Tournament Type Code Table (for TRF_CODE 192)

HIDE DUTCH 2017 FIDE (Dutch) System before July 1º, 2025 FIDE DUTCH 2025 FIDE DUTCH Defaults to FIDE DUTCH 2015 FIDE DUTCH Defaults to FIDE DUTCH 2017 before July 1º, 2025 FIDE DUTCH Defaults to FIDE DUTCH 2017 before July 1º, 2025 FIDE DUTCH 2017 BAKU FIDE DUTCH 2018 BAKU FIDE DUTCH BAKU FIDE DUBOV BAKU FIDE DUBLESWISS FIDE DOUBLESWISS FIDE DOUBLESWISS FIDE DOUBLESWISS FIDE DOUBLESWISS FIDE DUBLESWISS FIDE SUBLESWISS FIDE DUBLESWISS FIDE SUBLESWISS FIDE DUBLESWISS FIDE SUBLESWISS FIDE FIDE FIDE SUBLESWISS FIDE FIDE FIDE SUBLESWISS FIDE FIDE FIDE SUBLESWISS FIDE FIDE SUBLESWISS FIDE FIDE SUBLESWISS FIDE FIDE SUBLESWISS FIDE SUBLESWISS FIDE SUBLESWISS FIDE FIDE SUBLESWISS FIDE SUBLESWISS FIDE FIDE SUBLESWISS FIDE SUBLESWISS FIDE FIDE FIDE SUBLESWISS FIDE FIDE FIDE SUBLESWI	Argument code for 192	Explanation
FIDE DUTCH 202S FIDE DUTCH Defaults to FIDE DUTCH 2017 before July 1st, 2025 and to FIDE DUTCH 2025 after FIDE DUTCH FIDE DUTCH 2017 BAKU FIDE DUTCH 2017 BAKU FIDE DUTCH 2018 BAKU FIDE DUTCH 2025 BAKU FIDE DUTCH 2025 BAKU FIDE DUTCH 2025 BAKU FIDE DUTCH BAKU FIDE DUTCH 2025 BAKU FIDE BURSTEIN BAKU FIDE BURSTEIN BAKU FIDE BURSTEIN BAKU FIDE DUTCH 2025 BAKU FIDE BURSTEIN BAKU FIDE FORDBURSTEIN BAKU FIDE SCHILLER FIP FIDE SCHILLER FIP FIDE SCHILLER FIDE SCHEVENINGEN FIDE FORDBURS FIDE F		SWISS FOR INDIVIDUALS
FIDE DUTCH FIDE DUBOV FIDE BURSTEIN FIDE DUTCH 2017 BAKU FIDE (Dutch) System before July 1st, 2025, with Baku Acceleration Method FIDE DUTCH 2017 BAKU FIDE (Dutch) System after June 30st, 2025, with Baku Acceleration Method FIDE DUTCH 2015 BAKU FIDE DUTCH 2017 BAKU before July 1st, 2025 and to FIDE DUTCH 2025 BAKU after FIDE DUBOV BAKU FIDE DUTCH BAKU FIDE DUTCH BAKU FIDE DUBOV BAKU FIDE DUBOV BAKU FIDE BURSTEIN BAKU With Baku Acceleration Method FIDE BURSTEIN BAKU With Baku Acceleration Method CUSIOM SWISS FIDE DOUBLESWISS (possible evolution - a Double Swiss Pairing Algorithm will be defined) FIDE DUBLESWISS (note: Round Robin Berger Tubles are currently defined in Competition Rules Appendix]. SCHILLER and SCHELENNOEN one noryet defined BERGER ROUNDROBIN BERGER ROUNDROBIN BERGER ROUNDROBIN BERGER ROUNDROBIN Defaults to BERGER ROUNDROBIN FIDE ROUNDROBIN Defaults to BERGER ROUNDROBIN FIDE POUBLEROUNDROBIN CUSTOM ROUNDROBIN FIDE SCHILLER AFP Schiller Schiller System for Teams of Palayers (the order of play and colours are predefined by not yet defined rules) FIDE SCHILLER FIDE SCHEVENINGEN Defaults to FIDE SCHEVENINGEN FIDE DUBLESCHEVENINGEN FIDE DUBLESCHEVENINGEN FIDE DEFAULTS (File SCHEVENINGEN) FIDE SCHEVENINGEN	FIDE_DUTCH_2017	FIDE (Dutch) System before July 1 st , 2025
