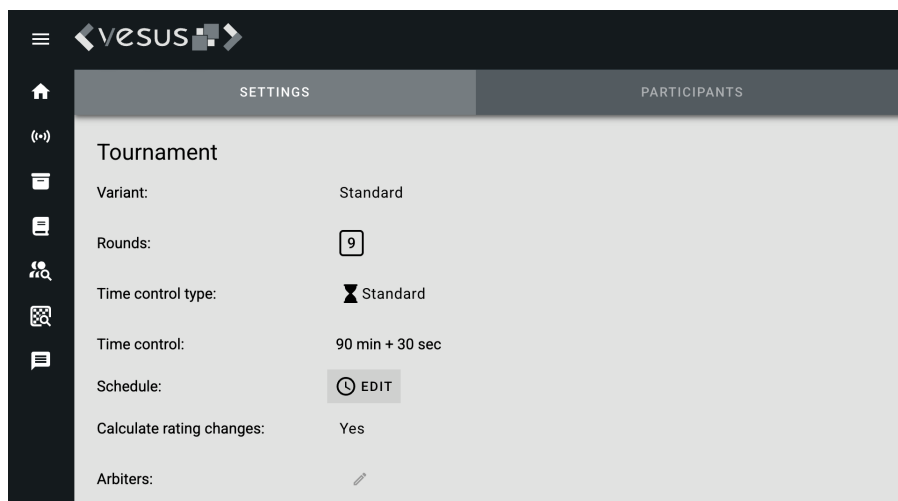
Below the top section, there is a navigation bar with easily accessible tabs to manage different areas of the tournament.



4 Settings Tab

This tab is dedicated to configuring tournament information and technical settings.

To edit a setting, hover over the field and click the **pencil** icon that appears on the right. After making changes, confirm with the **check** icon or discard using the **close** icon.




Tournament settings

4.1 Tournament Settings

- **Variant:** Choose the chess variant for the tournament. Options include Standard chess and Chess960 (where pieces on the home rank start in randomized positions).
- **Rounds:** Define the total number of rounds for the tournament. This determines how many games each player will play in the pairing system.
- **Time control type:** Select the time control category: Standard, Rapid, or Blitz. The corresponding rating will be used as the default when searching and importing players from the database. You will still be able to override the rating individually when entering players.
- **Time control:** Configure the time control settings for all games in the tournament. This field is required for TRF26 report exports. You can define multiple time periods with optional moves requirements, time in minutes, and increment in seconds (e.g., 90 minutes for 40 moves followed by 30 minutes with a 30-second increment).
- **Schedule:** Set up the tournament schedule by defining the date and time for each round. This information is mandatory for generating the TRF26 report and provides players with clear timing expectations.
- **Calculate Rating Changes:** When enabled, this option calculates international rating changes for participants using the [FIDE rating regulations](#). If a participant does not have a defined K factor, Vesrus will return the *Sigma Delta R* value, which must be multiplied by the player's actual K factor to obtain their rating change.
- **Arbiters:** Enter the name(s) of tournament officials responsible for overseeing the event. This feature is particularly valuable when managing multiple tournaments within a single event, ensuring clear identification of which arbiter is associated with each section.

4.2 Pairings settings

Pairings	
Pairing system:	Swiss Dutch (JaVaFo)
Rating rule:	International (national when 0)
Scoring:	1 / 0.5 / 0
Baku acceleration:	No 
PAB Result:	Draw
Boards offset:	1

Pairings settings

- **Pairing System:** Select one of the available systems:
 - **Swiss Dutch (Gacrux):** The most popular variant of the Swiss pairing system, paired via the [Gacrux](#) pairing engine, an open-source engine developed by International Arbiter and FIDE TEC member Otto Milvang.
 - **Single Round Robin:** All-play-all format. The number of rounds is determined by the number of players.
 - **Double Round Robin (Berger):** All-play-all format with each player facing opponents twice, alternating colors.
 - **Double Round Robin (FIDE):** A variation of the Berger system, reversing the final two rounds of the first cycle to avoid three consecutive games with the same colour, as described in the [FIDE Handbook C.05 / Annex 1](#).
- **Rating Rule:** Defines how player ratings are selected for sorting and tie-break calculations:
 - **National (International when 0):** Use National rating and fallback to International rating only when national is 0
 - **International (National when 0):** Use International rating and fallback to national rating only when international is 0
 - **National first, then International:** For sorting, it will use national rating first and then international rating for participants with equal national rating. For calculations it will use national rating, if available, or fallback to international rating
 - **International first, then National:** For sorting, it will use International rating first and then national rating for participants with equal international rating. For calculations it will use international rating, if available, or fallback to national rating
 - **Highest available:** Use whichever rating is the highest between national or international
 - **Lowest available:** Use whichever rating is the lowest between national or international
 - **National only:** Will only use national rating, even when 0, without falling back to international rating
 - **International only:** Will only use the international rating, even when 0, without falling back to the national rating
- **Scoring:** Defines the points awarded for game results:
 - **1/0.5/0:** Win = 1 point; Draw = 0.5 points; Loss = 0 points.
 - **3/1/0:** Win = 3 points; Draw = 1 point; Loss = 0 points.
 - **3/2/1:** Win = 3 points; Draw = 2 points; Loss = 1 point.

- **Baku Acceleration:** Enables the Baku Acceleration Method for Swiss tournaments, as defined in the [FIDE Handbook C.04.7 / 1](#).
- **PAB Result:** Sets the default result for Pairing Allocated BYEs (Win, Draw, or Loss).
- **Board offset:** Shifts board numbers forward, starting from the entered value. For example, entering 15 means boards will be numbered 15, 16, 17... instead of 1, 2, 3...

4.3 Tie-Breaks

This section allows configuring the tie-breaks used to rank participants who are equal on points. There is no limit to the number of tie-breaks that can be selected. All configured tie-breaks will be calculated and displayed for each player, regardless of whether they are used to break ties — with the only exception being **Direct Encounter**, which is only calculated when players are actually tied (in accordance with FIDE regulations).

All tie-break systems are implemented according to the [FIDE Tie-Break Regulations](#), with the exception of custom tie-breaks marked with [*].

Tie-Breaks

As described in [FIDE Tie-Break regulations \(August 2024\)](#). Except those marked with [*]

Selected (4) [EDIT](#)

1. Direct Encounter	(DE)
2. Buchholz	(BH)
3. Buchholz; Cut: 1	(BH/C1)
4. Average [Tournament] Performance Rating of Opponents	(APRO)

Rating for unrated: 1400

Manual Tie-Break: No





Summary of selected Tie-Breaks

- **List / Summary:** If no tie-breaks are currently selected, this section displays the full list of available tie-breaks. Once one or more tie-breaks are selected, the view switches to a summary showing each configured tie-break along with its sort order, full name (including any modifiers), and unique code (in brackets on the right).
- **Rating for unrated:** For tie-breaks that depend on player ratings, a fallback value can be provided for players who are unrated. This value is used only for tie-break calculation purposes.
- **Dummy score cap:** This checkbox implements the new calculation for the dummy player in case of unplayed rounds in Swiss tournaments, as defined in the FIDE tie-breaks regulation proposed by the FIDE Technical Commission. This rule will be effective in 2026. The dummy's score for tie-break calculation is the participant's own score. However, it shall not exceed: the scheduled opponent's "adjusted" score for unplayed rounds of categories 16.2.2 and 16.2.4 (forfeit wins and losses); or the points awarded for a draw multiplied by the number of rounds in the tournament, for all other unplayed rounds (categories 16.2.1, 16.2.3, and 16.2.5).

- **Manual Tie-Break:** When this setting is enabled, a **Manual** tie-break is added to the end of the list. This allows arbiters to manually resolve ties that remain unresolved after all configured tie-breaks have been applied. Typical examples include drawing of lots or Armageddon games (see [FIDE Handbook C.07 / 4.2](#)). All players start with a default manual value of 0, which can be individually adjusted in the *Participant Settings* dialog (explained in the Participants Tab section).

