

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

## (plus recommendations for National Rating Support and In-Tournament Data Exchange)

*(text in blue is current - proposed changes are in black (the less recent ones) or red)*

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.  
Comment lines are allowed as long as the first three characters of  
the line are ### (triple pound sign).*

**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

**Remark 3** *In-tournament Data Exchange (ITDX) is the ability to use the  
TRF to exchange tournament data among Tournament Handler  
Programs (THPs) and between THPs and Pairing Engines during  
the tournament*

## 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											
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	<b>format: YY/MM/DD</b> <table border="1" style="margin-left: 20px;"> <thead> <tr> <th style="text-align: left;">Position</th> <th style="text-align: left;">Description</th> </tr> </thead> <tbody> <tr> <td>92 - 99</td> <td>Round 1 date</td> </tr> <tr> <td>102 - 109</td> <td>Round 2 date</td> </tr> <tr> <td>112 - 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		
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142	Number of rounds	<i>Mandatory only for ITDX</i>										
152	Initial-colour	<i>W or B; mandatory only if it differs from the colour of the highest ranked participant who was paired in the first round or, for ITDX, before the first round is paired.</i>										

162	Scoring point system for individuals	<p><i>Defines the point distribution in individual games (valid also for game points in team competitions). It is mandatory only when the elements represented in position 6 (and possibly in positions 15, 24, 33, 42 or 51) are set to a value different by the default value</i></p> <table border="1" data-bbox="678 226 1377 842"> <thead> <tr> <th colspan="2">Position</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>6</td> <td>- 6</td> <td>One of W, D, L, A, P, X, representing respectively the points assigned (OTB =&gt; over-the-board): <table border="1" data-bbox="824 310 1360 579"> <thead> <tr> <th>symbol</th> <th>Result</th> <th>default</th> </tr> </thead> <tbody> <tr> <td>W</td> <td>win OTB or by forfeit, or full-point-bye</td> <td>1.0</td> </tr> <tr> <td>D</td> <td>draw OTB or half-point-bye</td> <td>0.5</td> </tr> <tr> <td>L</td> <td>loss OTB</td> <td>0.0</td> </tr> <tr> <td>A</td> <td>absence (zero-point-bye or forfeit loss)</td> <td>0.0</td> </tr> <tr> <td>P</td> <td>pairing-allocated-bye</td> <td>same as W</td> </tr> <tr> <td>X</td> <td>unknown result (like for instance in an adjourned game)</td> <td>same as D</td> </tr> </tbody> </table> </td> </tr> <tr> <td>7</td> <td>- 10</td> <td>Points for the result specified at position 6 (format 11.5)</td> </tr> <tr> <td>15</td> <td>- 15</td> <td>(optional) Another of W, D, L, A, P, X different by the one specified in 5 (same meaning)</td> </tr> <tr> <td>16</td> <td>- 19</td> <td>Points for the result specified at position 15, if present (format 11.5)</td> </tr> <tr> <td>24</td> <td>- 24</td> <td>(optional) Another W, D, L, A, P, X different by the ones specified in 5 and 13 (same meaning)</td> </tr> <tr> <td>25</td> <td>- 28</td> <td>Points for the result specified at position 24, if present (format 11.5)</td> </tr> <tr> <td colspan="3"><i>(and so on)</i></td> </tr> </tbody> </table>	Position		Description	6	- 6	One of W, D, L, A, P, X, representing respectively the points assigned (OTB => over-the-board): <table border="1" data-bbox="824 310 1360 579"> <thead> <tr> <th>symbol</th> <th>Result</th> <th>default</th> </tr> </thead> <tbody> <tr> <td>W</td> <td>win OTB or by forfeit, or full-point-bye</td> <td>1.0</td> </tr> <tr> <td>D</td> <td>draw OTB or half-point-bye</td> <td>0.5</td> </tr> <tr> <td>L</td> <td>loss OTB</td> <td>0.0</td> </tr> <tr> <td>A</td> <td>absence (zero-point-bye or forfeit loss)</td> <td>0.0</td> </tr> <tr> <td>P</td> <td>pairing-allocated-bye</td> <td>same as W</td> </tr> <tr> <td>X</td> <td>unknown result (like for instance in an adjourned game)</td> <td>same as D</td> </tr> </tbody> </table>	symbol	Result	default	W	win OTB or by forfeit, or full-point-bye	1.0	D	draw OTB or half-point-bye	0.5	L	loss OTB	0.0	A	absence (zero-point-bye or forfeit loss)	0.0	P	pairing-allocated-bye	same as W	X	unknown result (like for instance in an adjourned game)	same as D	7	- 10	Points for the result specified at position 6 (format 11.5)	15	- 15	(optional) Another of W, D, L, A, P, X different by the one specified in 5 (same meaning)	16	- 19	Points for the result specified at position 15, if present (format 11.5)	24	- 24	(optional) Another W, D, L, A, P, X different by the ones specified in 5 and 13 (same meaning)	25	- 28	Points for the result specified at position 24, if present (format 11.5)	<i>(and so on)</i>			
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192	Encoded Type Of Tournament	<i>coded value, with code from Tournament-Type Code Table (see the attached table)</i>	■																																													
202	FIDE Tie-Breaks used to break ties among participants with the same number of points (primary points for team competitions)	<i>coded value, alternative to 212, a comma-separated list of codes from Mandatory Tie-Breaks (see attachment)</i>																																														
212	FIDE Tie-Breaks used to define standings	<i>coded value, alternative to 202, a comma-separated list of codes from Mandatory Tie-Breaks (see attachment), plus an extra code, PTS, which represents the number of points in individual competitions or the primary points in team competitions (note: "212 PTS," is the same as "202")</i>	■																																													

