

Adjusting McMahon Scores in Tie-Break Calculations

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This one-page summary is an *aide-mémoire* on how to make the adjustments that may be required to be made in the McMahon scores of the opponents of the players who are tied in their sections.

Normalizing Scores

Players A and B are tied. In SOS, you list their opponents and inscribe their final McMahon scores. In some cases you will need to normalize the score of a tied player if he or she missed a round or more, or if he or she received a bye.

P L A Y E R A	
Name	McMahon Score
<i>Bye</i>	
Opponent 2	-7
Opponent 3	-7
Opponent 4	-5
Opponent 5	-5
<i>Missed Round</i>	
TOTAL: (normalized)	$(-24 \div 4 \times 6) = -36$

P L A Y E R B	
Name	McMahon Score
Opponent A	-7
Opponent B	-6
Opponent C	-5
Opponent D	-5
Opponent E	-5
Opponent F	-5
TOTAL	-33

Adjusting the McMahon Score of Opponents

Before listing the final McMahon scores of the players with whom Players A and B have played, you must first adjust the scores of these opponents for any byes, missed rounds, or wins or losses by default that they might have received. (For both players below, it is assumed that they lost all their games, except for the two wins by Opponent 2. They both started off at -8).

Opponent 2

	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Final McMahon Score
Player's Result in Tourn. Grid	-8	-8	-7	-6	-6	-6	-6
Reason for Adjustment			Bye	Win by Default			
Amount Subtracted			-½	-½			
Adjustment for tie-break only	-8	-8	-7.5	-7	-7	-7	-7

Opponent 3

	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Final McMahon Score
Player's Result in Tourn. Grid	-8	-8	-8	-8	-8	-8	-8
Reason for Adjustment				Loss by Default		Missed Round	
Amount Added				+½		+½	
Adjustment for tie-break only	-8	-8	-8	-7.5	-7.5	-7	-7

Adjusting for Negative Numbers

When negative numbers are involved, this is what it means to add or subtract a ½ point.

$-8 + \frac{1}{2} = -7.5$ (missed round)	$-8 + -\frac{1}{2} = -8.5$ (bye)	$-8 + -\frac{1}{2} = -8.5$ (win by default)	$-8 + \frac{1}{2} = -7.5$ (loss by default)
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Winner of a Tie-Break

The winner of a tie-break is: **Positive number:** the player farthest from zero; **Negative number:** the player closest to zero.