FOR CHESS TOURNAMENT ORGANISERS

The Tournament Notebook

Every game analysed, for every player, not just the top boards. And every evening, ready-to-post content to bring your tournament to life.

357

games analysed in our real example, an 89-player open

6

ready-to-post pieces of content every evening, from your first tournament

1 month

of ChessPivot Plus free for every player

ChessPivot · chesspivot.com

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THE SERVICE AT A GLANCE

Every player leaves with a review of their tournament

At an open, only the top boards are broadcast and commented on. Most players go home with a result and a rating change, and nothing about their games. The Tournament Notebook gives every participant a review of their games, and gives the organiser something to share every evening, with no extra work.

For every player

- Every game analysed, with the turning point of each one explained using the engine line.
- The mistake that keeps coming back across the tournament, compared with players in the same rating band.
- Up to five exercises built from their own positions.
- Their game of the day analysed the same evening.
- A card to share, and a free month of ChessPivot Plus.
- For juniors: the notebook is sent to the parents.

For you, the organiser

- Every evening, a kit of ready-to-post content in your colours, with your sponsors.
- "The tournament in numbers", a public page updated after every round.
- ChessPivot prizes on every board, with a year of Plus for the winners.
- A final report for your federation, league, town hall and sponsors.
- The complete PGN of the tournament, which FIDE recommends for anti-cheating checks.

What everyone wants from a tournament

	Before	During	After
The junior player and their parents	Arrive confident and know what to review. Parents want to know where their child stands.	Get over a loss without losing heart, and go over the game. Parents want to know how to help.	Be proud of what went well and know what to work on. Parents want to see progress.
The improving adult 1200 to 1900 ELO, the heart of every open	Prepare openings, know their current weak spots.	Understand the game the same evening without typing it in by hand.	A clear review and a training plan, a record of their games, a tournament to share.
The strong player 2000 ELO and above	Prepare for opponents.	Serious analysis, fast.	A clean database of their games and performance statistics.
The coach travelling with a group	Know what each student should review.	Spot, between rounds, which games to go over with each student.	A review of the group for the rest of the season.

REAL EXAMPLE · A PLAYER'S NOTEBOOK, PRIVATE

The player's notebook

Built on a real tournament: the Adolf Anderssen Chess Festival 2026, Open B, in Wrocław (89 players, 357 games, broadcast publicly). The player is anonymised as Player A (rated 2078). The notebook arrives by email the evening of the last round.

4/7

1899
performance (−179 on your rating)

1849
average ELO of your opponents

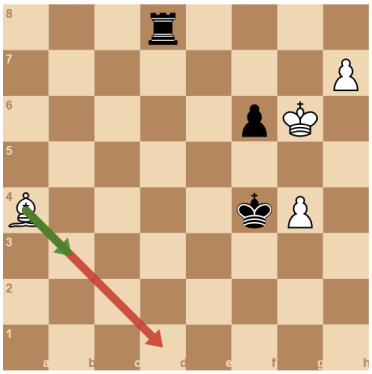
92.1
median accuracy

2/3
winning positions converted

1/2
losing positions saved

The moments that decided everything

In every game, the move that swung the player's chances the most, explained with the engine line. Red arrow: the move played; green arrow: the best move.



played best

ROUND 5

The move that cost you the most

40 points of winning chances

You played **59. Bd1**. The engine preferred **Bb3**.

