

TRF Extensions to support Acceleration, Tie-Breaks and Team Pairing

(text in blue is current - proposed changes are in black)

Agreed general Data-Exchange Format for tournament results to be submitted to FIDE.

Remark 1 Each line shall have a "CR" (carriage return) as last character

Remark 2 The columns **R** and **P** in all the following tables tell the importance of the field for Rating and Pairing (plus tie-breaks) respectively

■	Mandatory
□	Warning if wrong
	Not taken into account

Tournament Section

Data-Identification-number (??2 for tournament data)

position 1-3	from position 5 (free text)		R	P															
012	Tournament Name		■	■															
022	City		■																
032	Federation		■																
042	Date of start																		
052	Date of end																		
062	Number of players																		
072	Number of rated players																		
082	Number of teams	<i>in case of a team tournament</i>																	
092	Type of tournament	<i>coded value, with code from Tournament-Type Code Table (see)</i>		■															
102	Chief Arbiter		■																
112	Deputy Chief Arbiter	<i>one line for each arbiter</i>																	
122	Allotted times per moves/game																		
132	Dates of the round	format: YY/MM/DD <table border="1"> <thead> <tr> <th>Position</th> <th></th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>92</td> <td>-</td> <td>99</td> <td>Round 1 date</td> </tr> <tr> <td>102</td> <td>-</td> <td>109</td> <td>Round 2 date</td> </tr> <tr> <td>112</td> <td>-</td> <td>119</td> <td>Round 3 date</td> </tr> </tbody> </table> and so on...	Position		Description	92	-	99	Round 1 date	102	-	109	Round 2 date	112	-	119	Round 3 date		
Position		Description																	
92	-	99	Round 1 date																
102	-	109	Round 2 date																
112	-	119	Round 3 date																
202	FIDE Tie-Breaks used to break ties among participants with the same number of points (primary points for team competitions)	<i>coded value, a comma-separated list of codes from Mandatory Tie-Breaks (see)</i>		■															
212	FIDE Tie-Breaks used to define standings	<i>coded value, a comma-separated list of codes from Mandatory Tie-Breaks (see)</i>																	
352	Colour sequence (W or B) for boards in team competitions (<i>implicit: number of boards</i>)	Example: WBWBWB		■															

Player Section

Position			Description	Contents	R	P
1	-	3	DataIdentificationnumber	001 (for player-data)	■	■
5	-	8	Startingrank-Number	from 1 to 9999	■	■
10			Sex	m/w	□	
11	-	13	Title	GM, IM, WGM, FM, WIM, CM, WFM, WCM	□	
15	-	47	Name	Lastname, Firstname	□	
49	-	52	FIDE Rating		□	
54	-	56	FIDE Federation		□	
58	-	68	FIDE Number	(including 3 digits reserve)	■	
70	-	79	Birth Date	Format: YYYY/MM/DD	□	
81	-	84	Points	Points (in the format 11.5) <i>In individual competitions, it is the number of points in the tournament standings, which depends on the scoring points system used and on the value of the pairing-allocated bye (usually the same as a win). If, for instance, the 3/1/0 scoring point system is applied in a tournament and a player scored 5 wins, 2 draws and 2 losses, this field should contain "17.0".</i> ----- <i>In team competitions, it is an informative field that shows the number of points the player scored over-the-board or in forfeit wins (standard score).</i>		■
86	-	89	Rank	Exact definition - ties allowed	■	■

For each round:

