FIDE <u>Handbook</u>

General Rules, Regulations and
Technical Recommendations for Tournaments

Approved by the ….. FIDE General Assembly
taking effect from 1 July 2022

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Introduction

This Chapter defines the general standards for chess equipment and conditions of play, rate of play and tie-break regulations to be used in FIDE competitions.

Two kinds of equipments
Official FIDE equipment and Approved equipment.

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.

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.

Organisation of chess tournaments
Everybody can find also the basic principles to prepare and organise the ordinary chess tournament also with participation of disabled players and school children as well as the important tournaments in standard, rapid and blitz chess.

1.   Chess Equipment

1.1   The chess equipment offered by the organisers (hosts) of a FIDE World or Continental Championship, Olympiad and other FIDE registered tournaments shall conform with the standards mentioned below, and shall be approved by the Chief Organiser and the Chief Arbiter.

1.1.1.   It is recommended, that the chess pieces, boards and clocks, used in the World or Continental top level competitions be approved by participating players. Their approval shall be obtained for other equipment the table, chairs etc. In case either side disagrees, the equipment to be used shall be decided by the Chief Organiser or the Chief Arbiter of the event, bearing in mind the standards for its size and form as mentioned below.

1.1.2.   It is highly recommended that the chess equipment used in a competition is the same for all participants and all games.

2.   Chess Pieces

2.1.   Material
Chess pieces should be made of wood, plastic or an imitation of these materials.

2.2.   Height, weight, proportions
The size of the pieces should be proportionate to their height and form; other elements such as stability, aesthetic considerations etc., may also be taken into account. The weight of the pieces should be suitable for comfortable moving and stability.

Recommended height of the pieces is as follows: King – 9.5 cm, Queen – 8.5 cm, Bishop – 7 cm, Knight – 6 cm, Rook – 5.5 cm and Pawn – 5 cm. **The diameter of the piece's base** should measure 40-50% of its height. These dimensions may differ up to 10% from the above recommendation, but the order (e.g. King is higher than Queen etc.) must be kept.

2.3   Form, style of pieces
Recommended for use in FIDE competitions are pieces of Staunton style. The pieces should be shaped so as to be clearly distinguishable from one another. In particular the top of the King should distinctly differ from that of the Queen. The top of the Bishop may bear a notch or be of a special colour clearly distinguishing it from that of the Pawn.

Examples of chess pieces:

Original Staunton chess pieces, left to right:
pawn, rook, knight, bishop, queen, and king

A modern Staunton set, in wood

World Chess set approved by FIDE
for the 2013 Candidate Tournament in London

2.4. Colour of the pieces

The "black" pieces should be brown or black, or of other dark shades of these colours. The "white" pieces may be white or cream, or of other light colours. The natural colour of wood (walnut, maple, etc.) may also be used for this purpose. The pieces should not be shiny and should be pleasing to the eye.

2.5. The initial position of the pieces – see FIDE Laws of Chess art. 2

3.   Chess boards

3.1. Material and colour
For the World or Continental top level competitions wooden boards should be used. For other FIDE registered tournaments boards made of wood, plastic or card are recommended. In all cases boards should be rigid. The board may also be of stone or marble with appropriate light and dark colours, provided the Chess Organiser and Chief Arbiter find it acceptable. Natural wood with sufficient contrast, such as birch, maple or European ash against walnut, teak, beech, etc., may also be used for boards, which must have a dull or neutral finish, never shiny. Combination of colours such as brown, green, or very light tan and white, cream, off-white ivory, buff, etc., may be used for the chess squares in addition to natural colours.

3.2.   Size of the square and the board
The side of the square should measure 5 to 6 cm. Referring to 2.2 the side of a square should be at least twice the diameter of a pawn's base (it means four paws on one square). A comfortable table of suitable height may be fitted in with a chessboard. If the table and the board are separate from one another, the latter must be fastened and thus prevented from moving during play.

4.   Chess tables

For all official FIDE tournaments the length of the table is 110 cm (with 15% tolerance). The width is 85 cm (for each player at least 15 cm). The height of the table is 74 cm. The chairs should be comfortable for the players. Special dispensation should be given for children's events. Any noise when moving the chairs must be avoided.

5.   Chess clocks

5.1.   For the FIDE World or Continental Championships and Olympiads electronic chess clocks must be used. For other FIDE registered tournaments organizers are allowed to use also mechanical chess clocks.

5.2.   If mechanical chess clocks are used, they should have a device (a "flag") signaling precisely when the hour hand indicates full hours. The flag must be arranged so that its fall can be clearly seen, helping the arbiters and players to check time. The clock should not be reflective, as that may make it difficult to see. It should run as silently as possible in order not to disturb the players during play.

5.3.   The same type of clocks should be used throughout the tournament.

5.4. Requirements for electronic chess clocks

5.4.1. In approved clocks, when one clock reaches zero in an increment mode time control, the other clock does not run further and retains its last display. For Rapid and Blitz tournaments, when one of the clocks reaches zero, the other clock may be set to continue to run until it also reaches zero.

5.4.2. In approved clocks, when both flags fall down must be seen which flag fell first.

5.4.3. When the approved clocks are used, the player whose flag falls first has a disadvantage and the other player, who has some time left on his clock, has a definite advantage. This is a disparity to the players.

5.4.3.1. Clocks must function in full accordance with the FIDE laws of chess.

5.4.3.2. The display at all times should show the time available to complete a player's next move (preferable to display seconds also from beginning).

5.4.3.3. The displays must be legible from a distance of at least 3 meters.

5.4.3.4. From at least a distance of 10 meter a player must have a clearly visible indication which clock is running.

5.4.3.5. In the case of a time control being passed, a sign on the display must signal clearly which player passed the time control first.

5.4.3.6. For battery powered clocks, a low-battery indication is required.

5.4.3.7. In case of a low-battery indication the clock must continue to function flawless for at least 10 hours.

5.4.3.8. Special attention should be given to the correct announcement of passing time controls.

5.4.3.9. In case of accumulative or delay timing systems, the clock should not add any additional time if a player passed the last time control.

5.4.3.10. In case of time penalties it must be possible that time and move counter corrections are executed by an arbiter within 60 seconds.

5.4.3.11. It must be impossible to erase or change the data in display with a simple manipulation.

5.4.3.12. Clocks must have a brief user manual on the clock.

5.4.3.13. All official time control (actual rate of play) should be mentioned in the procedure of testing clocks.

5.4.3.14. Electronic chess clocks used for FIDE events must be endorsed by the FIDE Technical Commission.

5.4. The electronic chess clocks endorsed by the FIDE

5.5.1. DGT XL (year 2007)
5.5.2. DGT 2010 (year 2010)
5.5.3. Silver Timer (year 2007)
5.5.4. Sistemco (year 2009)
5.5.5. DGT 3000 (year 2014)
5.5.6. CE classic clock (2017) and CE premium clock (2017)
5.5.7. LEAP clock KK 9908 (2017)

6. Chess game notation and electronic score sheets

6.0. Paper version of score sheet should include
6.0.1. The name of tournament (event)
6.0.2. Number of the round
6.0.3. Number of table (board)
6.0.4. Date of the round
6.0.5. White – name of player
6.0.6. Black – name of player
6.0.7. Result of the game
6.0.8. Signature of players and arbiter
6.0.9. Number of moves eg. three colums with number of moves 1-20; 21-40; 41-60 and place to register white and black moves.

6.1. Electronic score sheets

6.1. General remarks
6.1.1. An electronic score sheet is a replacement for the current used paper versions within tournaments and matches. It makes it easier for reconstructing games for publication in situations where no other means of move registration is used.
6.1.2. An electronic score sheet is a device which uses a software which enables the player to notate his and his opponent's moves during a game with an electronic registration of the game played.
6.1.3. Basic rules for this electronic score sheet (device):
   6.1.3.1. The device is dedicated for notating chess games.
   6.1.3.2. The device fully complies with FIDE rules and FIDE Laws of Chess.
   6.1.3.3. The game notation complies with FIDE Laws of Chess, whereas the use of figurines is allowed.
   6.1.3.4. The device can be linked to the organiser through some unique identification of the device.
   6.1.3.5. The device logs user actions during game mode to prevent or detect foul play.
   6.1.3.6. It is foreseen that only tournament organiser provides and is responsible for electronic score sheets.

6.1.3.7. The device should have approximately the size of A5 (paper size).

6.1.4 The device/software should be reviewed and pass-through recertification process every three years, unless TEC commission decides otherwise.

6.2. Game mode

6.2.1. This is the mode where the player notates his game. The switch from any other mode to game mode can be made by the player himself when the game is finished or by the tournament organisation or arbiter.

6.2.2. The following rules apply to the electronic score sheet in game mode:

6.2.2.1. During the game it is not possible to switch to any other mode.

6.2.2.2. The game notation is clearly visible for the arbiter.

6.2.2.3. A minimum of 7 moves must be visible in a move list.

6.2.2.4. The state of device being in the game mode should be visible to everyone

6.2.2.5. If the battery has low power this must be signaled. When this is signaled, the battery must hold out at least 8 hours to make it possible to notate a complete game.

6.2.2.6. Graphical input through a chess board with figurines is allowed.

6.2.2.7. Scrolling through the move list is allowed, as is correcting of incorrect entered moves.

6.2.2.8. A game finishes when a result is noted and both players signed the score sheet. The confirmation of the result and the confirmation of the text of the game can be done also by using the print-out of the game or the protocol submitted to the players by the arbiter.

6.2.2.9. On entering moves:
- It is allowed to enter an illegal move;
- It is allowed to enter the clock time, draw offers and other abbreviation according to Laws of chess. Input of clock times should be possible using a figurine notation;
- It is allowed to enter only moves of white or black during time trouble;
- It is allowed to enter a dash for a move during time trouble;
- The device is not allowed to correct or signalling illegal moves automatically;
- If a stalemate or checkmate is missed or an illegal move is made by the player, the device must be able to record following moves.
- An automatic move counter should be available

6.2.2.10. The device must be able to restart the notation.

6.3. Arbiter mode

6.3.1. The arbiter mode is an optional mode for the device. This mode is created to give the arbiter some extra features supporting his job.

6.3.2. If there is an arbiter mode available the following rules apply:

6.3.2.1. Only the arbiter (or a representative of the tournament organisation) is allowed to enter this mode during a game.

6.3.2.2. In this mode legality checks may be done on the moves played in the game:
- Threefold repetition of a position (fivefold repetition)
- 50 moves rule (75 moves rule)
- Detection of stalemate or checkmate.
- The arbiter can take moves back in case an illegal move is detected.

6.4. Owner mode

6.4.1. The owner mode is an optional mode for the device. This is a mode where the producer may add some chess features for creating an attractive product for their customers.

6.4.2. If there is owner mode available the following rules apply:

6.4.2.1. The identification of the owner shall be possible in owner's mode.

6.4.2.2. This mode is only allowed when the game is not in progress.

6.4.2.3. No chess program is allowed

6.4.2.4. No other than chess related activities are allowed.

6.4.2.5. For anybody it is easy to see that the device is in owner mode.

6. Electronic boards

7.1. General remarks and information

7.1.1. The electronic board is a replacement for the wooden board. It means the size, material and colour should be similar. The same concerns the size of the square.

7.1.2. The used chess pieces should be made of wood, plastic or an imitation of these materials with height, weight, proportions and stability similar to pieces described in 2.2.

7.1.3. Power for chess board over the cable or from battery (number and type for battery

7.1.4. Connection type CABLE (only for cable connection type) and maximum number of chess boards that can be connected to one cable "line".

7.1.5. Wireless connection type.

7.1.6. Compatibility with chess clocks

7.1.7. Chess clocks used for the electronic boards, transmission and broadcast

7.2. Working parameters

7.2.1. Minimum time in ms for move to be made on a board and transmission of moves to control pc/laptop/device/local server within playing area for single board configuration with cable connection

7.2.2. Maximum time in ms for move to be made on a board and transmission of moves to control pc/laptop/device/local server within playing area for single board configuration with cable connection

7.2.3. Maximum number of boards/devices that can be connected to single PC with recommended hardware and OS for fully operational and responsive setup.