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The line with the best move: 59.Bb3 Kxg4 60.Bg8 f5 61.h8=Q Rd6+
```

Compared with players in the same rating band

Same tournament, same measures, same engine settings. Here, the player saves more lost positions than the band.

You and the 31 players in your band (1878 to 2278 ELO)

Same tournament, same measures, same engine settings.

Winning positions converted — **66.7%** · band 85.0%

Losing positions saved — **50.0%** · band 28.7%

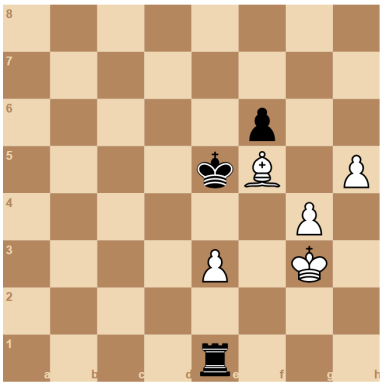
Median accuracy — **92.1** · band 91.9

you your band

Exercises from the player's own games

Positions the player actually had on the board during the tournament. In each one, the best move is worth at least a pawn and a half more than the next best.

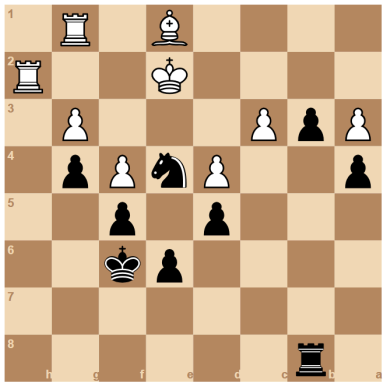
EXERCISE 1 · ROUND 5



White to play and win

▸ Show the solution

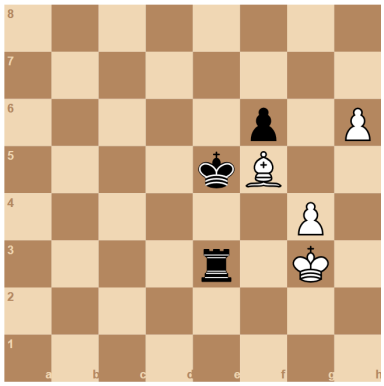
EXERCISE 2 · ROUND 2



Black to play and win

▸ Show the solution

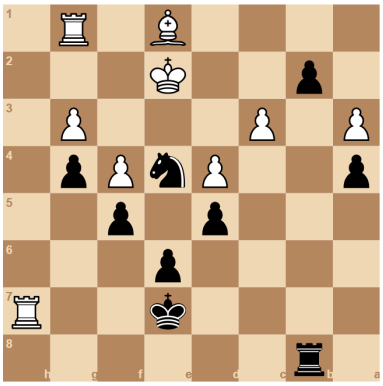
EXERCISE 3 · ROUND 5



White to play and win

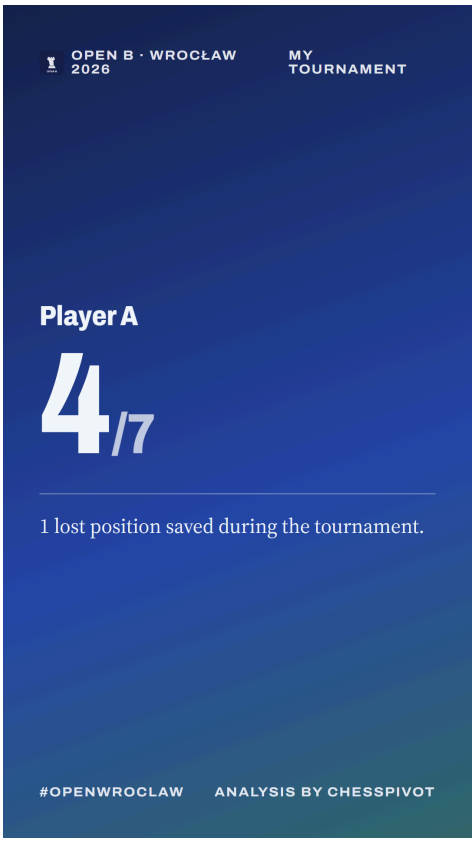
▸ Show the solution

EXERCISE 4 · ROUND 2



Black to play and win

▸ Show the solution



A card to share

Made for a story or a message: the score, the performance and what made the player stand out. It never shows an accuracy ranking: an accuracy figure out of context is easily read as suspicion.

EVERY EVENING, AFTER THE ROUND

Content to share

Once the round is over, a ready-to-post kit is waiting for you: content drawn from the day's games, in your colours and with your sponsors' logos. Download or copy in one click, with nothing to write or lay out.

From your first tournament: six pieces of content that need only the PGN

Puzzle of the day

The finest winning move of the round, to find.

Would you have seen it?

The missed chance of the round, as a quiz.

Stat of the round

One striking figure and the sentence that tells it.

Round report

150 words ready to paste, with the numbers.

Daily bulletin

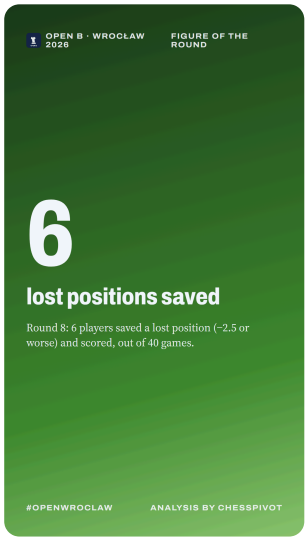
Results, game, puzzle and stat, as a PDF.

Playing-hall screen

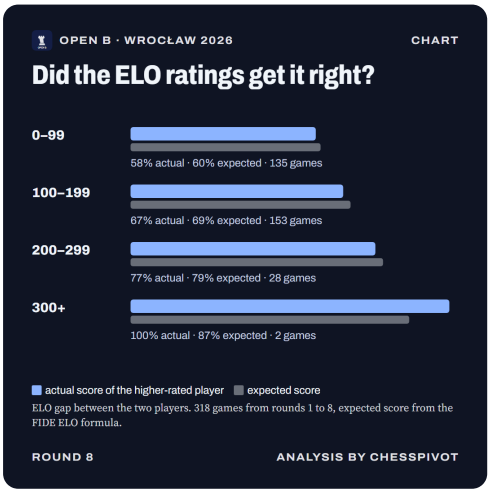
A slideshow that runs on its own in the hall.



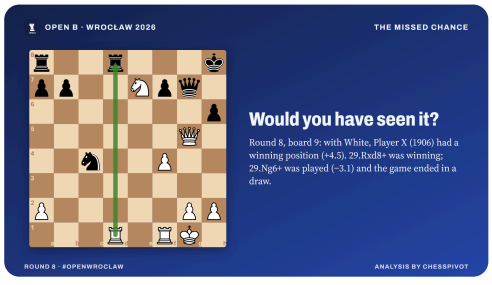
Square post · puzzle of the day, from a move played in the round



Story · the stat of the round



Square post · chart



Hall screen · 16:9 slideshow, the missed chance of the round

THE FULL CATALOGUE

Some forty pieces of content, for every audience

Each item shows when it comes out, who it is for and in which formats. Items with the green label are produced from the first tournament; the others follow.

Puzzles and games

Get the public playing with real positions from the tournament.

Puzzle of the day — from the first tournament

The finest winning move of the round, to find. Solution the next day, with the name of the player who found it.

every round · Players, Public, Parents · *square post, story, A4 poster, hall screen*

Would you have seen it? — from the first tournament

The missed chance of the round as a quiz: the position, then the answer.

every round · Public, Players · *carousel, story, short video*

Solving contest

One position per round shown in the hall; players answer by QR code, with a prize draw among correct answers at the closing ceremony.

every round · Players, Parents, Sponsors · *A4 poster, QR code, hall screen*

Junior puzzle

