

Agenda for the FIDE Technical Commission

with discussion, opinions and proposals sent before the meeting

TEC Meeting, Bucharest, April 27-28, 2019

10:00-13.00 and 15:00-20:00

Chairman: Bharat Singh
Secretary: Andrzej Filipowicz

1. Opening by chairman

2. Revision and corrections of the Chapter of the Technical Matters in the FIDE Handbook – all remarks of all TEC members will be discussed.

TEC Chapter in the FIDE Handbook – new version with corrections.

2.1. Mr. Danail Danailov

I have a small company and we designed a chess set. We tried to stick as closely as possible to the section 02. Standards of Chess Equipment and tournament venue for FIDE Tournaments of the FIDE handbook, but there is no regulation for the exact weight of the pieces. Could that be a matter for discussion?

2.2. IA & IM Andrzej Filipowicz, reply

a) You are right. The weight of the pieces is not mentioned in the Chapter.

However all the chess players know, that the pieces must be stable and heavy. Long time ago inside of the chess pieces were the pieces of the heavy metal (lead), because during the blitz event chess players have to make moves in the part of the one second and chess piece cannot fall down.

b) You should take also in the consideration the problem of transmission games and inside the pieces are small "electronic devices". It is difficult to prepare the exact weight of the pieces different sizes.

3. Force majeure – the TEC wishes to prepare the recommendation for arbiters and Organisers of the chess events, if it is necessary to interrupt the round or the tournament.

3.1. IA & IM Andrzej Filipowicz. Such a case happened in the 2019 Aeroflot Open in Moscow, when after 40 minutes of the first round all participants of both tournament groups "A" and "B" as well as the guests of hotel had to leave the building for three-four hours.

I was a Chief Arbiter and I decided:

a) to cancel the first round and play next day,

b) to change rate of play in group "A", instead 40/100'+20/50'+15' and 30"/move (1), I adopted the rate of play of group "B": 40/90'+30'+30" and 30"/move (1). It gave the possibility to play two rounds per day (only 12 hours per day is allowed) and to play 9 rounds.

c) we were lucky – no one game was finished and it was the possibility to play two rounds per day.

d) problems to be discussed: the finished games, games with big advantage (winning positions), cancel the round and repeat the round or change the number of rounds in the event (then the problem of norms etc.).

3.2. IA & WGM Agnieszka Brustman The case happened in the 2019 Aeroflot Open - remarks

a) Not so long ago most games were interrupted after 40 moves. Then one player made a secret move and placed it in an envelope. After the night analyses from both sides the game continued.

However, if you have to leave the game rooms immediately, there will be no time for this.

b) Once I had a break during a round due to a power outage. It was a tournament for about 70 people. The referee asked the players to stop the clocks and go to the café next to the game room.

c) I am not in favor of canceling the round because some players may win or have almost won positions. But in some situations there is no good solution.

d) It is worth considering whether the procedure of writing the secret move could be adapted to the emergency situation and carried out elsewhere. Maybe the electronic record could help.

3.3. IA Almog Burstein

Continuing the games, even after a long break, is always (in my opinion) preferable to any other solution. Of course, if it is possible to seal a move and/or prevent the players from accessing computer programs during the break, this should be done.

3.4. IO & IA Samir ZERDALI

I think that if the incident happened before half-time (either for the control or the finish), the round must be postponed according to the availability of the playing hall (and to preserve the possibility of the norms) and if the incident is after, the round can continue if the circumstances allow it all by ensuring that the players make the secrets moves.

4. Tie-break system – proposed tie-break systems for important events. Order of tie-breaks and problem of unplayed games in tie-breaks (e.g. an unplayed game can be counted as a draw against the player himself).

4.1. IA & WGM Agnieszka Brustman

An unplayed game can be counted as a draw against the player himself - this is good idea.

4.2. IA Roberto Ricca

- a) As we know, the variants of Buchholz (particularly Buchholz Cut-1 for the highest positions) are the best tie-breaks. The main problem with Buchholz (and with all the tie-breaks based on the opponents' results) is that sometimes weird things happen. I always remember a tournament played in my city, where three players were tied at the end of the tournament, but the winner and the exact standings of them were going to be decided by a game played in the third-to-last board. The three possible results of that game (the last to end) would have defined three different orders for the first three players. Ok, it is a rare situation, but it happened, it may happen again and, in the end, it is a bit ridiculous.
- b) There are people who prefer "Sum of Progressive Scores" just because they can know their tie-break value before playing their last game.
- c) So, I started to ask myself if it were possible to find a tie-break as valid as Buchholz, but with the final value known in advance. I didn't find one, but I think that I found something decently close.
- d) For the moment, I called it Fore Buchholz (we can find a better name, if we deem it is a good idea). It is the sum of the scores of each opponent *before their last game is played* (or, which is the same, as if all the scheduled games of the upcoming round end up in a draw). As soon as a round is published, anybody can compute the final value of their own tie-break, and play their next game accordingly. I used such tie-break in my simulations and, at least so far, the results seem to indicate that its marks are in the middle between Buchholz and Progressive (i.e. worse than Buchholz, better than Progressive).

4.3. IA Carol Jarecki

- a) US Amateur Team East.
I can offer the experience of the USA. A big team tournament has been held every February for many years. It began in New Jersey (just south of New York City) 50 years ago next year and eventually split into 4 regions (East, South, North and West) tournaments because the East got just too big and it gave the opportunity for teams to play closer to their homes states.
- b) The 2019 event registered 323 teams (4 boards plus one alternate allowed). The 2018 tournament had 315 teams.
- c) It is a Swiss of 6 rounds over 3 days with 2 rounds per day. Time controls are now 40/120 plus 30 min. to complete the game with a 5 seconds delay from move one. You can imagine it is a massive undertaking requiring efficient teamwork from the (relatively small) staff. Every round starts punctually, pairings are posted about 20-30 minutes before the start time. The tie break system has evolved to one that has been working extremely well for many years.
- d) US Amateur Team System:
For each round, the tiebreak points are the final score of the opposing team multiplied by the number of points scored against that team. For example, if Team A scored 2.5-1.5

against Team B, which finished the tournament with 3 match points, Team A's tiebreak for that round is $2.5 \times 3 = 7.5$. This system awards credit for an extra margin of victory without the drawbacks of using straight game points, and is preferable.

4.4. IA Almog Burstein

Buchholz, Berger, personal encounter etc. are always (again, in my opinion) preferable to rating performance, since the latter rely on the achievements of the opponents in previous tournaments while the former rely on the opponents' results in the current competition.

4.5. IA & IO Bidur Gautam - Nepal

Unplayed game can be counted as a draw against the player himself.

4.6. IO & IA Samir Zerdali

- a) I propose the following criteria: Direct Encounter, Buchholz Cut 1, The Greater Number of wins, Average Rating of Opponents Cut 1, The Greater Number of Game with Black;
- b) An unplayed game can be counted as a draw against the player himself;
- c) It is an interesting idea to use the same tiebreak during the tournament for pairing and for the final results;

Tie-break system AROC Average rating of opponents cut (one or two)

4.7. IA & IM Andrzej Filipowicz. Buchholz refers to the actual strength (or results) of players in the tournaments, but AROC to the possibility of players before the event. Both systems have some advantages and disadvantages.

- a) It is not easy to beat much known player, with the highest rating, sometimes because of psychological matters, but the point means the same when you beat the much weaker player. So if you play with very strong players the row of opponents is reflected by ARCO - it means something.
- b) Actual possibilities in the tournament the highest rated players and the lowest rated player gives Buchholz, independently the different rating of opponents before the start.
- c) I think ARCO is better than direct encounter, because we do not play match, but tournament. The row of the opponents is more important than one game.
- d) So Buchholz (or Buchholz cut 1) is first and ARCO (ARCO cut 1) the second looks OK. It should be made a big statistic including results of big open tournaments e.g. from the last five years. Nobody made it.
- e) In a favor of Buchholz we can underline the simplicity. In ARCO the big differences in the ratings of participants create difficulties. Perhaps ARCO can be used for very strong tournaments, when we have mostly high rated opponents.
- f) Summary: AROC – results of tie-break are known before last round
Buchholz – results of tie-break are know after last round

4.8. IA Tomasz Delega - ECU AC Chairmam

- a) Regarding ARO(AROC) please discuss during the meeting the following questions:
 1. In case of FIDE unrated opponent, how to deal with this? Should unrated player be cut first (because of cut 1 option) or should be not counted and the lowest FIDE rated player should be cut? What in case of two unrated opponents?
 2. Should we use rating correction (400 point) or not?
 3. In case of unplayed games, how to deal with this? Should be cut first or not counted?
 4. If we should cut unrated and unplayed, what to do in case if a player has both? Which opponent should be cut first?
- b) Please take a note that AROC is a first tie-break for EICC and EWICC starting from 2019, following decision of PB in Astana and should be precisely described.
- c) I haven't received an agenda of the TEC meeting, but please include tie-break AROC clarification, if not included yet, according to FIDE PB decisions: **Q1Presidential Board B-2019/19** to approve GSC proposal in regards to the tie-break criteria for the Swiss-system events of the World Championship Cycle.