7.2.4. Maximum time in ms and minimum time in ms for creation of PGN file with game(s) upon moves or clocks updates with single boards setup

8. Tournament halls for the FIDE World or Continental Championships and Olympiads

8.1. Inspection and preparation of the Playing Hall

8.1.1. All areas to which players have access during play should be inspected carefully and repeatedly by the Chief Organiser and the Chief Arbiter.

8.1.2. Space for spectators must be prepared. The distance between the chess boards and the spectators should be not less than one meter, for top level tournaments 1.5 meters.

8.1.3. Lighting of a standard similar to that used for examinations should be about 800 lux. Lighting should not cast shadows or cause pinpoints of light to be reflected from the pieces. Beware of direct sunlight, especially if this varies during play.
For a high-level tournaments the organizer should have the possibility (the device) to adjust the light in the hall – quality of lighting covering a larger area to the same level of flux requires a greater number of lumens.

8.1.4. It is highly recommended that the hall be carpeted. The noise made by moving chairs must be avoided.

8.1.5. The extraneous noise levels close to the tournament hall must be checked too.

8.2.   Space for players and arbiters

8.2.1.   It is recommended that the minimal space of 4 square meters be available for each player in individual matches and round robin tournaments. For other tournaments 2 square meters may be adequate. **(Please refer to Diagram-A)**

Diagram A
Some definitions and recommendations regarding sizes
L   : Length of the table.
         L = 110 cm, tolerances: +20 cm, -10 cm.
W   : Width of the table.
         W = 85 cm, tolerances: +5 cm, -5 cm.
S   : Horizontal space between table rows.
         S = 3m, tolerances: +1.5 m, -0.5 m.
R   : Vertical space between table rows.
         R = 3m, tolerances: +1.5 m, -0.5 m.
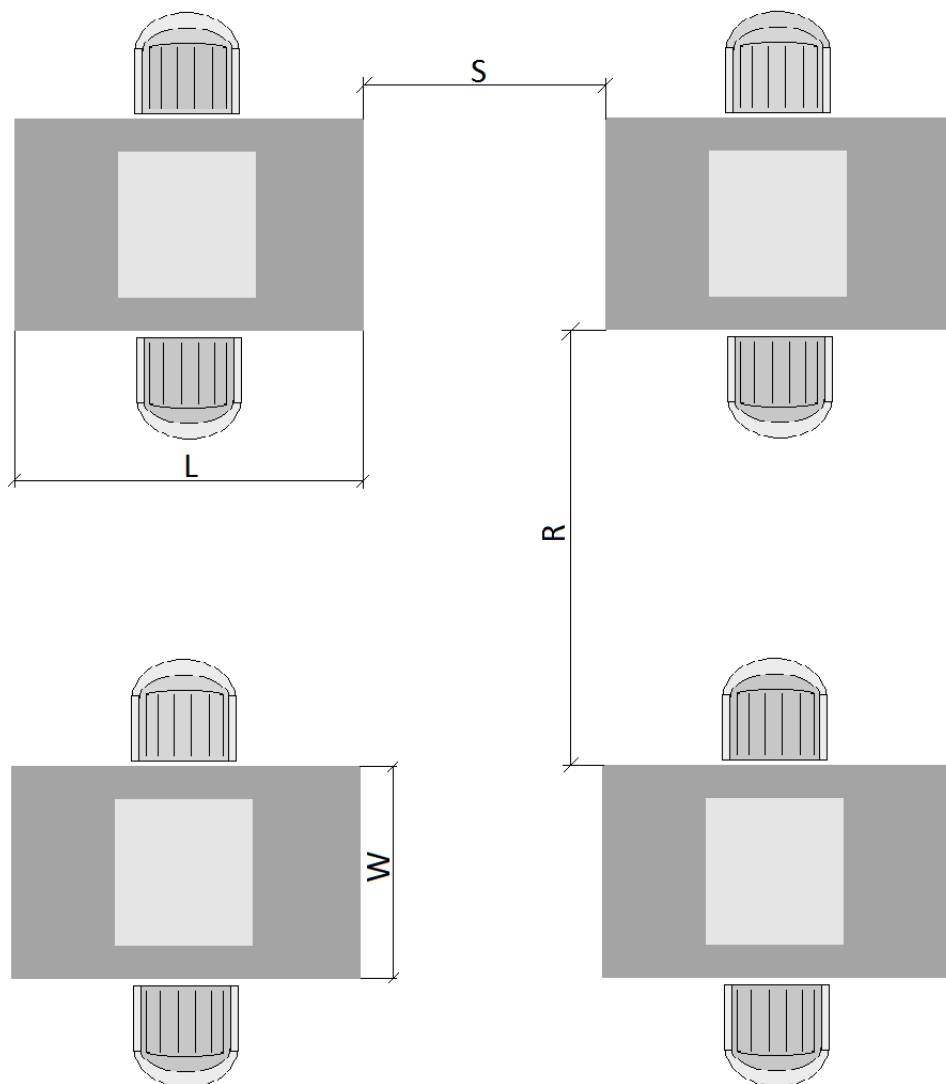
8.2.2. There should be a minimum of 2.5 meters between rows of players. It is best not to have long, unbroken rows. Where possible, players should play on individual tables at least for top boards or top matches in the events. **(Please refer to Diagram-B)**

Basic tournament hall placement styles

Single Row
Preferable style for individual competitions

Dual Row
For large events (open tournaments, youth champ. etc)
An arbiter may check two tables in the same time

Diagram B
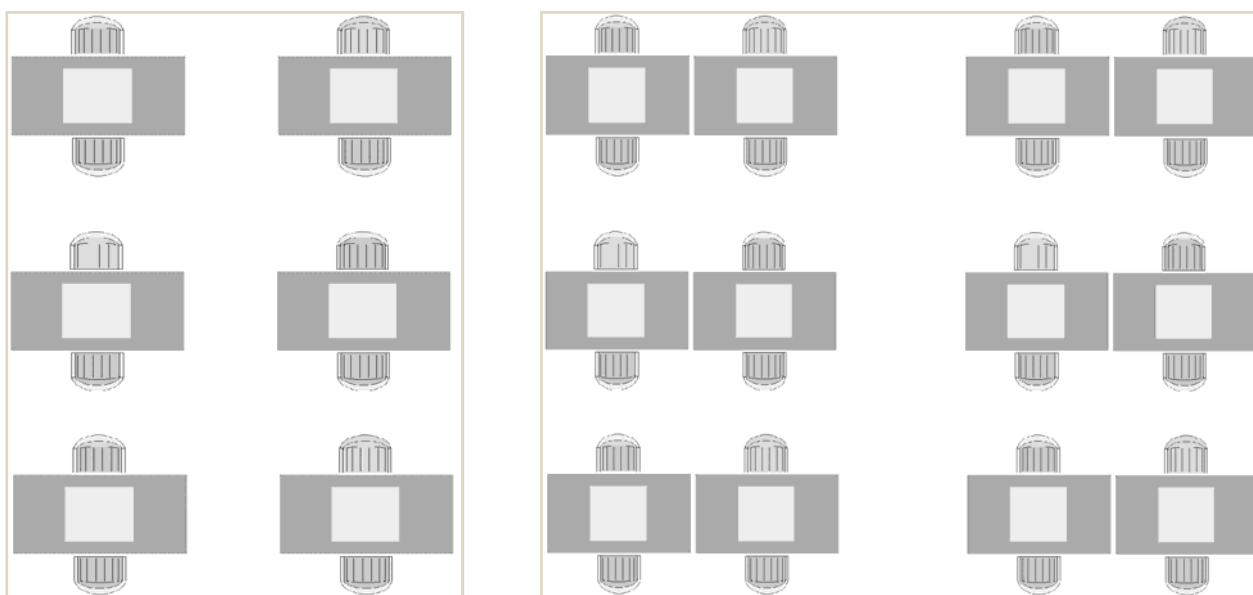
Multi Row
For team competitions (should be avoided for individual events as much as possible)
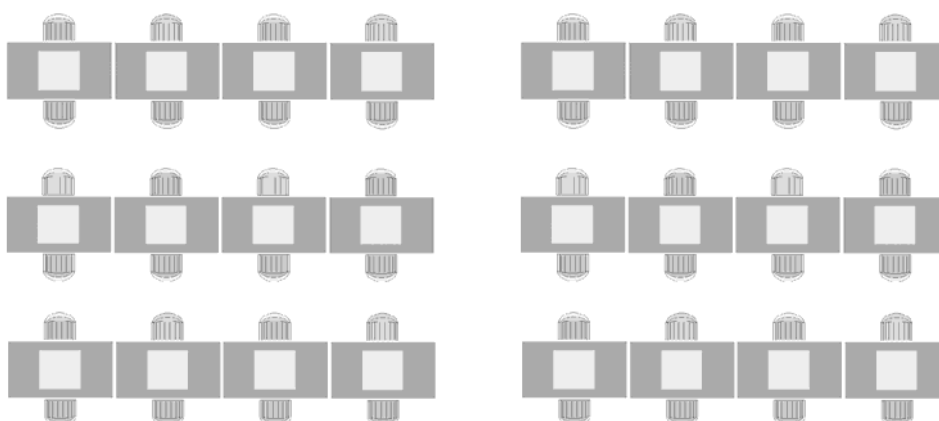
8.2.3. Special tables with the connection to the Internet for arbiters should be arranged too.

8.2.4. Games should not be placed too close to doors.

8.2.5. Playing conditions should, as far as possible, be the same for all players in the event. In particular this should apply to a player and his opponent. See also art. 8.2.2.

9. Requirements on treatment of disabled chess players

9.1. General remarks

9.1.1. These guidelines will be used for all FIDE rated events.

9.1.2. No one has the right to refuse to meet a disabled player against whom he has been correctly paired.

9.1.3. All chess venues must either be accessible to all, or an acceptable alternative venue with full supervision shall be available to those who cannot access the nominated venue.

9.1.4. A circular shall be sent out when all competitors are known. This circular contains an entry form with the usual points and questions, asking whether any potential competitor has an impairment that will require special circumstances. The competitor has to inform the organisers about the special circumstances at least 20 days before the start of the event.

9.1.5. No disabled player shall be "penalised" in accordance with the Articles 6.2.6 and 8.1.6 of the Laws of Chess because of disability.

9.1.6. It is recommended, that in all events there should be a tournament physician. The Chief Organiser and the Chief Arbiter shall know the phone number of the local hospital and physician.

9.1.7. It is recommended that each national chess federation appoints an officer for matters regarding disabilities.

9.1.8. It is strongly recommended that all organisers of chess events adopt these guidelines.

9.2. Special arrangements for participants

9.2.1. Any impaired competitor who reasonably requests in time the placing of their equipment in a particular seat or orientation, has the right to do so, provided that this does not disadvantage his opponent or other competitors. The event organizer has to ensure that the needs of both players are catered for.

9.2.2. All relevant information shall be displayed before the start of the event, including maps of the venue showing the location of toilets, refreshments and emergency exits.

9.2.3. If a competitor cannot access the refreshments, arrangements should be made for their needs to be met.

9.2.4. If a competitor cannot press his own clock or move his own pieces, an assistant shall be available unless the opponent is willing to do so. If the opponent is acting as an assistant the Chief Arbiter may decide to give him extra thinking time.

9.2.5. If a player has made a prior request, copies of all notices should be available in large print. If a player is unable to read large print, then the notices must be read to him.

9.2.6. It is recommended that all team events have the rule that if a visiting team indicates that it has a player with an impairment coming with them, giving sufficient notice, that the home team does everything which is reasonable to ensure that that player can participate.

9.3. Organisation of the tournament hall

9.3.1. Only one game per table: in case an assistant is needed the tables should be larger (2 m width in order to place the assistants for the disabled) and should be placed separately.

9.3.2. The corridors between rows of tables should be twice as large (wheel chairs)

9.3.3. The arbiters should be clearly accessible to all players.

9.3.4. Foresee additional contact points for electricity: some visually disabled players use a lamp for their chess board. This lamp should not disturb the opponent.

9.3.5. Put the blind chess players at the same place as much as possible (they will know the way to the rest room and back in very short time!) and give them the same assistant during the whole tournament.