FIDE DUBOV FIDE BURSTEIN FIDE DUTCH 2017 BAKU FIDE (Dutch) System before July 1a, 2025, with Baku Acceleration Method FIDE DUTCH 2018 BAKU FIDE DUTCH BAKU Defaults to FIDE DUTCH 2017 BAKU before July 1st, 2025 and to FIDE DUTCH 2025 BAKU after FIDE DUBOV BAKU With Baku Acceleration Method With Baku Accele	FIDE DUTCH 2025	FIDE (Dutch) System after June 30 th , 2025
FIDE BURSTEIN FIDE DUTCH 2017 BAKU FIDE (Dutch) System before July 1st, 2025, with Baku Acceleration Method FIDE DUTCH 2015 BAKU FIDE DUTCH BAKU FIDE DUTCH BAKU Defaults to FIDE DUTCH 2017 BAKU before July 1st, 2025 and to FIDE DUTCH 2025 BAKU after FIDE DUBOV BAKU With Baku Acceleration Method FIDE BURSTEIN BAKU With Baku Acceleration Method FIDE DUBOV BAKU FIDE DUBOV BAKU FIDE DUBOV BAKU With Baku Acceleration Method FIDE DUBOV BAKU FIDE DUBLESWISS FIDE DOUBLESWISS FIDE BOUBLESWISS FIDE SERGER ROUNDROBIN GP FIDE ROUNDROBIN Defaults to BERGER ROUNDROBIN GP FIDE ROUBLEROUNDROBIN Defaults to BERGER ROUNDROBIN GP FIDE ROUNDROBIN Defaults to BERGER ROUNDROBIN GP FIDE ROUNDROBIN DEfaults to BERGER ROUNDROBIN GP FIDE SCHILLER TAP FIDE SCHILLER TAP Schiller System for Teams of P players (the order of play and colours are predefined by not yet defined rules) FIDE SCHILLER TAP Scheveningen competition, games repeated P FIDE SCHILLER TAP FIDE SCHEVENINGEN Defaults to FIDE SCHEVENINGEN GI FIDE SCHEVENINGEN FIDE SCHEVENINGEN FIDE SCHEVENINGEN Defaults to FIDE SCHEVENINGEN GI FIDE SCHEVENINGEN FIDE SCHEVENINGEN FIDE SCHEVENINGEN FIDE SCHEVENINGEN Defaults to FIDE SCHEVENINGEN GI FIDE SCHEVENINGEN FIDE SCHEVENINGEN FIDE SCHEVENINGEN FIDE SCHEVENINGEN Defaults to FIDE SCHEVENINGEN GI FIDE TEAM TYPEA MB CP	FIDE DUTCH	Defaults to FIDE DUTCH 2017 before July 1st, 2025 and to FIDE DUTCH 2025 after
FIDE DUTCH 2017 BAKU FIDE (Dutch) System after June 30°, 2025, with Baku Acceleration Method FIDE DUTCH BAKU FIDE DUTCH BAKU FIDE DUTCH BAKU FIDE DUBOV BAKU FIDE BUBOV BAKU FIDE BUBLESWISS FIDE SCHILLER FAP FIDE SCHILLER FAP Schiller System for F teams of P players (the order of play and colours are predefined by not yet defined rules) FIDE SCHILLER FIDE SCHEVENINGEN FIDE FEAM TYPEA MB CB FIDE TEAM TYPEA MB CB	FIDE DUBOV	
FIDE DUTCH 2025 BAKU FIDE DUTCH BAKU FIDE DUTCH BAKU FIDE DUTCH 2017 BAKU before July 1st, 2025 and to FIDE DUTCH 2025 BAKU after FIDE DUBOV BAKU FIDE BURSTEIN BAKU FIDE BURSTEIN BAKU FIDE DUBLESWISS FIDE DOUBLESWISS FIDE BURSTEIN BAKU CUSTOM DOUBLESWISS FIDE DOUBLESWISS FIDE DOUBLESWISS FIDE DOUBLESWISS FIDE DOUBLESWISS FIDE DOUBLESWISS FIDE BURSTEIN BAKU FIDE SCHILLER FIDE BURSTEIN BAKU FIDE SCHILLER FIDE SCHILLER FIDE SCHILLER FIDE SCHILLER FIDE SCHEVENINGEN FIDE BURSTEIN BAKU FIDE SCHEVENINGEN FIDE BURSTEIN BAKU FIDE FIDE FEAM TYPEA MB CB FIDE FEAM TYPEA GO FINE FIDE SCHOLARS FIDE FIDE FEAM TYPEA MB CB FIDE	FIDE BURSTEIN	