4.9. GM Emil Sutovsky

- a) AROC has many advantages, and GSC chose it after examining all the options closely - and that will stay intact at least for the present WCC cycle.
- b) What is important indeed is to prescribe into regulations the answers to questions posed by Tomasz. I think Ashot handled it very well in Skopje, and it should just be a part of the Handbook, thus the Chief Arbiter won't need to decide on it before the event.

4.10. FIDE

Tie-break criteria in Swiss-system events of the World Championship Cycle. Following the recommendation of GSC, the tie-break criteria for Swiss-system events of the World Championship Cycle were approved by **FIDE Presidential Board in Astana**:

- a) Average Rating of Opponents Cut 1 (AROC 1), i.e. *Average Rating of Opponents, excluding the lowest-rated opponent.*
- b) Buchholz Cut 1; i.e. *Buchholz score reduced by the lowest score of the opponents.*
- c) Buchholz;
- d) Direct encounter between the players in tie;
- e) Drawing of lots.

5. Regulations of Olympiad – the problem are the current system with a big group of teams with the same number of match points. What kind of tie-break you propose: matches points, game points, Sonneborne-Berger, Buchholz, average rating of opponents etc. Please send proposals.

5.1. IA & WGM Agnieszka Brustman

- a) A large group of teams with the same number of match points is a problem. It makes the tournament situation incomprehensible not only for fans.
- b) It is an interesting idea to use the same tiebreak during the tournament for pairing and for the final results. A good pairing is when a strong team play with a weaker team in the same score group
- c) On the other hand, when the number of teams is huge, the number of rounds may be too small for the best teams to play against each other.
- d) The idea of match points is very good in sport, where the final result is unpredictable. Football, for example.
- e) Team in chess is four players, so you can win max. 4 points.
- f) So, why not use small points instead of large points at all?
In the system, when we use the game points after the first round, we create 9 groups of results. With many point groups, we are currently avoiding many problems such as those mentioned above.
- g) It is also debatable whether a match or game points are conducive to greater, more interesting competition.

5.2. IA Almog Burstein wrote:

- a) As the ECU representative in TEC, I would like to draw your attention to the decision of the ECU Extraordinary General Assembly, held in Skopje, North Macedonia, on March 23, 2019, to use, in ECU team events, the **Olympiad Sonnenborn-Berger** (instead of Game Points) as the first tie-break (in case of equal Match Points) **for both pairings purposes and final standing.**
- a) Attached please find the reports of the subcommittee established by the 2017 ECU GA in Crete, Greece, and the ECU Arbiters' Council, in this respect – see attached documents
- b) Following the thorough discussions held during many months (in meetings, emails etc.) it is now recommended to FIDE to change its Olympiad's pairing system as well.

5.3. IO IA Samir ZERDALI

- a) Regulations of Olympiad I propose the following criteria: Match point, Direct encounter, Games points, Buchholtz Cut 1, average rating of opponents, Sonneborne-Berger.
- b) it is an interesting idea to use the same tiebreak during the tournament for pairing and for the final results

6. New electronic clocks and other electronic devices – the method of testing?

6.1. IA & IM Andrzej Filipowicz. See the new report of testing clock.

6.2. IA Almog Burstein

I think that the current system of testing the clocks is satisfactory.

7. FIDE Application for mobile phones – proposals?

8. Two kinds of equipments.

8.1. Official FIDE equipment (clocks, boards, electronic scoresheets, live telecast equipment, etc) means that the producer can put FIDE logo on the clocks and boards, but has to sign the contract with FIDE.

8.2. Approved equipment can be used in the rated tournament but without FIDE Logo.

8.2.1.. IO & IA Samir Zerdali

I propose that Official FIDE equipment (boards, clocks etc) means that the producer can put FIDE logo on the clocks and boards, but has to sign the contract with FIDE, and all FIDE Tournament must play with the Official FIDE equipment (with FIDE logo)

9. School regulations – tournament, tie-breaks, special rules and other ideas.

9.1. IA & WGM Agnieszka Brustman

Maybe game points could be used in school team competition?

9.2. IA Almog Burstein school regulations - should be similar to those of adults.

9.3. IA & IO Bidur Gautam

Match point & Game points could be used in school team Competition/Tournament.

10. Internet World Chess Championship – participants, regulation, fair play control etc – proposals.

10.1. IA & IM Andrzej Filipowicz.

Open only for rated players 2300+ (about 9.000 players)

Rate of play rate of play 25'+3" in all rounds and if necessary tie-break – always two blitz games 5'+3", until be a winner.

The Round Robin tournaments – a few stages

- first step - groups 16 persons rated 2300 – 2500 playing 15 rounds (players 9.000 minus 1.000 i.e. over 2500)- two winners go to the next stage – number of participants about 7.500 really,
- second step groups 16 persons rated 2500 – 2600 playing 15 rounds - two winners go to the next stage (number of participants 750+500),
- third step groups 16 persons rated 2600 – 2700 playing 15 rounds - two winners go to the next stage (participants 125+ 45),
- forth step groups 16 persons rated 2700+ and winners, two winners go to final (max 32 participants),
- fifth step – matches of four games (16 participants, then 8, 4, 2 and 1),

10.2 IO & IA Samir Zerdali

Internet World Chess Championship: maybe only member of FIDE Online Arena can participate and play in platform of FIDE Online Arena

11. Miscellaneous - proposals

11A. Dress code

11.1. IA Alex Roose, Federation AHO

- I would like to propose that during country team events, all team members wear the same team jersey. Both women and men and captains should have the same team jersey on. This team jersey should display the national flag colors of the respective country so everyone is able to recognize it.
- The motivation for this proposal is not only that it looks much nicer but mainly because it is a weapon in the struggle against cheating. For example, in the Olympiad the rule is very strict that captains are never allowed to have eye contact with their players, but if a player goes to the bathroom, followed two minutes later by the captain or a fellow team member, nobody has an eye or an ear on them if they are talking about the game.

11.2. WGM Zhaoqin Peng

- a) On the topic of Proposal about jersey, I would like to explain my different opinion. I'm sure that Alex's proposal is well meant but I don't know if it's feasible. First of all duration of a team tournament is long.
- b) With my experience as a player and junior team coach as well, I don't think the participants are happy that they wear the same jersey during the 10-day or two-week tournament. It's very hard to imagine that it can stay clean when the weather gets warmer.
- c) Secondly, about the costs. To be able to participate in the Olympiad, many of the teams have to find volunteers and some of them even have to take care of the air tickets themselves. Many of the teams can't afford a coach. It's then very difficult to expect all of them to meet the requirement of team jersey.
- d) My proposal is a badge with different colour of the rope. Players, coaches, accompanies and even the arbiters are easily distinguished by a different colour of the rope (could be wider). For example, players with green, coaches and captains with orange, accompanies and visitors with yellow and arbiter with white. It's clear and simple.

11.3. IA & WGM Agnieszka Brustman

I agree with Zhaoqin Peng proposal. What more, many teams have special costumes, suits with logos from sponsors. Often more than one and they are obliged to wear them in several matches.

11.4. IA Alex Roose

- a) I am happy with all alternatives because it gives a lively discussion and *therefore* a better chance for the best decision.
- b) The final decision should be a shirt (or something else) that looks good, and is feasible and affordable for everybody. My main purpose is not to distinguish players from arbiters or from coaches etc, but to distinguish countrymen from countrymen so all responsible persons (Players, Captains, Delegates) from country X should have the same colored jersey or badge or cap or sticker on the back or front or both. This way if countrymen chat with each other it is easy to see for anti-cheating committee members.

11.5. IA & IO Bidur Gautam

The dress of the member of team during the top level tournament like (Olympiad, world team etc) are very important matter, specially we will try to motivate for sponsor, so I would like to propose that during country team events, all team members wear the same jersey. Team jersey should display the national flag, national federation flag and Sponsor logo.

11. Miscellaneous - proposals

11.B. individual Swiss pairings system

11.6. GM Pavel Tregubov – FIDE GSC Secretary

1. Proposal for the individual Swiss pairings system

The pairing system currently used in individual Swiss Tournament does not ensure equal chances for all the participants: statistically, players with lower ratings encounter much stronger opponents in order to reach the top of standings compared with higher rated competitors.

GSC proposes to find the fairer pairing system.

Dubov's Pairing System is likely to be tested.

2. Proposal for the team Swiss pairings system

Taking into consideration numerous complains related to the current pairing system, GSC proposes to revise the current pairing and tie-break system for the World Chess Olympiad.

3. Taking into consideration "extra Black game" for the individual Swiss tie-break system

GSC proposes to introduce the "extra Black game" adjustment – a number between 10 and 15 (to be specified) added to the Rating Performance (when the latest is used as a tie-break criterion) for players having played more games with Black in a Swiss tournament.