9.4. Assistants

9.4.1. It is preferable to have an assistant who understands enough about chess to be able to carry out the tasks required than to have someone who shares a language with the disabled player but does not have a basic knowledge of chess.

9.4.2. Assistants for blind players should know the name of the pieces in their language.
It is useful if the arbiter/organiser has prepared a list of the names of pieces and other chess terms in appropriate languages.
A copy of this list should be given to the assistant.

9.4.3. Assistants for blind players should inform the player when they are leaving the chess board temporarily.

9.4.4. The assistant should always write the moves: this is an important help for the arbiter.

9.5. Tournament organisation and Chief Arbiter

9.5.1. Organise a players meeting for all players before the first round, preferably in the tournament hall.

9.5.2. If possible only one round per day should be played.

9.5.3. After making the pairings the chief arbiter should decide manually on which board everyone should play: some players (visually handicapped) should always play at the same board whereas the largest space should be foreseen for wheelchair players.

9.5.4. Draw proposals or claims can easily go via the assistant. All players push the clock themselves, except the players who are physically unable to do so.

9.5.5. In the case there is a time trouble situation with visually disabled players the arbiter should bear in mind that the (not visually disabled) opponent can reply almost immediately. The tournament regulations should therefore release the visually disabled player from the obligation to record the moves during the last five minutes, even when the game is played with an increment of at least 30 seconds. The visually handicapped player should then update his scoresheet after the time trouble.

10. Requirements on treatment of school tournaments

10.1. General remarks

10.1.1. These guidelines shall be observed for all school tournaments played under FIDE auspices or that are to be FIDE rated and ideally should also be followed by national and regional school tournaments, especially those that may be nationally rated.
These guidelines may also be useful indications for ordinary school chess which is often described as "non-competitive" (games are usually played without clocks and not usually notated) in cases where the organizer is trying to introduce players to the world of "competitive" chess.

10.1.2. Every player should have the accompanying person who will be an attendant.

10.1.3. The attendant may help the player to find the table.

10.1.4. During a game all attendants, parents, coaches are treating as spectators. They should stay in place for spectators and cannot interfere with a game in progress. In case of questionable situation may contact only the arbiter or the organizer.

10.1.5. Attendants can't use any mobile phone or electronic device in the playing hall.

10.1.6. Using cameras with flash is restricted to the first five minutes of each round. Exception is round 1 – see the General Regulations for Competitions art. 11.2 (Media) allows flash for 10 minutes.

10.2. Organisers and their duties

10.2.1. Organisers are obliged to prepare the invitation and the regulation, that shall be as comprehensive as possible, stating clearly the expected conditions and giving all details which may be of use to the participants:
- name, address (including e-mail, fax and telephone numbers) of the organizers,
- date and venue of the event,
- the hotel(s) where the players are to stay (including e-mail and telephone numbers), also regarding provided the board and lodging,
- requirements for the participants (e.g. registration date),
- tournament schedule (with the annotation of players confirmation, approximate game-time and estimated time of awards ceremony),
- the rate of play and tie-break system,
- the default-time,
- the prizes, gifts, diploma and important diploma for the participation,
- the certificate of participation.

10.2.2. The chief organiser should be present in the playing hall during the tournament. He is responsible for preparing the playing hall, opening ceremony and awards ceremony.

10.2.3. It is recommended to insure one arbiter for every 30 players.

10.2.4. Before the first round the organiser is obliged to explain to players the tournament regulations and the remind some basic rules:
- finding the table (numbered), chessboard and the proper color of the pieces,
- announce that players who lose their game play the next round (unless the rules of a competition specify otherwise),
- touch move rule,
- castling (the first king, later rook, using one hand),
- using the chess clock (start and stop),
- illegal move and it's consequence,
- mobile phone and it's consequence,
- the way of claiming (stop the clock and ask the arbiter),
- the way of announcing the result.
- announce, that the arbiter will collect the result at the table of player. He will also check the names of the players before writing the result.

Note 1: Some children run to their parents very fast and forget to report the result. Sometimes they give false results when coming to

the arbiters place or they change the color. After that the arbiter has less time to intervene or check who won the game.

Note 2: Players, especially young children, may have a short attention period. It is advisable that opening announcements are kept short and contain only the most important information.

10.3. Tournament conditions

10.3.1. If it is possible, all of the games should be played in one playing hall, e.g. in the school gym. The minimal space of two square meters should be available for each player.

10.3.2. In other cases each playing hall should have at least one arbiter.

10.3.3. The tables and chairs should be adjusted to the children's height and to the chessboard size. An example see below [dimension in cm].

Size no	0	1	2	3	4	5	6	7
Color	white	orange	violet	yellow	red	green	blue	brown
Height (without shoes)	80-95	93-116	108-	119-	133-	146-	159-	174-
Poplitealheigh	20-25	25-28	28-31	31-35	35-40	40-43	43-48	48+
Seat height	21	26	31	35	38	43	46	51
Table height	40	46	53	59	64	71	76	82
Average age	5-6 years		7-12 years			13-15	years	

10.3.4. It is highly recommended that the chess equipment used in a competition is the same for all participants and all games.
10.3.5. Chess pieces should be made of wood, plastic or an imitation of these materials.
10.3.6. Pieces for FIDE Tournaments should be used. If the organizer has difficulties to prepare this kind of equipment, he can use the chessboard with the minimum square size of 55 mm and king's height 90 mm (Staunton no 5). The chessboard with the square size 38 mm and king's height 75 mm (Staunton no 4) is also acceptable in the school tournaments.
10.3.7. It is necessary to prepare additional chess sets, pieces and chess clocks because they not once are damaged during a school tournaments.

10.3.8. Each chessboard should have coordinates.

10.3.9. The playing hall should be good marked with the sign indicating the playing area, the spectators area, arbiters and organizers tables as well as rest rooms etc.

10.3.10. If players are taking part in a few groups, it is recommended to indicate the name of the group using different colors and other characters. The same color can be used for marking the pairings, results etc. It is easier for children to remember colors and find the right group.

10.3.11. Space for spectators must be prepared and clearly marked. It can be another room or the separated place in the playing hall. The distance between the chessboards and the spectators should not be less than one meter. The rope barrier is requested.

10.3.12. It is not allowed for the spectators to walk between the chessboard or stay vis-à-vis a supporting player.
Arbiters should ensure that spectators stay behind the players that they are supporting.

10.3.13. Players become spectators when their game finishes. Players are not allowed to play skittles games in the playing hall.

10.3.14. The advertising board should be prepared to display the start lists, pairings, results and other tournament information.

10.3.15. No food or drink, except for bottled water, will be permitted in the competition area. Bottled water cannot be placed on the table.

10.4. Rate of play and results

10.4.1. There must be no more than 5-6 hours play for all rounds in one day. Examples: one day 9 rounds G=10′; one day 7 rounds G-15′; two days 9 rounds G-30′ or three days with 9 rounds G-60′. It could be connected with the possibility of achieving the local chess category.

10.4.2. Tournaments without chess clocks. After 20 minutes the arbiters give the clock to the players with e.g. 5 minutes for each player to complete the game.

10.4.3. Player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits, scores no points (0), and a player who draws his game scores a half point (½).

Other scoring systems are also allowed, eg. Player who wins his game, or wins by forfeit, scores three points (3), a player who loses his game, or forfeits, scores no points (0), and a player who draws his game scores a one point (1).

10.5.   Tie-break system

10.5.1. The tie-break system shall be decided in advance and announced prior to the start of the tournament. The arbiter should be ready to clearly clarify the calculations rules of tie-break system to the children and spectators. If all tie-breaks fail, the tie shall be broken by drawing of lots.

10.5.2. A play-off is the best system, but it is not always appropriate, because it required the additional time. However It is recommended that play-offs be arranged in the case of the first place in the championship or qualifying places.

10.5.3.   The tie-break in Swiss Tournaments:
See also the Section on tie-breaks.

10.5.3.1. The Buchholz Cut 1 (the sum of the scores of each of the opponents of a player reduced by the lowest score of the opponent)

10.5.3.2. The Buchholz System (the sum of the scores of each of the opponents of a player)

10.5.3.3. The greater number of wins.

10.5.3.4. The greater number of wins with Black (unplayed games shall be counted as played with White).

10.5.4.   The tie-break in Round-Robin Tournaments:
See also the Section on tie-breaks.

10.5.4.1. The greater number of wins.

10.5.4.2. Sonneborn-Berger (the sum of the scores of the opponents a player has defeated and half the scores of the players with whom he has drawn).

10.5.4.3. Koya System (the number of points achieved against all opponents who have achieved 50 % or more)

10.5.4.4. The greater number of wins with Black (unplayed games shall be counted as played with White)

11.   Tournament requirements and regulations

11.1.   Preparation of regulations

11.1.1. Content of the typical regulation for the titles and ratings tournaments.
Example: Round Robin tournament

The 2019 "Golden Rook"
Town, Country, July 13 - 27, 2019
Under patronage: President of Company
REGULATIONS

R1.   Event and participants
The Town Golden Rook Tournament
will be held from July 13 till 27, 2019
The invited 12 players will play the Round-Robin tournament.

No	Name	Fed	Rating July 1, 2019
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Ra=.....
FIDE cat. ....
(according to the July 1, 2019 FIDE RATING LIST)
GM = ... p.
IM = ... p.

R2.   Date venue and schedule
   2.1.   The tournament will be held from July 13 till 27, 2019
            at the Sport Hall (…………. str. …) in Town, Country.

   Schedule of the tournament
   Saturday   July   13   - Arrival
   Saturday   July   13   at 20:00 - Press Conference — ………Hotel
   Sunday   July   14   at 14:30 - Opening ceremony
   Sunday   July   14   at 15:00 - Round 1
   Monday   July   15   at 15:00 - Round 2
   Tuesday   July   16   at 15:00 - Round 3
   Wednesday July   17   at 15:00 - Round 4
   Thursday   July   18   at 15:00 - Round 5
   Friday   July   19   - Free day
   Saturday   July   20   at 15:00 - Round 6

Sunday   July   21   at 13:00 - Round 7
Monday   July   22   at 15:00 - Round 8
Tuesday   July   23   at 15:00 - Round 9
Wednesday   July   24   at 15:00 - Round 10
Thursday   July   25   at 13:00 - Round 11
Thursday   July   26   at 20:00 - Closing ceremony at … Hotel
Friday   July   27   - Departure

R3. Organizers
Tournament Director –   …………
Tel.: ………………..   e-mail: …………………..
Chairman of the board of …………………
Director of the Organization Committee   ……………
Press Officer   ……………

R4. Arbiters.
IA ………………………………   - …. (Chief-Arbiter)
FA ………………………………   - …..   (Deputy Chief Arbiter)
The decisions of the arbiters are binding.

R5. System of play, the rate of play and ranking of players

The Round-Robin tournament (11 rounds). The playing session will be about 5 hours: 40 moves in the 90 minutes followed by 30 minutes with the increment of 30 seconds per move from the beginning of the game.

The number of points scored determines the final ranking of players. If two or more players are involved in the tie,
then the tie is broken eg.
by the number of games played with black pieces,
by the number of wins
by the Sonnenborn-Berger system).

or any other tie-break system

R6. The tournament regulations

The current Laws of Chess will be used in the event.

Any player who arrives at the chessboard 30 minutes later after the beginning of playing session shall lose the game. Where both players are absent 30 minutes after the beginning of the session, both players shall lose the game by default.

No postpones shall be allowed.
The offer of a draw is not allowed or is allowed after 30 move of black.

R7. Prize fund
Prize fund is.......................
List of prizes
I ....
II ....
III ....
Etc.
Special prizes
Eg. the best game

R8. Official site of the tournament in Internet

R9. Obligations of players

R8.1. Players are required to attend the press conference as well as opening and closing ceremonies.
The players (usually the winners or both players in case of a draw) should give a short statement after the game in the press room.

R10. Photography and Television

Only photographers and camera crew expressly authorized by the Administrator may work in the playing venue.
The flash may only be used during the first five minutes of the round.

Signed by

Organizing Committee

11.1.2. Content of the typical regulation for the titles and ratings tournaments. Example: swiss tournament

The 2019 Chess Festiwal "Golden Queen"
City, Country, February 18-29, 2019
Under patronage: President of Company
REGULATIONS
S1. Invitation
The Organisers and National Chess Federation have the honor to invite all Chess Federations affiliated to FIDE to participate at the big open festival which will take place in City, Country, between February 18 (the date of arrival) to 29 February 2020 (the date of departure).