Adding / Editing Tie-Breaks

When adding or editing tie-breaks, the interface displays two columns: the left column shows all available tie-breaks, and the right column lists the currently selected ones.

Available (19)	Selected (4)
Multi-listable	
 Direct Encounter (DE)	 ↓ 1. Direct Encounter (DE)
+ [*] Direct Encounter (all tied played) (DEAP)	 ↑ ↓ 2. Buchholz (BH)
Based on Participant's own Record	 ↑ ↓ 3. Buchholz; Cut: 1 (BH/C1)
<input checked="" type="checkbox"/> Number of Wins (WIN)	 ↑ 4. Number of Wins (WIN)
<input type="checkbox"/> Number of Games Won (WON)	
	<input type="button" value="X CANCEL"/> <input type="button" value="✓ SAVE"/>

If your browser window is too narrow to display both columns side-by-side, the list of selected tie-breaks will automatically move below the available tie-breaks.

Tie-breaks are grouped into the following categories:

- **Multi-listable:** Tie-breaks that can be added multiple times in the list.
- **Based on Participant's Own Record:** Tie-breaks that can be anticipated by players based on their own results.
- **Related to Buchholz:** Buchholz, Median Buchholz, and other derivatives based on opponents' performance.
- **Based on Participants' and Opponents' Results:** Tie-breaks that require both the player's and opponents' full results and can only be calculated after a round ends.
- **Ratings-Based:** Tie-breaks relying on player ratings, which can be determined once the pairings are published.

Each tie-break is associated with an icon for easier identification:

- **Tune:** Tie-break has configurable options.
- **Plus:** Tie-break can be added multiple times in different positions.
- **Checkbox:** Tie-break can be toggled on (enabled/disabled) directly.

Clicking on a tie-break in the *available* list adds it to the *selected* list. You can reorder or remove selected tie-breaks as needed. Each selected tie-break is displayed with its full name and its unique FIDE code for easy reference.

Once your selection is finalized, click **Save** to apply the changes or **Cancel** to discard them.

Vesrus Pairings promotes best practices following FIDE recommendations when configuring tie-breaks. To ensure compliance with tie-break regulations, some tie-breaks may be automatically disabled for certain pairing systems. For example, all tie-breaks related to Buchholz must not be used in Round Robin tournaments, while Koya is exclusively designed for Round Robin tournaments.

Vesrus Pairings implements two custom tie-breaks (not defined in the FIDE Handbook): **DEAP** — a variant of Direct Encounter that applies only when all tied players have faced each other, and **ARZ** — the Arranz system using the scoring values: 1 point for a win, 0.4 points for a draw with white, 0.6 points for a draw with black, and 0 points for a loss.

4.4 Grouped Standings

In addition to the main tournament standings, Vesrus Pairings allows configuration of **grouped standings**, useful for awarding category-specific prizes (e.g., best junior, best female, best under-2000 rating).

Grouped standings	
Gender:	Yes
Origin:	No
Title:	No
Rating:	<= 1799 ; 1800 - 2099; >= 2100
Birth:	<= 2007 ; >= 1960

Grouped Standings Configuration

The available options are:

- **Gender:** Creates a separate standing for each group based on the participant's gender (typically *m* for male, *f* for female).
- **Origin:** Creates standings based on the *origin* field in the participants list.
- **Title:** Creates standings for groups sharing the same chess title (e.g., GM, IM, FM).
- **Rating:** Allows defining one or more groups based on rating ranges. Each group can specify a minimum, a maximum, or both.
- **Birth:** Allows defining groups based on date of birth (DOB). You can specify full DOBs (day, month, year) or just years.
 - A minimum year alone is interpreted as January 1st of that year.
 - A maximum year alone is interpreted as December 31st of that year.

Rating

Range 1:

Minimum	-	Maximum 1799	🗑️
---------	---	-----------------	----

Range 2:

Minimum 1800	-	Maximum 2099	🗑️
-----------------	---	-----------------	----

Range 3:

Minimum 2100	-	Maximum	🗑️
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ADD

✕ CANCEL ✓ SAVE

When configuring range-based grouped standings (rating or DOB), you can define multiple independent ranges.

Example rating groups:

- **Up to 1799:** Rating from 0 to 1799.
- **Between 1800 and 2099:** Rating between 1800 and 2099.
- **Above 2100:** Rating above 2100.

After setting the ranges, click **Save** to apply the groups or **Cancel** to discard.

5 Participants Tab

The Participants tab allows you to manage participants paired in the tournament. The interface is divided into three sections:

- Top section – Filter box on the left; print button and contextual menu on the right.
- Middle section – Contains control buttons for managing participants.
- Bottom section – Displays the participants table, listing all registered players.

Num. ↓	Name ↓	Fed	Birth ↓	Gnd. ↓	Title	Fide Id	Rtg.Fide ↓	Fide K	Nat. Id	Rtg.
1	Carlsen, Magnus	NOR	1990	m	GM	1503014	2833	10		0
2	Kasparov, Garry	RUS	1963	m	GM	4100018	2812	10		0
3	Caruana, Fabiano	USA	1992	m	GM	2020009	2803	10		0
4	Nakamura, Hikaru	USA	1987	m	GM	2016192	2802	10		0
5	Gukesh D	IND	2006	m	GM	46616543	2777	10		0
6	Vocaturro, Daniele	ITA	1989	m	GM	813192	2600	10	104275	0
7	Lodici, Lorenzo	ITA	2000	m	GM	884189	2572	10	135795	0
8	Sonis, Francesco	ITA	2002	m	GM	895733	2570	10	149383	0
9	Rambaldi, Francesco	ITA	1999	m	GM	20657307	2569	10	139666	0
10	Moroni, Luca Jr	ITA	2000	m	GM	865834	2552	10	133780	0

5.1 Top Section: Filters and Menus

Filter: Quickly search for a participant by matching their name, federation, origin, FIDE ID, or national ID. Particularly useful for managing participants in large tournaments.

Print: Print the participants list either in the current sorting order or alphabetically.

Contextual Menu: Provides the following options

- **Sort: Rating / Title / Name** — Sorts players according to FIDE rule: rating, then FIDE title, then name, as per the [FIDE Handbook C.04.2 / 2.2](#).
- **Sync Registrations** — Bi-directional synchronisation of player registrations:
 - Imports registered players not yet available in Vesús Pairings.
 - Exports players added in Vesús Pairings who have not yet registered.
 - If a registered player cancels their registration, they are removed from Vesús Pairings.
 - If a registered and imported player is deleted from Vesús Pairings, they appear as *Cancelled* in the registration list.

- **Update Rating List Data** — Updates player titles, ratings, and K-factors (national and international) using the latest available data from the integrated rating lists.
- **Normalise Names** — Standardises name formatting: casing adjustments and insertion of a comma between surname and given name.
- **Import from CSV** — Enables importing players in bulk. Detailed below.
- **Export to CSV** — Exports all participant data to a CSV file in the exact format required by the CSV import feature, ensuring full compatibility for re-importing.
- **Delete All** — Removes all tournament participants from Vesrus Pairings. (After deletion, registrations can be re-synced for a fresh start.)

5.2 Importing Participants from CSV

Import participants from CSV file

One row per player. Fields must be separated by ; (semicolon).

Unrated players can just have the name as a single field.
Players from rating lists must have 2 fields: *Federation-ID* and *rating-list-code* (can be omitted for FIDE).

You can also provide values for all fields to define a player manually; these are: *Name*, *Federation*, *Birth Date* (yyyy-mm-dd), *Gender*, *Title*, *Fide ID*, *Fide Rating*, *Fide K*, *National ID*, *National Rating*, *National K*, *Origin*.

