

Tournament Type Code Table (for TRF_CODE 092)

Argument code for 092	Explanation
SWISS FOR INDIVIDUALS	
FIDE_DUTCH_2017	FIDE (Dutch) System before July 1 st , 2025
FIDE_DUTCH_2025	FIDE (Dutch) System after June 30 th , 2025
FIDE_DUTCH	<i>Defaults to FIDE_DUTCH_2017 before July 1st, 2025 and to FIDE_DUTCH_2025 after</i>
FIDE_DUBOV	
FIDE_BURSTEIN	
FIDE_DUTCH_2017_BAKU	FIDE (Dutch) System before July 1 st , 2025, with Baku Acceleration Method
FIDE_DUTCH_2025_BAKU	FIDE (Dutch) System after June 30 th , 2025, with Baku Acceleration Method
FIDE_DUTCH_BAKU	<i>Defaults to FIDE_DUTCH_2017_BAKU before July 1st, 2025 and to FIDE_DUTCH_2025_BAKU after</i>
FIDE_DUBOV_BAKU	with Baku Acceleration Method
FIDE_BURSTEIN_BAKU	with Baku Acceleration Method
CUSTOM_SWISS	
FIDE_DOUBLESWISS	<i>(possible evolution - a Double Swiss Pairing Algorithm will be defined)</i>
FIDE_DOUBLESWISS_BAKU	
CUSTOM_DOUBLESWISS	
SYSTEMS WITH PRETERMINED PAIRING (INDIVIDUALS)	
<i>(note: Round Robin Berger Tables are currently defined in Competition Rules Appendix_1; SCHILLER and SCHEVENINGEN are not yet defined)</i>	
BERGER_ROUNDROBIN_Gn	Round Robin that follows Berger Table, all games repeated n times
BERGER_ROUNDROBIN	<i>Defaults to BERGER_ROUNDROBIN_G1</i>
BERGER_DOUBLEROUNDROBIN	<i>Defaults to BERGER_ROUNDROBIN_G2</i>
FIDE_ROUNDROBIN	<i>Defaults to BERGER_ROUNDROBIN</i>
FIDE_DOUBLEROUNDROBIN	<i>Made through BERGER_ROUNDROBIN_G1, where the last two rounds are played in reverse order, followed by BERGER_ROUNDROBIN_G1</i>
CUSTOM_ROUNDROBIN	
FIDE_SCHILLER_TxP	Schiller System for T teams of P players <i>(the order of play and colours are predefined by not yet defined rules)</i>
FIDE_SCHILLER	<i>Defaults to FIDE_SCHILLER_4x3</i>
CUSTOM_SCHILLER	
FIDE_SCHEVENINGEN_Gn	Scheveningen competition, games repeated n times <i>(the order of play and colours are predefined by not yet defined rules)</i>
FIDE_SCHEVENINGEN	<i>Defaults to FIDE_SCHEVENINGEN_G1</i>
FIDE_DOUBLESCHVENINGEN	<i>Defaults to FIDE_SCHEVENINGEN_G2</i>