S2. Participation

S2.1 All participants including coaches, observers and relatives are obliged to stay in official hotels.

The official accommodation for the participants and also the venue of the tournament will be at the four stars "NAME" hotel

S2.2 In order to provide appropriate tournament conditions, the players must annouce their participation before 1st February 2019.

S2.3. All participants wishing to take part in the tournament are obliged to have FIDE ID. It can be done by national federation of the player. Players without ID will be removed before the first round.

S.2.4. Organisers will help players to get a visa

S3. Schedule

Opening Ceremony: Feb.18: 21.00
Round 1 Feb. 19:   15.00 o'clock
Round 2 Feb. 20:   15.00 o'clock
Round 3 Feb. 21:   15.00 o'clock
Round 4 Feb. 22:   15.00 o'clock
Round 5 Feb. 23:   15.00 o'clock
Round 6 Feb. 24:   15.00 o'clock
Round 7 Feb. 25:   15.00 o'clock
Round 8 Feb. 26:   15.00 o'clock
Round 9 Feb. 27:   10.00 o'clock
Closing Ceremony Feb. 27:   20:00 o'clock
Blitz tournament G-3'+2' (9 double rounds) Feb. 28: 10:00
Departure Feb. 28 – 29

S4. General information of the festival:

The festival has the guaranteed prize fund amounting to EUR ……
(taking into account the prizes for the Blitz Tournament be held immediately after the main event)

Three Open Swiss Tournaments (A, B and C) are made up according to the rating of the participants, and are 9-rounds
In addition to the Open Tournaments, a Blitz Tournament will be held within the festival.

Placing of players into tournaments (A,B,C) will be according to their respective FIDE ratings as of 1 February
2020. In exceptional cases the Organising Committee has the right to permit a chessplayer to play in a higher rated tournament than his/her FIDE rating indicates.

S5. Organizers

The Organizers of the Festival are the "Company" and the National Chess Federation

Tournament Director –   ....

Tel.: ………………..   e-mail: …………………..

Chairman of the board of …………………

Director of the Organization Committee   ....

Press Officer   ....

S6. Arbiters.

IA ……………………………   - …. (Festival Chief-Arbiter)

IA ……………………………   - …..   (Chief Arbiter group A)

IA ……………………………   - …..   (Chief Arbiter group B)

IA ……………………………   - …..   (Chief Arbiter group B)

IA and FA – other arbiters

The decisions of the arbiters are binding.

S7. The Tournaments and Prize Fund:

The total prize fund of the three tournaments is EUR 120 000.

Tournament A: for players with a FIDE rating higher than 2549.

Total prize fund Group A: EUR …..

1st Prize EUR

2nd Prize EUR

3rd Prize EUR

Etc.

Tournament B: for players with a FIDE rating less than 2550, but higher than 2299.

Total prize fund Group B: EUR …..

1st Prize EUR

2nd Prize EUR

3rd Prize EUR

Etc.

Tournament C: for players with a FIDE rating lower than 2300 or without rating.

Total prize fund Group C: EUR …..

1st Prize EUR

2nd Prize EUR

3rd Prize EUR

Etc.

Placing of players into tournaments (A,B,C) will be according to their respective FIDE ratings as of 1 February 1, 2019. In exceptional cases the Organising Committee has the right to permit a chess-player to play in a higher rated tournament than his/her FIDE rating indicates.

The number of prizes in each tournament does not exceed that indicated above in the tables.

Tiebreak systems:

    For tournament A and B:

    The average of the opponents ratings minus the highest and the lowest rating.

    The number of wins

    For tournament C:

    The Buchholz score cut 1

    The Buchholz score

Special Prizes:

There will also be special prizes for the best performance among seniors, women and juniors in all tournaments.

There will also be a prize for the best result shown by an unrated player in section C.

There will be prizes for best players in the rating groups.

Only one prize can be awarded to a player (the highest one).

The exact distribution of the special prizes will be announced after the second round of the tournament, when the numbers of seniors, women and juniors and the ratings of these players are known.

Attention is called to the fact that for such prizes to be awarded there should be at least 3 players in each of the above
categories.

Seniors, Juniors and Women:

A player will be considered a Senior when he was born before………

A woman player will be considered a Senior when she was born before….

A player will be considered a Junior when he was born after ……..

S8. Time control:

Tournament A: 100 minutes for the first 40 moves, then 50 minutes for the next 20 moves and 15 minutes for the rest of game with inc=rement of 30 second from move 1.

Tournament B and C: 90 minutes for the first 40 moves, then 30 min-utes for the rest of game with increment of 30 second from move 1

S9. Travel and accomodation

a)   Travel expenses for transfer from country to the tournament venue are covered by participants

b) Transport from the airport or railways station will be arranged by organisers

c) Hotel accommodation with full board (include breakfast, lunch & dinner) for participants and accompanying persons will cost per person per day –……………..

S10. Tournament hall

Playing hall will be in the "Name" Hotel. The official accommodation for the participants and also the venue of the tournament will be at the four stars "NAME" hotel

S11. Additional nformation:
Appeals Committee
There will be an Appeals Committee of 3 members and two reserve members.
Swiss system
The Swiss pairings program used in all the tournaments and in the Blitz tournament.
S.12. Official site of the tournament in Internet

S13. Bank account for accommodation and transportation
<u>Bank Account</u>: Bank :
Bank Code (Swift – code):
Account number:
Bank Address:
Account holder:

11.1.2. Content of regulations for world and continental events
Will be edited later on
11.1.3. Content of Regulations for Olympiad
Will be prepared later on. The problem are the current system of tie-breaks and pairing with a big group of teams with the same number of match points – the proposed system of tie-breaks should be used for both pairings purposes and final standing.

11.1.4. Content of regulations for rapid and blitz events.
Will be edited later on

11.2. Interruption of tournament and consequences

11.2.1. Force majeure
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:

11.2.1.1. 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.

Remark
Continuing the 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.

11.2.1.2 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.

11.2.1.3 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.

11.2.1.4 CA and CO can arrange, if necessary, one round with different rate of play to end event with the required number of rounds.

11.2.2. **Other reasons, namely:** a power outage, a low temperature, a noise, difficult conditions of play, absence of arbiters etc.

11.2.2.1. The arbiter asked the players to stop the clocks, write the positions (or make the photo of the position), write the secret moves and go to the other room.

11.2.2.2. The procedure of writing the secret move (even the arbiter can make a photo of the secret move made on the board) could be adapted to the emergency situation and carried out elsewhere.

11.2.2.3. If the procedure of writing the secret move is not possible, the position is still valid and the game continue from written position.

11.3.   Rate of play - time controls

The following time controls are approved for FIDE World Events and title tournaments:

No	EVENT	TIME CONTROL- EACH PLAYER
1	World Championship Match	**120'/40+60'/20+15'/end**
		incr. 30"/move (from move 61)
2	Candidates Tournament	**100'/40+50'/20+15'/end**
		incr. 30"/move (from move 1)
3	World Cup	**90'/40+30'/end**
		incr. 30"/move (from move 1
4	Grand Prix	**100'/40+50'/20+15'/end**
		incr. 30"/move (from move 1)
5	Women's World Championship Match	**90'/40+30'/end**
		incr. 30"/move (from move 1)
6	Chess Olympiad	**90'/40+30'/end**
		incr. 30"/move (from move 1)
7	World Team Championship	**90'/40+30'/end**
		incr. 30"/move (from move 1)
8	Women's World Team Championship	**90'/40+30'/end**
		incr. 30"/move (from move 1)
9	Women's Grand Prix	**90'/40+30'/end**
		incr. 30"/move (from move 1)
10	World Senior Championship	**90'/40+30'/end**
		incr. 30"/move (from move 1)
11	World Senior Team Championship	**90'/40+30'/end**
		incr. 30"/move (from move 1)
12	World Juniors and Girls U-20 Championship	**90'/40+30'/end**
		incr. 30"/move (from move 1)
13	Continental Individual Championships	**90'/40+30'/end**
		incr. 30"/move (from move 1)
14	Continental Team Championships	**90'/40+30'/end**
		incr. 30"/move (from move 1)
15	World Youth U-14-16-18 years Championships	**90'/40+30'/end**
		incr. 30"/move (from move 1)
16	World Cadets U-08-10-12 years Championships	**90'/40+30'/end**
		incr. 30"/move (from move 1)
17	World Schools Individual Championships	**90'/40+30'/end**
		incr. 30"/move (from move 1)
18	World Schools Team Championships	**90'/40+30'/end**
		incr. 30"/move (from move 1)
19	World Amateur Championship	**90'/40+30'/end**
		incr. 30"/move (from move 1)
20	World Olympiad and Olympiad U-16	**90'/40+30'/end**
		incr. 30"/move (from move 1)
21	World Rapid Championships	**G-15' + 10" per move, from move 1**

22	World Blitz Championships	**G-3' + 2" per move, from move 1**
23	Title tournaments	**minimum G-120'**
24	Title Tournament	**G-90' incr. 30"/move (from move 1)**
25	Rated tournaments (one player with rating 2400)	**minimum G-120' or G-90' incr. 30"/move (from move 1)**
26	Rated tournaments (one player with rating 1800)	**minimum G-90' or G-60' incr. 30"/move (from move 1)**
27	Rated tournaments (all players rated below 1800)	**minimum G-60' without incr.**
28	Rapid tournaments	**G-25'+10"**
29	Rapid tournaments	**G-15'+10"**
30	Rapid tournaments	**G-15'+5"**
31	Rapid tournaments	**G-10'+5"**
32	Blitz tournaments	**G-5'+3";**
33	Blitz tournaments	**G-5'**
34	Blitz tournament - Bullet	**G-1' + 1"**
35	Armageddon	**White G-5'; Black G-4' without incr.**
36	Armageddon	**White G-5'; Black G-4' and starting from move 61, incr. 2" per move.**

Remarks:
A.   The rate of play for the title tournaments - details
   – see International Title Regulations (Qualification Commission)
B.   The rate of play for the rated tournaments - details
   - see FIDE Rating Regulations (Qualification Commission)

11. 4.   Broadcasting

11.4.1.   All official FIDE events must be broadcast on the Internet
11.4.1.1. All games from World Championship Matches, World Cup, Olympiad, World Team Championship and GP FIDE.
11.4.1.2. At least 10 games from each age category of World Youth and Cadet Championships.
11.4.1.3. As many games as possible from all other championships, but at least 30 games.
11.4.1.4. Delay of broadcasting should be decided by the Chief Organiser and Chief Arbiter.

11.5.   FIDE dress code

11.5.1.   Dress Code for participants and officials at FIDE event.
   All players, arbiters, captains and other official must comply with the FIDE dress code rules in the playing area.

11.5.2.   General rules
   11.5.2.1. Clothing should be clean and fresh.

11.5.2.2. Caps or hats cannot be worn during the games, except for religious reasons.

11.5.2.3. Offensive inscriptions and pictures on clothes are not allowed.

11.5.3. **Casual dressing and business casual dressing**
The code of casual dressing is used for the players during the games.
The outfit can be comfortable but no shorts and no beachwear slips and not visible underwear. Footwear is to be worn.

The code of business casual dressing applies to closing ceremonies for the winning players or the winning teams during prize giving, official banquets, press conferences and other relevant official events required by the organizer.

The rules concerns also the captain and chief of delegation who take part in ceremonies.

Business casual dress code rules do not concerns g Youth Championships but they are welcome.

Business casual dressing means long trousers, shirt, jacket, with or without tie and women's dress or blouse and skirt. National costumes may be worn.

The following kind of dress: t-shirts, polo, jeans, sports shoes as well as sneakers or slippers are not allowed.

Remark

Neat sneakers are possible, since there are many young players regularly winning tournaments. It would be hard that suddenly they have to find shoes to wear which they are not used to.

11.5.4. **Dress Code for teams at Chess Olympiad**
FIDE recommends sash (ribbon) with country name or national flag, that a player can wear on any outfit.