Report

FIDE TECHNICAL COMMISSION

Meeting Bucharest ROU
Athenee Palace Hilton Hotel, April 27-28, 2019
at 10.00 – 13.00 and 15.00-19.00

Present:

Chairman: Bharat Singh (IND),
Secretary: Andrzej Filipowicz (POL),
Councillors: Jan Mazuch (CZE) and Sultan Al-Taher (UAE)
Member of TEC Almog Burstein (ISR)
Observers: Ion-Serban Dobronauteanu (ROM) and Constantin Ionescu (ROM)

1. Opening by Chairman

Chairman Bharat Singh welcomed the participants of the meeting. Organizers of the meeting representatives of Romania Chess Federation Ion-Serban Dobronauteanu and Constantin Ionescu introduced the activity of their Federation and events they will prepare in the 2019 year.

2. Revision and corrections of the Chapter of the Technical Matters in the FIDE Handbook

It was presented once again the full Chapter of the Technical Matters in the FIDE Handbook it means **C. General Rules and Technical Recommendations for Tournaments**

02. Standards of Chess Equipment, venue for FIDE Tournaments, rate of play and tie-break regulations. Approved by the 2018 FIDE General Assembly **taking effect from 1 July 2019**

The participants of the meeting made small corrections and accepted once again the final text of Chapter that should be published in the FIDE Handbook – see attached.

3. Force majeure – the TEC recommendation for arbiters and Organisers of the chess events, if it is necessary to interrupt the round or the tournament.

TEC prepared the following recommendations for arbiters and Organisers of the chess events, if it is necessary to interrupt the round or the tournament in the case of force majeure:

- a) Interrupted games with the possibility to sign the secret move or even without the possibility, if it possible should be continue even after long break and even players checked positions in computers. TEC express the opinion, that continuing interrupted games, even after a long break, is always preferable to any other solution.

Of course, if it is possible to seal a move and/or prevent the players from accessing computer programs during the break, this should be done. There are no doubts that the arbiters and organisers during the break should try to eliminate possibility of contact players with computers and other persons.

- b) If necessary arbiter is allowed to change the rate of play (it means he can reduce time) to finish the started games with the different time control. Vide, e.g. the tie-breaks of the World Championship Match and in the World Cup.
- c) If necessary, it is allowed to play more than 12 hours per day to finish the interrupted games and to reach the foreseen number of rounds.
- d) CA and CO can arrange, if necessary, one round with different rate of play to end event with the required number of rounds.

4. Tie-break system for important events

1. It was very long discussion regarding tie-break. Unanimously TEC accepted the proposal of many members of TEC, that unplayed games can be counted in Buchholz as a draw against the player himself. It requires corrections in many parings programs (or simply goes back to previous solutions).
2. General remarks, regarding tie-break system, according to the opinion of the most members of TEC:
 - a) Buchholz, Berger, Direct Encounter etc. are always preferable to any average rating, because they illustrate the strength of players in the current competition. The highest rated players as well as other players can score the same points independently of their different ratings before the start.
 - b) The Average Rating of the Opponents rely on the achievements players in previous tournaments.
 - c) Both systems AROC and Buchholz have some advantages and disadvantages. TEC will study the result of important tournaments in the last five years to compare influence of AROC and Buchholz in different events for final position of players scored the same number of points.
 - d) Organizers cannot use AROC if among opponents is more than one unrated players. Problems in AROC be solved:
 - 1) unrated player must be cut first.

- 2) if more unrated players (e.g. two), then AROC cannot be used e.g. World championship under 8, 10 and 12 years (many unrated players)
- 3) unplayed games, cannot be counted.
- 4) an arbiter cannot make any rating correction (even if the difference is more than 400 points, between ratings of player and opponent).
- 5) In AROC the big differences in the ratings of participants create difficulties. AROC can be used for very strong tournaments, when we have mostly high rated opponents.
- 6) AROC is better than direct encounter, because we do not play match, but tournament. The result against many opponents is more important than one game.

e) The main difference between AROC and Buchholz:

In AROC results of tie-break are known before last round (immediately after pairing).

In Buchholz the results of tie-break are known when all the games of last round will be finished.

5. Regulations of Olympiad – the problem are the current system with a big group of teams with the same number of match points.

TEC proposes, that the same system of tie-break i.e. equal match points, the Olympiad Sonnenborn-Berger as the first tie-break (in case of) must be used for both pairings purposes and final standing

6. New electronic clocks and other electronic devices – the method of testing?

TEC confirmed that his current system of testing the clocks is satisfactory. See the new **Test report** of electronic chess clocks, prepared for testers:

1. Name of the clock
2. Name of tester
3. Period of testing
4. Is it possible to read the information on the displays at 3 meter distance from the clock?
5. Did you make test under normal tournament conditions with at least five players?
6. Is it clearly visible which player is to move, from all sides of the clock?
7. Did you make test 7.3.6 under normal tournament conditions with at least five players?
8. Is there any sound given by the clock during or at the end of game?

9. Is the clock speed equal with the normal time?
10. Is there a low battery indication?
11. If yes in 7.3.10 is this indication shown immediately after the clock is set up?
12. Is it possible to change or delete indications of the clocks by default?
13. Is there a short manual on the clock?
14. Is the clock stable during use, especially when players are short on time?
15. Did you make test 7.3.14 under normal tournament conditions with at least five players?
16. Are the buttons used by the players sturdy enough?
17. Did you make test 7.3.16 under normal tournament conditions with at least five players?
18. If both flags fall down can you see which fell first?
19. Does the clock stop working after a flag fall in the last period?
20. Did you have problems to correct the time shown by the display or to give penalties?
21. Did you have problems to change the move counter?
22. Are the following rate of play available as default modes:
 - a) 40 moves in 100 minutes + 20 moves in 50 minutes + 15 minutes and 30 second per move from move 1
 - b) 40 moves in 90 minutes + 30 minutes with an increment of 30 seconds per move from move 1
 - c) Game 90 minutes + 30 second per move from move 1
 - d) 40 moves in 2 hours + 20 moves in 1 hour + 15 minutes and 30 seconds per move from 61 move
 - e) 40 moves in 2 hours + 20 moves in 1 hour + 30 minutes
 - f) 40 moves in 2 hours + 30 minutes
 - g) Game 60 minutes
 - h) 40 moves in 2 hours + 1 hour
 - j) Rapid G-15 minutes + 10 seconds per move
 - k) Rapid G-15 minutes + 5 seconds per move
 - l) Rapid G-25 minutes + 10 seconds per move
 - m) Rapid G-25 minutes
 - n) Blitz 5 minutes
 - o) Blitz 5 minutes + 3 seconds per move
 - p) Blitz 3 minutes + 2 seconds per move
23. Is the incremental time when using Fischer mode added before the first move?
24. Do you have some additional remarks to some questions? If yes, add them below.
25. What is your recommendation on endorsement?

7. FIDE Application for mobile phones.

FIDE Application for mobile phones – will be prepared later on with cooperation with the FIDE Online Commission.

8. Two kinds of equipments. Official FIDE equipment and Approved equipment.

TEC accept two kinds of equipment:

- a) Official FIDE equipment (clocks, boards, electronic score sheets, live telecast equipment, etc) means that the producer can put FIDE logo on the clocks and boards etc., but has to sign the contract with FIDE.

Official FIDE equipment should be used obligatory in the following events: the Olympiads, the World and Continental Team and Individual Championships open and women, World Cups and World Junior Championship.

- b) Approved (endorsed) equipment (but without FIDE Logo) can be used in the World and Continental seniors, youth and school championships as well in all other World and Continental competitions, rated tournament etc.

9. School tournament regulations

School regulations including special rules should be similar to those of adults regarding pairings, rates of play and tie-breaks.

10. Internet World Chess Championship

Proposal regarding participants, regulation, tie-breaks etc.:

- a) Open only for rated players 2300+ (about 9.000 players)
- b) Eliminations in groups of 16 players (Round Robin - 15 rounds) with rate of play 25'+3" and tie-break – always two blitz games 5'+3", until be a winner.
- c) two winners goes to the next stage
- d) final 16 players (or 8 players) knock out system (4 games)

Preliminaries

- a) first step, number of participants (2300+) about 7.500 really. It means – about 500 groups, with 16 players rated 2300 to 2500, playing 15 rounds and two winners go to the next stage,
- b) second step (groups 16 players, winners of the first step about 1000 players plus 100 rated 2500 – 2600) and two winners go to the next stage,
- c) third step (groups 16 players, winners of the second step about 70 players plus 100 rated 2600 – 2700) and two winners go to the next stage,
- d) fourth step (groups of 16 players, winners of the third step about 20 players + 50 rated 2700+ and winners, two winners go to final

- b) You should take also in the consideration the problem of transmission games and inside the pieces are small "electronic devices". It is difficult to prepare the exact weight of the pieces different sizes.