Position			Description	Contents	R	P																																																			
92	-	95	Player or forfeit id in round 1	<table border="1"> <tr> <td>_____</td> <td>Startingrank-Number of the scheduled opponent (up to 4 digits)</td> <td></td> </tr> <tr> <td>0000</td> <td>If the player had a bye (either half-point bye, full-point bye or odd-number bye) or was not paired (absent, retired, not nominated by team) - in team competition, it may indicate a forfeit win against an undefined opponent</td> <td></td> </tr> <tr> <td></td> <td>(four blanks) equivalent to 0000</td> <td></td> </tr> </table>	_____	Startingrank-Number of the scheduled opponent (up to 4 digits)		0000	If the player had a bye (either half-point bye, full-point bye or odd-number bye) or was not paired (absent, retired, not nominated by team) - in team competition, it may indicate a forfeit win against an undefined opponent			(four blanks) equivalent to 0000		■	■																																										
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97			Scheduled color or forfeit in round 1	<table border="1"> <tr> <td>w</td> <td>Scheduled color against the scheduled opponent (who, in team competition, may be undefined)</td> <td></td> </tr> <tr> <td>b</td> <td>(minus) If the player had a bye or was not paired - it may be used in team competition for forfeit wins against undefined opponents</td> <td></td> </tr> <tr> <td></td> <td>(blank) equivalent to -</td> <td></td> </tr> </table>	w	Scheduled color against the scheduled opponent (who, in team competition, may be undefined)		b	(minus) If the player had a bye or was not paired - it may be used in team competition for forfeit wins against undefined opponents			(blank) equivalent to -		■	■																																										
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	(blank) equivalent to -																																																								
99			Result of round 1	<table border="1"> <tr> <td colspan="3">The scheduled game was not played</td> </tr> <tr> <td>-</td> <td>forfeit loss</td> <td></td> </tr> <tr> <td>+</td> <td>forfeit win</td> <td></td> </tr> <tr> <td colspan="3">The scheduled game lasted less than one move</td> </tr> <tr> <td>W</td> <td>win</td> <td>Not rated</td> </tr> <tr> <td>D</td> <td>draw</td> <td>Not rated</td> </tr> <tr> <td>L</td> <td>loss</td> <td>Not rated</td> </tr> <tr> <td colspan="3">Regular game</td> </tr> <tr> <td>1</td> <td>win</td> <td></td> </tr> <tr> <td>=</td> <td>draw</td> <td></td> </tr> <tr> <td>0</td> <td>loss</td> <td></td> </tr> <tr> <td colspan="3">Bye</td> </tr> <tr> <td>H</td> <td>half-point-bye</td> <td>Not rated</td> </tr> <tr> <td>F</td> <td>full-point-bye</td> <td>Not rated</td> </tr> <tr> <td>U</td> <td>pairing-allocated bye</td> <td>At most once for round - Not rated (U for player unpaired by the system)</td> </tr> <tr> <td>Z</td> <td>zero-point-bye</td> <td>Known absence from round - Not rated - it is a rest round in team competitions or in round robin competitions with an odd number of participants</td> </tr> <tr> <td></td> <td>(blank) equivalent to Z</td> <td></td> </tr> </table> <p>Note: Letter codes are case-insensitive (i.e. <i>w,d,l,h,f,u,z</i> can be used)</p>	The scheduled game was not played			-	forfeit loss		+	forfeit win		The scheduled game lasted less than one move			W	win	Not rated	D	draw	Not rated	L	loss	Not rated	Regular game			1	win		=	draw		0	loss		Bye			H	half-point-bye	Not rated	F	full-point-bye	Not rated	U	pairing-allocated bye	At most once for round - Not rated (U for player unpaired by the system)	Z	zero-point-bye	Known absence from round - Not rated - it is a rest round in team competitions or in round robin competitions with an odd number of participants		(blank) equivalent to Z		■	■
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Z	zero-point-bye	Known absence from round - Not rated - it is a rest round in team competitions or in round robin competitions with an odd number of participants																																																							
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102	-	105	Id	Round 2 (analog to round 1)	■	■																																																			
107			Color		■	■																																																			
109			Result		■	■																																																			
112	-	115	Id	Round 3 (analog to round 1)	■	■																																																			
117			Color		■	■																																																			
119			Result		■	■																																																			

and so on...

Team Section (record to be phased out)

Note: it defines the registration order of the team players, and the order in which they have to play when the board order is fixed

Position	Description	Contents	R	P
1 - 3	Team-Section-Identifier	013 (for team data)	■	■
5 - 36	Team Name		■	■
37 - 40	Team 1 st player	StartingRank Number from Player Section (position 5-8)		
42 - 45	Team 2 nd player			
47 - 50	Team 3 rd player			
52 - 55	Team 4 th player			
<i>(continue, if needed)</i>			■	■
72 - 75	Team 8 th player			
<i>(continue, if needed)</i>				
102 - 105	Team 14 th player			
<i>(and so on)</i>				

Team Section (new record)