In the example below, player 1 is imported with his name and assigned some default values; players 2 and 3 are imported from FIDE rating list; player 4 is imported from national federation rating list; player 5 is not checked against any rating list, and is imported using provided values.

```
Mickey Mouse
1503014
2020009;FIDE
104275;ITA_FSI
John Smith;USA;2000-01-01;M;;;0;0;12345678;1399;30;
```

SELECT FILE

CANCEL

The CSV import feature supports multiple formats within a single file:

- List of names — Adds players as unrated.
- List of IDs — Matches IDs against the FIDE integrated rating list.
- List of IDs with rating list codes — Specifies a rating list per ID using a two-field format (ID; rating list code).
- Custom player data — Twelve-field format (semicolon-separated) defining full custom player data.

Further details and examples are available within the on-screen instructions in the import dialog.

5.3 Entering Rated Players

Clicking the **Search Database** button splits the interface vertically: the participants list remains at the top, while the bottom half enables player searches in integrated rating lists.

The screenshot shows the Vesus Pairings interface. At the top, there are navigation icons, a search bar, and a language dropdown. Below the navigation, there are buttons for 'DELETE', 'SEARCH DATABASE', and '+ MANUAL INSERT'. The main area displays a table of players with columns: Num., Name, Fed, Birth, Gnd., Title, Fide Id, Rtg.Fide, Fide K, Nat. Id, and Rtg. Below this table, there is a section for 'Rating lists to search players from (2/15)' with a 'show all lists' link. A search bar is active with the text 'Player Name or Id' and 'Hou, Yifan'. Below the search bar, a table shows search results with columns: List, Id, Name, Fed, Gnd., Year, Standard, Rapid, and Blitz. The first result is highlighted with a red dashed box, and the 'Standard' rating (2633) is highlighted with a blue box. A red arrow points to the 'FIDE' icon in the first row of the search results table.

Num.	Name	Fed	Birth	Gnd.	Title	Fide Id	Rtg.Fide	Fide K	Nat. Id	Rtg.
1	Carlsen, Magnus	NOR	1990	m	GM	1503014	2833	10		0
2	Kasparov, Garry	RUS	1963	m	GM	4100018	2812	10		0
3	Caruana, Fabiano	USA	1992	m	GM	2020009	2803	10		0
4	Nakamura, Hikaru	USA	1987	m	GM	2016192	2802	10		0
5	Gukesh D	IND	2006	m	GM	46616543	2777	10		0

Rating lists to search players from (2/15)
FIDE; FSI (ITA) [show all lists](#)

Player Name or Id
Hou, Yifan

List	Id	Name	Fed	Gnd.	Year	Standard	Rapid	Blitz
FIDE	8602980	GM Hou, Yifan	CHN	F	1994	2633	2539	2522
FIDE	8619492	Hou, Yifan b	CHN	M	2005	2199	2058	2116

The summary shows the number of rating lists currently searched. By default, FIDE and the national federation rating list (if available) are enabled. Clicking **Show all lists** reveals all available rating sources.

Search by ID or name (preferably surname followed by given name, although partial matches are accepted). Matching players are listed with:

- The rating list name where they were found.
- Standard, Rapid, and Blitz ratings — with the tournament's applicable rating (e.g., Standard) highlighted.

Clicking on a row adds the player with the default highlighted rating. Alternatively, click on a different rating (Rapid or Blitz) to select it manually.

Once finished, click the **Search Database** button again to hide the search panel and return to normal participant management.

Players can be added at any point before the tournament is completed. If added after the tournament has started, Vesus Pairings marks them absent for all previously paired rounds.

5.4 Entering (Unrated) Players Manually

If a player does not appear in any rating list, they can be manually added by clicking the **Manual Insert** button.

DELETED SEARCH DATABASE MANUAL INSERT													
	Num. ↓	Name	Fed	Birth	Gnd.	Title	Fide Id	Rtg.Fide	Fide K	Nat. Id	Rtg.Nat	Nat. K	Origin
♁	1	Carlsen, Magnus	NOR	1990	m	GM	1503014	2833	10		0	0	
♁	2	Kasparov, Garry	RUS	1963	m	GM	4100018	2812	10		0	0	
♁	3	Caruana, Fabiano	USA	1992	m	GM	2020009	2803	10		0	0	
♁	4	Nakamura, Hikaru	USA	1987	m	GM	2016192	2802	10		0	0	
♁	5	Gukesh D	IND	2006	m	GM	46616543	2777	10		0	0	
♁	6	Vocaturo, Daniele	ITA	1989	m	GM	813192	2600	10	104275	0	0	PD
♁	7	Lodici, Lorenzo	ITA	2000	m	GM	884189	2572	10	135795	0	0	PA
♁	8	Sonis, Francesco	ITA	2002	m	GM	895733	2570	10	149383	0	0	OT
♁	9	Rambaldi, Francesco	ITA	1999	m	GM	20657307	2569	10	139666	0	0	MI
♁	10	Moroni, Luca Jr	ITA	2000	m	GM	865834	2552	10	133780	0	0	MB
✓		<input type="text" value="John Smith"/>	<input type="text" value="USA"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

A new editable row appears at the bottom of the table. Hovering over a field reveals its label. Only **Name** and **Federation** are mandatory fields. **Date of Birth** can be entered as a year only or a full date (YYYY-MM-DD).

If your tournament is governed by a national federation with an integrated rating list in Vesus, the system will automatically populate the entry rating and K factor as determined by your national federation (if not set to 0). In this case, you only need to enter the player’s identification details, eliminating the need to manually input default rating values.

Save the new player by pressing **Enter**, clicking the **Checkmark** icon, or selecting another row.

Pressing **Escape** exits editing mode. If mandatory fields are incomplete, the record is discarded.

5.5 Editing Players

Hover over a field to reveal a pencil icon and click it to enter edit mode. Devices without a pointer always display a pencil icon next to the Name field for entering editing mode.

Alternatively, double-clicking (or double-tapping) a row also opens edit mode focusing on the Name field.

To save changes, press **Enter**, **Escape**, click the **Checkmark** icon, or select another row.

5.6 Updating Players data from Rating Lists

While Vesus regularly updates its integrated rating lists, player data in Vesus Pairings is not automatically synchronized with these updates. This design ensures arbiters maintain full control over the data entered and reviewed in the pairing software, unlike the registered players list on the public page which updates automatically.

To help arbiters access current rating information, the “**Update rating lists data**” option in the Participants menu provides a controlled update mechanism. This function checks each entered player against both the FIDE rating list and the national rating list of the host federation (if integrated), then updates their Rating and K Factor for both systems, as well as their title (with FIDE titles taking precedence over national titles). The system attempts to locate player records across both FIDE and national lists even when only one ID is provided, automatically adding any missing ID it finds.

Upon completion, a summary of updated players appears on screen, and a detailed report downloads automatically, documenting every data change for each player. This allows arbiters to review all modifications and make further adjustments if needed.

Before running this update, it is recommended to generate a VCT (Vesús Chess Tournament) backup file of the current tournament state, which can be imported to restore the tournament to its pre-update condition if necessary.

5.7 Deleting Players

Select a player's row, then click the **Delete** button.

Important: Once a tournament has started players can no longer be deleted. They can, instead, be marked as withdrawn through the Players Settings dialog (see below). In addition to this, Vesús Pairings automatically tracks unplanned absences and clearly marks them alongside scheduled absences for a clear view of players availability.

5.8 Sorting Players

Swiss tournaments: Players are sorted following the [FIDE Handbook C.04.2 / 2.2](#). After sorting, each player receives a **TPN** (Tournament Pairing Number).