FIDE DUTCH BAKU FIDE DUBOV BAKU FIDE BURSTEIN BAKU with Baku Acceleration Method CUSTOM SWISS FIDE DOUBLESWISS FIDE DOUBLESWISS FIDE DOUBLESWISS FIDE DOUBLESWISS FIDE DOUBLESWISS FIDE DOUBLESWISS FIDE OUBLESWISS SYSTEMS WITH PRETERMINED PAIRING (INDIVIDUALS) (note: Round Robin Berger Tables are currently defined in Competition Rules Appendix 1: SCHILLER and SCHEVENINGEN BERGER ROUNDROBIN BERGER ROUNDROBIN BERGER ROUNDROBIN FIDE DOUBLEROUNDROBIN FIDE DOUBLEROUNDROBIN FIDE DOUBLEROUNDROBIN FIDE SCHILLER TAP Schiller System for T teams of P players (the order of play and colours are predefined by not yet defined rules) FIDE SCHILLER FIDE SCHILLER FIDE SCHEVENINGEN FIDE TEAM TYPEA MB CB FIDE TEAM TYPEA MB CB FIDE TEAM TYPEA MB CB	FIDE DUTCH 2017 BAKU	FIDE (Dutch) System before July 1 st , 2025, with Baku Acceleration Method
FIDE BURSVE BAKU with Baku Acceleration Method CUSTOM SWISS FIDE DOUBLESWISS (possible evolution - a Double Swiss Pairing Algorithm will be defined) FIDE DOUBLESWISS BAKU CUSTOM DOUBLESWISS (possible evolution - a Double Swiss Pairing Algorithm will be defined) FIDE DOUBLESWISS BAKU CUSTOM DOUBLESWISS (note: Round Robin Berger Tables are currently defined in Competition Rules Appendix]: SCHILLER and SCHEVENINGEN are not yet defined? BERGER ROUNDROBIN Defaults to BERGER ROUNDROBIN GI BERGER ROUNDROBIN Defaults to BERGER ROUNDROBIN GI FIDE ROUNDROBIN Defaults to BERGER ROUNDROBIN GI FUDE ROUNDROBIN Made through BERGER ROUNDROBIN GI CUSTOM ROUNDROBIN BERGER ROUNDROBIN GI FUDE SCHILLER IN Schiller System for T teams of P players (the order of play and colours are predefined by not yet defined rules) FIDE SCHILLER FUDE SCHILLER FUDE SCHILLER Scheveningen competition, games repeated to time (the order of play and colours are predefined by not yet defined rules) FUDE SCHILLER FUDE SCHILLER FUDE SCHEVENINGEN Defaults to FIDE SCHEVENINGEN GI FUDE TEAM TYPEA MB CD	FIDE DUTCH 2025 BAKU	FIDE (Dutch) System after June 30 th , 2025, with Baku Acceleration Method
FIDE BURSTEIN BAKU CUSTOM SWISS FIDE DOUBLESWISS (possible evolution - a Double Swiss Pairing Algorithm will be defined) FIDE DOUBLESWISS (possible evolution - a Double Swiss Pairing Algorithm will be defined) SYSTEMS WITH PRETERMINED PAIRING (INDIVIDUALS) (note: Round Robin Berger Tables are currently defined in Competition Rules Appendix 1: SCHILLER and SCHEVENNOEDNA re not yet defined? BERGER ROUNDROBIN Gn Round Robin that follows Berger Table, all games repeated n times BERGER ROUNDROBIN Defaults to BERGER ROUNDROBIN G1 BERGER DOUBLEROUNDROBIN Defaults to BERGER ROUNDROBIN G2 FIDE DOUBLEROUNDROBIN