Note: this record will replace the record 013, so it is the registration order for the players on the team and defines the order in which the players have to play when the board order is fixed (plus other information)

Pos	Description	Contents	R	P
1 - 3	Section Type Identifier	310	■	■
5 - 7	Team Pairing Number	From 1 to 999	■	■
9 - 40	Team Name	Same as Team Name (record 013)	■	■
42 - 46	Team Nickname	Format: AAAAAA		
48 - 53	Strength Factor	Format: 11111		
55 - 58	Match Points	Format: 1111 Number of match points (at the end of the tournament)		■
60 - 65	Game Points	Format: 1111.5 Number of game points (at the end of the tournament)		■
67 - 69	Team Rank	<i>Note: Not an unique number (ties allowed)</i>	■	■
72 - 75	Team 1 st player	StartingRank Number from Player Section (position 5-8)		
77 - 80	Team 2 nd player			
82 - 85	Team 3 rd player			
87 - 90	Team 4 th player			
<i>(continue, if needed)</i>			■	■
107 - 110	Team 8 th player			
<i>(continue, if needed)</i>				
137 - 140	Team 14 th player			
<i>(and so on)</i>				

Example (some teams from a 50-team tournament, with four boards a match and five players per team)													
CCC	SSS	NN	FFFFF	EEEEEE	MMMM	GGGGGG	RRR	PPP1	PPP2	PPP3	PPP4	PPP5	
310	1	India	IND	2486	15	28.0	11	1	5	15	28	44	
310	2	Ukraine	UKR	2478	14	26.5	14	2	4	20	27	22	
310	3	Georgia	GEO	2475	19	32.5	5	3	10	9	34	19	
310	4	Poland	POL	2423	14	27.0	15	6	23	41	31	78	
310	5	France	FRA	2400	15	29.5	10	14	37	29	39	46	
310	6	Azerbaijan	AZE	2399	19	32.5	6	13	61	32	36	47	

Accelerated Round (for both individual and team tournaments)

Pos			Description	Contents	R	P
1	-	3	Record Identifier	250		■
5	-	6	Number of fictitious match points	Format: 11 Used for team competitions only. It may be empty (equivalent to 0). Empty for individual competitions.		
8	-	11	Number of fictitious (game) points	Format: 11.5 In individual competitions, it must differ by 0.0. In team competitions, it may be empty (equivalent to 0.0). <i>Note: in team competitions at least one number of fictitious points (MP or GP) must differ by 0/0.0.</i>		■
13	-	15	First Round Number	First round in which the fictitious points are assigned to players/teams listed later		■
17	-	19	Last Round Number	Last round - if empty, it coincides with the first		
21	-	24	First Player/Team ID	Player/team receiving the fictitious points; it can be a single player/team (<i>last field of the 250 record</i>) or it starts a range		■
26	-	29	Last Player/Team ID	If present, it completes the range started by the the first player/team		

Example: in a 11 round Swiss team tournament based on matchpoints with 178 teams, the Baku Acceleration Method is represented by:

```
AAA MM GGGG RRF RRL PPPF PPPL
250 02 00.0 001 003 0001 0090
250 01 00.0 004 006 0001 0090
```

Out-Of-(default)Order

The registration order defined by record 310 is the default order of the team boards.

When a team plays in the default order (with possible holes, e.g. 1 3 5 6 follows the default order), nothing is done. When the default order is not followed (e.g. 1 5 3 4), the team is said to be playing "out of default order" (OOdO) and this record is required. A team is also said to be playing OOdO if it is playing with an unoccupied board.

This record, after listing the team playing OOdO and their opponent, lists the players of the OOdO team (identified by their ID from Player Section, position 5-8), in order from the first board to the last board, using 0000 if a board is unoccupied (note: at least one player must be present, otherwise the team loses by forfeit).

If all teams play all matches in the default order, there will be no records of this type.