- Sorting is enforced before generating pairings for Round 1.
- You can trigger the automatic sorting at any time before Round 1 by using the **Sort option**.
- If player data (name, rating, title) is updated before Round 4, re-sorting is necessary.
- After Round 4 is paired, TPNs cannot change, as per [FIDE Handbook C.04.2 / 2.3](#).

Round-Robin tournaments: When sorting is determined by a **drawing of lots** ceremony, manual adjustments can be made using the arrow buttons next to the **Delete** button.

In this case, when generating pairings, you can choose to keep the current sorting. Alternatively, you can use the FIDE sorting (following the same rules as Swiss tournaments) or generate a random ranking by shuffling the players. Once the pairings are generated, the sorting becomes fixed.

5.9 Player Settings

Player settings are accessible via the **Tune** icon on the left of each row.

Settings for Carlsen, Magnus (#1)

Manual Tie-Break
0
Higher values rank players better within tied groups

Fixed board

Absences **WITHDRAW**

1 2 3 4 5

Single click for absence; double click for half-point-bye

Expelled
Expelled players are excluded from pairings and standings

Prohibited pairs

ADD ▾

CANCEL **SAVE**

- **Manual Tie-Break** — This field appears only when **Manual Tie-Break** is enabled in Settings. It allows manual ranking of tied players after all configured tie-breaks are applied. Each player receives a numeric value (default: 0) used for descending sort order — higher values rank higher.
- **Fixed Board** — Lets you assign the player to a specific board number for every round. If both players in a pairing have fixed board assignments, the one with the white colour takes precedence. This is useful for assigning players to electronic boards or prominent games.
- **Absences and Withdraw** — Each round is represented by a checkbox:
 - Clicking once adds an X, marking the player as absent for that round.
 - Clicking again assigns a **Half-Point Bye**.
 - Clicking a third time clears the setting.
 - For forfeit losses, an F marks un-planned absence. Since this cannot be manually recorded, it is tracked automatically only.

A **Withdraw** button marks the player absent for all remaining rounds. These settings apply only to future rounds, not those already paired (Swiss) or completed (Round-Robin).

- **Expelled** (checkbox) — When checked, the player is considered expelled and is removed from the standings. The player will no longer be paired for any remaining rounds. This function is typically used as a penalty (e.g., disciplinary reasons).
- **Prohibited Pairs** — Available only in Swiss tournaments, this feature allows you to define exceptions where two or more players must not be paired together. In most cases, this option should not be used unless specific tournament rules apply — for example, avoiding pairings between players from the same club or location.

Clicking the **Add** button opens a dropdown list of available players. Each selected player will be added to the list of prohibited opponents, shown with a **bin** icon on the left. Clicking the **bin** icon removes that player from the list. These restrictions apply from the next round forward and will prevent the specified players from being paired against each other unless the exceptions are modified or removed.

Absences in Round Robin Tournaments

In Round Robin tournaments all rounds are paired in advance and every player is expected to play every round. Planned absences and half-point byes are not permitted. The **Absences** checkboxes are read-only and are used only to display **forfeit losses (F)** for rounds a player did not play.

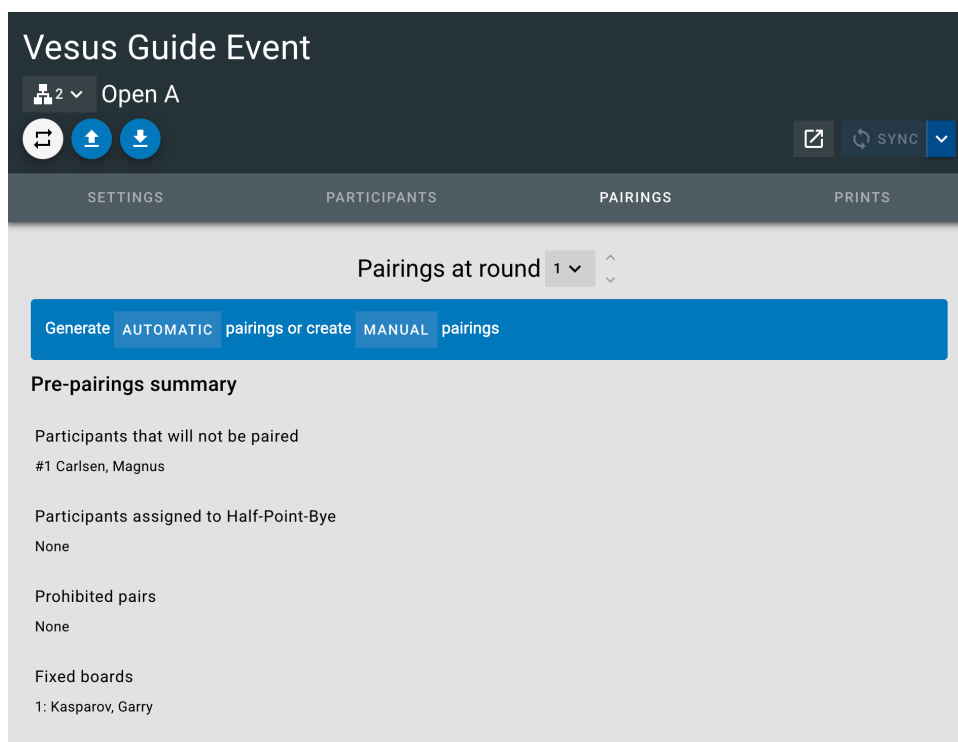
Unplanned Absences and Withdrawals

- A missed round is recorded as a **forfeit loss (F)**.
- The **Withdraw** button automatically records a forfeit loss for each remaining (uncompleted) round for that player.

In addition to explicit use of the **Withdraw** button, the software also tracks forfeit-loss results entered manually. If a player completes less than **50%** of their scheduled games, the system automatically **expels** them: they are removed from the standings and their results are no longer counted in the final standings, in accordance with the [FIDE Handbook C.05 / 6.6](#).

6 Pairings Tab

The Pairings tab allows you to generate pairings for each round, either automatically or manually (note: manual pairings are unavailable for Round-Robin tournaments). It also enables you to input results and make manual adjustments to previously generated pairings, such as swapping colours or modifying pairs.

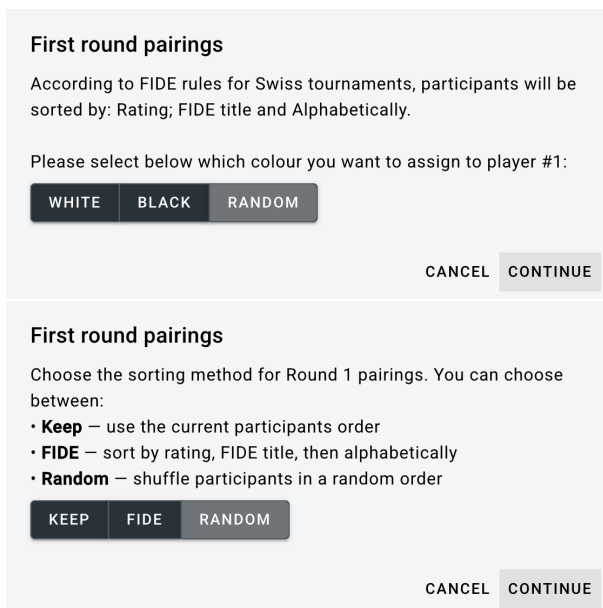


When viewing a round that is ready to be paired, a blue banner appears at the top with two action buttons to generate pairings automatically or manually. Below the banner, a summary displays relevant configuration data, including players marked as absent, assigned a half-point bye, prohibited from being paired, or fixed to specific boards. Carefully reviewing this summary is important to ensure accuracy before generating pairings.

6.1 Generating Automatic Pairings

Clicking the **AUTOMATIC** button will immediately generate pairings for the selected round.