222	Encoded Time Control	<p>The time control is represented by one of the following codes:</p> <ul style="list-style-type: none"> <li>• <math>d[:d]</math></li> <li>• <math>\mathbf{W}d[:d]-\mathbf{B}d[:d]</math></li> </ul> <p>where elements between square brackets are optional.</p> <ul style="list-style-type: none"> <li>• <b>W</b> or <b>B</b> means that the ensuing time control is respectively for White or Black;</li> <li>• 'd' is a Time Period Descriptor. It may be one of the three: <ul style="list-style-type: none"> <li>○ (std) =&gt; M/S</li> <li>○ (all) =&gt; S</li> <li>○ (inc) =&gt; S+I</li> </ul> </li> </ul> <p>where <u>S</u> is the number of seconds allocated in the period, <u>M</u> is the number of moves in the period, and <u>I</u> is the number of seconds to be added after each move in the period.</p> <p>Examples:  90'+30" is <b>5400+30</b>  100'x40+15'+30" from move 1 is <b>40/6000+30:900+30</b>  Armageddon (White 5', Black 4') is <b>W300-B240</b>.</p>																																												
352	Colour sequence (W or B) for boards in team competitions <i>(implicit: number of boards)</i>	Example: <b>WBWBWB</b>	■																																											
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# Player Section

Position			Description	Contents	R	P
1	-	3	DataIdentificationnumber	<b>001</b> (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: <b>YYYY/MM/DD</b>	□	
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	<b>Exact definition - ties allowed</b>	■	■

For each round:

Position			Description	Contents	R	P	
92	-	95	Player or forfeit id in round 1	_____ 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			
97			Scheduled color or forfeit in round 1	<b>w</b> Scheduled color against the scheduled opponent (who, in team competition, may be undefined)	■	■	
				<b>b</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 -			
99			Result of round 1	<b>The scheduled game was not played</b>		■	■
				-	forfeit loss		
				+	forfeit win		
				<b>The scheduled game lasted less than one move</b>			
				<b>W</b>	win <i>Not rated</i>		
				<b>D</b>	draw <i>Not rated</i>		
				<b>L</b>	loss <i>Not rated</i>		
				<b>Regular game</b>			
				<b>1</b>	win		
				<b>=</b>	draw		
				<b>0</b>	loss		
				<b>Bye</b>			
				<b>H</b>	half-point-bye <i>Not rated</i>		
				<b>F</b>	full-point-bye <i>Not rated</i>		
				<b>U</b>	pairing-allocated bye <i>At most once for round - Not rated (U for player unpaired by the system)</i>		
<b>Z</b>	zero-point-bye <i>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</i>						
	(blank) equivalent to Z						
<i>Note: Letter codes are case-insensitive (i.e. w,d,l,h,f,u,z can be used)</i>							
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...