All these could be done with a good quality **badge with different color of the rope.** On the badge there are should be country name, national flag and players name included, just like past Olympiads.

A wide and colored robe could do the excellent job of distinguishing the functions of people in the tournament area.

The appearance of unified formal clothing is obliged.

There is allowed to have logo of sponsors

To distinguish the functions of people in the tournament area is recommended for players, coaches and accompanies to use 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.

11.5.5.   **FIDE dress code for World Championship rapid and blitz**

11.5.5.1. Men

Shoes: oxfords, loafers, leather shoes or boots, dress shoes. Dark-coloured trousers: black, dark blue, gray, beige, brown, in any case one-colour. No bright colours.

Light-coloured long-sleeved shirts (white, light blue, beige, brown, etc.); blue or black shirts are also allowed. No bright colours, one colour.

Dark-colored jacket (black, dark blue, gray, beige, brown).

No bright colours, one colour. With or without a tie. Jacket or cardigan with buttons: are required.

11.5.5.2. Women
Dress code for women:

Classic shoes.

Trouser or skirt suit or dress, preferably one colour, but not required.

11.5.6.   **FIDE dress code for online tournaments**
All participants in online tournament should have at least light-coloured long-sleeved shirts or jacket, sweater, sweatshirt (black, dark blue, gray, beige, brown etc.).

Note
Players in T-shirts, jeans, shorts, sneakers, baseball caps or inappropriate clothing are not allowed in the playing area. Any requests to wear national or traditional dress must be approved by the GSC (FIDE Global Strategy Commission).

11.5.7. Warnings and punishments

The Tournament Director or the Chief Arbiter have the obligation to give official warning to any player not properly attired. It should be confirm in writing the same day.

In team competition captain will receive a copy of this warning.

If the player receives two written warnings and is still not dressed correctly, the following penalties will be imposed:
- a player is not allowed to attend the opening or closing ceremony.
- a fine, that should be paid during the competition.

The dress code can concerns also spectators that should leave the playing area if they do not meet the requirements.

12. Tie-break regulations
Prepared by IA Roberto Ricca

12.1. Choice of Tie-Break System

12.1.1 The choice of the tie-break system to be used in a tournament shall be decided in advance and shall be announced prior to the start of the tournament

12.1.2 A play-off (see 12.2) -particularly when the time control is the same used in the tournament- is the best system, but it is recommended that play-offs only be arranged for disposition of the first place, a championship or qualifying places.

12.1.3 In all other instances or when a play-off is not appropriate (for example, there may not be adequate time), the Chief Organizer ("CO") or, if he did not, the Chief Arbiter ("CA") shall define before the start of the tournament an ordered list of tie-breaks chosen among the ones described in these regulations (from 12.3 on).

The players shall be ranked in descending order of the respective tie-break, starting from the first of them and moving to the next down in the list whenever a persisting tie cannot be broken by any of the tie-breaks used so far. When the tie-break list is exhausted, any remaining tie shall be broken by drawing of lots.

12.2. Play-Off

In order for a playoff system to be included into the regulations of a specific tournament, all the following conditions must be met:

12.2.1 Adequate time must be set aside for a conclusion to be reached.

12.2.2 The pairing system and rate of play must be determined in advance of the start of the event.

12.2.3 The regulations must cover all eventualities. If they fail to do so, the following regulations shall apply.

12.2.3.1 The players in the play-off shall be ranked following the general tie-break criteria defined for the other positions in the tournament.
Such rankings are used to set up a priority:
- to assign byes when appropriate *(see 12.2.3.6.2, 12.2.3.8, 12.2.3.9)*
- to define pairings in knock-outs *(see 12.2.3.7)*
- to let the player choose the pairing-id in the round-robin *(see 12.2.3.6.1)*
- to possibly define undetermined final positions after a play-off decides the main ones *(see 12.2.3.11)*

12.2.3.2 The play-off shall commence after a break of at least 30 minutes after the conclusion of the last main game involving players in the play-off. Where there are further stages, there shall be a break of at least 10 minutes between each stage.

12.2.3.3 Each game shall be supervised by an arbiter. If there is a dispute, the matter shall be referred to the Chief Arbiter.

12.2.3.4 If two players have to play a tie-break match, they play a mini-match of an even number of games (usually 2 or 4, reversing the colours after each odd-numbered game). The colour with which to play the first game shall be decided by the player chosen by drawing of lots.
If this match is tied, apply 12.2.3.5.

12.2.3.5 Armageddon is a single tie-break game for when a decisive result is required. Armageddon is played under different conditions and with different objectives by the two players: White gets more time than Black, however, the only way for White to prevail in the tie-break is to win Armageddon. If White draws or loses, Black will prevail.

The colour with which to play Armageddon shall be decided by the player chosen by drawing of lots.

12.2.3.6 If three players have to take part in a play-off:

12.2.3.6.1 They play a one-game round robin (2-3, 1-2, 3-1 - pairing numbers are chosen by the players according to 12.2.3.1).

12.2.3.6.2 If all three players again tie, the higher ranked player (as in 12.2.3.1) gets a bye and the two lower ranked ones play Armageddon (see 12.2.3.5). The winner proceeds to the final as in 12.2.3.4.

12.2.3.7 If four players have to take part in a play-off, they play a knockout. There shall be elimination mini-matches as in 12.2.3.4. Semifinals pairings are 1-4, 2-3, following the ranking order defined in 12.2.3.1.

12.2.3.8 If N players (with N ranging from five to eight) have to take part in a play-off, reduce them to four with playing Armageddon (see 12.2.3.5)
The first 8-N higher ranked players (according to 12.2.3.1) get a bye; then the highest ranked among the remaining players play the lowest ranked and so on.
Also semifinals shall be played with Armageddon (see 12.2.3.5).

12.2.3.9 If more than eight players are involved, use the same procedure as in 12.2.3.8 to progressively reduce them to the closest power of 2 (i.e.: 9-16 players => reduce to 8, then to 4; 17-32 players => reduce them first to 16, then to 8 and finally to 4; and so on).

12.2.3.10 CA chooses the time controls to use in each specific phase depending on the amount of time available, the number of players involved and the number of games in each match in the play-off. Recommended rates are:
- the same rate used in the tournament
- 25 minutes plus increment of 10 seconds/move from move 1
- 10 minutes plus increment of 10 seconds/move from move 1
- 5 minutes plus increment of 3 seconds/move from move 1
- 3 minutes plus increment of 2 seconds/move from move 1

For Armageddon (see 12.2.3.5), the recommended rate is:
5 minutes for White, 4 minutes for Black; plus increment of 2 seconds/move starting from move 61.

12.2.3.11 It is recommended that, where subsidiary places are also being decided during the play-off, each position be determined in accordance with the play-off *(e.g., three players tie: #1 wins the play-off, #2 comes second, and #3 third. #2 gets second place in the final standings)*.

If the final placement of two or more players is still undetermined (as when players are eliminated in the same play-off stage), their final placement may be determined by rule 12.2.3.1 *(alternatively they may share the same final placement)*.

12.3.0   Introduction and presentation

Standard chess tie-breaks compute an evaluation which may be based on:

Type A   a subset of the games by the players with the same score (tied), so their evaluation must be redone any time there is a new set of tied players

Type B   players' own records, so their value can be computed or predicted by the involved players before or during their own games

Type C   opponents' (final) results, so they can be computed only at the end of the round (tournament)

Type D   opponents' a-priori known data (e.g. ratings, but also results of previous rounds), so their values can be computed after the pairings are published (i.e. before the games are played)

or some combination of all of the above.

Note   *Some of the tie-breaks shown below are based on ratings. Beware that such tie-breaks should be used only when there is confidence that the ratings are reliable, since they rely on achievements players got in previous tournaments, and therefore are not necessarily indicative of the current strength of the players.*

Hence, if the tournament includes unrated players, all tie-breaks based on ratings shall be removed from the list for all rounds - unless the rules of the specific competition detail how to deal with such unrated players.

As stated in **12.1.3** *(see)*, CO or CA shall define before the start of the tournament an ordered list of tie-breaks chosen among the ones described from now on.

Article **12.3.1** lists the tie-breaks in alphabetical order, separated for individual and team tournaments. Each of the tie-breaks is accompanied by its type, its acronym and a pointer to the article in section **12.3.2** (individual/teams) or **12.3.3** (only teams) with the full description of the tie-breaks.

Next section (**12.3.4**) is devoted to present some important variations of tie-breaks seen in the previous sections (called "Modifiers").

Finally, sections **12.3.5** and **12.3.6** are devoted to the management of unplayed games.

12.3.1   Tie-Breaks List and Description

Name *(in alphabetical order)*	Type	Section	Acr.
Average Performance Rating of Opponents	BD	12.3.2.5.3	**APRO**
Average Rating of Opponents	D	12.3.2.4.1	**ARO**
Buchholz	C	12.3.2.3.1	**BH**
Direct Encounter	A	12.3.2.1.1	**DE**
Fore Buchholz	D	12.3.2.4.4	**FB**
Games one elected to play	B	12.3.2.2.5	**GE**
Koya System for Round Robin	BC	12.3.2.5.2	**KS**
Number of games played with Black	B	12.3.2.2.2	**BPG**
Number of games won with Black	B	12.3.2.2.3	**BWG**
Number of wins	B	12.3.2.2.1	**WIN**
Perfect Tournament Performance	D	12.3.2.4.3	**PTP**
Sonneborn-Berger	BC	12.3.2.5.1	**SB**
Sum of Buchholz of Opponents	CC	12.3.2.3.2	**SBO**
(Sum of) **Progressive Scores**	B	12.3.2.2.4	**PS**
Tournament Performance Rating	D	12.3.2.4.2	**TPR**
Tie-Breaks specific for Team Competitions			
Extended Sonneborn-Berger for teams	BC	12.3.3.2	**ESB**
Match Points or Game Points	B	12.3.3.1	**MPvGP**
Scores and Schedule Strength Combination	BD	12.3.3.3	**SSSC**
Result on the first board and following boards	B	12.3.3.4	**B1**

12.3.2   Description of tie-breaks

12.3.2.1   Type A: tie-breaks using tied players' records

12.3.2.1.1 Direct Encounter (or Separate Standings)
If all the tied players have met each other, the sum of points from these encounters is used to produce separate standings. The player with the highest score is ranked first among the tied players, and the others follow according to the separate standings.

If the tied players have not played all the games against each other, but one of them is bound to be at the top of the separate standings whatever the outcome of the missing games, that player is ranked first among the tied players - the same applies to the second rank when the first is assigned this way; and so on.

12.3.2.2 Type B: tie-breaks using player's own record

12.3.2.2.1 Number of wins
Each win, including unplayed wins, counts one.

12.3.2.2.2 Number of games played with Black
Each game played over-the-board with the Black pieces counts one (unplayed games do not count).

12.3.2.2.3 Number of games won with Black
Each win achieved over-the-board with the Black pieces counts one (unplayed games do not count).

12.3.2.2.4 (Sum of) Progressive scores
After each round a player has a certain tournament score. This tie-break is computed adding the scores of the player at the end of each round.

12.3.2.2.5 Games one elected to play
It is given by the number of rounds diminished by the number of half-point-byes, zero-point-byes or forfeit losses that a player had in the tournament

Note. *It is a punitive (rather than a technical criterion), that tends to penalize players who **choose** to miss games. Pairing-allocated-byes and forfeit wins (also full-point-byes which are rare exceptions) are considered games one elects to play, since they are not a player's choice.*

12.3.2.3   Type C: tie-breaks using player's opponents' results

12.3.2.3.1 Buchholz
It is the sum of the scores of each of the opponents of a player.

12.3.2.3.2   Sum of Buchholz of Opponents
Computed adding together the Buchholz of the opponents

12.3.2.4   Type D: tie-breaks using player's opponents' a-priori known data *(typically ratings, but also current scores)*

12.3.2.4.1   Average Rating of Opponents (ARO)
Computed as the sum of the ratings of the **actual** opponents of a player, divided by the number of games played against such opponents

12.3.2.4.2   Tournament Performance Rating (TPR)
Computed adding to ARO a number *(called **rating difference** - it may be negative)* resulting from the conversion of the achieved fractional score *(the number of points divided by the number of opponents - excluding any results from unplayed games)* as described in table **B.02.8.1.a** *(or B.01.1.49)* of the FIDE Handbook.