When pairing the first round, a dialog provides additional configuration options:

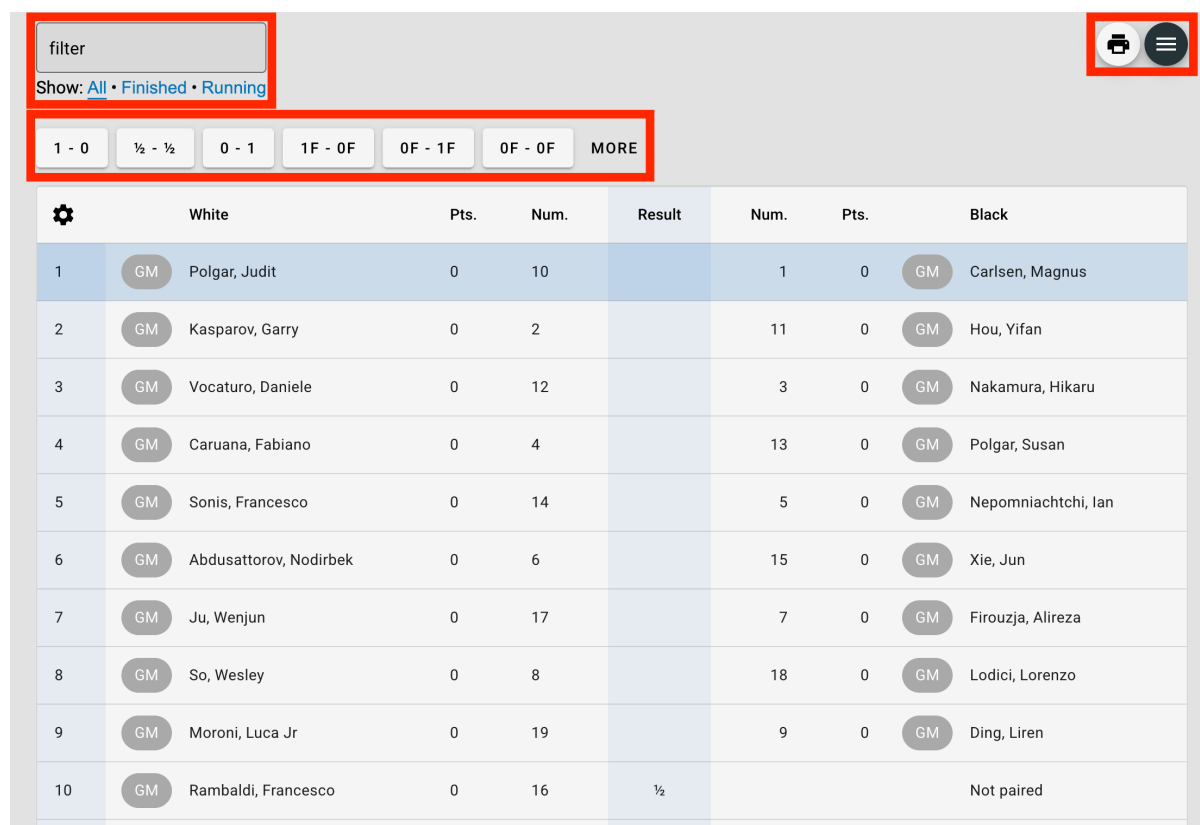


For **Swiss tournaments**, the dialog reminds you that all players will be sorted according to the FIDE rules. You can then choose the top player's colour: **White**, **Black**, or **Random** (default).

For **Round-Robin tournaments**, you are asked whether you want to **retain** the current sorting from the Participants tab, **sort** by FIDE rules (used in Swiss tournaments), or **randomly shuffle** the players (default).

After pairings are generated, the screen is divided into three sections:

- **Top section** — Contains the filter box (left) and the print button with contextual menu (right).
- **Middle section** — Displays result-entry buttons. Common results are shown by default; more appear when clicking **More**.
- **Bottom section** — Shows the pairings table, listing all boards with full pairing details.



6.2 Top section: Filters and Menus

Filter: Instantly search for pairings by participant name, federation, origin, FIDE ID, or national ID — ideal for large tournaments. Below the search field, three toggles allow filtering by pairing status: **Finished**, **Running**, or **All**.

Print: Offers multiple pairing print formats:

- **By Board** — Displays one row per board, showing white and black player details.
- **Alphabetical** — One row per player, making it easy to find an individual's opponent.
- **Board Cards** — Produces individual cards for each board for players to sign results.

Contextual menu:

- **Manual edit** — Opens the [Manual Pairings interface](#) to edit individual pairings.
- **Empty round X results** — Clears all results for the latest paired round.
- **Delete round X** — Deletes all pairings for the latest round (confirmation required).
- **Delete all rounds** — Removes pairings across all rounds, allowing re-pairing from round 1.

6.3 Entering results

Results can be entered either using the keyboard or via the result buttons in the Middle section.

Common results are always visible. Additional results can be accessed by clicking **More**. Buttons with white backgrounds have associated keyboard shortcuts (hover to view). Outlined buttons (without fill) represent less common results and do not have shortcuts.

To enter a result:

- Click a board row to select it (highlighted in light blue).
- Use keyboard input or click a result button.

Once a result has been entered for a board, the system will automatically select the next unscored board in sequence. This allows results to be entered consecutively without manually selecting each board — particularly convenient when recording results board-by-board at the end of a round.

When all results for a round have been entered, the system automatically detects completion and displays a blue banner at the top of the tab indicating that the current round is complete, with an action button to proceed to the following round.

In rare cases where network connectivity is unstable, result registration requests may reach the server in random order, potentially preventing Vesrus Pairings from recognizing round completion. If this occurs, the blue banner may not appear despite all results being entered and displayed.

Should you encounter this situation, simply re-enter any existing result to trigger round status recalculation. Select any board and enter the same result already recorded (no need to change and revert). When prompted to confirm the override, the server will re-register the result, recalculate the round status, recognize completion, and display the banner to advance to the next round.

6.4 Overriding results

To correct an incorrect result:

- Select the board and enter the new result (keyboard or button).

- Confirm the prompt to override the existing result.

To clear a result:

- Select the board and click the **EMPTY** button, or press **DEL** or **BACKSPACE**.

To reset all results for the round:

- Use **Empty round X results** from the contextual menu.

According to the [FIDE Handbook C.04.2 / 4.3](#), corrections may be made in the last or second-to-last round. Changes to earlier rounds must be made after the event concludes and only for rating submission purposes.

6.5 Amending pairings

To amend pairings (e.g., incorrect colours or players seated at the wrong board), use the **Manual edit** option in the contextual menu.

See the [Manual Pairings](#) section for further detail.

6.6 Pairing Round-Robin tournaments

Pairings for Round-Robin tournaments are generated automatically and follow the Berger tables, as defined in the [FIDE Handbook C.05 / Annex 1](#).

When automatic pairing is triggered:

- All rounds are generated at once.
- The required number of rounds is inferred from the number of participants.
- Any manually defined value in the **Rounds** setting is overridden.

As explained in Settings, both standard Berger and the FIDE variant of Double Round-Robin are supported. The FIDE variant avoids three consecutive games with the same colour by reversing the final two rounds of the first cycle, as described in the [FIDE Handbook C.05 / Annex 1](#).

6.7 Manual Pairings

The Manual Pairings interface is available in Swiss tournaments when choosing to generate pairings for a new round manually instead of automatically, and for all tournaments when modifying existing rounds using the **Manual edit** option.

Interface layout:

- **Top section** — Action buttons on the left; contextual menu on the right.
- **Bottom section** — Interactive pairings table for manual operations.