Pos			Description	Contents	R	P
1	-	3	Record Identifier	300		■
5	-	7	Round Number	Format: 111		■
9	-	11	Team Pairing Number	Team playing out of default order		
13	-	15	Team Pairing Number	Scheduled opponent		■
17	-	20	1 st Player ID (or 0000)	From Player Section, position 5-8 or 0000 (also: empty) if nobody played on this board (<i>format valid also for the following fields</i>) Team Player ID on 1 st board		■
22	-	25	2 nd Player ID (or 0000)	Team Player ID on 2 nd board (if teams play on at least two boards)		■
27	-	30	3 rd Player ID (or 0000)	Team Player ID on 3 rd board (if teams play on at least three boards)		■
32	-	35	4 th Player ID (or 0000)	Team Player ID on 4 th board (if teams play on at least four boards)		■
<i>(continue, if needed)</i>						
47	-	50	7 th Player ID (or 0000)	Team Player ID on 7 th board (if teams play on at least seven boards)		■
<i>(continue, if needed)</i>						

Some examples of teams playing OOdO. T21 and T47 played against each other in the eighth round, both OOdO. In the eleventh round, T2 played against T6, but the latter played following the default order (so no 300 record for them).

```
OOO RRR TT1 TT2 PPP1 PPP2 PPP3 PPP4
300 008 021 047 0058 0203 0105 0162
300 008 047 021 0169 0189 0219 0204
300 011 002 006 0002 0022 0020 0027
```

Bye Section for Teams

Byes that bring points to the team getting them.

Three different types of bye are recorded: PAB (pairing-allocated-bye), with its own record; HPB (half-point-bye) and FPB (full-point-bye) with another record (differentiated by type).

If no team gets a bye of the corresponding type in the tournament, there is no corresponding bye record.

Pairing-Allocated-Bye (PAB) (one record per tournament)

Pos		Description	Contents	R	P
1	- 3	Record Identifier	320		■
5	- 6	PAB Match Points	Number of match points given to team getting the PAB (format: 11)		■
8	- 11	PAB Game Points	Number of game points given to team getting the PAB (format: 11.5)		■
13	- 15	Team Pairing Number	PAB Team in 1 st round (empty field or 000 if no teams gets PAB)		■
17	- 19	Team Pairing Number	PAB Team in 2 nd round (empty field or 000 if no teams gets PAB)		■
21	- 23	Team Pairing Number	PAB Team in 3 rd round (empty field or 000 if no teams gets PAB)		■
<i>(continue, if needed)</i>					
45	- 47	Team Pairing Number	PAB Team in 9 th round (empty field or 000 if no teams gets PAB)		■
<i>(continue, if needed)</i>					

Example of PAB record
 UUU MM GGGG 111 222 333 444 555 666 777 888 999 000 111
 320 01 02.0 000 000 050 049 000 046 048 045 000 036 043

Half (HPB) or Full (FPB) Point-Bye (at most one record per type per round)

Pos		Description	Contents	R	P						
1	- 3	Record identifier	330		■						
5		Type of bye	<table border="1"> <tr> <td>F</td> <td>full-point-bye</td> </tr> <tr> <td>H</td> <td>half-point-bye</td> </tr> <tr> <td>Z</td> <td>zero-point-bye (not necessary)</td> </tr> </table>	F	full-point-bye	H	half-point-bye	Z	zero-point-bye (not necessary)		■
F	full-point-bye										
H	half-point-bye										
Z	zero-point-bye (not necessary)										
7	- 9	Round Number	Round in which one or more teams get the bye of the specified type		■						
11	- 13	Team Pairing Number	1 st team getting the specified bye in the named round		■						
15	- 17	Team Pairing Number	2 nd team getting the specified bye in the named round (if any)								
19	- 21	Team Pairing Number	3 rd team getting the specified bye in the named round (if any)								
<i>(continue, if needed)</i>											

Example of 330 record, two teams (26 and 47) getting a HPB in the third round:
 BBB T RRR 111 222
 330 H 003 026 047

Forfeited matches

One or both teams didn't show up. A team shows up if at least one player is present (001 record somehow updated).

No such record exists if no team forfeited a game.

Note 1: All players present must be credited in their 001 record with:

XXXX C +

where: **XXXX** => either 0000, or a player of the absent team

C => either w/b/- ("-") only allowed when XXXX=0000)

If the present players are less than N, also use a 300 record.

Note 2: If the 001 record of a player of the present team indicates an opponent, there must be a corresponding record (forfeit loss) in the 001 record of such an opponent.

