

Mandatory Tie-Breaks

In this document, all the tie-breaks that a FIDE-approved program must implement are listed by means of a code (called Rank Order Descriptor), which will be described below. These same codes are then used to fill the records 202 or 212 of the Tournament Report File (version TRF25)¹.

Rank order descriptor is combined of:

- a. Rank Order Acronym, this is mandatory. The acronyms are identical to acronym list in the Tie-break regulations.
- b. Team score, option for Team competitions, for tie-breaks normally used for individuals.
- c. Tie-break variant(s), i.e. modifiers and options that can vary the elements that are part of the tie-break calculation, such as Cut/Median and others.

The elements in the Rank order descriptors are divided with : before Team score and / before Tie-break variants. The format is:

Rank order name :Teamscore /Variant [/Variant]

Rank order names:

See (Handbook) Table C.07.5 (to detail ESB, see Articles C.07.13.2.1-4)

Note: Knock-out tie-breaks after EDE (EDEBT, EDEBB, EDET, EDEB) are described in this document only, in the Tie-breaks used only for teams table below.

The FIDE Handbook will be updated in 2025.

Point system for team competitions.

- :MP Do the calculations with Match Points, regardless of the primary score.
:GP Do the calculations with Game Points, regardless of the primary score.

Modifiers

- /Cn Cut n (/C1, /C2, ...)
/Mn Median n (/M1, /M2, ...)
/L±n Used for Koya, Set the Limit to ± n half points above / below 50%. (L+1 , L-2, ...)
/Kx Used for SSSC, to redefine the normalizing factor in SSSC, (/K4, /K5, ...)

Options

- /P forfeited games, either wins or losses, are considered as played games against the scheduled opponent (see Article C.07.16.5)
/F Use Fore Buchholz instead of Buchholz

Names, point systems, modifiers and options are case-insensitive.

¹ According to Article 4.1 of TIE-BREAK AND PLAY-OFF REGULATIONS (Section C.07 of the FIDE Handbook), organizers may use self-defined tie-breaks in their tournaments. These tie-breaks must be listed in the TRF records 202 or 212 under any non-FIDE codes as long as these codes are preceded by the keyword OTHER_.

Mandatory Tie-Breaks

The following tables list all the tie-breaks that an endorsed program must implement:

Tie-breaks used only for individuals

| Acronym | Section | Modifiers | | | | Options |
|---------|---------|-----------|----|----|----|---------|
| | | C1 | C2 | M1 | M2 | P |
| DE | 6 | | | | | • |
| BPG | 7.3 | | | | | |
| BWG | 7.4 | | | | | |
| REP | 7.6 | | | | | |
| SB | 9.1 | • | • | | | • |
| ARO | 10.1 | • | • | • | • | |
| TPR | 10.2 | | | | | |
| PTP | 10.3 | | | | | |
| APRO | 10.4 | | | | | |
| APPO | 10.5 | | | | | |

Tie-breaks used for both individuals and teams

| Acronym | Section | Team Score | | Modifiers | | | | | Options | |
|---------|---------|------------|----|-----------|----|----|----|----|---------|---|
| | | MP | GP | C1 | C2 | M1 | M2 | Lx | P | F |
| WIN | 7.1 | • | | | | | | | | |
| WON | 7.2 | • | | | | | | | | |
| PS | 7.5 | • | • | • | • | | | | | |
| BH | 8.1 | • | • | • | • | • | • | | • | |
| AOB | 8.2 | • | • | | | | | | | • |
| FB | 8.3 | • | • | • | • | • | • | | • | |
| KS | 9.2 | • | • | | | | | • | | |