	↑	↓	DELETE	SWAP	+ ADD		
⚙️	Bianco	Pnt.	Num.	Risultato	Num.	Pnt.	Nero
1	GM Sonis, Francesco	0	11		2	0	GM Kasparov, Garry
2	GM Nakamura, Hikaru	0	3		12	0	GM Vocaturo, Daniele
3	GM Xie, Jun	0	13		4	0	GM Caruana, Fabiano
4	GM Firouzja, Alireza	0	5		14	0	GM Lodici, Lorenzo
5	GM Rambaldi, Francesco	0	15		6	0	GM Nepomniachtchi, Ian
6	GM Ding, Liren	0	7		16	0	GM Ju, Wenjun
7	GM Tan, Zhongyi	0	17		8	0	GM Polgar, Judit
8	GM Hou, Yifan	0	9		18	0	GM Moroni, Luca Jr
9	GM Goryachkina, Aleksandra	0	19		10	0	GM Polgar, Susan

Unpaired participants (available to be paired)
18. Carlsen, Magnus (Pts.: 0; Rtg.: 1831)

Action buttons (apply to selected pair):

- **Sorting** — Move pair up/down to change board number.
- **Delete** — Remove the pair; players return to unpaired pool (not available in Round-Robin).
- **Swap** — Swap white/black player assignments.
- **Add** — Insert a blank row to create a new pairing (not available in Round-Robin).

Contextual menu:

- **Save** — Apply all manual pairing changes.
- **Cancel** — Revert to the previous pairing state.

3	GM Xie, Jun	0	13		4	0	GM Caruana, Fabiano
4	GM Firouzja, Alireza	0	5		14	0	GM Lodici, Lorenzo
5	GM	0. BYE (pairing allocated)			6	0	GM Nepomniachtchi, Ian
6	GM	1. Carlsen, Magnus (Pts.: 0; Rtg.: 2837)			16	0	GM Ju, Wenjun
7	GM	10. Polgar, Susan (Pts.: 0; Rtg.: 2577)			8	0	GM Polgar, Judit
8	GM	19. Goryachkina, Aleksandra (Pts.: 0; Rtg.: 2544)			18	0	GM Moroni, Luca Jr
9	WHITE ▲						BLACK ▼

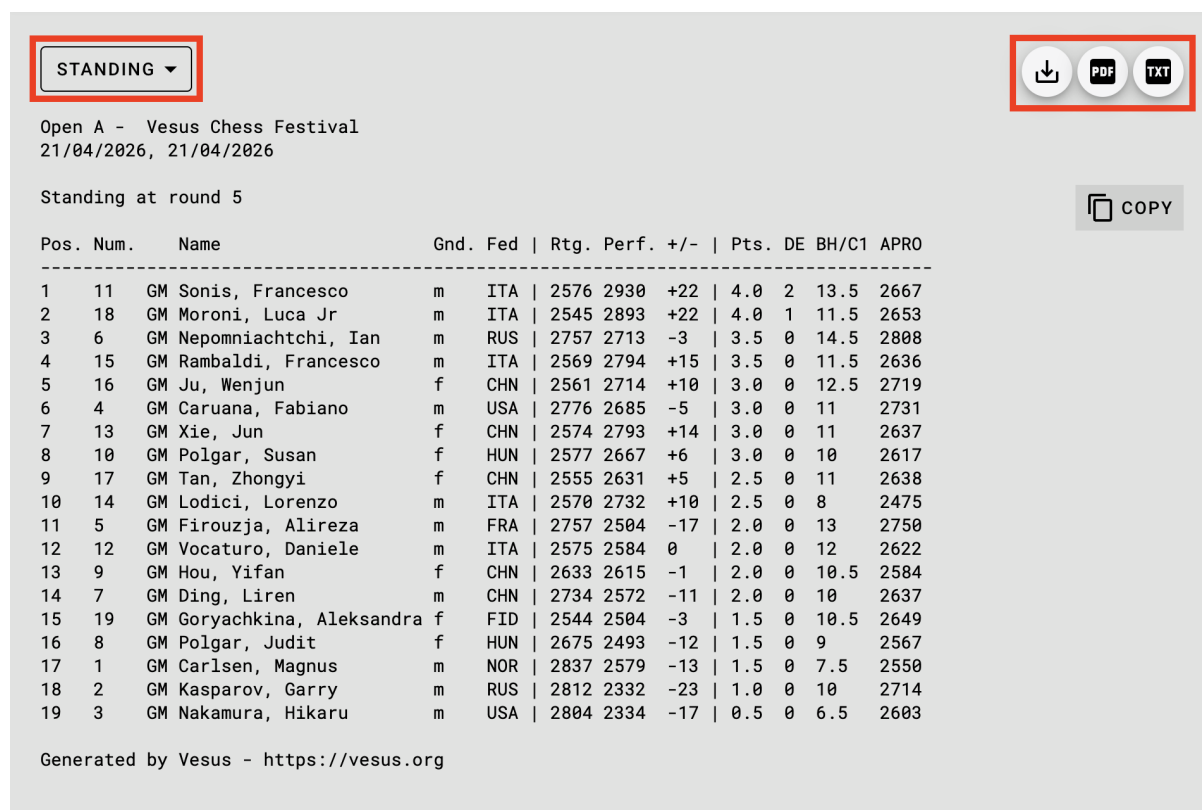
When adding a pair manually, a new row appears with selection buttons for **white** and **black** players. Each opens a dropdown of unpaired players. The list shows player ID, name, points, and rating.

At the bottom of the screen, a real-time list of unpaired players is displayed, including their ranked ID, name, points, and rating. This helps ensure no participant is overlooked when creating or editing pairings.

7 Prints Tab

The **Prints Tab** provides access to all printable documents related to the tournament. The interface is divided into two main areas:

- **Top section** – Displays the list of available documents on the left, and action buttons on the right.
- **Bottom section** – Displays a plain-text preview of the selected document, designed for quick consultation and minimal scrolling.



STANDING ▾

Open A - Vesús Chess Festival
21/04/2026, 21/04/2026

Standing at round 5

Pos.	Num.	Name	Gnd.	Fed.	Rtg.	Perf.	+/-	Pts.	DE	BH/C1	APRO
1	11	GM Sonis, Francesco	m	ITA	2576	2930	+22	4.0	2	13.5	2667
2	18	GM Moroni, Luca Jr	m	ITA	2545	2893	+22	4.0	1	11.5	2653
3	6	GM Nepomniachtchi, Ian	m	RUS	2757	2713	-3	3.5	0	14.5	2808
4	15	GM Rambaldi, Francesco	m	ITA	2569	2794	+15	3.5	0	11.5	2636
5	16	GM Ju, Wenjun	f	CHN	2561	2714	+10	3.0	0	12.5	2719
6	4	GM Caruana, Fabiano	m	USA	2776	2685	-5	3.0	0	11	2731
7	13	GM Xie, Jun	f	CHN	2574	2793	+14	3.0	0	11	2637
8	10	GM Polgar, Susan	f	HUN	2577	2667	+6	3.0	0	10	2617
9	17	GM Tan, Zhongyi	f	CHN	2555	2631	+5	2.5	0	11	2638
10	14	GM Lodici, Lorenzo	m	ITA	2570	2732	+10	2.5	0	8	2475
11	5	GM Firouzja, Alireza	m	FRA	2757	2504	-17	2.0	0	13	2750
12	12	GM Vocaturo, Daniele	m	ITA	2575	2584	0	2.0	0	12	2622
13	9	GM Hou, Yifan	f	CHN	2633	2615	-1	2.0	0	10.5	2584
14	7	GM Ding, Liren	m	CHN	2734	2572	-11	2.0	0	10	2637
15	19	GM Goryachkina, Aleksandra	f	FID	2544	2504	-3	1.5	0	10.5	2649
16	8	GM Polgar, Judit	f	HUN	2675	2493	-12	1.5	0	9	2567
17	1	GM Carlsen, Magnus	m	NOR	2837	2579	-13	1.5	0	7.5	2550
18	2	GM Kasparov, Garry	m	RUS	2812	2332	-23	1.0	0	10	2714
19	3	GM Nakamura, Hikaru	m	USA	2804	2334	-17	0.5	0	6.5	2603

Generated by Vesús - <https://vesus.org>

When hovering over the preview, a **COPY** button appears in the top-right corner. Clicking it copies the full content of the selected document to your clipboard, allowing for easy pasting into external editors.