3. Force majeure – the TEC wishes to prepare the recommendation for arbiters and Organisers of the chess events, if it is necessary to interrupt the round or the tournament.

3.1. IA & IM Andrzej Filipowicz. Such a case happened in the 2019 Aeroflot Open in Moscow, when after 40 minutes of the first round all participants of both tournament groups "A" and "B" as well as the guests of hotel had to leave the building for three-four hours.

I was a Chief Arbiter and I decided:

- to cancel the first round and play next day,
- to change rate of play in group "A", instead 40/100'+20/50'+15' and 30"/move (1), I adopted the rate of play of group "B": 40/90'+30'+30" and 30"/move (1). It gave the possibility to play two rounds per day (only 12 hours per day is allowed) and to play 9 rounds.
- we were lucky – no one game was finished and it was the possibility to play two rounds per day.
- problems to be discussed: the finished games, games with big advantage (winning positions), cancel the round and repeat the round or change the number of rounds in the event (then the problem of norms etc.).

3.2. IA & WGM Agnieszka Brustman The case happened in the 2019 Aero-flot Open - remarks

- Not so long ago most games were interrupted after 40 moves. Then one player made a secret move and placed it in an envelope. After the night analyses from both sides the game continued.
However, if you have to leave the game rooms immediately, there will be no time for this.
- Once I had a break during a round due to a power outage. It was a tournament for about 70 people. The referee asked the players to stop the clocks and go to the café next to the game room.
- I am not in favor of canceling the round because some players may win or have almost won positions. But in some situations there is no good solution.
- It is worth considering whether the procedure of writing the secret move could be adapted to the emergency situation and carried out elsewhere.
Maybe the electronic record could help.

3.3. IA Almog Burstein

Continuing the games, even after a long break, is always (in my opinion) preferable to any other solution. Of course, if it is possible to seal a move and/or prevent the players from accessing computer programs during the break, this should be done.

3.4. IO & IA Samir ZERDALI

I think that if the incident happened before half-time (either for the control or the finish), the round must be postponed according to the availability of the playing hall (and to preserve the possibility of the norms) and if the incident is after, the round can continue if the circumstances allow it all by ensuring that the players make the secrets moves.

4. Tie-break system – proposed tie-break systems for important events. Order of tie-breaks and problem of unplayed games in tie-breaks (e.g. an unplayed game can be counted as a draw against the player himself).

4.1. IA & WGM Agnieszka Brustman

An unplayed game can be counted as a draw against the player himself - this is good idea.

4.2. IA Roberto Ricca

- a) As we know, the variants of Buchholz (particularly Buchholz Cut-1 for the highest positions) are the best tie-breaks. The main problem with Buchholz (and with all the tie-breaks based on the opponents' results) is that sometimes weird things happen. I always remember a tournament played in my city, where three players were tied at the end of the tournament, but the winner and the exact standings of them were going to be decided by a game played in the third-to-last board. The three possible results of that game (the last to end) would have defined three different orders for the first three players. Ok, it is a rare situation, but it happened, it may happen again and, in the end, it is a bit ridiculous.
- b) There are people who prefer "Sum of Progressive Scores" just because they can know their tie-break value before playing their last game.
- c) So, I started to ask myself if it were possible to find a tie-break as valid as Buchholz, but with the final value known in advance. I didn't find one, but I think that I found something decently close.
- d) For the moment, I called it Fore Buchholz (we can find a better name, if we deem it is a good idea). It is the sum of the scores of each opponent *before their last game is played* (or, which is the same, as if all the scheduled games of the upcoming round end up in a draw). As soon as a round is published, anybody can compute the final value of their own tie-break, and play their next game accordingly. I used such tie-break in my simulations and, at least so far, the results seem to indicate that its marks are in the middle between Buchholz and Progressive (i.e. worse than Buchholz, better than Progressive).

4.3. IA Carol Jarecki

- a) US Amateur Team East.
I can offer the experience of the USA. A big team tournament has been held every February for many years. It began in New Jersey (just south of New York City) 50 years ago next year and eventually split into 4 regions (East, South, North and West) tournaments because the East got just too big and it gave the opportunity for teams to play closer to their homes states.
- b) The 2019 event registered 323 teams (4 boards plus one alternate allowed). The 2018 tournament had 315 teams.
- c) It is a Swiss of 6 rounds over 3 days with 2 rounds per day. Time controls are now 40/120 plus 30 min. to complete the game with a 5 seconds delay from move one. You can imagine it is a massive undertaking requiring efficient teamwork from the (relatively small) staff. Every round starts punctually, pairings are posted about 20-30 minutes before the start time. The tie break system has evolved to one that has been working extremely well for many years.
- d) US Amateur Team System:
For each round, the tiebreak points are the final score of the opposing team multiplied by the number of points scored against that team. For example, if Team A scored 2.5-1.5 against Team B, which finished the tournament with 3 match points, Team A's tiebreak for that round is $2.5 \times 3 = 7.5$. This system awards credit for an extra margin of victory without the drawbacks of using straight game points, and is preferable.

4.4. IA Almog Burstein

Buchholz, Berger, personal encounter etc. are always (again, in my opinion) preferable to rating performance, since the latter rely on the achievements of the opponents in previous tournaments while the former rely on the opponents' results in the current competition.

4.5. IA & IO Bidur Gautam - Nepal

Unplayed game can be counted as a draw against the player himself.

4.6. IO & IA Samir Zerdali

- a. I propose the following criteria: Direct Encounter, Buchholz Cut 1, The Greater Number of wins, Average Rating of Opponents Cut 1, The Greater Number of Game with Black;
- b. An unplayed game can be counted as a draw against the player himself;
- c. It is an interesting idea to use the same tiebreak during the tournament for pairing and for the final results;

Tie-break - system AROC Average Rating of Opponents Cut (one or two)

4.7. IA & IM Andrzej Filipowicz. Buchholz refers to the actual strength (or results) of players in the tournaments, but AROC to the possibility of players before the event. Both systems have some advantages and disadvantages.

- a) It is not easy to beat much known player, with the highest rating, sometimes because of psychological matters, but the point means the same when you beat the much weaker player. So if you play with very strong players the row of opponents is reflected by ARCO - it means something.
- b) Actual possibilities in the tournament the highest rated players and the lowest rated player gives Buchholz, independently the different rating of opponents before the start.
- c) I think ARCO is better than direct encounter, because we do not play match, but tournament. The row of the opponents is more important than one game.
- d) So Buchholz (or Buchholz cut 1) is first and ARCO (ARCO cut 1) the second looks OK. It should be made a big statistic including results of big open tournaments e.g. from the last five years. Nobody made it.
- e) In a favor of Buchholz we can underline the simplicity. In ARCO the big differences in the ratings of participants create difficulties. Perhaps ARCO can be used for very strong tournaments, when we have mostly high rated opponents.
- f) Summary: AROC – results of tie-break are known before last round
Buchholz – results of tie-break are know after last round

4.8. IA Tomasz Delega - ECU AC Chairmam

- a) Regarding ARO (AROC) please discuss during the meeting the following questions:
 1. In case of FIDE unrated opponent, how to deal with this? Should unrated player be cut first (because of cut 1 option) or should be not counted and the lowest FIDE rated player should be cut? What in case of two unrated opponents?
 2. Should we use rating correction (400 point) or not?
 3. In case of unplayed games, how to deal with this? Should be cut first or not counted?
 4. If we should cut unrated and unplayed, what to do in case if a player has both? Which opponent should be cut first?
- b) Please take a note that AROC is a first tie-break for EICC and EWICC starting from 2019, following decision of PB in Astana and should be precisely described.
- c) I haven't received an agenda of the TEC meeting, but please include tie-break AROC clarification, if not included yet, according to FIDE PB decisions: **Q1Presidential Board B-2019/19** to approve GSC proposal in regards to the tie-break criteria for the Swiss-system events of the World Championship Cycle.

4.9. GM Emil Sutovsky

- a) AROC has many advantages, and GSC chose it after examining all the options closely - and that will stay intact at least for the present WCC cycle.
- b) What is important indeed is to prescribe into regulations the answers to questions posed by Tomasz. I think Ashot handled it very well in Skopje, and it should just be a part of the Handbook, thus the Chief Arbiter won't need to decide on it before the event.

4.10. FIDE

Tie-break criteria in Swiss-system events of the World Championship Cycle. Following the recommendation of GSC, the tie-break criteria for Swiss-system events of the World Championship Cycle were approved by **FIDE Presidential Board in Astana:**

- a) Average Rating of Opponents Cut 1 (AROC 1), i.e. *Average Rating of Opponents, excluding the lowest-rated opponent.*
- b) Buchholz Cut 1; i.e. *Buchholz score reduced by the lowest score of the opponents.*
- c) Buchholz;
- d) Direct encounter between the players in tie;
- e) Drawing of lots.