## Accelerated Round (for both individual and team tournaments)

*Note: For ITDX, these records cause any acceleration method mentioned in record 192 to be disregarded.*

Pos			Description	Contents	R	P
1	-	3	Record Identifier	<b>250</b>		■
5	-	8	Number of fictitious match points	Format: <b>11.5</b> Used for team competitions only. It may be empty (equivalent to 0.0). Empty for individual competitions.		
10	-	13	Number of fictitious (game) points	Format: <b>11.5</b> 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>		■
15	-	17	First Round Number	First round in which the fictitious points are assigned to players/teams listed later		■
19	-	21	Last Round Number	Last round in which the fictitious points are assigned to players/teams listed later (it may coincide with the first)		■
23	-	26	First Player/Team ID	First player/team receiving the fictitious points		■
28	-	31	Last Player/Team ID	Last player/team receiving the fictitious points (it may coincide with the first)		■

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

```
### MMMM GGGG RRF RRL PPPF PPPL
250 02.0 00.0 001 003 0001 0090
250 01.0 00.0 004 006 0001 0090
```

## Prohibited pairings (for both individual and team tournaments)

Pos			Description	Contents	R	P
1	-	3	Record Identifier	<b>260</b>		■
5	-	7	First Round Number	First round in which the players/teams listed later cannot meet		■
9	-	11	Last Round Number	Last round in which the players/teams listed later cannot meet (it may coincide with the first)		■
13	-	16	Player/Team ID	1 <sup>st</sup> player/team that cannot meet the peers in the list		■
18	-	21	Player/Team ID	2 <sup>nd</sup> player/team that cannot meet the peers in the list		
23	-	26	Player/Team ID	(optional) 3 <sup>rd</sup> player/team that cannot meet the peers in the list		
<i>(continue, if needed)</i>						

## Bye Section

Byes that bring points to *those (individuals or teams) getting them.*

*Different types of bye can be recorded: FPB (full-point-bye), HPB (half-point-bye, and ZPB (zero-point-bye) for both individuals and teams (240); pairing-allocated-bye (320) just for teams.*

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

### Individual and Teams

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

Pos		Description	Contents	R	P													
1	- 3	Record identifier	<b>240</b>		■													
5		Type of bye	<table border="1"> <thead> <tr> <th>Symb</th> <th>Type</th> <th>Team</th> <th>Individual</th> </tr> </thead> <tbody> <tr> <td><b>F</b></td> <td>full-point-bye</td> <td rowspan="2">Mandatory</td> <td rowspan="3">Optional (as it would duplicate the information contained in 001)</td> </tr> <tr> <td><b>H</b></td> <td>half-point-bye</td> </tr> <tr> <td><b>Z</b></td> <td>zero-point-bye</td> <td>Optional (retrievable by exclusion of other options)</td> </tr> </tbody> </table> <p>For ITDX, when referred to rounds yet to be paired, these records are mandatory.</p>	Symb	Type	Team	Individual	<b>F</b>	full-point-bye	Mandatory	Optional (as it would duplicate the information contained in 001)	<b>H</b>	half-point-bye	<b>Z</b>	zero-point-bye	Optional (retrievable by exclusion of other options)		■
Symb	Type	Team	Individual															
<b>F</b>	full-point-bye	Mandatory	Optional (as it would duplicate the information contained in 001)															
<b>H</b>	half-point-bye																	
<b>Z</b>	zero-point-bye	Optional (retrievable by exclusion of other options)																
7	- 9	Round Number	Round in which one or more teams or individuals get the bye of the specified type		■													
11	- 14	Player/Team ID	1 <sup>st</sup> team/individual getting the specified bye in the named round		■													
16	- 19	Player/Team ID	2 <sup>nd</sup> team/individual getting the specified bye in the named round (if any)															
21	- 24	Player/Team ID	3 <sup>rd</sup> team/individual getting the specified bye in the named round (if any)															
(continue, if needed)																		