A position from a junior's game, chosen to suit children.

every round · Parents, Players · *square post, A4 poster*

Public vote

The engine shortlists the three finest moves of the tournament; the public picks the winner.

end of the tournament · Public, Sponsors, Players · *voting page, story, square post*

Numbers and records

Short, surprising facts that are easy to share.

Stat of the round — from the first tournament

One striking figure, with a sentence that tells it.

every round · Public, Players, Press · *story, square post, ready-to-paste text*

Records

Longest game, fastest win, biggest upset, longest unbeaten run.

every round · Public, Players, Press · *square post, carousel, hall screen*

David and Goliath

Wins by lower-rated players, and their share of all games.

every round · Public, Players · *story, square post*

Did the ratings get it right?

Actual score compared with the score expected from the rating gap.

end of the tournament · Public, Press, Players · *chart, square post*

White against Black, and the openings of the open

Who scores more, which openings were played, and which ones paid off.

every round · Players, Public · *carousel, chart*

Comebacks

How many lost positions were saved, and the wildest one.

every round · Public, Players · *story, carousel*

Clubs, ages and origins

The top-scoring club, the generation duel, where players come from. Needs the player list.

end of the tournament · Federation and town hall, Press, Public · *chart, map, PDF report*

Time trouble

What happens in the last five minutes. Only if clock times are recorded.

end of the tournament · Players, Public · *chart, square post*

Charts

The tournament in pictures, readable in two seconds.

The curve of the game of the round

Winning chances move by move, with the key moments marked.

every round · Public, Players · *square post, short video, hall screen*

The moving standings

How the top ten changed, round after round.

every round · Public, Players, Press · *chart, short video, hall screen*

Score by rating gap

Where the upsets happened.

end of the tournament · Public, Press · *chart*

Map of origins

The towns and clubs represented. Needs the player list.

before and at the end · Federation and town hall, Sponsors, Press · *map, square post, PDF report*

Portraits and close-ups

Put faces and stories on the tournament, with the players' consent.

Player of the day

The biggest overperformance of the round, and the game.

every round · Public, Players, Parents · *square post, story*

Player close-up

Their run, their best game, their tournament curve.

every round · Public, Parents, Press · *carousel, story*

Tomorrow's duel

A preview of board one: head-to-head and both players' favourite openings.

day before the round · Public, Players · *square post, story, hall screen*

The unbeaten

The players who have not lost yet, and how they held on.

every round · Public, Players · *story, square post*

Club close-up

The results and finest game of a club taking part.

end of the tournament · Players, Sponsors, Federation and town hall · *carousel, PDF report*

Stories

Written texts, to read over and publish as they are.

Round report

from the first tournament

150 words on what mattered, with the numbers.

every round · Public, Players, Press · *ready-to-paste text, newsletter*

Game of the round, annotated

Three key moments explained, with diagrams.

every round · Players, Public · *carousel, bulletin, web page*

Daily bulletin