Tie-breaks used only for teams

| Acronym | Section | Modifiers | | | Options | |
|--------------------|---------------|-----------|----|----|---------|---|
| | | C1 | C2 | Kx | P | F |
| BC | 12.1 | | | | | |
| TBR | 12.2 | | | | | |
| BBE | 12.3 | | | | | |
| MPvGP | 13.1 | | | | | |
| EMMSB | 13.2.1 | • | • | | • | |
| EMGSB | 13.2.2 | • | • | | • | |
| EGMSB | 13.2.3 | • | • | | • | |
| EGGSB | 13.2.4 | • | • | | • | |
| EDE | 13.3 | | | | • | |
| EDEBT (EDE+BC+TBR) | 13.3 + 13.3.2 | | | | • | |
| EDEBB (EDE+BC+BBE) | 13.3 + 13.3.2 | | | | • | |
| EDET (EDE+TBR) | 13.3 + 13.3.2 | | | | • | |
| EDEB (EDE+BBE) | 13.3 + 13.3.2 | | | | • | |
| SSSC | 13.4 | | | • | • | • |

Mandatory Tie-Breaks

TIE-BREAK CODES *(for tie-breaks to be implemented)*

| INDIVIDUAL | | | TEAM | | | | |
|------------|---------|-------------------|----------|------------|----------------------|------------|-------------------------|
| DE | WIN | FB | WIN:MP | BH:MP/C1/P | FB:MP/C1/P | EMMSB | EGGSB/P |
| DE/P | WON | FB/C1 | WON:MP | BH:MP/C2/P | FB:MP/C2/P | EMMSB/C1 | EGGSB/C1/P |
| BPG | PS | FB/C2 | PS:MP | BH:MP/M1/P | FB:MP/M1/P | EMMSB/C2 | EGGSB/C2/P |
| BWG | PS/C1 | FB/M1 | PS:GP | BH:MP/M2/P | FB:MP/M2/P | EMMSB/P | EDE |
| REP | PS/C2 | FB/M2 | PS:MP/C1 | BH:GP/C1/P | FB:GP/C1/P | EMMSB/C1/P | EDEBT |
| SB | BH | FB/P | PS:MP/C2 | BH:GP/C2/P | FB:GP/C2/P | EMMSB/C2/P | EDEBB |
| SB/C1 | BH/C1 | FB/C1/P | PS:GP/C1 | BH:GP/M1/P | FB:GP/M1/P | EMGSB | EDET |
| SB/C2 | BH/C2 | FB/C2/P | PS:GP/C2 | BH:GP/M2/P | FB:GP/M2/P | EMGSB/C1 | EDEB |
| SB/P | BH/M1 | FB/M1/P | BH:MP | FB:MP | AOB:MP | EMGSB/C2 | EDE/P |
| SB/C1/P | BH/M2 | FB/M2/P | BH:GP | FB:GP | AOB:GP | EMGSB/P | EDEBT/P |
| SB/C2/P | BH/P | AOB | BH:MP/C1 | FB:MP/C1 | AOB:MP/F | EMGSB/C1/P | EDEBB/P |
| ARO | BH/C1/P | AOB/F | BH:MP/C2 | FB:MP/C2 | AOB:GP/F | EMGSB/C2/P | EDET/P |
| ARO/C1 | BH/C2/P | KS | BH:MP/M1 | FB:MP/M1 | KS:MP | EGMSB | EDEB/P |
| ARO/C2 | BH/M1/P | KS/L _x | BH:MP/M2 | FB:MP/M2 | KS:MP/L _x | EGMSB/C1 | SSSC |
| ARO/M1 | BH/M2/P | | BH:GP/C1 | FB:GP/C1 | KS:GP | EGMSB/C2 | SSSC/F |
| ARO/M2 | | | BH:GP/C2 | FB:GP/C2 | KS:GP/L _x | EGMSB/P | SSSC/P |
| TPR | | | BH:GP/M1 | FB:GP/M1 | BC | EGMSB/C1/P | SSSC/F/P |
| PTP | | | BH:GP/M2 | FB:GP/M2 | TBR | EGMSB/C2/P | SSSC/K _x |
| APRO | | | BH:MP/P | FB:MP/P | BBE | EGGSB | SSSC/F/K _x |
| APPO | | | BH:GP/P | FB:GP/P | MPvGP | EGGSB/C1 | SSSC/P/K _x |
| | | | | | | EGGSB/C2 | SSSC/F/P/K _x |

x means that any reasonable value must be implemented