Defaults to BERGER ROUNDROBIN G2 FIDE DOUBLEROUNDROBIN Defaults to BERGER ROUNDROBIN G1 CUSTOM ROUNDROBIN Defaults to BERGER ROUNDROBIN G1 CUSTOM ROUNDROBIN DEFAULT TO TEAMS of Players (the order of play and colours are predefined by not yet defined rules) FIDE SCHILLER TAP Schiller System for T teams of Players (the order of play and colours are predefined by not yet defined rules) FIDE SCHILLER SCHEVENINGEN Defaults to FIDE SCHEVENINGEN G1 FIDE SCHEVENINGEN Defaults to FIDE SCHEVENINGEN G1 FIDE SCHEVENINGEN Defaults to FIDE SCHEVENINGEN G2 CUSTOM SCHEVENINGEN Defaults to FIDE SCHEVENINGEN G2 FIDE TEAM TYPEA MB CB	FIDE_DUTCH_BAKU	Defaults to FIDE_DUTCH_2017_BAKU before July 1st, 2025 and to FIDE_DUTCH_2025_BAKU after
CUSTOM SWISS FIDE DOUBLESWISS FIDE DOUBLESWISS FIDE DOUBLESWISS FIDE DOUBLESWISS CUSTOM DOUBLESWISS SYSTEMS WITH PRETERMINED PAIRING (INDIVIDUALS) (note: Round Robin Berger Tables are currently defined in Competition Rules Appendix 1: SCHILLER and SCHEVENINGEN are not yet defined.) BERGER ROUNDROBIN BERGER ROUNDROBIN Defaults to BERGER ROUNDROBIN GT FIDE ROUNDROBIN FIDE ROUNDROBIN FIDE DOUBLEROUNDROBIN FIDE DOUBLEROUNDROBIN FIDE SCHILLER TYP Schiller System for T teams of P players (the order of play and colours are predefined by not yet defined rules) FIDE SCHILLER FIDE SCHILLER FIDE SCHEVENINGEN FIDE SCHEVENINGEN Defaults to FIDE SCHEVENINGEN CUSTOM SCHEVENINGEN Defaults to FIDE SCHEVENINGEN CUSTOM SCHEVENINGEN CUSTOM SCHEVENINGEN Defaults to FIDE SCHEVENINGEN CUSTOM SCHEVENINGEN FIDE SCHEVENINGEN Defaults to FIDE SCHEVENINGEN GI FIDE SCHEVENINGEN CUSTOM SCHEVENINGEN FIDE TEAM TYPEA MR CR FIDE Team Pairing System, with Type A colour preferences, MP as primary score, and GP as secondary score (to be	FIDE_DUBOV_BAKU	with Baku Acceleration Method
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FIDE DOUBLESWISS SYSTEMS WITH PRETERMINED PAIRING (INDIVIDUALS) (note: Round Robin Berger Tables are currently defined in Competition Rules Appendix 1: SCHILLER and SCHEVENINGEN are not yet defined) BERGER ROUNDROBIN Gr Round Robin that follows Berger Table, all games repeated n times BERGER ROUNDROBIN Defaults to BERGER ROUNDROBIN GI BERGER DOUBLEROUNDROBIN Defaults to BERGER ROUNDROBIN G2 FIDE ROUNDROBIN Defaults to BERGER ROUNDROBIN G2 FIDE DOUBLEROUNDROBIN DEFAULTS BERGER ROUNDROBIN GI, where the last two rounds are played in reverse order, followed by BERGER ROUNDROBIN GI CUSTOM ROUNDROBIN BERGER ROUNDROBIN GI FIDE SCHILLER TAP Schiller System for Teams of P players (the order of play and colours are predefined by not yet defined rules) FIDE SCHILLER Defaults to FIDE SCHILLER 4x3 CUSTOM SCHILLER FIDE_SCHEVENINGEN Defaults to FIDE SCHEVENINGEN GI FIDE SCHEVENINGEN Defaults to FIDE SCHEVENINGEN GI FIDE DOUBLESCHEVENINGEN Defaults to FIDE SCHEVENINGEN GG CUSTOM SCHEVENINGEN Defaults to FIDE SCHEVENINGEN GG CUSTOM SCHEVENINGEN Defaults to FIDE SCHEVENINGEN GG FIDE TEAM TYPEA MP CP	CUSTOM_SWISS	