from the first tournament

Standings, results, game of the round, puzzle and stat of the day on one or two pages.

every round · Players, Parents, Public · *PDF bulletin, newsletter, A3 poster*

Five moments of the tournament

The tournament summed up in five positions.

end of the tournament · Public, Press, Sponsors · *carousel, short video, web page*

Press release

Written, with the key figures and room for a quote from the organiser.

end of the tournament · Press, Federation and town hall · *press release*

For juniors and their parents

Pride for the child, peace of mind for the parents.

Personal certificate

The child's participation, score and best move, to print or keep.

end of the tournament · Parents, Players · *PDF certificate*

Best move in each age group

One highlighted move per age group, so every group has its star.

end of the tournament · Parents, Players, Public · *square post, A4 poster*

Message to parents

One sentence after each round: what the child did well and what they will learn from the game.

every round · Parents · *email, ready-to-paste text*

For sponsors

Give sponsors visible presence and figures to show.

Sponsor's prize

"The brilliant move, presented by…": the sponsor names a prize chosen by the engine.

end of the tournament · Sponsors, Public · *square post, A4 poster, hall screen*

Sponsored content

The sponsor's logo on the puzzle of the day or the stat of the round.

every round · Sponsors · *all visuals*

Sponsor report

Page views, content published, notebooks opened and shared, number of juniors reached.

end of the tournament · Sponsors, Federation and town hall · *PDF report*

For the federation, league and town hall

Report back simply.

Final report

Participation, juniors, girls, origins, clubs, games analysed.

end of the tournament · Federation and town hall, Sponsors · *PDF report*

Complete PGN

Every game, checked by the players, ready for the federation.

end of the tournament · Federation and town hall · *PGN file*

In the hall and on your website

Bring the tournament to life on site and online.

Analysis-room screen

from the first tournament

A slideshow that runs on its own: standings, puzzle, stat and missed chance of the round.

every round · Players, Parents, Public · *hall screen*

QR codes

On the tables or the notice board, linking to each player's analysed game.

every round · Players, Parents · *QR code, A4 poster*

Website widget

The standings and the content of the day on your website, updated automatically.

throughout · Public, Players · *embeddable widget*

Broadcast overlay

The round's numbers overlaid on your video broadcast of the top boards.

every round · Public · *video overlay*

Formats

Square post 1080 × 1080, for Facebook and Instagram.

Carousel 5 to 8 visuals in sequence.

Chart Image or interactive web version.

Hall screen Full-screen 16:9 slideshow that runs on its own.

Newsletter and email A formatted email to send to players and parents.

Press release Written text, ready to send.

Embeddable widget A block to paste into your website, updated automatically.

QR code Linking to a player's game or the puzzle of the day.

Story 1080 × 1920, for Instagram, Facebook and WhatsApp.

Short video 15 to 30 seconds: the animated move and the text, vertical.

A4 or A3 poster Printable PDF for the hall and the notice board.

Ready-to-paste text For Facebook, WhatsApp or your website, with emojis if you like.

Daily bulletin One- or two-page PDF and web page.