CUSTOM_SCHEVENINGEN	
WORLDCUP_KNOCKOUT	<i>N rounds, 2^N players who are seeded from 1 to 2^N; winners get loser seed if lower than theirs; in each round R, the sum of seeds is $1+2^{N+1-R}$; two games per match (four in the final) and possible playoff</i>
CUSTOM_KNOCKOUT	
SWISS FOR TEAMS <i>(note: the word TEAM is always in the code)</i>	
FIDE_TEAM_TYPEA_MP_GP	FIDE Team Pairing System, with Type A colour preferences, MP as primary score, and GP as secondary score (to be used in colour allocation)
FIDE_TEAM_TYPEA_GP_MP	FIDE Team Pairing System, with Type A colour preferences, GP as primary score, and MP as secondary score (to be used in colour allocation)
FIDE_TEAM_TYPEA_MP	FIDE Team Pairing System, with Type A colour preferences, MP as primary score, secondary score (GP) not used
FIDE_TEAM_TYPEA_GP	FIDE Team Pairing System, with Type A colour preferences, GP as primary score, secondary score (MP) not used
FIDE_TEAM_TYPEB_MP_GP	FIDE Team Pairing System, with Type B colour preferences, MP as primary score, and GP as secondary score (to be used in colour allocation)
FIDE_TEAM_TYPEB_GP_MP	FIDE Team Pairing System, with Type B colour preferences, GP as primary score, and MP as secondary score (to be used in colour allocation)
FIDE_TEAM_TYPEB_MP	FIDE Team Pairing System, with Type B colour preferences, MP as primary score, secondary score (GP) not used
FIDE_TEAM_TYPEB_GP	FIDE Team Pairing System, with Type B colour preferences, GP as primary score, secondary score (MP) not used
FIDE_TEAM_MP_GP	FIDE Team Pairing System, with no colour preferences, MP as primary score, and GP as secondary score (to be used in colour allocation)
FIDE_TEAM_GP_MP	FIDE Team Pairing System, with no colour preferences, GP as primary score, and MP as secondary score (to be used in colour allocation)
FIDE_TEAM_MP	FIDE Team Pairing System, with no colour preferences, MP as primary score, secondary score (GP) not used
FIDE_TEAM_GP	FIDE Team Pairing System, with no colour preferences, GP as primary score, secondary score (MP) not used
FIDE_TEAM	<i>Defaults to FIDE_TEAM_TYPEA_MP_GP</i>
CUSTOM_TEAM_SWISS_MP	
CUSTOM_TEAM_SWISS_GP	
FIDE_TEAM_TYPEA_MP_GP_BAKU	FIDE Team Pairing System, with Type A colour preferences, MP as primary score, and GP as secondary score (to be used in colour allocation), with Baku Acceleration Method
FIDE_TEAM_TYPEA_GP_MP_BAKU	FIDE Team Pairing System, with Type A colour preferences, GP as primary score, and MP as secondary score (to be used in colour allocation), with Baku Acceleration Method

FIDE_TEAM_TYPEA_MP_BAKU	FIDE Team Pairing System, with Type A colour preferences, MP as primary score, secondary score (GP) not used, with Baku Acceleration Method
FIDE_TEAM_TYPEA_GP_BAKU	FIDE Team Pairing System, with Type A colour preferences, GP as primary score, secondary score (MP) not used, with Baku Acceleration Method
FIDE_TEAM_TYPEB_MP_GP_BAKU	FIDE Team Pairing System, with Type B colour preferences, MP as primary score, and GP as secondary score (to be used in colour allocation), with Baku Acceleration Method
FIDE_TEAM_TYPEB_GP_MP_BAKU	FIDE Team Pairing System, with Type B colour preferences, GP as primary score, and MP as secondary score (to be used in colour allocation), with Baku Acceleration Method
FIDE_TEAM_TYPEB_MP_BAKU	FIDE Team Pairing System, with Type B colour preferences, MP as primary score, secondary score (GP) not used, with Baku Acceleration Method
FIDE_TEAM_TYPEB_GP_BAKU	FIDE Team Pairing System, with Type B colour preferences, GP as primary score, secondary score (MP) not used, with Baku Acceleration Method
FIDE_TEAM_MP_GP_BAKU	FIDE Team Pairing System, with no colour preferences, MP as primary score, and GP as secondary score (to be used in colour allocation) , with Baku Acceleration Method
FIDE_TEAM_GP_MP_BAKU	FIDE Team Pairing System, with no colour preferences, GP as primary score, and MP as secondary score (to be used in colour allocation), with Baku Acceleration Method
FIDE_TEAM_MP_BAKU	FIDE Team Pairing System, with no colour preferences, MP as primary score, secondary score (GP) not used, with Baku Acceleration Method
FIDE_TEAM_GP_BAKU	FIDE Team Pairing System, with no colour preferences, GP as primary score, secondary score (MP) not used, with Baku Acceleration Method
FIDE_TEAM_BAKU	<i>Defaults to FIDE_TEAM_TYPEA_MP_GP_BAKU</i>
CUSTOM_TEAM_SWISS	
SYSTEMS WITH PRETERMINED PAIRING (TEAMS)	
BERGER_TEAM_ROUNDROBIN_Gn	Round Robin that follows Berger Table, all games repeated n times
BERGER_TEAM_ROUNDROBIN	<i>defaults to BERGER_TEAM_ROUNDROBIN_G1</i>
BERGER_TEAM_DOUBLEROUNDROBIN	<i>defaults to BERGER_TEAM_ROUNDROBIN_G2</i>
FIDE_TEAM_ROUNDROBIN	<i>defaults to BERGER_TEAM_ROUNDROBIN_G1</i>
FIDE_TEAM_DOUBLEROUNDROBIN	<i>defaults to BERGER_TEAM_ROUNDROBIN_G2</i>
CUSTOM_TEAM_ROUNDROBIN	
OTHER SYSTEMS	
CUSTOM_TEAM_KNOCKOUT	