12.3.2.4.3   Perfect Tournament Performance (PTP)
It corresponds to the lowest rating that a player should have in order to receive a rating variation of zero after meeting all the opponents faced during the tournament.

The full rating scale is used in this computation *(i.e. no ±400 cut)*.

12.3.2.4.4   Fore Buchholz (FB)
Sum of the scores of all opponents of a player before meeting the last of them

12.3.2.5   Tie Breaks using combinations of other data

12.3.2.5.1   Sonneborn-Berger
It is the sum of the scores of the opponents a player has defeated (including by forfeit in round-robin tournaments) and half the scores of the opponents with whom he has drawn.

Note. *When a player meets the same opponent more than once (e.g. in a double round-robin or in a double Swiss), the games are counted together. Therefore, a player scoring, for instance, 1.5 points against an opponent, will see such opponent's final score basically counted once and a half within his own tie-break value.*

12.3.2.5.2 Koya System (for Round Robin)
It is the number of points achieved against all opponents who have scored at least 50% of the maximum possible score.

12.3.2.5.3 Average Performance Rating of Opponents (APRO)
Computed averaging the performances (TPR or PTP) of the **actual** opponents.

12.3.3 Team Tie-Breaks

In team tournaments each match between two teams may report two types of score:

Match-Points (MP) Points assigned to a team-win, team-draw, team-loss.
The most common distribution is **2 points** for a won match (where a team has scored more game-points than the opposing team), **1 point** for a drawn match, **0 points** for a lost match.

Game-Points (GP) Sum of the points that each player of the team gets on his own board.

All tie-breaks described in 12.3.2 (or some variation of them) may be applied also for teams, using teams MP (mostly) or GP as the main score for the team.
The following ones are tie-break appliable only to teams:

12.3.3.1 MP v GP: Match Points in team competitions that are decided by Game Points *or* Game Points in team competitions that are decided by match points.

Note. The sum of Match Points and Game Points may be used as a single tie-break in both situations.

12.3.3.2 Extended Sonneborn Berger (ESB) for teams
Combining MP and GP, four combinations of Sonneborn-Berger tie-breaks are available. Any of them or any combinations of them can be used.

Each (Extended) Sonneborn-Berger tie-break is computed adding for each opponent a value given by the product of two elements:
1. the total number of MP or GP currently achieved by the opponent (or at the end of the tournament);

2. the number of MP or GP scored against that opponent.

The four possibilities are:
12.3.3.2.1	EMMSB	total MP opponent × MP scored
12.3.3.2.2	EMGSB	total MP opponent × GP scored
12.3.3.2.3	EGMSB	total GP opponent × MP scored
12.3.3.2.4	EGGSB	total GP opponent × GP scored

12.3.3.3 Scores and Schedule Strength Combination (SSSC)

It is a tie-break that adds together two elements:
1. the secondary score of a team (GP if the main score is given by MP, or vice versa);
2. a value that represents the strength of its opposition (called Schedule Strength). This value is the result of a division between:
   a. [dividend] Buchholz of the team, based on the main score *(note: if the tie-break value must be known before playing, use Fore Buchholz)*;
   b. [divisor] a normalizing factor, given by the highest achievable (main) score divided by the number of players per team, rounded down *(for example, in Chess Olympiad the primary score is MP and there are 11 rounds, so maximum score is 22 - with 4 players per team, the normalizing factor is 5)*.

12.3.3.4 Results of first board
It is the number of game points achieved on the first board in all games played by the team in the tournament, regardless of who was playing on such board.
If the results on the first board are not decisive, consider the second board. And so on.
Forfeit win or losses are considered as standard wins or losses. If the team received a pairing-allocated-bye, only for this tie-break, the game points considered for each board are the same as those assigned to a standard win.

12.3.4   Modifiers

Each tie-break based on a sum of values (that can come from either results, ratings or any value computed starting from

them) can be redefined applying a **modifier**, which is a way to vary the elements that are part of the computation, usually excluding some of them or, more rarely, adding some:

Cut-1   **Cut the lowest value**
It is the most used modifier, applicable in many tie-breaks. The most commonly used are **Buchholz Cut-1** (*BHC1, exclude the opponent with the lowest number of points*), **ARO Cut-1** (*AROC, exclude the opponent with the lowest rating*), **Progressive Score Cut-1** (*PSC1, exclude the score achieved after the first round - which is obviously the lowest score*).

In team competition, all the Extended Sonneborn-Berger tie-breaks for teams can be computed excluding the opponent with the lowest number of MP (EMMSB, EMGSB) or GP (EGMSB, EGGSB) *(see 12.3.3.2)*. For instance, in the Chess Olympiad, the first tie-break is **EMGSB Cut-1**.

Cut-2   **Cut the two lowest values**
Most commonly used is Buchholz Cut-2 (BHC2).

Median-1   **Cut the highest and the lowest values**
Most commonly used is Buchholz Median-1 (BHM1).

Median-2   **Cut the two highest and the two lowest values**
Most commonly used is Buchholz Median-2 (BHM2).

Limit   **Change a limit**
The most common modification is in **Koya**: the limit of 50% of the maximum possible score can be either increased or decreased of half point at a time to let respectively less or more players participate to the evaluation of the tie-break.

12.3.5   Unplayed Games Management

12.3.5.1 In round-robin tournaments, forfeited games (the only possible unplayed games) are treated as regular games.

12.3.5.2 In individual Swiss tournaments, tie-breaks that directly or indirectly are based on opponents' results *(mainly Type C tie-breaks and derivates)* need a special care to evaluate unplayed games (coming from forfeits, requested half or zero-point byes, or pairing-allocated byes).

12.3.5.2.1 The **Opponents' Point-of-view** of **Unplayed Games** is how to adjust, for tie-breaking purposes of a player's op-

ponents, the final score of a player taking into account games that he did not actually play over-the-board.

Unplayed games are divided into several categories:
(a) pairing-allocated byes or forfeit wins
(b) requested byes that are followed by other played games
(c) requested byes that are not followed by other played games
(d) forfeit losses that are followed by other played games
(e) forfeit losses that are not followed by other played games

Unplayed games of categories (a), (b) and (d) are evaluated with the result (win, draw, loss) corresponding to the recorded number of points *(therefore, if a player has only this kind of unplayed games, the scores for standings and tie-breaks are exactly the same).*

Unplayed games of categories (c) and (e) are evaluated as draws *(therefore the tie-break score of such players, i.e. the one used by opponents, is equal to the standings score achieved after the last game they played over the board plus half-point for any unplayed round after it - assuming that the standard scoring system is used).*

12.3.5.2.2 The **Player's Point-of-view** of **Unplayed Games** is how to evaluate, for the player himself, the games that he didn't actually play.
Such games are evaluated as if they were played against himself, and ended with the result (win, draw, loss) corresponding to the recorded number of points.

The rules of a specific competition may limit such evaluation particularly for the requested half-point byes *(see Competition Rules, section C.05 of the Handbook Fide).*

12.3.5.3 Tie-breaks that are directly or indirectly based on averages *(mainly Type D and derivates)* are not influenced by unplayed games. However, in order for the averages to be consistent, more than two-thirds of the net number of

games *(net means after possible cuts)* must be included in the computation of the average.
The tie-break evaluation for the players who do not have a sufficient number of games is 0 (zero).

12.3.5.4 When a tie-break is modified with cuts and there are players with unplayed games different by forfeit wins and pairing-allocated byes, the unplayed games are the first games to be cut (the ones bringing the smallest contribute(s) to the tie-break, if there are more unplayed games than cuts).

13.   Recommendations for using tie-breaks in tournaments

13.1   Individual Swiss tournaments

1.	**Direct Encounter** *(12.3.2.1.1)*	Using this criterion is a matter of taste. From a statistical standpoint, it is neither a good nor a bad criterion. It can be safely omitted or placed at any point in the list.
2.	**Buchholz Cut-1** *(12.3.2.3.1 + 12.3.4 [Cut-1])*	It is statistically the best criterion when determining top positions is more important than determining other placements. Otherwise, use Buchholz Median-1.
3.	**ARO Cut-1** *(12.3.2.4.1 + 12.3.4 [Cut-1])*	From a statistical point-of-view, it is probably not the best rating criterion (APRO is), but it is close and easier to compute and comprehend. Obviously, rating criteria cannot be used when ratings are not reliable (see note to 12.3.0), e.g. in school tournaments.
4.	**Progressive Scores** *(12.3.2.2.4)*	Since same AROC values are very rare, this and the following criteria should not be listed when AROC is present.
5.	**Number of Wins** *(12.3.2.2.1)* **Number of Blacks** *(12.3.2.2.2)*	The statistical analysis shows that <u>Number of Wins</u> is preferable when the tournaments has an odd number of rounds. With an even number of rounds, <u>Number of Blacks</u> is slightly better.

13.2   Individual Round-Robin tournaments
TO BE DEFINED LATER

13.3   Team Swiss tournaments
        TO BE DEFINED LATER

13.4   Team Round-Robin tournaments
        TO BE DEFINED LATER

14.   Details of Berger table
14.1.   Berger Tables for Round-Robin Tournaments
        Where there are an odd number of players, the highest number counts as a bye.

3 or 4 players:
Rd 1:   1-4, 2-3.
Rd 2:   4-3, 1-2.
Rd 3:   2-4, 3-1.

5 or 6 players:
Rd 1:   1-6, 2-5, 3-4.
Rd 2:   6-4, 5-3, 1-2.
Rd 3:   2-6, 3-1, 4-5.
Rd 4:   6-5, 1-4, 2-3.
Rd 5:   3-6, 4-2, 5-1.

7 or 8 players:
Rd 1:   1-8, 2-7, 3-6, 4-5.
Rd 2:   8-5, 6-4, 7-3, 1-2.
Rd 3:   2-8, 3-1, 4-7, 5-6.
Rd 4:   8-6, 7-5, 1-4, 2-3.
Rd 5:   3-8, 4-2, 5-1, 6-7.
Rd 6:   8-7, 1-6, 2-5, 3-4.
Rd 7:   4-8, 5-3, 6-2, 7-1.

9 or 10 players:
Rd 1:   1-10, 2-9, 3-8, 4-7, 5-6.
Rd 2:   10-6, 7-5, 8-4, 9-3, 1-2.
Rd 3:   2-10, 3-1, 4-9, 5-8, 6-7.
Rd 4:   10-7, 8-6, 9-5, 1-4, 2-3.
Rd 5:   3-10, 4-2, 5-1, 6-9, 7-8.
Rd 6:   10-8, 9-7, 1-6, 2-5, 3-4.
Rd 7:   4-10, 5-3, 6-2, 7-1, 8-9.
Rd 8:   10-9, 1-8, 2-7, 3-6, 4-5.
Rd 9:   5-10, 6-4, 7-3, 8-2, 9-1.

11 or 12 players:
Rd 1:   1-12, 2-11, 3-10, 4-9, 5-8, 6-7.
Rd 2:   12-7, 8-6, 9-5, 10-4, 11-3, 1-2.
Rd 3:   2-12, 3-1, 4-11, 5-10, 6-9, 7-8.
Rd 4:   12-8, 9-7, 10-6, 11-5, 1-4, 2-3.
Rd 5:   3-12, 4-2, 5-1, 6-11, 7-10, 8-9.