5. Regulations of Olympiad – the problem are the current system with a big group of teams with the same number of match points. What kind of tie-break you propose: matches points, game points, Sonneborne-Berger, Buchholz, average rating of opponents etc. Please send proposals.

5.1. IA & WGM Agnieszka Brustman

- a) A large group of teams with the same number of match points is a problem. It makes the tournament situation incomprehensible not only for fans.
- b) It is an interesting idea to use the same tiebreak during the tournament for pairing and for the final results. A good pairing is when a strong team play with a weaker team in the same score group
- c) On the other hand, when the number of teams is huge, the number of rounds may be too small for the best teams to play against each other.
- d) The idea of match points is very good in sport, where the final result is unpredictable. Football, for example.
- e) Team in chess is four players, so you can win max. 4 points.
- f) So, why not use small points instead of large points at all?
In the system, when we use the game points after the first round, we create 9 groups of results. With many point groups, we are currently avoiding many problems such as those mentioned above.
- g) It is also debatable whether a match or game points are conducive to greater, more interesting competition.

5.2. IA Almog Burstein wrote:

- a) As the ECU representative in TEC, I would like to draw your attention to the decision of the ECU Extraordinary General Assembly, held in Skopje, North Macedonia, on March 23, 2019, to use, in ECU team events, the **Olympiad Sonnenborn-Berger** (instead of Game Points) as the first tie-break (in case of equal Match Points) **for both pairings purposes and final standing,**
- a) Attached please find the reports of the subcommittee established by the 2017 ECU GA in Crete, Greece, and the ECU Arbiters' Council, in this respect – see attached documents
- b) Following the thorough discussions held during many months (in meetings, emails etc.) it is now recommended to FIDE to change its Olympiad's pairing system as well.

5.3. IO IA Samir ZERDALI

- a) Regulations of Olympiad I propose the following criteria: match points, direct encounter, games points, Buchholz Cut 1, average rating of opponents, Sonneborne-Berger.
- b) it is an interesting idea to use the same tiebreak during the tournament for pairing and for the final results

6. New electronic clocks and other electronic devices – the method of testing?

6.1. IA & IM Andrzej Filipowicz. See the new report of testing clock.

6.2. IA Almog Burstein

I think that the current system of testing the clocks is satisfactory.

7. FIDE Application for mobile phones – proposals?

8. Two kinds of equipments.

8.1. Official FIDE equipment (clocks, boards, electronic score sheets, live telecast equipment, etc) means that the producer can put FIDE logo on the clocks and boards, but has to sign the contract with FIDE.

8.2. Approved equipment can be used in the rated tournament but without FIDE Logo.

8.2.1.. IO & IA Samir Zerdali

I propose that Official FIDE equipment (boards, clocks etc) means that the producer can put FIDE logo on the clocks and boards, but has to sign the contract with FIDE, and all FIDE Tournament must play with the Official FIDE equipment (with FIDE logo)

9. School regulations – tournament, tie-breaks, special rules and other ideas.

9.1. IA & WGM Agnieszka Brustman

Maybe game points could be used in school team competition?

9.2. IA Almog Burstein school regulations - should be similar to those of adults.

9.3. IA & IO Bidur Gautam

Match point & Game points could be used in school team Competition/Tournament.

10. Internet World Chess Championship – participants, regulation, fair play control etc – proposals.

10.1. IA & IM Andrzej Filipowicz.

Open only for rated players 2300+ (about 9.000 players)

Rate of play rate of play 25'+3" in all rounds and if necessary tie-break – always two blitz games 5'+3", until be a winner.

The Round Robin tournaments – a few stages

- a) first step - groups 16 persons rated 2300–2500 playing 15 rounds (players 9.000 minus 1.000 i.e. over 2500)- two winners go to the next stage – number of participants about 7.500 really,
- b) second step groups 16 persons rated 2500–2600 playing 15 rounds - two winners go to the next stage (number of participants 750+500),
- c) third step groups 16 persons rated 2600–2700 playing 15 rounds - two winners go to the next stage (participants 125+ 45),
- d) forth step groups 16 persons rated 2700+ and winners, two winners go to final (max 32 participants),
- e) fifth step – matches of four games (16 participants, then 8, 4, 2 and 1),

10.2 IO & IA Samir Zerdali

Internet World Chess Championship: maybe only member of FIDE Online Arena can participate and play in platform of FIDE Online Arena

11. Miscellaneous - proposals

11A. Dress code

11.1. IA Alex Roose, Federation AHO

- a) I would like to propose that during country team events, all team members wear the same team jersey. Both women and men and captains should have the same team jersey on. This team jersey should display the national flag colors of the respective country so everyone is able to recognize it.
- b) The motivation for this proposal is not only that it looks much nicer but mainly because it is a weapon in the struggle against cheating. For example, in the Olympiad the rule is very strict that captains are never allowed to have eye contact with their players, but if a player goes to the bathroom, followed two minutes later by the captain or a fellow team member, nobody has an eye or an ear on them if they are talking about the game.

11.2. WGM Zhaoqin Peng

- a) On the topic of Proposal about jersey, I would like to explain my different opinion. I'm sure that Alex's proposal is well meant but I don't know if it's feasible. First of all duration of a team tournament is long.
- b) With my experience as a player and junior team coach as well, I don't think the participants are happy that they wear the same jersey during the 10-day or two-week tournament. It's very hard to imagine that it can stay clean when the weather gets warmer.
- c) Secondly, about the costs. To be able to participate in the Olympiad, many of the teams have to find volunteers and some of them even have to take care of the air tickets themselves. Many of the teams can't afford a coach. It's then very difficult to expect all of them to meet the requirement of team jersey.
- d) My proposal is a badge with different colour of the rope. Players, coaches, accompanies and even the arbiters are easily distinguished by a different colour of the rope (could be wider). For example, players with green, coaches and captains with orange, accompanies and visitors with yellow and arbiter with white. It's clear and simple.

11.3. IA & WGM Agnieszka Brustman

I agree with Zhaoqin Peng proposal. What more, many teams have special costumes, suits with logos from sponsors. Often more than one and they are obliged to wear them in several matches.

11.4. IA Alex Roose

- a) I am happy with all alternatives because it gives a lively discussion and *therefore* a better chance for the best decision.
- b) The final decision should be a shirt (or something else) that looks good, and is feasible and affordable for everybody. My main purpose is not to distinguish players from arbiters or from coaches etc, but to distinguish countrymen from countrymen so all responsible persons (Players, Captains, Delegates) from country X should have the same colored jersey or badge or cap or sticker on the back or front or both. This way if countrymen chat with each other it is easy to see for anti-cheating committee members.

11.5. IA & IO Bidur Gautam

The dress of the member of team during the top level tournament like (Olympiad, world team etc) are very important matter, specially we will try to motivate for sponsor, so I would like to propose that during country team events, all team members wear the same jersey. Team jersey should display the national flag, national federation flag and Sponsor logo.

11. Miscellaneous - proposals

11.B. Individual Swiss pairings system

11.6. GM Pavel Tregubov – FIDE GSC Secretary

1. Proposal for the individual Swiss pairings system

The pairing system currently used in individual Swiss Tournament does not ensure equal chances for all the participants: statistically, players with lower ratings encounter much stronger opponents in order to reach the top of standings compared with higher rated competitors.

GSC proposes to find the fairer pairing system.

Dubov's Pairing System is likely to be tested.

2. Proposal for the team Swiss pairings system

Taking into consideration numerous complains related to the current pairing system, GSC proposes to revise the current pairing and tie-break system for the World Chess Olympiad.

3. Taking into consideration "extra Black game" for the individual Swiss tie-break system

GSC proposes to introduce the "extra Black game" adjustment – a number between 10 and 15 (to be specified) added to the Rating Performance (when the latest is used as a tie-break criterion) for players having played more games with Black in a Swiss tournament.

Chairman
Bharat Singh

Secretary
Andrzej Filipowicz

Report

FIDE TECHNICAL COMMISSION

Meeting Bucharest ROU
Athenee Palace Hilton Hotel, April 27-28, 2019
at 10.00 – 13.00 and 15.00-19.00

Present:

Chairman: Bharat Singh (IND),

Secretary: Andrzej Filipowicz (POL),

Councillors: Jan Mazuch (CZE) and Sultan Al-Taher (UAE)

Member of TEC Almog Burstein (ISR)

Observers: Ion-Serban Dobronauteanu (ROM) and Constantin Ionescu (ROM)

2. Opening by Chairman

Chairman Bharat Singh welcomed the participants of the meeting. Organizers of the meeting representatives of Romania Chess Federation Ion-Serban Dobronauteanu and Constantin Ionescu introduced the activity of their Federation and events they will prepare in the 2019 year.

