

# BSI Heart Trophy - 2026 Supplement

## The Trueman/Buchholz System of Tie Breaking for Bowls

The **Buchholz system** is a **tie-break method** that comes originally from chess and Swiss-system tournaments. It's now widely used in many sports where players/teams play only a limited number of games.

### Definition

The **Buchholz score** of a player is the **sum of the scores of all their opponents**. In the bowls context, that means: after each player has finished their random games, you add up how many wins each of their opponents ended with.

- The idea is that if two players have the same win-loss record, the one who faced **stronger opposition** should be ranked higher.

### Why it works

- It adjusts for the fact that not all draws (or pools) are equally tough.
- For example:
  - Player A goes 3–1 against opponents who all end up with losing records.
  - Player B goes 3–1 against opponents who all end up 3–1 themselves.
  - Without a tie-break, they look equal.
  - With Buchholz, Player B's opponents' scores add up to more, showing Player B beat stronger competition.

### Example in a 4-game bowls event

Suppose after 4 games:

- **You:** 3 wins – 1 loss. Your opponents finish with records 4–0, 2–2, 2–2, and 1–3. Their total wins = 9.
- **Another player:** 3 wins – 1 loss. Their opponents finish 3–1, 1–3, 1–3, and 1–3. Their total wins = 6.

Even though both are 3–1, your **Buchholz = 9** vs theirs = **6**, so you'd be placed ahead.

### Why it's good for bowls

- With only 4 rounds, many players will end up tied (lots of 3–1s, some 2–2s).
- **Shot differential** can be heavily influenced by one blowout game (and luck in bowls is a big factor) and it rewards those who play weaker opponents.
- **Buchholz** instead rewards players who had a tougher schedule, an imbalance which often happens when games are randomly drawn or grouped in pools.
- **The Trueman modification** takes it one step further by comparing the results of head to head play amongst players with the same match point records. It does this first by comparing the results of matches of those within the group to the results of others within the group and then by any actual head to head games that might have occurred between two or more players within that group. If there are still any ties the traditional methods of differential and/or ends won is brought in as the final arbiter.