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SYSTEMS WITH PRETERMINED PAIRING (INDIVIDUALS) (note: Round Robin Berger Tables are currently defined in Competition Rules Appendix 1; SCHILLER and SCHEVENINGEN BERGER ROUNDROBIN Gr Round Robin that follows Berger Table, all games repeated r times BERGER ROUNDROBIN Defaults to BERGER ROUNDROBIN GI BERGER DOUBLEROUNDROBIN Defaults to BERGER ROUNDROBIN G2 FIDE ROUNDROBIN Defaults to BERGER ROUNDROBIN G2 FIDE DOUBLEROUNDROBIN Made through BERGER ROUNDROBIN G1, where the last two rounds are played in reverse order, followed by BERGER ROUNDROBIN G1 CUSTOM ROUNDROBIN Schiller System for T teams of P players (the order of play and colours are predefined by not yet defined rules) FIDE SCHILLER TAP Schiller Schiller System for T teams of P players (the order of play and colours are predefined by not yet defined rules) FIDE SCHEVENINGEN Scheveningen competition, games repeated r times (the order of play and colours are predefined by not yet defined rules) FIDE SCHEVENINGEN Defaults to FIDE SCHEVENINGEN G1 FIDE DOUBLESCHEVENINGEN Defaults to FIDE SCHEVENINGEN G2 CUSTOM SCHEVENINGEN Defaults to FIDE SCHEVENINGEN G2 CUSTOM SCHEVENINGEN Defaults to FIDE SCHEVENINGEN G2 CUSTOM SCHEVENINGEN Defaults to FIDE SCHEVENINGEN G2 CUSTOM KNOCKOUT SWISS FOR TEAMS (note: the word TEAM is always in the code) FIDE TEAM TYPEA MP CP	FIDE_DOUBLESWISS_BAKU	
Round Robin Berger Tables are currently defined in Competition Rules Appendix 1: SCHILLER and SCHEVENINGEN are not yet defined	CUSTOM_DOUBLESWISS	
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FIDE_SCHEVENINGEN_Gn Scheveningen competition, games repeated n times (the order of play and colours are predefined by not yet defined rules) FIDE_SCHEVENINGEN Defaults to FIDE_SCHEVENINGEN_G1 Defaults to FIDE_SCHEVENINGEN_G2 CUSTOM_SCHEVENINGEN CUSTOM_KNOCKOUT SWISS FOR TEAMS (note: the word TEAM is always in the code) FIDE_TEAM_TYPEA_MP_CP FIDE Team Pairing System, with Type A colour preferences, MP as primary score, and GP as secondary score (to be		Defaults to FIDE_SCHILLER_4x3
FIDE_SCHEVENINGEN	CUSTOM_SCHILLER	
FIDE_SCHEVENINGEN Defaults to FIDE_SCHEVENINGEN_G1 Defaults to FIDE_SCHEVENINGEN_G2 CUSTOM_SCHEVENINGEN CUSTOM_KNOCKOUT SWISS FOR TEAMS (note: the word TEAM is always in the code) FIDE_TEAM_TYPEA_MP_CP FIDE Team Pairing System, with Type A colour preferences, MP as primary score, and GP as secondary score (to be	FIDE SCHEVENINGEN Gn	