2. Revision and corrections of the Chapter of the Technical Matters in the FIDE Handbook

It was presented once again the full Chapter of the Technical Matters in the FIDE Handbook it means **C. General Rules and Technical Recommendations for Tournaments**

02. Standards of Chess Equipment, venue for FIDE Tournaments, rate of play and tie-break regulations. Approved by the 2018 FIDE General Assembly **taking effect from 1 July 2019**

The participants of the meeting made small corrections and accepted once again the final text of Chapter that should be published in the FIDE Handbook – see attached.

4. Force majeure – the TEC recommendation for arbiters and Organisers of the chess events, if it is necessary to interrupt the round or the tournament.

TEC prepared the following recommendations for arbiters and Organisers of the chess events, if it is necessary to interrupt the round or the tournament in the case of force majeure:

- e) Interrupted games with the possibility to sign the secret move or even without the possibility, if it possible should be continue even after long break and even players checked positions in computers. TEC express the opinion, that continuing interrupted games, even after a long break, is always preferable to any other solution.

Of course, if it is possible to seal a move and/or prevent the players from accessing computer programs during the break, this should be done. There are no doubts that the arbiters and organisers during the break should try to eliminate possibility of contact players with computers and other persons.

- f) If necessary arbiter is allowed to change the rate of play (it means he can reduce time) to finish the started games with the different time control. Vide, e.g. the tie-breaks of the World Championship Match and in the World Cup.
- g) If necessary, it is allowed to play more than 12 hours per day to finish the interrupted games and to reach the foreseen number of rounds.
- h) CA and CO can arrange, if necessary, one round with different rate of play to end event with the required number of rounds.

8. Tie-break system for important events

- 3. It was very long discussion regarding tie-break. Unanimously TEC accepted the proposal of many members of TEC, that unplayed games can be counted in Buchholz as a draw against the player himself. It requires corrections in many parings programs (or simply goes back to previous solutions).

4. General remarks, regarding tie-break system, according to the opinion of the most members of TEC:

f) Buchholz, Berger, Direct Encounter etc. are always preferable to any average rating, because they illustrate the strength of players in the current competition. The highest rated players as well as other players can score the same points independently of their different ratings before the start.

g) The Average Rating of the Opponents rely on the achievements players in previous tournaments.

h) Both systems AROC and Buchholz have some advantages and disadvantages. TEC will study the result of important tournaments in the last five years to compare influence of AROC and Buchholz in different events for final position of players scored the same number of points.

i) Organizers cannot use AROC if among opponents is more than one unrated players. Problems in AROC be solved:

7) unrated player must be cut first.

8) if more unrated players (e.g. two), then AROC cannot be used e.g. World championship under 8, 10 and 12 years (many unrated players)

9) unplayed games, cannot be counted.

10) an arbiter cannot make any rating correction (even if the difference is more than 400 points, between ratings of player and opponent).

11) In AROC the big differences in the ratings of participants create difficulties. AROC can be used for very strong tournaments, when we have mostly high rated opponents.

12) AROC is better than direct encounter, because we do not play match, but tournament. The result against many opponents is more important than one game.

j) The main difference between AROC and Buchholz:

In AROC results of tie-break are known before last round (immediately after pairing).

In Buchholz the results of tie-break are known when all the games of last round will be finished.

9. Regulations of Olympiad – the problem are the current system with a big group of teams with the same number of match points.

TEC proposes, that the same system of tie-break i.e. equal match points, the Olympiad Sonnenborn-Berger as the first tie-break (in case of) must be used for both pairings purposes and final standing

10. New electronic clocks and other electronic devices – the method of testing?

TEC confirmed that his current system of testing the clocks is satisfactory. See the new **Test report** of electronic chess clocks, prepared for testers:

1. Name of the clock
2. Name of tester
3. Period of testing
4. Is it possible to read the information on the displays at 3 meter distance from the clock?
5. Did you make test under normal tournament conditions with at least five players?
6. Is it clearly visible which player is to move, from all sides of the clock?
7. Did you make test 7.3.6 under normal tournament conditions with at least five players?
8. Is there any sound given by the clock during or at the end of game?
9. Is the clock speed equal with the normal time?
10. Is there a low battery indication?
11. If yes in 7.3.10 is this indication shown immediately after the clock is set up?
12. Is it possible to change or delete indications of the clocks by default?
13. Is there a short manual on the clock?
14. Is the clock stable during use, especially when players are short on time?
15. Did you make test 7.3.14 under normal tournament conditions with at least five players?
16. Are the buttons used by the players sturdy enough?
17. Did you make test 7.3.16 under normal tournament conditions with at least five players?
18. If both flags fall down can you see which fell first?
19. Does the clock stop working after a flag fall in the last period?
20. Did you have problems to correct the time shown by the display or to give penalties?
21. Did you have problems to change the move counter?
22. Are the following rate of play available as default modes:
 - f) 40 moves in 100 minutes + 20 moves in 50 minutes + 15 minutes and 30 second per move from move 1
 - g) 40 moves in 90 minutes + 30 minutes with an increment of 30 seconds per move from move 1
 - h) Game 90 minutes +30 second per move from move 1
 - i) 40 moves in 2 hours + 20 moves in 1 hour + 15 minutes and 30 seconds per move from 61 move
 - j) 40 moves in 2 hours + 20 moves in 1 hour + 30 minutes

- f) 40 moves in 2 hours + 30 minutes
 - g) Game 60 minutes
 - h) 40 moves in 2 hours + 1 hour
 - j) Rapid G-15 minutes + 10 seconds per move
 - k) Rapid G-15 minutes + 5 seconds per move
 - l) Rapid G-25 minutes + 10 seconds per move
 - m) Rapid G-25 minutes
 - n) Blitz 5 minutes
 - o) Blitz 5 minutes + 3 seconds per move
 - p) Blitz 3 minutes + 2 seconds per move
23. Is the incremental time when using Fischer mode added before the first move?
24. Do you have some additional remarks to some questions? If yes, add them below.
25. What is your recommendation on endorsement?

11. FIDE Application for mobile phones.

FIDE Application for mobile phones – will be prepared later on with cooperation with the FIDE Online Commission.

8. Two kinds of equipments. Official FIDE equipment and Approved equipment.

TEC accept two kinds of equipment:

- c)** Official FIDE equipment (clocks, boards, electronic score sheets, live telecast equipment, etc) means that the producer can put FIDE logo on the clocks and boards etc., but has to sign the contract with FIDE.

Official FIDE equipment should be used obligatory in the following events: the Olympiads, the World and Continental Team and Individual Championships open and women, World Cups and World Junior Championship.

- d)** Approved (endorsed) equipment (but without FIDE Logo) can be used in the World and Continental seniors, youth and school championships as well in all other World and Continental competitions, rated tournament etc.

9. School tournament regulations

School regulations including special rules should be similar to those of adults regarding pairings, rates of play and tie-breaks.

10. Internet World Chess Championship

Proposal regarding participants, regulation, tie-breaks etc.:

- e) Open only for rated players 2300+ (about 9.000 players)
- f) Eliminations in groups of 16 players (Round Robin - 15 rounds) with rate of play 25'+3" and tie-break – always two blitz games 5'+3", until be a winner.
- g) two winners goes to the next stage
- h) final 16 players (or 8 players) knock out system (4 games)

Preliminaries

- a) first step, number of participants (2300+) about 7.500 really. It means – about 500 groups, with 16 players rated 2300 to 2500, playing 15 rounds and two winners go to the next stage,
- b) second step (groups 16 players, winners of the first step about 1000 players plus 100 rated 2500 – 2600) and two winners go to the next stage,
- c) third step (groups 16 players, winners of the second step about 70 players plus 100 rated 2600 – 2700) and two winners go to the next stage,
- d) fourth step (groups of 16 players, winners of the third step about 20 players + 50 rated 2700+ and winners, two winners go to final
- e) fifth step – matches of four games (8 participants), knockout system – matches 4 games

11. Miscellaneous - Dress code

- d) The dress of members of team during the top level tournament is very important matter, specially we will try to motivate for sponsor, so all team members in Olympiad and World Team Championship should wear the same dress (shirts, jacket etc.), with the symbol of the country (e.g. the national flag, national federation flag and sponsor logo etc.)
- e) Captains and other persons of the team should have the additional signs.
- f) Arbiters should have other dresses etc.

**Chairman
Bharat Singh**

**Secretary
Andrzej Filipowicz**

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**Agenda for the FIDE Technical Commission  
with discussion, opinions and proposals sent before the meeting**

## TEC Meeting, Bucharest, April 27-28, 2019

10:00-13.00 and 15:00-20:00

**Chairman: Bharat Singh**  
**Secretary: Andrzej Filipowicz**

### 1. Opening by chairman

### 2. Revision and corrections of the Chapter of the Technical Matters in the FIDE Handbook – all remarks of all TEC members will be discussed.

TEC Chapter in the FIDE Handbook – new version with corrections.