Pos		Description	Contents	R	P						
1	- 3	Record Identifier	340		■						
5	- 6	Type of forfeit	<table border="1"> <tr> <td>+-</td> <td>team forfeit win with White (Black didn't show up)</td> </tr> <tr> <td>-+</td> <td>team forfeit win with Black (White didn't show up)</td> </tr> <tr> <td>--</td> <td>double team forfeit (neither team showed up)</td> </tr> </table>	+-	team forfeit win with White (Black didn't show up)	-+	team forfeit win with Black (White didn't show up)	--	double team forfeit (neither team showed up)		■
+-	team forfeit win with White (Black didn't show up)										
-+	team forfeit win with Black (White didn't show up)										
--	double team forfeit (neither team showed up)										
8	- 10	Round Number			■						
12	- 14	Team Pairing Number	Team scheduled to play with White		■						
16	- 18	Team Pairing Number	Team scheduled to play with Black		■						

Examples of 340 record: 47 forfeiting in the 4th round; 27 forfeiting in the 8th round
 FFF TT RRR WWW BBB
 340 +- 004 023 047
 340 -+ 008 027 005

Abnormal Assignment points (for teams and individuals)

This special record is used only when ($N \Rightarrow$ number of players per team):

- teams getting full-point-byes (type: **F**) don't receive 2MP and N GP
- teams getting half-point-byes (type: **H**) don't receive 1MP and $N/2$ GP
- teams getting zero-point-byes (type: **Z**) don't receive 0MP and 0 GP
- teams getting forfeit wins (type: **+**) don't receive 2MP and N GP
- teams getting forfeit losses (type: **-**) don't receive 0MP and 0 GP
- teams or individuals are assigned free points (no type) for any reason (note: free points can be a negative number)

Pos			Description	Contents	R	P																					
1	-	3	Record Identifier	299		■																					
5			Type of abnormal assignment (AAT)	Identify the type of abnormal assignment, which may depend on a type of unplayed game (mostly), on a round, or on single teams in a round - it is associated with a specific record (except for zero-point-bye and generic points) <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 10%;">AAT</th> <th style="width: 60%;"></th> <th style="width: 30%;">TRF code of the corresponding record (if any)</th> </tr> </thead> <tbody> <tr> <td>F</td> <td>full-point-bye</td> <td>330</td> </tr> <tr> <td>H</td> <td>half-point-bye</td> <td>330</td> </tr> <tr> <td>Z</td> <td>zero-point-bye</td> <td><i>(absent team)</i></td> </tr> <tr> <td>+</td> <td>forfeit win</td> <td>340 (winning team)</td> </tr> <tr> <td>-</td> <td>forfeit loss</td> <td>340 (losing team)</td> </tr> <tr> <td></td> <td><i>(blank)</i> generic points (may be negative)</td> <td></td> </tr> </tbody> </table>	AAT		TRF code of the corresponding record (if any)	F	full-point-bye	330	H	half-point-bye	330	Z	zero-point-bye	<i>(absent team)</i>	+	forfeit win	340 (winning team)	-	forfeit loss	340 (losing team)		<i>(blank)</i> generic points (may be negative)			■
AAT		TRF code of the corresponding record (if any)																									
F	full-point-bye	330																									
H	half-point-bye	330																									
Z	zero-point-bye	<i>(absent team)</i>																									
+	forfeit win	340 (winning team)																									
-	forfeit loss	340 (losing team)																									
	<i>(blank)</i> generic points (may be negative)																										
8	-	9	Match Points (only for teams)	Format: [-]11 Number of (possibly negative) match points given to teams getting the named AAT (zero if the field is missing)																							
12	-	15	Game Points (for teams) or points (for individuals)	Format: [-]11.5 Number of (possibly negative) game points given to teams getting the named AAT (zero if the field is missing) or number of (possibly negative) points given to players getting AAT= <i>(blank)</i>		■																					
18	-	20	Round Number	Identify the round for the special treatment (000 or empty field means all rounds)																							
22	-	25	(Team) Pairing Number	1 st team or individual (if any) getting this point distribution in the named round (or in all rounds). 000 or empty field means all teams.																							
27	-	30	(Team) Pairing Number	2 nd team or individual (if any, and if a first exists) getting this point distribution in the specified round (or in all rounds).																							
32	-	35	(Team) Pairing Number	3 rd team or individual (if any, and if the previous two exist) getting this point distribution in the specified round (or in all rounds).																							
<i>(continue, if needed)</i>																											

Note: if a team (e.g. 094) is penalized by two match points after round three, the following record will register the event:

```

III T MM GGGG RRR PPP1 PPP2 PPP3 ...
299 -2 00.0 004 0094
  
```

Informative records for teams (801 or 802)

These records are not necessary (since they duplicate some information that already exists), but it is recommended to export them to improve the human readability of the TRF.