7.1 Available Documents

Participants (sorted)	• Participants (sorted) – List of participants sorted by Ranked ID.
Participants (alphabetical)	• Participants (alphabetical) – List of participants sorted alphabetically.
Participants (grouped standings)	• Participants (grouped standings) – List of participants groups according to configured grouped standings.
Pairings round 1	• Pairings round X – Displays the pairings for the most recently paired round, ordered by board.
Pairings accessible, round 1	• Pairings accessible, round X – Pairings for the latest round, in a descriptive format designed for text-to-speech tools to inform visually impaired players.
Pairings alphabetical, round 1	• Pairings alphabetical, round X – Pairings for the latest round, sorted alphabetically by participant name for easier lookup.
Board cards, round 1	• Pairings (all) – Complete list of pairings for all rounds, ordered by board.
Standing	• Board cards, round X – Generates one document per board for the current round, used for physical result signatures.
Grouped standings	• Standing – Current tournament standings with tie-breaks applied.
Crosstable	• Grouped standings – Standings for each configured group (e.g., by age or rating).
Ranking crosstable	• Crosstable – Full crosstable, sorted by Ranked ID. Notation: x (no colour), -1 (absent), 0 (allocated bye).
Full report	• Ranking crosstable – Crosstable sorted by current ranking (includes tie-breaks).
	• Full report – Consolidated report containing: participant list by Ranked ID, current standings, and all pairings.

7.2 Action Buttons

- **TEXT** – Sends the plain-text preview of the selected document to the browser’s print dialog.
- **PDF** – Triggers the browser’s print dialog to print a PDF with improved layout and formatting.
- **Download** – Saves the selected document directly as TXT or PDF, without opening the print dialog.

8 Publishing Tournaments

Vesús fully supports tournament organisers' right to manage and publish their tournament data freely. Unlike other software that imposes limitations on data usage, Vesús recognises that event organisers retain full ownership of the data generated for their tournaments.

While Vesús Pairings provides multiple export options — including plain text files, JSON exports, and full static HTML websites — allowing tournaments to be published independently on any platform of the organiser's choice, the most seamless and feature-rich experience is achieved by publishing directly to [Vesús.org](https://vesus.org). Tournaments published on Vesús.org benefit from automatic integration, a responsive layout, live updates, real-time notifications, and a platform optimised specifically for chess enthusiasts and professionals.

8.1 Attribution and Acknowledgement

When publishing tournament data externally, the following principles apply:

- If using Vesús-generated files directly (such as HTML, TXT, or JSON exports) — including their structure — the embedded credits and link to Vesús.org must be preserved without removal or alteration.
- If extracting data and republishing it in a different format, a visible reference to [Vesús.org](https://vesus.org) is requested, especially on pages showing calculations such as tie-breaks or rating changes.
- The name `Vesús.org` must be displayed. The link may be either:
 - written as readable text (e.g., `https://vesus.org`), or
 - embedded as a clickable link in other text (e.g., "Generated by Vesús.org" linking to <https://vesus.org>).

Vesús Pairings is provided free of charge with no functional restrictions. Respecting the attribution requirements helps Vesús's growth by allowing more tournament organisers and arbiters to discover and benefit from the software. Sharing Vesús credits is an easy way for users to contribute back and support continued development.

8.2 Introduction to Vesús.org

Since its launch in 2011, Vesús.org has established itself as a premier platform for managing and publishing chess tournaments. Trusted by thousands of organisers worldwide — from local clubs to national championships and international FIDE events — it offers professional-grade tools with an open, user-friendly experience.

Vesús.org is built for maximum efficiency, featuring a fully responsive design across all devices, real-time data updates without the need for page refreshes, integrated online registration, automatic player notifications, and seamless collaboration across multiple organisers, arbiters, and tournaments. Player profiles aggregate ratings, tournament histories, and PGN games, while social features allow users to follow players and organisers.

The platform is entirely ad-free, with no tracking or access restrictions. It is fully translated into over 15 languages and integrates rating lists from more than 15 national and international federations.

Publishing to Vesús.org ensures the closest integration with Vesús Pairings, offering unmatched visibility, convenience, and engagement — all while maintaining full control over your tournament data.

8.3 Publishing to Vesús.org

Vesús Pairings integrates seamlessly with Vesús.org, enabling instant publishing of tournament data via the SYNC button, as described in the [Top Right Section](#).

Publishing is entirely under the user's control. Vesús Pairings can be used for private events without publishing any data externally. When publishing is desired, it takes only a single click on the **SYNC** button. Note that tournaments can be published to the public page only after pairings for Round 1 have been generated. Before this point, the event remains in registration mode and may display or accept online registrations.

You can publish on Vesús.org only once the first-round pairings have been generated. Before that, the event is in registration mode and may display or accept online registrations.

The **SYNC** button is dynamic: it appears grey and disabled when no new data is available for publishing. It turns blue and becomes active as soon as unpublished data is detected in Vesús Pairings.

A typical workflow when using Vesús Pairings may follow this sequence:

- The arbiter configures tournament settings in Vesús Pairings.
- Player registrations are imported from the public page into Vesús Pairings.
- The arbiter reviews and confirms the participant list.
- Pairings for Round 1 are generated and verified.
- The **SYNC** button is pressed to publish the participant list and Round 1 pairings.

At this point, the tournament is officially started on Vesús.org. Players will receive notifications that pairings have been published.

One key principle regarding tournament publishing should be kept in mind:

Newly generated data — such as pairings for a new round or a freshly calculated standing — must be explicitly published via the **SYNC** button. This gives arbiters the opportunity to review new data before making it public. In contrast, updates to already published content (e.g., entering or overriding results for published pairings, or updating player details such as names, ratings or ids) are synchronised automatically and immediately — no additional **SYNC** action is required.

Returning to the above example: once Round 1 pairings are published, entering results will immediately reflect on the public page. The **SYNC** button remains grey, indicating no new data needs to be pushed.

When all results are entered for Round 1, Vesús Pairings calculates the standings. These are not published automatically, giving you time to review them. The **SYNC** button becomes blue and can be clicked at any time to publish the standings.

The same logic applies when generating pairings for subsequent rounds — they are never published automatically. Only clicking the **SYNC** button will make them visible on the public page.

8.4 Advanced Publishing

To the right of the main **SYNC** button, an arrow opens a dropdown menu with advanced options for controlling how data is synchronised with Vesús.org.

Full Publish

As described above, Vesús Pairings synchronises data efficiently — pushing only necessary changes, even when the **SYNC** button is clicked. This makes syncing fast and responsive.

However, in rare cases where some public data appears out of sync, you may trigger a **Full Publish**. This operation republishes all tournament data from scratch — ensuring a complete refresh of the public page. It functions like a full initial publication but overwrites any previous data.

Clear Published Results

This option deletes all currently published data — including participant lists, pairings, standings, and cross-tables. The tournament returns to registration mode, showing only the registered players list (if applicable).

This may be useful when extensive changes are needed and you prefer to temporarily unpublish the event. Once your adjustments are complete, you can republish the corrected data using **SYNC**.

8.5 Publishing to Chess-Results.com

Vesús Pairings offers direct publication to Chess-Results.com, recognising its central role as an established international tournament platform. This integration reflects Vesús's commitment to collaboration and interoperability within the chess community, rather than creating barriers between different tools and services.

While Vesús.org provides unmatched features — including real-time Rating integration from 15+ federations, social functions with instant notifications, intuitive user interfaces, comprehensive player profiles with photos and social links and live rating information, free PGN game search, light/dark themes and more — publishing to Chess-Results.com offers additional international visibility and serves audiences already familiar with that platform.