Example of 240 record, two teams (26 and 47) getting a HPB in the third round:

```
### T RRR 111 222
240 H 003 026 047
```

### Teams

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

Pos		Description	Contents	R	P
1	- 3	Record Identifier	<b>320</b>		■
5	- 8	PAB Match Points	Number of match points given to team getting the PAB (format: 11.5)		■
10	- 13	PAB Game Points	Number of game points given to team getting the PAB (format: 11.5)		■
15	- 17	Team Pairing Number	PAB Team in 1 <sup>st</sup> round (empty field or 000 if no teams gets PAB)		■
19	- 21	Team Pairing Number	PAB Team in 2 <sup>nd</sup> round (empty field or 000 if no teams gets PAB)		■
23	- 25	Team Pairing Number	PAB Team in 3 <sup>rd</sup> round (empty field or 000 if no teams gets PAB)		■
(continue, if needed)					
47	- 49	Team Pairing Number	PAB Team in 9 <sup>th</sup> round (empty field or 000 if no teams gets PAB)		■
(continue, if needed)					

Example of PAB record

```
### MMMM GGGG 111 222 333 444 555 666 777 888 999 000 111
320 01.0 02.0 000 000 050 049 000 046 048 045 000 036 043
```

## 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	<b>330</b>	■
5	-	6	Type of forfeit	+ - 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 330 record: 47 forfeiting in the 4<sup>th</sup> round; 27 forfeiting in the 8<sup>th</sup> round  
**### TT RRR WWW BBB**  
**330 +- 004 023 047**  
**330 -+ 008 027 005**

## 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	<b>300</b>	■
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 <sup>st</sup> Player ID (or 0000)	From Player Section, position 5-8 or 0000 (also: empty) if nobody played on this board (format valid also for the following fields) Team Player ID on 1 <sup>st</sup> board	■
22	-	25	2 <sup>nd</sup> Player ID (or 0000)	Team Player ID on 2 <sup>nd</sup> board (if teams play on at least two boards)	■
27	-	30	3 <sup>rd</sup> Player ID (or 0000)	Team Player ID on 3 <sup>rd</sup> board (if teams play on at least three boards)	■
32	-	35	4 <sup>th</sup> Player ID (or 0000)	Team Player ID on 4 <sup>th</sup> board (if teams play on at least four boards)	■
<i>(continue, if needed)</i>					
47	-	50	7 <sup>th</sup> Player ID (or 0000)	Team Player ID on 7 <sup>th</sup> 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).

**### 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**



## Abnormal Assignment points (for teams and individuals)

This special record is used only when ( $N \Rightarrow$  number of players per team;  $P \Rightarrow$  number of a team's present players;  $W, D$  from record 162;  $TW, TD$  from record 362):

- teams scoring more gamepoints than their opponents (type:  $W$ ) don't receive  $TW$  MP or the number of gamepoints corresponding to the sum of their players' individual scores
- teams scoring the same number of gamepoints as their opponents (type:  $D$ ) don't receive  $TD$  MP or the number of gamepoints corresponding to the sum of their players' individual scores
- teams scoring less gamepoints than their opponents (type:  $L$ ) don't receive 0 MP or the number of gamepoints corresponding to the sum of their players' individual scores
- teams getting full-point-byes (type:  $F$ ) don't receive  $TW$  MP and  $N*W$  GP
- teams getting half-point-byes (type:  $H$ ) don't receive  $TD$  MP and  $N*D$  GP
- teams getting zero-point-byes (type:  $Z$ ) don't receive 0 MP and 0 GP
- teams getting forfeit wins (type:  $+$ ) don't receive  $TW$  MP and  $P*W$  GP
- teams getting forfeit losses (type:  $-$ ) don't receive 0 MP and 0 GP
- teams or individuals are assigned free points (no type) for any reason (note: free points can be a negative number)
- the points in the standings of teams or individuals (type: [blank]) are modified by a positive or negative number (whatever the reason)