Record 801 (when team components are less than 36)

Some preliminary calculations for record 801, which is a variable record, i.e. the length of its field is not fixed but tailored on the minimum length usable in the tournament (e.g. the opponent team is written with just two characters if teams in the tournaments are less than 100).

Variable Number of needed Digit/Characters (VND/VNC)

VND			VNC			¹ Letters are used to represent numeric values from 10 to 35, as in: A=10, B=11, C=12, D=13, E=14, F=15, G=16, H=17, I=18, J=19, K=20, L=21, M=22, N=23, O=24, P=25, Q=26, R=27, S=28, T=29, U=30, V=31, W=32, X=33, Y=34, Z=35.
min	max	DIGIT	min	max	CHAR	
1	9	1	1	35 ¹	1	
10	99	2	36	99	2	
100	999	3	100	999	3	
1000	9999	4	1000	9999	4	

Parameters

Name	Description	Note	Param.	Minimum	Fixed
NoT	number of teams	see highest 1st field (Team-pairing number) in 310 records	\$T	VND(NoT)	3
RNDS	number of rounds	(not part of this record)			
CoT	maximum number of team components	see maximum number of fields among 310 records	\$C	VNC(CoT)	3
BoT	maximum number of boards for matches	see number of characters in 252 record	\$B	252.len	252.len
MPS	maximum Number of Match points for match	(usually 2 - not part of this record)			
maxMP	maximum number of MP	RNDS * MPS	\$M	VND(maxMP)	3
maxGP	maximum number of GP	RNDS * BoT	\$G	VND(maxGP)+2	6 (4.1)

Note: A team player's Registration ID (RID) is the internal number (from 1 to \$C) that indicates the player's position on the team roster.

Pos		Description	Contents
1	- 3	801	
5	- 4+\$T	Team Pairing Number	
7+\$T	- 11+\$T	Team Nickname	310 duplicate
13+\$T	- 12+\$T+\$M	Total number of match points	310 duplicate
14+\$T+\$M	- 13+\$T+\$M+\$G	Total number of game points	310 duplicate
16+\$T+\$M+\$G	- 15+2*\$T+\$M+\$G	1 st round Opponent's TPN	Empty if there is no opponent (i.e. bye)
17+2*\$T+\$M+\$G		Team 1 st round Colour	Empty if there is no colour (i.e. bye)
19+2*\$T+\$M+\$G	- 18+2*\$T+\$M+\$G+\$B	Board by Board 1 st round results	see field 99 in code 001 (valid also for byes and forfeits) one result for board
20+2*\$T+\$M+\$G+\$B	- 19+2*\$T+\$M+\$G+2*\$B	Team 1 st round players' RID	A RID for each board
22+2*\$T+\$M+\$G+2*\$B	- 21+3*\$T+\$M+\$G+2*\$B	2 nd round Opponent's TPN	
23+3*\$T+\$M+\$G+2*\$B		Team 2 nd round Colour	
25+3*\$T+\$M+\$G+2*\$B	- 24+3*\$T+\$M+\$G+3*\$B	Board by Board 2 nd round results	
26+3*\$T+\$M+\$G+3*\$B	- 25+3*\$T+\$M+\$G+4*\$B	Team 2 nd round players' RID	
28+3*\$T+\$M+\$G+4*\$B	- 27+4*\$T+\$M+\$G+4*\$B	3 rd round Opponent's TPN	
29+4*\$T+\$M+\$G+4*\$B		Team 3 rd round Colour	
31+4*\$T+\$M+\$G+4*\$B	- 30+4*\$T+\$M+\$G+5*\$B	Board by Board 3 rd round results	
32+4*\$T+\$M+\$G+5*\$B	- 31+4*\$T+\$M+\$G+6*\$B	Team 3 rd round players' RID	
34+4*\$T+\$M+\$G+6*\$B	- 33+5*\$T+\$M+\$G+6*\$B	4 th round Opponent's TPN	

(continue, if needed - same logic)

Record 802

In the 801 record, the team information per round (TIPR) contains four fields (opponent, color, board by board team results, board by board team components). Each TIPR has a fixed length depending on the number of boards.