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SWISS FOR TEAMS (note: the word TEAM is always in the code) FIDE TEAM TYPE A MP CP FIDE TEAM TYPE A MP CP		
(note: the word TEAM is always in the code) FIDE TEAM TYPE A MP CP FIDE Team Pairing System, with Type A colour preferences, MP as primary score, and GP as secondary score (to be	CUSTOM_KNOCKOUT	
The second colour allocation)	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 Pairing System, with Type B colour preferences, MP as primary score, and GP as secondary score (to be
FIDE_TEAM_TYPEB_MP_GP	used in colour allocation)
	FIDE Team Pairing System, with Type B colour preferences, GP as primary score, and MP as secondary score (to be
FIDE_TEAM_TYPEB_GP_MP	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 Pairing System, with no colour preferences, MP as primary score, and GP as secondary score (to be used
FIDE_TEAM_MP_GP	in colour allocation)
	FIDE Team Pairing System, with no colour preferences, GP as primary score, and MP as secondary score (to be used
FIDE_TEAM_GP_MP	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	Defaults to FIDE_TEAM_TYPEA_MP_GP
CUSTOM_TEAM_SWISS_MP	
CUSTOM_TEAM_SWISS_GP	
	FIDE Team Pairing System, with Type A colour preferences, MP as primary score, and GP as secondary score (to be
FIDE_TEAM_TYPEA_MP_GP_BAKU	used in colour allocation), with Baku Acceleration Method
	FIDE Team Pairing System, with Type A colour preferences, MP as primary score, secondary score (GP) not used,
FIDE_TEAM_TYPEA_MP_BAKU	with Baku Acceleration Method
	FIDE Team Pairing System, with Type B colour preferences, MP as primary score, and GP as secondary score (to be
FIDE_TEAM_TYPEB_MP_GP_BAKU	used in colour allocation), with Baku Acceleration Method
	FIDE Team Pairing System, with Type B colour preferences, MP as primary score, secondary score (GP) not used,
FIDE_TEAM_TYPEB_MP_BAKU FIDE_TEAM_MP_GP_BAKU	with Baku Acceleration Method
	FIDE Team Pairing System, with no colour preferences, MP as primary score, and GP as secondary score (to be used
TDZ_IDMI_MI_GI_DMIC	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_BAKU	Defaults to FIDE_TEAM_TYPEA_MP_GP_BAKU
CUSTOM_TEAM_SWISS	
DEDCED TEAM DOUNDOODING	SYSTEMS WITH PRETERMINED PAIRING (TEAMS)
BERGER_TEAM_ROUNDROBIN_Gn	Round Robin that follows Berger Table, all games repeated <i>n</i> times
BERGER_TEAM_ROUNDROBIN	defaults to BERGER_TEAM_ROUNDROBIN_G1
BERGER_TEAM_DOUBLEROUNDROBIN	defaults to BERGER_TEAM_ROUNDROBIN_G2
FIDE_TEAM_ROUNDROBIN	defaults to BERGER_TEAM_ROUNDROBIN_G1
FIDE_TEAM_DOUBLEROUNDROBIN	defaults to BERGER_TEAM_ROUNDROBIN_G2
CUSTOM_TEAM_ROUNDROBIN	OTHER CYCTEMS
CUCTOM TEAM INOCUOUT	OTHER SYSTEMS
CUSTOM_TEAM_KNOCKOUT	