Rd 6:   12-9, 10-8, 11-7, 1-6, 2-5, 3-4.
Rd 7:   4-12, 5-3, 6-2, 7-1, 8-11, 9-10.
Rd 8:   12-10, 11-9, 1-8, 2-7, 3-6, 4-5.
Rd 9:   5-12, 6-4, 7-3, 8-2, 9-1, 10-11.
Rd 10: 12-11, 1-10, 2-9, 3-8, 4-7, 5-6.
Rd 11: 6-12, 7-5, 8-4, 9-3, 10-2, 11-1**.**

13 or 14 players:
Rd 1:   1-14, 2-13, 3-12, 4-11, 5-10, 6-9, 7-8.
Rd 2:   14-8, 9-7, 10-6, 11-5, 12-4, 13-3, 1-2.
Rd 3:   2-14, 3-1, 4-13, 5-12, 6-11, 7-10, 8-9.
Rd 4:   14-9, 10-8, 11-7, 12-6, 13-5, 1-4, 2-3.
Rd 5:   3-14, 4-2, 5-1, 6-13, 7-12, 8-11, 9-10.
Rd 6:   14-10, 11-9, 12-8, 13-7, 1-6, 2-5, 3-4.
Rd 7:   4-14, 5-3, 6-2, 7-1, 8-13, 9-12, 10-11.
Rd 8:   14-11, 12-10, 13-9, 1-8, 2-7, 3-6, 4-5.
Rd 9:   5-14, 6-4, 7-3, 8-2, 9-1, 10-13, 11-12.
Rd 10: 14-12, 13-11, 1-10, 2-9. 3-8, 4-7, 5-6.
Rd 11: 6-14, 7-5, 8-4, 9-3, 10-2, 11-1, 12-13.
Rd 12: 14-13, 1-12, 2-11, 3-10, 4-9, 5-8, 6-7.
Rd 13: 7-14, 8-6, 9-5, 10-4, 11-3, 12-2, 13-1.

15 or 16 players:
Rd 1:   1-16, 2-15, 3-14, 4-13, 5-12, 6-11, 7-10, 8-9.
Rd 2:   16-9, 10-8, 11-7, 12-6, 13-5, 14-4, 15-3, 1-2.
Rd 3:   2-16, 3-1, 4-15, 5-14, 6-13, 7-12, 8-11, 9-10.
Rd 4:   16-10, 11-9, 12-8, 13-7, 14-6, 15-5, 1-4, 2-3.
Rd 5:   3-16, 4-2, 5-1, 6-15, 7-14, 8-13, 9-12, 10-11.
Rd 6:   16-11, 12-10, 13-8, 14-8, 15-7, 1-6, 2-5, 3-4.
Rd 7:   4-16, 5-3, 6-2, 7-1, 8-15, 9-14, 10-13, 11-12.
Rd 8:   16-12, 13-11, 14-10, 15-9, 1-8, 2-7, 3-6, 4-5.
Rd 9:   5-16, 6-4, 7-3, 8-2, 9-1, 10-15, 11-14, 12-13.
Rd 10: 16-13, 15-11, 14-12, 1-10, 2-9, 3-8, 4-7, 5-6.
Rd 11: 6-16, 7-5, 8-4, 9-3, 10-2, 11-1, 12-15, 13-14.
Rd 12: 16-14, 15-13, 1-12, 2-11, 3-10, 4-9, 5-8, 6-7.
Rd 13: 7-16, 8-6, 9-5, 10-4, 11-3, 12-2, 13-1, 14-15.
Rd 14: 16-15, 1-14, 2-13, 3-12, 4-11, 5-10, 6-9, 7-8.
Rd 15: 8-16, 9-7, 10-6, 11-5, 12-4, 13-3, 14-2, 15-1.

14.2.   For a double-round tournament it is recommended to reverse the order of the last two rounds of the first cycle. This is to avoid three consecutive games with the same colour.

15. Restricted drawing of lots

15. 1. Varma tables

In certain cases, regulations state that, in a round robin tournament, the drawing of lots should be carried out in such a way that

players of the same federation (or of any predetermined group, for that matter) do not meet in the last three rounds, if possible.

When the tournament is managed with the Berger Tables (see art. 14.1), this may be done by using the Varma tables, reproduced below for 9 to 24 players:

- **9/10 players:**   A: (3, 4, 8); B: (5, 7, 9); C: (1, 6); D: (2, 10)
- **11/12 players:**   A: (4, 5, 9, 10); B: (1, 8, 12); C: (2, 6, 7); D: (3, 11)
- **13/14 players:**   A: (4, 5, 6, 11, 12); B: (1, 2, 8, 9); C: (7, 10, 13); D: (3, 14)
- **15/16 players:**   A: (5, 6, 7, 12, 13, 14); B: (1, 2, 3, 9, 10); C: (8, 11, 15); D: (4, 16)
- **17/18 players:**   A: (5, 6, 7, 8, 14, 15, 16); B: (1, 2, 3, 10, 11, 12); C: (9, 13, 17); D: (4, 18)
- **19/20 players:**   A: (6, 7, 8, 9, 15, 16, 17, 18); B: (1, 2, 3, 11, 12, 13, 14); C: (5, 10, 19); D: (4, 20)
- **21/22 players:**   A: (6, 7, 8, 9, 10, 17, 18, 19, 20); B: (1, 2, 3, 4, 12, 13, 14, 15); C: (11, 16, 21); D: (5, 22)
- **23/24 players:**   A: (6, 7, 8, 9, 10, 11, 19, 20, 21, 22); B: (1, 2, 3, 4, 13, 14, 15, 16, 17); C: (12, 18, 23); D: (5, 24)

The players mentioned in the same group (A, B, C or D) are not scheduled to meet in the last three rounds.

> **Note:** The Varma tables are based on the Berger Tables. In the latter, the numbers of the players facing each other comply with a well defined rule: if there are 2*N players in the tournament, in the round R, except when player 2*N is involved, the sum of the numbers of the players is either R+1 or R+2*N. The player 2*N meets (R+1)/2 if R is odd, or R/2+N, if R is even.
>
> The Varma tables are build avoiding to put in the same section any two players (except for player 2*N) for which the sum of their numbers equals 2*N-2, 2*N-1, 2*N or 4*N-3. The player 2*N may not be put in the same section with players N-1, N and 2*N-1. Moreover, in any section, at least half of the players (rounded downwards) must have a number lower than N+1 (or higher than N).
>
> These same principles can be sometimes used to solve situations that the Varma tables do not cover. For instance, let's suppose that there are three federations with six players in a 22-player tournament. The Varma tables don't help but, applying their principles, the following sections can be defined *(note: N=11 so the*

sums to be avoided between two numbers are 20, 21, 22 and 41; for player-22, avoid numbers 10, 11, 21 in the same group):

A: (1, 2, 3, 12, 13, 14); B: (5, 6, 11, 18, 19, 20); C: (7, 8, 10, 16, 17, 21); D: (4, 9, 15, 22).

15.2. Procedure for a restricted drawing of tournament numbers

The following procedure may be adopted:

15.2.1   The arbiter should prepare, beforehand, unmarked envelopes each containing one of the sets of numbers A, B, C and D as indicated **in 15.1.** These envelopes are then respectively placed in larger envelopes, on each of which the quantity of player-numbers contained in the small envelopes is indicated.

15.2.2   The order in which players draw lots is determined beforehand as follows: The players from the federation with the greatest number of representatives shall draw first. Where two or more federations have the same number of representatives, precedence is determined by the alphabetical order of the FIDE country code. Among players of the same federation, precedence is determined by the alphabetical order of their names.

15.2.3   For example, the first player of the federation with the largest number of players shall choose one of the large envelopes containing at least enough numbers for his contingent, and then draw one of the numbers from this envelope. The other players from the same contingent shall also draw their numbers from the same envelope.
If some number is remaining, update the quantity of player-numbers (see 15.2.1) for the large envelope just used in order to re-use it.

15.2.4   The players of the next contingent then choose an envelope, and this procedure is repeated until all players have drawn their numbers.

16. Testing procedure

The FIDE Technical Commission is competent to decide whether or not any piece of equipment is suitable for use in FIDE competitions. The Commission may recommend the use of other types of chess sets in addition to those mentioned above. It may make a list of equipment with satisfactory standards, the specimen of which would be kept at the FIDE Secretariat.

If necessary FIDE will determine the general conditions for other equipment needed in chess competitions, such as score sheets, demonstration boards, etc.

16.1. Test report of electronic chess clocks

16.1.1. Name of the clock
16.1.2. Name of tester
16.1.3. Period of testing
16.1.4. Is it possible to read the information on the displays at 3 meter distance from the clock?
16.1.5. Did you make test under normal tournament conditions with at least five players?
16.1.6. Is it clearly visible which player is to move, from all sides of the clock?
16.1.7. Did you make test 7.3.6 under normal tournament conditions with at least five players?
16.1.8. Is there any sound given by the clock during or at the end of game?
16.1.9. Is the clock speed equal with the normal time?
16.1.10. Is there a low battery indication?
16.1.11. If yes in 7.3.10 is this indication shown immediately after the clock is set up?
16.1.12. Is it possible to change or delete indications of the clocks by default?
16.1.13. Is there a short manual on the clock?
16.1.14. Is the clock stable during use, especially when players are short on time?
16.1.15. Did you make test 7.3.14 under normal tournament conditions with at least five players?
16.1.16. Are the buttons used by the players sturdy enough?
16.1.17. Did you make test 7.3.16 under normal tournament conditions with at least five players?
16.1.18. If both flags fall down can you see which fell first?
16.1.19. Does the clock stop working after a flag fall in the last period?
16.1.20. Did you have problems to correct the time shown by the display or to give penalties?
16.1.21. Did you have problems to change the move counter?
16.1.22. 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

16.1.23. Is the incremental time when using Fisher mode added before the first move?

16.1.24. Do you have some additional remarks to some questions? If yes, add them below.

16.1.25. What is your recommendation on endorsement?

16.2. Test report of electronic score sheets

	Test Report of electronic score sheet		
	Name of the clock		
	Name of tester		
	Period of testing		
	Dimensions of scoresheet: length, width, thickness (the size of A5-A6 (paper size).		
	The device can be linked to the owner or player through some unique identification of the device.		
	Questionnaire:		
1.	Is it possible to read the information on the displays at 2 meter distance from the score sheet?	yes	no
2.	Is there any sound given by the score sheet during or at the end of game	yes	no
3.	Is there a low battery indication?	yes	no
4.	If yes - is this indication shown immediately after the score sheet is set up?	yes	no
5.	Is it possible to change or delete indications of the score sheet by default?	yes	no
6.	Is there a short manual on the score sheet?	yes	no
7.	Is the score sheet stable during use, especially when players are short on time?	yes	no
8.	Did you make test under normal tournament conditions with at least five players?	yes	no

9.	Did you have problems to change the move counter?	yes	no
10.	The device logs user actions during game mode to prevent or detect foul play.	yes	no
11.	The device is dedicated for notating chess games only or can be used for any other matters eg. see all previous games?	yes	no
12.	The device fully complies with FIDE rules.	yes	no
13.	The game notation complies with FIDE Laws of Chess, whereas the use of figurines is allowed.	yes	no
14.	Is it possible to notate player and his opponent's moves during a game with a hand or with the additional stick.	yes	no
15.	This is the mode where the player notates his game. The switch from any other mode to game mode can be made by the player himself when the game is finished or by the tournament organization or arbiter.	yes	no
16.	During the game it is not possible to switch to any other mode. The game notation is clearly visible for the arbiter, with the restriction that not all moves need to be visible. The state of the device being in game mode is clearly visible for everyone. It is not allowed to go out of game mode by accident or deliberately, without notifying this to the player, his opponent or arbiter. This is also clearly visible to all parties. A minimum of 7 moves must be visible in a move list. Graphical input through a chess board with figurines is allowed. Scrolling through the move list is allowed, as is correcting of incorrect entered moves. A game finishes when a result is noted and both players signed the score sheet. The arbiter signature is optional. The players are obliged to submit the text of their game to the Organizer with reference to article 8.3 of the Laws of Chess.	yes	no
17.	It is allowed to enter an illegal move; It is allowed to enter the clock time, draw offers and other abbreviation according to Laws of chess. Input of clock times should be possible using a figurine notation; It is allowed to enter only moves of white or black during time trouble; It is allowed to enter a dash for a move during time trouble;	yes	no

	The device is not allowed to correct or signaling illegal moves automatically; If a stalemate or checkmate is missed or an illegal move is made by the player, the device must be able to record following moves. An automatic move counter should be available		
18.	The device must be able to restart the notation.	yes	no
19.	The arbiter mode is an optional mode for the device. This mode is created to give the arbiter some extra features supporting his job. Only the arbiter (or a representative of the tournament organization) is allowed to enter this mode during a game. In this mode legality checks may be done on the moves played in the game: Threefold repetition of a position (fivefold repetition), 50 moves rule (75 moves rule) Detection of stalemate or checkmate. The arbiter can take moves back in case an illegal move is detected.	yes	no
20.	The owner mode is an optional mode for the device. This is a mode where the producer may add some chess features for creating an attractive product for their customers. If there is owner mode available the following rules apply: the identification of the owner shall be possible in owner's mode. This mode is only allowed when not playing a game. Otherwise it is completely locked out. No chess program is allowed i.e. this is not a chess computer. No other then chess related activities are allowed. For anybody it is easy to see that the device is in owner mode.	yes	no
	Do you have some additional remarks to some questions? If yes, add them below.		
	What is your recommendation on endorsement?	yes	no
	Signature of the tester		

16.3. Test report of electronic boards

16.3.1. Requirements for manufacturer

The manufacturer or authorized representative of the manufacturer (hereafter "manufacturer") of the electronic chess boards provides it in full working condition (hereafter "equipment"). The manufacturer is requested to fill in the Product information and Specifications document before submitting the product for testing to FIDE.