Pos			Description	Contents	R	P																														
1	-	3	Record Identifier	<b>299</b>		■																														
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="margin-top: 10px;"> <thead> <tr> <th>AAT</th> <th></th> <th>TRF code of the corresponding record (if any)</th> </tr> </thead> <tbody> <tr> <td><b>W</b></td> <td>win</td> <td><b>362 TW</b> (and sum of 001)</td> </tr> <tr> <td><b>D</b></td> <td>draw</td> <td><b>362 TD</b> (and sum of 001)</td> </tr> <tr> <td><b>L</b></td> <td>loss</td> <td><b>362 TL</b> (and sum of 001)</td> </tr> <tr> <td><b>F</b></td> <td>full-point-bye</td> <td><b>240</b></td> </tr> <tr> <td><b>H</b></td> <td>half-point-bye</td> <td><b>240</b></td> </tr> <tr> <td><b>Z</b></td> <td>zero-point-bye</td> <td>(240)</td> </tr> <tr> <td><b>+</b></td> <td>forfeit win</td> <td><b>330</b> (winning team)</td> </tr> <tr> <td><b>-</b></td> <td>forfeit loss</td> <td><b>330</b> (losing team)</td> </tr> <tr> <td></td> <td>(blank) penalty/bonus points (may be negative)</td> <td></td> </tr> </tbody> </table>	AAT		TRF code of the corresponding record (if any)	<b>W</b>	win	<b>362 TW</b> (and sum of 001)	<b>D</b>	draw	<b>362 TD</b> (and sum of 001)	<b>L</b>	loss	<b>362 TL</b> (and sum of 001)	<b>F</b>	full-point-bye	<b>240</b>	<b>H</b>	half-point-bye	<b>240</b>	<b>Z</b>	zero-point-bye	(240)	<b>+</b>	forfeit win	<b>330</b> (winning team)	<b>-</b>	forfeit loss	<b>330</b> (losing team)		(blank) penalty/bonus points (may be negative)			■
AAT		TRF code of the corresponding record (if any)																																		
<b>W</b>	win	<b>362 TW</b> (and sum of 001)																																		
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<b>Z</b>	zero-point-bye	(240)																																		
<b>+</b>	forfeit win	<b>330</b> (winning team)																																		
<b>-</b>	forfeit loss	<b>330</b> (losing team)																																		
	(blank) penalty/bonus points (may be negative)																																			
8	-	11	Match Points (only for teams)	Format: [-]11.5 Number of (possibly negative) match points given to teams getting the named AAT (zero if the field is missing)																																
14	-	17	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=(blank)		■																														
20	-	22	Round Number	Identify the round for the special treatment (000 or empty field means all rounds)																																
24	-	27	(Team) Pairing Number	1 <sup>st</sup> team or individual (if any) getting this point distribution in the named round (or in all rounds). 000 or empty field means all teams.																																
29	-	32	(Team) Pairing Number	2 <sup>nd</sup> team or individual (if any, and if a first exists) getting this point distribution in the specified round (or in all rounds).																																
34	-	37	(Team) Pairing Number	3 <sup>rd</sup> 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 in a competition all forfeits are dealt with assigning 2 MP/2.5 GP to the winners and 0 MP/1.5 GP to the losers, the following records will register these events:

###	T	MMMM	GGGG
299	+	2.0	2.5
299	-	0.0	1.5

# 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

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			<sup>1</sup> 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.  <sup>2</sup> All values higher than 35 are represented with a *
min	max	DIGIT	min	max	CHAR	
1	9	1	1	35 <sup>1</sup>	1	
10	99	2	36	9999	1 <sup>2</sup>	
100	999	3				
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	1	3
BoT	maximum number of boards for matches	see number of characters in 352 record	\$B	352.len	352.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) <i>Value incremented by 2, if decimals are used for match points in the scoring system</i>	5 (3.1)
maxGP	maximum number of GP	RNDS * BoT	\$G	VND(maxGP)+2 <i>Value decreased by 2, if decimals are not used for game points in the scoring system</i>	6 (4.1)

Note: A team player's Registration ID (RID) is *the internal representation of the player's position on the team roster (1-9 for positions from 1 to 9; A-Z for positions from 10 to 35 (see VNC note 1); \* for positions from 36 on)*