If \$C is greater than 35, the team components cannot be identified with a single character, and if two or three digits must be used to identify each team component, they should probably be separated by a space. To avoid excessive length for the TIPR, team components and results by board are not recorded in the 802 record. The only information recorded is the number of game points. This allows the 802 fields to all have a fixed length.

Pos		Description	Contents
1	- 3	Record Identifier	802
5	- 7	Team Pairing Number	
9	- 14	Team Nickname	<i>310 duplicate</i>
16	- 19	Total number of match points	<i>310 duplicate</i>
21	- 26	Total number of game points	<i>310 duplicate</i>
28	- 30	1 st round opponent or type of bye	Opponent's TPN or the corresponding bye acronym (PAB, FPB, HPB, ZPB, case insensitive)
32		1 st round Colour	w/b (case insensitive) or empty in case of bye
34	- 37	GP 1 st round	
38		Possible forfeit indicator	If the game is forfeited, it contains a f (or F); otherwise it is empty
41	- 43	2 nd round opponent or type of bye	
45		2 nd round Colour	
47	- 50	GP 2 nd round	
51		Possible forfeit indicator	
54	- 56	3 rd round opponent or type of bye	
58		3 rd round Colour	
60	- 63	GP 3 rd round	
64		Possible forfeit indicator	
67	- 69	4 th round opponent or type of bye	
<i>(continue, if needed - same logic)</i>			

Examples of record 801 (NoT=50, \$T=2, CoT=5, \$C=1, BoT=4, \$B=1, maxMP=28, \$M=2, maxGP=56.0, \$G=2+2) and 802

III	TT	NNNN	MM	GGGG	T01	C	RRRR	BBBB	T02	C	RRRR	BBBB	T03	C	RRRR	BBBB	T04	C	RRRR	BBBB	...
801	03	GEO	19	32.5			FFFF		16	w	11=0	1254	11	b	0=11	5234	06	w	=1=0	1234	...
801	15	BUL	12	24.0	02	b	==10	1234			ZZZZ		29	w	10=1	1234			HHHH		...
801	22	SVK	20	32.0	10	w	====	1234	12	b	1101	1254	13	w	1100	1234	08	b	00=1	1235	...
801	23	CZE	09	22.5	11	b	0110	1234	10	b	====	1234	05	w	==0=	1234	33	w	++++	1234	...
801	26	SLO	09	19.5	38	b	====	1234	36	w	1=10	1234			HHHH		17	b	0=10	1254	...
801	33	COL	09	19.5	46	w	110=	1234	25	b	====	1254	24	w	10==	1234	23	b	----		...
801	39	PHI	14	27.5			HHHH				HHHH		32	w	1100	1234	31	b	0===	1234	...
III	TTT	NNNN	MMMM	GGGGG	T01	C	GGGGf	T02	C	GGGGf	T03	C	GGGGf	T04	C	GGGGf	T05	C	GGGGf		
802	3	GEO	19	32.5	FPB		4.0	16	w	2.5	11	b	2.5	6	w	2.0	8	b	1.5		...
802	15	BUL	12	24.0	2	b	2.0	ZPB		0.0	29	w	2.5	HPB		2.0	HPB		2.0		...
802	22	SVK	20	32.0	10	w	2.0	12	b	3.0	13	w	2.0	8	b	1.5	37	w	2.5		...
802	23	CZE	9	22.5	11	b	2.0	10	b	2.0	5	w	1.5	33	w	4.0f	38	w	2.5		...
802	26	SLO	9	19.5	38	b	2.0	36	w	2.5	HPB		2.0	17	b	1.5	1	b	1.5		...
802	33	COL	9	19.5	46	w	2.5	25	b	2.0	24	w	2.0	23	b	0.0f	21	b	1.5		...
802	39	PHI	14	27.5	HPB		2.0	HPB		2.0	32	w	2.0	31	b	1.5	42	w	2.0		...