Public web page "The tournament in numbers", under your name.

Video overlay For your broadcasting software.

Certificates and PDF reports For juniors, sponsors, the federation and the town hall.

What we need

- The games: the PGN from your broadcast or electronic boards, or photos of both scoresheets of each game.
- The player file from your pairing software, for content by club, age or origin.
- Your logo, your colours and your sponsors.
- Clock times, if your electronic boards record them.

The rules every piece of content follows

- Nothing is published during a round: the analysis arrives once the games are over.
- No accuracy ranking between players.
- A portrait only with the player's consent.
- Initials only for a minor without consent.
- No invented positions: every diagram comes from a game in the tournament.

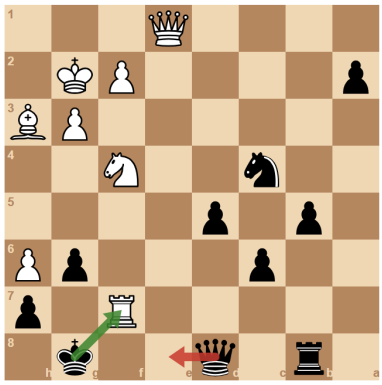
REAL EXAMPLE · PUBLIC PAGE

The tournament in numbers

Wrocław 2026, Open B: the lower-rated player won 22 percent of the games (80 of 357); 58 of 319 winning positions were thrown away; the higher-rated player scored 57, 68 and 78 percent depending on the rating gap, against 59, 69 and 80 percent expected.

357	73%	52%	58	58
games analysed	decisive games	of the points for White	winning positions not converted	lost positions saved

The missed chance of the tournament



Round 2, board 4: with Black, Player G (1987) had a winning position (+3.1). 48...Kxf7 was winning; 48...Qe8 was played (−9.2) and the game ended in a draw.

IN PRACTICE

How it works

1. **Before the tournament**: you send us the player list (the file from your pairing software is enough), your logo and your sponsors.
2. **After each round**: the PGN, or photos of both scoresheets of each game. Players confirm doubtful moves themselves. The evening kit follows shortly after.
3. **The evening of the last round**: every player receives their notebook by email. You receive the final report and the complete PGN.

Reading the scoresheets

A tournament that is broadcast or played on electronic boards already has the PGN, and that is all we need. Otherwise, we read the handwritten scoresheets. Measured on real scoresheets, one sheet is not enough; with both sheets of the same game, White's and Black's, 93 percent of games come out right after a few questions to the players. That is why we ask for both sheets, and every player checks their game before their notebook is computed.

What we guarantee

- Notebooks are private.
- The public page shows only facts about the games, with names as in the official results and initials only for minors.
- Any player can opt out.
- Data is processed in line with the GDPR.

What we ask of you

- The credit "Analysis: ChessPivot" with a link, on the tournament page.
- A word to the players to announce the notebook.

How much does it cost?

The service is free, for you and for the players, whether the games come as PGN or on paper scoresheets: there is nothing to pay.

Let's talk about your next tournament

Send us the dates, the expected number of players and how the games are recorded: we will reply with a sample kit in your colours.

mathieu.morio@chesspivot.com

Method: every position is analysed by Stockfish; the moments selected are rechecked at depth 20. Winning chances and accuracy use Lichess's public formulas. Winning position: at least +2.5 pawns. Example built on the public games of the Adolf Anderssen Chess Festival 2026, Open B; player names are replaced by pseudonyms.