FIDE accepts equipment for testing if "Product information and Specifications sheet" contains all functionality marked as "Required" for the equipment.

The manufacturer should provide not less than 6 sets of equipment to be tested simultaneously.

Equipment for testing should be provided with working software to control and manage the equipment.

Equipment for testing should be provided with full operating manual in English in printed or electronic form.

The manufacturer is taking responsibility and financial obligation to provide transportation of the tested equipment to a specific test location and its return back to manufacturer after the test not depending on the result of the test.

The manufacturer is taking responsibility and financial obligations for covering the costs occurred to complete the testing procedure.

16.3.2. Requirements for the test
Electronic chess board appearance and physical dimensions should comply with FIDE Handbook Chapter C.02. Standards of Chess Equipment, venue for FIDE Tournaments, rate of play and tie-break regulations

Equipment games recording and annotations should be compliant with FIDE Rules of chess
Equipment should provide stable functionality reported in product information and
Equipment should provide stable functionality reported by the manufacturer of the equipment in it's documentation
Equipment should provide stable function throughout whole testing period.

16.3.3. Testing procedure

Testing procedure consists of checking the Product information and Specifications sheet for documented functionality and actual functionality of the equipment.

Functionality is checked by single check operations and in conditions of the test or real chess tournament. Testing procedure can be stopped if fail of operation of one of the functions prevents further testing of the reported functions.

The manufacturer can participate in testing procedures and provide necessary technical and informational support requested by FIDE.

16.3.4. Test completion

Testing is considered to be complete after the check of all reported functionality of the equipment and filling the testing Report with the result and comments and signed by the testing official.

16.3.5. Test report of electronic boards

	FIDE TECHNICAL COMMISSION		
	Test Report on Electronic Chess Board		
	name of the board		
	name of tester		
	period of testing		
	Identification	**Required**	**Check result**
	Manufacturer		
	Model		
	Firmware version		
	Firmware release date		
	Model release date		
	Physical parameters	**Required**	**Check result**
1	Chess Board Dimensions		
2	Chess Board Weight netto		
3	Chess Board weight brutto		
4	Full set (Chess board, chess pieces and attached required modules)		
5	Full set (Chess board, chess pieces and attached required modules) weight brutto		

6	Details for geometry of chess board parameters if it is not cubic (description)		
7	Working temperature parameters (Celsius min. and max.)		
8	Working humidity parameters (Celsius min. and max.)		
9	Is equipment water resistant		
10	Chess board material		
11	Chess board color scheme (available colors for product)		
12	„Dark" square color scheme		
13	„Light" square color scheme		
14	„Dark" pieces color scheme		
15	„Light" pieces color scheme		
16	Chess Square dimensions		
17	Chess pieces base dimensions		
18	Chess pieces type/style description		
19	Board photo in color		
20	Chess pieces full set photo in color		
21	Type of material package of a board		
22	Type of material of package of pieces		
23	Type of material package of connection materials and requested connection equipment (cabling, wifi/Bluetooth modules or other)		
24	Is numbering A-H/1-8 present		
25	Does it support wireless connection		
	Connection type CABLE (only for cable connection type)		
26	Support of cable connection to control module		
27	Power for the chess board over the cable		
28	Power for the chessboard from the battery		
29	Battery type		
30	Battery quantity		
31	Guaranteed operational time for the chess board from battery		
32	Total number of batteries and battery type for battery type power supply		
33	Additional equipment for cable type of connection aside from chess board and clocks		
34	Max. number of chess boards that can be connected to one cable "line"		

	Connection type Wireless (ONLY FOR WIRELESS CONNECTION TYPE)		
35	Support of wireless connection to control module		
36	Wireless module dimensions		
37	Wireless module inside the chess board		
38	Wireless module outside the chess board		
39	Wireless module dimensions		
40	Wireless module weight		
41	Wireless module power supply over cable		
42	Wireless module battery type		
43	Wireless module battery quantity		
44	Wireless module guaranteed working time from battery		
45	Wireless module supports power indicator		
46	Type of connection between wireless module and chess board		
47	Additional equipment for wireless type of connection aside from chess board and clocks		
48	Guaranteed number of fully operational wireless modules supported for recommended access point in a playing area		
49	Full set of wireless module equipment photo with cables		
	Compatibility with chess clocks		
50	Compatible with electronic chess clocks for simultaneous transmission of moves and clocks data for display and broadcast in PGN or other format		
51	List of compatible clocks		
52	Type of connection between chess board and clocks		
53	Extra equipment required for clocks connection for simultaneous time information transmission with moves		
54	Type of power supply for clocks		
55	Photo of 'other' type technology module(s)		
	Chess clocks, transmission and broadcast		
56	If the clock fails, is the last clock reading remembered ?		
57	Does the software provides remote setup of clocks after a crash.		
58	Does the software allow the transmission of selected games to be delayed?		
59	Does the software allow transmission to be delay?		

60	Does the software allow all local real-time games broadcast on TV screens to be delay.		
61	Whether it happens that the board does not see the clock (test 20 clocks) but other boards watch it.		
Working parameters			
62	Minimum time in ms for move to be made on a board and transmission of moves to control pc/laptop/device/local server within playing area for single board configuration with cable connection		
63	Maximum time in ms for move to be made on a board and transmission of moves to control pc/laptop/device/local server within playing area for single board configuration with cable connection		
64	Minimum time in ms for move to be made on a board and transmission of moves to control pc/laptop/device/local server within playing area for multiple board configuration with wireless connection		
65	Maximum time in ms for move to be made on a board and transmission of moves to control pc/laptop/device/local server within playing area for single board configuration with wireless connection		
66	Is time data from clocks sent not depending on moves made for timer update for games broadcast?		
67	Does equipment generate any noise during the work		
68	What is maximum noise loudness during the work		
69	Game result setup mechanism available		
70	Is equipment work affected in negative direction by strong electric field		
71	Is equipment work affected in negative direction by material of the table		
72	Is equipment work affected in negative direction by number of simultaneously working devices in single open area		
73	Does each square on the chessboard correctly recognize each chess piece?		
74	Can the chessboard put in a figure on the empty square in really ?		
75	Can you set up the sensitivity of the chessboard? (reduce increase)		

76	Does sliding a piece on the chessboard during making a move can cause transmission errors?		
77	Do the connected cables disturb only one player during the game?		
78	Are the cables disturbing both players due to the uncomfortable place of connection to the chessboard?		
79	Are the cables sticking out causing the board to be unstable?		
80	Are the cables port stable and it not easy to unplug accidentally by player?		
81	Is the chessboard stable?		
82	Can a chessboard break easily?		
83	Does the entire surface of the chessboard touch the table?		
84	After switching off the power, only the position is saved. How long?		
85	Is it possible to remember the moves after turning off the power? How long?		
86	Is logical recovery move by move possible after a crash?		
87	Whether interruptions or weak internet connection can affect local broadcasting of games?		
88	Is it possible to directly read a game from a chessboard memory at any moment in the middle of the game ?.		
89	After finishing a game is it possible to easily block further transmission of moves, e.g. when we want to analyze?		
90	If one board breaks down, the rest also don't work?		
91	Does the kit require an adapter? What entries?		
92	Does the software detect errors showing incorrect start position .		
93	Will the transmission stop as a result of an incorrect move on the chessboard?		
	Software general information		
94	Software version		
95	Software release date		
96	Compatible OS		
97	Recommended OS		
98	Recommended hardware		
	Software functionality		

99	Maximum number of boards/devices that can be connected to single PC with recommended hardware and OS for fully operational and re-sponsive setup		
100	Is software free		
101	Software pricing description		
102	Software provides stable detection of the boards/devices during all operational time.		
103	Software provides stable move recording and broadcast with clock time parameters at mo-ment of a move for black and white pieces		
104	Software provides moves recording capability to file with minimum and maximum time for moves recording to a file with clocks data for each move in ms		
105	Software provides moves recording capability for separate games recording into separate files with clocks data for each move		
106	Software provides manual input of necessary data for Tournament name, Round, Date, White pieces player Name, Black pieces player name, White rating, White title, Black rating, Black ti-tle, Remarks for each game		
107	Software provides tournament configuration im-port from configuration file of certain format with data for Tournament name, Round, Date, White pieces player Name, Black pieces player name, White rating, White title, Black rating, Black title,Remarks for each game		
108	Software provides game record in PGN format		
109	Maximum time in ms and minimum time in ms for creation of PGN file with game(s) upon moves or clocks updates with multiple boards setup		
110	Maximum time in ms and minimum time in ms for creation of PGN file with game(s) upon moves or clocks updates with single boards setup		
111	Software provides other types of games broad-cast (server-client, remote Internet game serv-ers) . Description and requirements		
112	Software provides local PGN file creation offline (without Internet connection)		
113	Software provides storage and visual editing of previously finished games		

114	Software provides visual editing of incorrect running games without blocking of record and display of other running games		
115	Software provides editing of results of finished games		
116	Software provides editing of results of running games		
117	Software provides clock time for each move even for edited game		
118	Software provides manual edit of all data for a given game during the game: Tournament name, Round, Date, White pieces player Name, Black pieces player name, White rating, White title, Black rating, Black title,Remarks with update of this data in PGN file or any other broadcast mechanism		
119	Software provides local real-time games broadcast on TV screens or other media with and image of a board (s), moves, names of players, tournament name, clock times. Minimum number of seconds and maximum number of seconds between move made of a board and display of it on a screen		
120	Software provides remote setup of clocks before the start of the game		
121	Software provides remote setup of clocks during the game		
122	Software provides control of power remaining for batteries if used in any device		
123	Software provides automatic moves recording after game was edited and all consecutive moves are valid for a still running game		
124	Software provides board memory record not depending on correctness of moves with moves and clocks data for finished and running games available for review at any moment.		
125	Software provides data display for each game – board position, clocks data, white name, black name		
126	Software provides 'health' data for each board – connection strength, cable connection quality		
127	Software interface does not block functionality of not active modules in case any other module is used and provides parallel operation of all modules not depending on situation when another		

	module (tab) is active.		
	Information		
128	Detailed Description of technology for board connection and moves recording/transmitting provided		
129	Guarantee warranty period		
130	Types of technology used for the equipment with specifications (Wifi, Bluetooth optical, radio or other) with exact version, type and used hardware with physical parameters, frequencies used		
131	All hardware used is approved by manufacturer as safe for human (Y/N)		
132	Existing safety standard certificates		
133	Other certificates for the equipment		
134	Printed installation manual is available in a package in English		
135	Printed operation manual is available in a package in English		
136	Printed installation manual is available in a package in other languages		
137	Printed operation manual is available in a package in other languages		
138	Download installation manual is available in a package in English		
139	Download operation manual is available in a package in English		
140	Download installation manual is available in a package in other languages		
141	Download operation manual is available in a package in other languages		
142	Cabled connection scheme description		
143	Cabled connection scheme description image		
144	Cabled connection scheme parameters for maximum number of devices that can be used in a line, available power voltage parameters		
145	Wireless connection scheme description		
146	Wireless connection scheme description image		
147	List of recommended equipment to be used (Access points)		
148	List of recommended Operating systems compatible		

149	List of recommended hardware parameters for single and multi-board configuration		
	Additional information		
	General remarks		
	What is your recommendation on endorse-ment?		
	Date:		
	Signature		

*   *   *