This integration also provides organisers with a zero-cost solution for Chess-Results.com publishing, as the primary commercial software for this purpose requires a paid licence, whereas Vesús Pairings remains completely free.

How to Publish

Publishing to Chess-Results.com is straightforward and can be done at any point — even before the tournament starts or when no players are registered yet. From Vesús Pairings:

1. Navigate to the **Export Menu** and select **Chess-Results.com**.
2. A dialogue window opens, providing information about the publication process and direct links to your tournament on Chess-Results.com (once published).
3. Click the **Publish** button to upload tournament data available — including players, pairings, results, and standings — directly to Chess-Results.com.

The publication happens immediately. All subsequent updates (new players, pairings, or results) can be republished with a single click using the same process.

Administration and Customisation

The publication dialogue also provides a direct link to the Chess-Results.com administration page for your tournament. Through this page, you can:

- Configure the data presented for your tournament, including tie-break criteria, players data (such as national and FIDE IDs, rating changes, performance ratings), etc.
- Delete the tournament from Chess-Results.com if required (e.g., testing or cancelled tournaments).

The published Chess-Results.com page will credit Vesús Pairings as the pairing software used, including a link to the [official Vesús Pairings page](#).

Dual Publishing Strategy

Organisers are encouraged to publish on both platforms — ensuring continuity for users familiar with Chess-Results.com while also leveraging Vesus.org’s innovative features and helping to build awareness of the platform. This dual approach maximises visibility and accessibility for all participants.

8.6 Publishing Externally

If you plan to publish your tournament externally (outside Vesus.org) while respecting the attribution requirements, Vesus Pairings provides multiple export formats — available either from the **Prints Tab** or the **Export Menu**:

- **Website** – Downloads an archive of HTML pages suitable for publishing on your own domain. These are easy to customise (e.g., adding logos or photos) and offer a professional presentation of your event. No special hosting is required — simply upload the HTML files.
- **Full Report** – A plain-text file including participant lists, technical details, current standings, and all pairings. It is ideal for sharing directly (e.g., on social media) or extracting tournament data for presentation in other formats.
- **Vesus Chess Tournament File** – A complete export in JSON format (with `.vct` extension), containing the full technical configuration, player records, and pairings. This is the most complete export option and is well suited for developers or professionals needing to repurpose tournament data. Attribution guidance is included within the file content.

9 General concepts

9.1 Understanding Data Synchronisation

Vesús Pairings relies on a real-time communication channel between the browser and the server. Every action taken in the application — such as entering results or modifying player data — is submitted to the server, which records it immediately. However, what the user sees in the interface always comes from the server via a persistent, long-lived connection.

Even though the data is recorded as soon as it is submitted, the interface updates rely entirely on the server pushing data back over the active connection.

When the Connection is Interrupted

Modern browsers are designed to optimise resource usage. When a user leaves their computer for an extended period — especially with the browser tab idle or minimised — the browser may suspend long-lived connections to save memory and CPU. In such cases, Vesús Pairings may stop receiving updates from the server.

When the user returns and resumes activity (e.g., submits a result or modifies tournament data), the server will still store the submitted data correctly — there is no risk of data loss. However, the user might notice that the interface does not reflect the newly submitted change.

How to Detect and Resolve

If submitted data does not appear in the interface, this is a clear sign that the long-lived connection has been interrupted. In this case, the user should **simply reload the page**. This will immediately re-establish the connection with the server and refresh the current state of the tournament — including any changes that may have been made during the disconnection.

Best Practice After Inactivity

To ensure consistent synchronisation:

- After returning from a long idle period, always **refresh the page** before resuming activity.
- This ensures that the connection is re-established and all submitted data can be received and correctly displayed by the interface.

By following this simple practice, users can avoid confusion and ensure that Vesús Pairings continues to operate smoothly, even after prolonged inactivity.

9.2 Calculating Standings

The calculation of standings determines the ranking of participants based on their game results and the configured **Tie-Breaks**. It also includes the computation of rating changes, which are displayed alongside the standings.

The primary and natural tie-break is always the total number of **Points** scored by each player. Vesús Pairings then applies each configured Tie-Break in order, evaluating their values for all players. In the case of ties, it uses the Tie-Breaks sequentially to resolve them — moving from one to the next until a unique ranking is determined.

All Tie-Break values are always calculated and shown, even when they are not strictly needed to break ties; in such cases, they are included purely for statistical purposes. The only exception is **Direct Encounter**, which, in accordance with FIDE specifications, is only calculated when the players involved are tied at the stage in which this Tie-Break is applied.

Standings (and rating changes) are recalculated automatically when any of the following events occur:

- The tournament has at least one completed round, and the **Manual Tie-Break** value of any player is updated.
- The tournament has at least one completed round, and a player's **FIDE/National Rating** or **K-Factor** is modified.
- A round is marked as completed — that is, when all results for the round have been entered.
- Any of the following tournament settings are modified:
 - Enabling or disabling the **Manual Tie-Break**.
 - Enabling or disabling the calculation of **rating changes**.
 - Changing the configured result for **PAB** (Pairing Allocated BYE).
 - Modifying the configuration of **Tie-Breaks**.
 - Changing the value of the **Tie-Break Rating for unrated players**.

This logic ensures that standings and rating changes are always recalculated when needed — reducing mental overhead for arbiters, who can rely on the software to automatically handle updates in response to relevant changes.

Manual Recalculation

If you wish to manually trigger a fresh recalculation of standings and rating changes (for example, in rare or unexpected scenarios), you can do so by performing any of the actions below — even if the change is only temporary:

- *Temporarily change* any Tie-Break configuration.
- *Temporarily toggle* the setting for calculating rating changes.
- **Override the result of a pairing in a completed round** — even with the same result as already recorded.
(This is the simplest and recommended approach, as it reliably triggers a fresh standings calculation without affecting the tournament state.)

Notably, you do not need to change a result and revert it — you can simply override a pairing by entering the same result again. This alone is sufficient to trigger a fresh calculation of the standings.

9.3 Columns configuration

Each table in Vesrus Pairings can be customised by selecting which columns are displayed. This feature is especially useful when managing large datasets and allows each user to tailor the view based on personal preference, role, or available screen space. It also proves valuable when working on smaller displays — such as tablets or phones — where hiding less relevant columns can help prioritise key data.

Your columns configuration is saved as a persistent user preference and remains in effect across sessions, even when switching between different tournaments and events.

To customise the layout:

- Locate the **cog** icon, typically positioned in the top-left corner of the table header.
- Click the icon to open a dialog listing all available columns.
- Each column entry has a checkbox:
 - **Checked:** The column is shown.
 - **Unchecked:** The column is hidden.
- After making your selections, click the **Close** button in the bottom-right corner of the dialog to apply your changes and return to the table view.

9.4 Supporting National Federations

Vesús integrates with over 15 rating lists from both international and national chess federations. These can be queried directly when entering players into Vesús Pairings. The platform cross-references data between FIDE and national databases, significantly reducing manual effort and ensuring players are registered with full and accurate information — including local identifiers that may not be available in international lists.

Support for national federations goes far beyond player lookup alone.



Vesús Pairings can generate custom tournament reports in the specific formats required by national chess federations.

When creating a tournament, you select the country and the national federation that governs the event. If Vesús Pairings provides integration for that federation, the appropriate reports will appear in the export menu under the **"Federation Reports"** group.

In the example shown on the left, reports for the Italian Chess Federation (FSI) are included. These support:

- Verification of participant membership status
- Generation of qualification reports for the Italian Youth Chess Championships
- Preparation of rating reports for submission of rated tournaments

If you would like Vesús Pairings to support custom reports for your national federation, you may request this via the [Contacts page](#).