#### 2.1. Mr. Danail Danailov

I have a small company and we designed a chess set. We tried to stick as closely as possible to the section 02. Standards of Chess Equipment and tournament venue for FIDE Tournaments of the FIDE handbook, but there is no regulation for the exact weight of the pieces. Could that be a matter for discussion?

#### 2.2. IA & IM Andrzej Filipowicz, reply

a) You are right. The weight of the pieces is not mentioned in the Chapter.

However all the chess players know, that the pieces must be stable and heavy. Long time ago inside of the chess pieces were the pieces of the heavy metal (lead), because during the blitz event chess players have to make moves in the part of the one second and chess piece cannot fall down.

b) You should take also in the consideration the problem of transmission games and inside the pieces are small "electronic devices". It is difficult to prepare the exact weight of the pieces different sizes.

### 3. Force majeure – the TEC wishes to prepare the recommendation for arbiters and Organisers of the chess events, if it is necessary to interrupt the round or the tournament.

3.1. IA & IM Andrzej Filipowicz. Such a case happened in the 2019 Aeroflot Open in Moscow, when after 40 minutes of the first round all participants of both tournament groups "A" and "B" as well as the guests of hotel had to leave the building for three-four hours.

I was a Chief Arbiter and I decided:

e) to cancel the first round and play next day,

f) to change rate of play in group "A", instead 40/100'+20/50'+15' and 30"/move (1), I adopted the rate of play of group "B": 40/90'+30'+30" and 30"/move (1). It gave the possibility to play two rounds per day (only 12 hours per day is allowed) and to play 9 rounds.

g) we were lucky – no one game was finished and it was the possibility to play two rounds per day.

h) problems to be discussed: the finished games, games with big advantage (winning positions), cancel the round and repeat the round or change the number of rounds in the event (then the problem of norms etc.).

#### 3.2. IA & WGM Agnieszka Brustman The case happened in the 2019 Aeroflot Open - remarks

e) Not so long ago most games were interrupted after 40 moves. Then one player made a secret move and placed it in an envelope. After the night analyses from both sides the game continued.

However, if you have to leave the game rooms immediately, there will be no time for this.

f) Once I had a break during a round due to a power outage. It was a tournament for about 70 people. The referee asked the players to stop the clocks and go to the café next to the game room.

- g) I am not in favor of canceling the round because some players may win or have almost won positions. But in some situations there is no good solution.
- h) It is worth considering whether the procedure of writing the secret move could be adapted to the emergency situation and carried out elsewhere. Maybe the electronic record could help.

### 3.3. IA Almog Burstein

Continuing the games, even after a long break, is always (in my opinion) preferable to any other solution. Of course, if it is possible to seal a move and/or prevent the players from accessing computer programs during the break, this should be done.

### 3.4. IO & IA Samir ZERDALI

I think that if the incident happened before half-time (either for the control or the finish), the round must be postponed according to the availability of the playing hall (and to preserve the possibility of the norms) and if the incident is after, the round can continue if the circumstances allow it all by ensuring that the players make the secrets moves.

## 4. Tie-break system – proposed tie-break systems for important events. Order of tie-breaks and problem of unplayed games in tie-breaks (e.g. an unplayed game can be counted as a draw against the player himself).

### 4.1. IA & WGM Agnieszka Brustman

An unplayed game can be counted as a draw against the player himself - this is good idea.

### 4.2. IA Roberto Ricca

- a) As we know, the variants of Buchholz (particularly Buchholz Cut-1 for the highest positions) are the best tie-breaks. The main problem with Buchholz (and with all the tie-breaks based on the opponents' results) is that sometimes weird things happen. I always remember a tournament played in my city, where three players were tied at the end of the tournament, but the winner and the exact standings of them were going to be decided by a game played in the third-to-last board. The three possible results of that game (the last to end) would have defined three different orders for the first three players. Ok, it is a rare situation, but it happened, it may happen again and, in the end, it is a bit ridiculous.
- e) There are people who prefer "Sum of Progressive Scores" just because they can know their tie-break value before playing their last game.
- f) So, I started to ask myself if it were possible to find a tie-break as valid as Buchholz, but with the final value known in advance. I didn't find one, but I think that I found something decently close.
- g) For the moment, I called it Fore Buchholz (we can find a better name, if we deem it is a good idea). It is the sum of the scores of each opponent \*before their last game is played\* (or, which is the same, as if all the scheduled games of the upcoming round end up in a draw). As soon as a round is published, anybody can compute the final value of their own tie-break, and play their next game accordingly. I used such tie-break in my simulations and, at least so far, the results seem to indicate that its marks are in the middle between Buchholz and Progressive (i.e. worse than Buchholz, better than Progressive).

### 4.3. IA Carol Jarecki

- e) US Amateur Team East. I can offer the experience of the USA. A big team tournament has been held every February for many years. It began in New Jersey (just south of New York City) 50 years ago next year and eventually split into 4 regions (East, South,

North and West) tournaments because the East got just too big and it gave the opportunity for teams to play closer to their homes states.

- f) The 2019 event registered 323 teams (4 boards plus one alternate allowed). The 2018 tournament had 315 teams.
- g) It is a Swiss of 6 rounds over 3 days with 2 rounds per day. Time controls are now 40/120 plus 30 min. to complete the game with a 5 seconds delay from move one. You can imagine it is a massive undertaking requiring efficient teamwork from the (relatively small) staff. Every round starts punctually, pairings are posted about 20-30 minutes before the start time. The tie break system has evolved to one that has been working extremely well for many years.
- h) US Amateur Team System:  
For each round, the tiebreak points are the final score of the opposing team multiplied by the number of points scored against that team. For example, if Team A scored 2.5-1.5 against Team B, which finished the tournament with 3 match points, Team A's tiebreak for that round is  $2.5 \times 3 = 7.5$ . This system awards credit for an extra margin of victory without the drawbacks of using straight game points, and is preferable.

#### 4.4. IA Almog Burstein

Buchholz, Berger, personal encounter etc. are always (again, in my opinion) preferable to rating performance, since the latter rely on the achievements of the opponents in previous tournaments while the former rely on the opponents' results in the current competition.

#### 4.5. IA & IO Bidur Gautam - Nepal

Unplayed game can be counted as a draw against the player himself.

#### 4.6. IO & IA Samir Zerdali

- a. I propose the following criteria: Direct Encounter, Buchholtz Cut 1, The Greater Number of wins, Average Rating of Opponents Cut 1, The Greater Number of Game with Black;
- b. An unplayed game can be counted as a draw against the player himself;
- c. It is an interesting idea to use the same tiebreak during the tournament for pairing and for the final results;

#### Tie-break - system AROC Average Rating of Opponents Cut (one or two)

**4.7. IA & IM Andrzej Filipowicz.** Buchholz refers to the actual strength (or results) of players in the tournaments, but AROC to the possibility of players before the event. Both systems have some advantages and disadvantages.

- g) It is not easy to beat much known player, with the highest rating, sometimes because of psychological matters, but the point means the same when you beat the much weaker player. So if you play with very strong players the row of opponents is reflected by ARCO - it means something.
- h) Actual possibilities in the tournament the highest rated players and the lowest rated player gives Buchholz, independently the different rating of opponents before the start.
- i) I think ARCO is better than direct encounter, because we do not play match, but tournament. The row of the opponents is more important than one game.
- j) So Buchholz (or Buchholz cut 1) is first and ARCO (ARCO cut 1) the second looks OK. It should be made a big statistic including results of big open tournaments e.g. from the last five years. Nobody made it.
- k) In a favor of Buchholz we can underline the simplicity. In ARCO the big differences in the ratings of participants create difficulties. Perhaps ARCO can be used for very strong tournaments, when we have mostly high rated opponents.
- l) Summary: AROC – results of tie-break are known before last round  
Buchholz – results of tie-break are know after last round

#### 4.8. IA Tomasz Delega - ECU AC Chairmam

- a) Regarding ARO (AROC) please discuss during the meeting the following questions:
1. In case of FIDE unrated opponent, how to deal with this? Should unrated player be cut first (because of cut 1 option) or should be not counted and the lowest FIDE rated player should be cut? What in case of two unrated opponents?
  2. Should we use rating correction (400 point) or not?
  3. In case of unplayed games, how to deal with this? Should be cut first or not counted?
  4. If we should cut unrated and unplayed, what to do in case if a player has both? Which opponent should be cut first?
- b) Please take a note that AROC is a first tie-break for EICC and EWICC starting from 2019, following decision of PB in Astana and should be precisely described.
- c) I haven't received an agenda of the TEC meeting, but please include tie-break AROC clarification, if not included yet, according to FIDE PB decisions: **Q1 Presidential Board B-2019/19** to approve GSC proposal in regards to the tie-break criteria for the Swiss-system events of the World Championship Cycle.

#### 4.9. GM Emil Sutovsky

- a) AROC has many advantages, and GSC chose it after examining all the options closely - and that will stay intact at least for the present WCC cycle.
- b) What is important indeed is to prescribe into regulations the answers to questions posed by Tomasz. I think Ashot handled it very well in Skopje, and it should just be a part of the Handbook, thus the Chief Arbiter won't need to decide on it before the event.