Pos		Description	Contents
1	- 3	<b>801</b>	
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 <sup>st</sup> round Opponent's TPN	Empty if there is no opponent (i.e. bye)
17+2*\$T+\$M+\$G		Team 1 <sup>st</sup> 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 <sup>st</sup> 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 <sup>st</sup> round players' RID	A RID for each board
22+2*\$T+\$M+\$G+2*\$B	- 21+3*\$T+\$M+\$G+2*\$B	2 <sup>nd</sup> round Opponent's TPN	
23+3*\$T+\$M+\$G+2*\$B		Team 2 <sup>nd</sup> round Colour	
25+3*\$T+\$M+\$G+2*\$B	- 24+3*\$T+\$M+\$G+3*\$B	Board by Board 2 <sup>nd</sup> round results	
26+3*\$T+\$M+\$G+3*\$B	- 25+3*\$T+\$M+\$G+4*\$B	Team 2 <sup>nd</sup> round players' RID	
28+3*\$T+\$M+\$G+4*\$B	- 27+4*\$T+\$M+\$G+4*\$B	3 <sup>rd</sup> round Opponent's TPN	
29+4*\$T+\$M+\$G+4*\$B		Team 3 <sup>rd</sup> round Colour	
31+4*\$T+\$M+\$G+4*\$B	- 30+4*\$T+\$M+\$G+5*\$B	Board by Board 3 <sup>rd</sup> round results	
32+4*\$T+\$M+\$G+5*\$B	- 31+4*\$T+\$M+\$G+6*\$B	Team 3 <sup>rd</sup> round players' RID	
34+4*\$T+\$M+\$G+6*\$B	- 33+5*\$T+\$M+\$G+6*\$B	4 <sup>th</sup> 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), the length of which is variable. However, once the minimum length of the opponent field and the number of boards have been determined, each TIPR has a fixed length.

In the 802 record, the team components and the results by board are not recorded. These fields are replaced by the number of game points scored in the match. The other data are recorded with a fixed length, so 802 can be considered a shorter version of 801, which follows the pattern of all other TRF records except 801.

Pos			Description	Contents
1	-	3	Record Identifier	<b>802</b>
5	-	7	Team Pairing Number	
9	-	13	Team Nickname	310 duplicate
15	-	20	Total number of match points	310 duplicate
22	-	27	Total number of game points	310 duplicate
29	-	31	1 <sup>st</sup> round opponent or type of bye	Opponent's TPN or the corresponding bye acronym (PAB, FPB, HPB, ZPB, case insensitive)
33			1 <sup>st</sup> round Colour	w/b (case insensitive) or empty in case of bye
35	-	38	GP 1 <sup>st</sup> round	
39			Possible forfeit indicator	If the game is forfeited, it contains a f (or F); otherwise it is empty
42	-	44	2 <sup>nd</sup> round opponent or type of bye	
46			2 <sup>nd</sup> round Colour	
48	-	51	GP 2 <sup>nd</sup> round	
52			Possible forfeit indicator	
55	-	57	3 <sup>rd</sup> round opponent or type of bye	
59			3 <sup>rd</sup> round Colour	
61	-	64	GP 3 <sup>rd</sup> round	
65			Possible forfeit indicator	
68	-	70	4 <sup>th</sup> 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

###	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	...
###	TTT	NNNN	MMMM	GGGGG	T01	C	GGGGf	T02	C	GGGGf	T03	C	GGGGf	T04	C	GGGGf	T05	C	GGGGf		
802	3	GEO	19.0	32.5	FPB		4.0	16	w	2.5	11	b	2.5	6	w	2.0	8	b	1.5	...	
802	15	BUL	12.0	24.0	2	b	2.0	ZPB		0.0	29	w	2.5	HPB		2.0	HPB		2.0	...	
802	22	SVK	20.0	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	9.0	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	9.0	19.5	38	b	2.0	36	w	2.5	HPB		2.0	17	b	1.5	1	b	1.5	...	
802	33	COL	9.0	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	14.0	27.5	HPB		2.0	HPB		2.0	32	w	2.0	31	b	1.5	42	w	2.0	...	