#### 4.10. FIDE

**Tie-break criteria in Swiss-system** events of the World Championship Cycle. Following the recommendation of GSC, the tie-break criteria for Swiss-system events of the World Championship Cycle were approved by **FIDE Presidential Board in Astana**:

- f) Average Rating of Opponents Cut 1 (AROC 1), i.e. *Average Rating of Opponents, excluding the lowest-rated opponent.*
- g) Buchholz Cut 1; i.e. *Buchholz score reduced by the lowest score of the opponents.*
- h) Buchholz;
- i) Direct encounter between the players in tie;
- j) Drawing of lots.

**5. Regulations of Olympiad** – the problem are the current system with a big group of teams with the same number of match points. What kind of tie-break you propose: matches points, game points, Sonneborne-Berger, Buchholz, average rating of opponents etc. Please send proposals.

#### 5.1. IA & WGM Agnieszka Brustman

- a) A large group of teams with the same number of match points is a problem. It makes the tournament situation incomprehensible not only for fans.
- h) It is an interesting idea to use the same tiebreak during the tournament for pairing and for the final results. A good pairing is when a strong team play with a weaker team in the same score group
- i) On the other hand, when the number of teams is huge, the number of rounds may be too small for the best teams to play against each other.
- j) The idea of match points is very good in sport, where the final result is unpredictable. Football, for example.

- k) Team in chess is four players, so you can win max. 4 points.
- l) So, why not use small points instead of large points at all?  
In the system, when we use the game points after the first round, we create 9 groups of results. With many point groups, we are currently avoiding many problems such as those mentioned above.
- m) It is also debatable whether a match or game points are conducive to greater, more interesting competition.

### 5.2. IA Almog Burstein wrote:

- a) As the ECU representative in TEC, I would like to draw your attention to the decision of the ECU Extraordinary General Assembly, held in Skopje, North Macedonia, on March 23, 2019, to use, in ECU team events, the **Olympiad Sonnenborn-Berger** (instead of Game Points) as the first tie-break (in case of equal Match Points) **for both pairings purposes and final standing**,
- c) Attached please find the reports of the subcommittee established by the 2017 ECU GA in Crete, Greece, and the ECU Arbiters' Council, in this respect – see attached documents
- d) Following the thorough discussions held during many months (in meetings, emails etc.) it is now recommended to FIDE to change its Olympiad's pairing system as well.

### 5.3. IO IA Samir ZERDALI

- a) Regulations of Olympiad I propose the following criteria: match points, direct encounter, games points, Buchholtz Cut 1, average rating of opponents, Sonneborne-Berger.
- b) it is an interesting idea to use the same tiebreak during the tournament for pairing and for the final results

## 6. New electronic clocks and other electronic devices – the method of testing?

6.1. IA & IM Andrzej Filipowicz. See the new report of testing clock.

### 6.2. IA Almog Burstein

I think that the current system of testing the clocks is satisfactory.

## 7. FIDE Application for mobile phones – proposals?

### 8. Two kinds of equipments.

8.1. Official FIDE equipment (clocks, boards, electronic score sheets, live telecast equipment, etc) means that the producer can put FIDE logo on the clocks and boards, but has to sign the contract with FIDE.

8.2. Approved equipment can be used in the rated tournament but without FIDE Logo.

#### 8.2.1.. IO & IA Samir Zerdali

I propose that Official FIDE equipment (boards, clocks etc) means that the producer can put FIDE logo on the clocks and boards, but has to sign the contract with FIDE, and all FIDE Tournament must play with the Official FIDE equipment (with FIDE logo)

## 9. School regulations – tournament, tie-breaks, special rules and other ideas.

### 9.1. IA & WGM Agnieszka Brustman

Maybe game points could be used in school team competition?

9.2. IA Almog Burstein school regulations - should be similar to those of adults.

### 9.3. IA & IO Bidur Gautam

Match point & Game points could be used in school team Competition/Tournament.

## 10. Internet World Chess Championship – participants, regulation, fair play control etc – proposals.

### 10.1. IA & IM Andrzej Filipowicz.

**Open only for rated players 2300+ (about 9.000 players)**

**Rate of play** rate of play 25'+3" in all rounds and if necessary tie-break – always two blitz games 5'+3", until be a winner.

**The Round Robin tournaments – a few stages**

- a) first step - groups 16 persons rated 2300–2500 playing 15 rounds (players 9.000 minus 1.000 i.e. over 2500)- two winners go to the next stage – number of participants about 7.500 really,
- b) second step groups 16 persons rated 2500–2600 playing 15 rounds - two winners go to the next stage (number of participants 750+500),
- c) third step groups 16 persons rated 2600–2700 playing 15 rounds - two winners go to the next stage (participants 125+ 45),
- d) forth step groups 16 persons rated 2700+ and winners, two winners go to final (max 32 participants),
- e) fifth step – matches of four games (16 participants, then 8, 4, 2 and 1),

### 10.3 IO & IA Samir Zerdali

Internet World Chess Championship: maybe only member of FIDE Online Arena can participate and play in platform of FIDE Online Arena

## 11. Miscellaneous - proposals

### 11A. Dress code

#### 11.1. IA Alex Roose, Federation AHO

- a) I would like to propose that during country team events, all team members wear the same team jersey. Both women and men and captains should have the same team jersey on. This team jersey should display the national flag colors of the respective country so everyone is able to recognize it.
- c) The motivation for this proposal is not only that it looks much nicer but mainly because it is a weapon in the struggle against cheating. For example, in the Olympiad the rule is very strict that captains are never allowed to have eye contact with their players, but if a player goes to the bathroom, followed two minutes later by the captain or a fellow team member, nobody has an eye or an ear on them if they are talking about the game.

#### 11.2. WGM Zhaoqin Peng

- e) On the topic of Proposal about jersey, I would like to explain my different opinion. I'm sure that Alex's proposal is well meant but I don't know if it's feasible. First of all duration of a team tournament is long.
- f) With my experience as a player and junior team coach as well, I don't think the participants are happy that they wear the same jersey during the 10-day or two-week tournament. It's very hard to imagine that it can stay clean when the weather gets warmer.
- g) Secondly, about the costs. To be able to participate in the Olympiad, many of the teams have to find volunteers and some of them even have to take care of the air tickets themselves. Many of the teams can't afford a coach. It's then very difficult to expect all of them to meet the requirement of team jersey.
- h) My proposal is a badge with different colour of the rope. Players, coaches, accompanies and even the arbiters are easily distinguished by a different colour of the rope (could be wider). For example, players with green, coaches and captains with orange, accompanies and visitors with yellow and arbiter with white. It's clear and simple.

#### 11.3. IA & WGM Agnieszka Brustman

I agree with Zhaoqin Peng proposal. What more, many teams have special costumes, suits with logos from sponsors. Often more than one and they are obliged to wear them in several matches.

#### **11.4. IA Alex Roose**

- a) I am happy with all alternatives because it gives a lively discussion and *therefore* a better chance for the best decision.
- b) The final decision should be a shirt (or something else) that looks good, and is feasible and affordable for everybody. My main purpose is not to distinguish players from arbiters or from coaches etc, but to distinguish countrymen from countrymen so all responsible persons (Players, Captains, Delegates) from country X should have the same colored jersey or badge or cap or sticker on the back or front or both. This way if countrymen chat with each other it is easy to see for anti-cheating committee members.

#### **11.5. IA & IO Bidur Gautam**

The dress of the member of team during the top level tournament like (Olympiad, world team etc) are very important matter, specially we will try to motivate for sponsor, so I would like to propose that during country team events, all team members wear the same jersey. Team jersey should display the national flag, national federation flag and Sponsor logo.

### **11. Miscellaneous - proposals**

#### **11.B. Individual Swiss pairings system**

##### **11.6. GM Pavel Tregubov – FIDE GSC Secretary**

###### **1. Proposal for the individual Swiss pairings system**

The pairing system currently used in individual Swiss Tournament does not ensure equal chances for all the participants: statistically, players with lower ratings encounter much stronger opponents in order to reach the top of standings compared with higher rated competitors.

GSC proposes to find the fairer pairing system.

Dubov's Pairing System is likely to be tested.

###### **2. Proposal for the team Swiss pairings system**

Taking into consideration numerous complains related to the current pairing system, GSC proposes to revise the current pairing and tie-break system for the World Chess Olympiad.

###### **3. Taking into consideration "extra Black game" for the individual Swiss tie-break system**

GSC proposes to introduce the "extra Black game" adjustment – a number between 10 and 15 (to be specified) added to the Rating Performance (when the latest is used as a tie-break criterion) for players having played more games with Black in a Swiss tournament.

**Chairman**  
**Bharat Singh**

**Secretary**  
**Andrzej Filipowicz**