

## Tournament Type Code Table (for TRF\_CODE 192)

Argument code for 192	Explanation
<b>SWISS FOR INDIVIDUALS</b>	
<b>FIDE_DUTCH_2017</b>	FIDE (Dutch) System before July 1 <sup>st</sup> , 2025
<b>FIDE_DUTCH_2025</b>	FIDE (Dutch) System after June 30 <sup>th</sup> , 2025
<b>FIDE_DUTCH</b>	<i>Defaults to FIDE_DUTCH_2017 before July 1st, 2025 and to FIDE_DUTCH_2025 after</i>
<b>FIDE_DUBOV</b>	
<b>FIDE_BURSTEIN</b>	
<b>FIDE_DUTCH_2017_BAKU</b>	FIDE (Dutch) System before July 1 <sup>st</sup> , 2025, with Baku Acceleration Method
<b>FIDE_DUTCH_2025_BAKU</b>	FIDE (Dutch) System after June 30 <sup>th</sup> , 2025, with Baku Acceleration Method
<b>FIDE_DUTCH_BAKU</b>	<i>Defaults to FIDE_DUTCH_2017_BAKU before July 1st, 2025 and to FIDE_DUTCH_2025_BAKU after</i>
<b>FIDE_DUBOV_BAKU</b>	with Baku Acceleration Method
<b>FIDE_BURSTEIN_BAKU</b>	with Baku Acceleration Method
<b>CUSTOM_SWISS</b>	
<b>FIDE_DOUBLESWISS</b>	<i>(possible evolution - a Double Swiss Pairing Algorithm will be defined)</i>
<b>FIDE_DOUBLESWISS_BAKU</b>	
<b>CUSTOM_DOUBLESWISS</b>	
<b>SYSTEMS WITH PRETERMINED PAIRING (INDIVIDUALS)</b>	
<i>(note: Round Robin Berger Tables are currently defined in Competition Rules Appendix_1; SCHILLER and SCHEVENINGEN are not yet defined)</i>	
<b>BERGER_ROUNDROBIN_Gn</b>	Round Robin that follows Berger Table, all games repeated <b>n</b> times
<b>BERGER_ROUNDROBIN</b>	<i>Defaults to BERGER_ROUNDROBIN_G1</i>
<b>BERGER_DOUBLEROUNDROBIN</b>	<i>Defaults to BERGER_ROUNDROBIN_G2</i>
<b>FIDE_ROUNDROBIN</b>	<i>Defaults to BERGER_ROUNDROBIN</i>
<b>FIDE_DOUBLEROUNDROBIN</b>	<i>Made through BERGER_ROUNDROBIN_G1, where the last two rounds are played in reverse order, followed by BERGER_ROUNDROBIN_G1</i>
<b>CUSTOM_ROUNDROBIN</b>	
<b>FIDE_SCHILLER_TxP</b>	Schiller System for <b>T</b> teams of <b>P</b> players <i>(the order of play and colours are predefined by not yet defined rules)</i>
<b>FIDE_SCHILLER</b>	<i>Defaults to FIDE_SCHILLER_4x3</i>
<b>CUSTOM_SCHILLER</b>	
<b>FIDE_SCHEVENINGEN_Gn</b>	Scheveningen competition, games repeated <b>n</b> times <i>(the order of play and colours are predefined by not yet defined rules)</i>
<b>FIDE_SCHEVENINGEN</b>	<i>Defaults to FIDE_SCHEVENINGEN_G1</i>
<b>FIDE_DOUBLESCHVENINGEN</b>	<i>Defaults to FIDE_SCHEVENINGEN_G2</i>
<b>CUSTOM_SCHEVENINGEN</b>	
<b>CUSTOM_KNOCKOUT</b>	
<b>SWISS FOR TEAMS</b>	
<i>(note: the word TEAM is always in the code)</i>	
<b>FIDE_TEAM_TYPEA_MP_GP</b>	FIDE Team Pairing System, with Type A colour preferences, MP as primary score, and GP as secondary score (to be used in colour allocation)

<b>FIDE_TEAM_TYPEA_GP_MP</b>	FIDE Team Pairing System, with Type A colour preferences, GP as primary score, and MP as secondary score (to be used in colour allocation)
<b>FIDE_TEAM_TYPEA_MP</b>	FIDE Team Pairing System, with Type A colour preferences, MP as primary score, secondary score (GP) not used
<b>FIDE_TEAM_TYPEA_GP</b>	FIDE Team Pairing System, with Type A colour preferences, GP as primary score, secondary score (MP) not used
<b>FIDE_TEAM_TYPEB_MP_GP</b>	FIDE Team Pairing System, with Type B colour preferences, MP as primary score, and GP as secondary score (to be used in colour allocation)
<b>FIDE_TEAM_TYPEB_GP_MP</b>	FIDE Team Pairing System, with Type B colour preferences, GP as primary score, and MP as secondary score (to be used in colour allocation)
<b>FIDE_TEAM_TYPEB_MP</b>	FIDE Team Pairing System, with Type B colour preferences, MP as primary score, secondary score (GP) not used
<b>FIDE_TEAM_TYPEB_GP</b>	FIDE Team Pairing System, with Type B colour preferences, GP as primary score, secondary score (MP) not used
<b>FIDE_TEAM_MP_GP</b>	FIDE Team Pairing System, with no colour preferences, MP as primary score, and GP as secondary score (to be used in colour allocation)
<b>FIDE_TEAM_GP_MP</b>	FIDE Team Pairing System, with no colour preferences, GP as primary score, and MP as secondary score (to be used in colour allocation)
<b>FIDE_TEAM_MP</b>	FIDE Team Pairing System, with no colour preferences, MP as primary score, secondary score (GP) not used
<b>FIDE_TEAM_GP</b>	FIDE Team Pairing System, with no colour preferences, GP as primary score, secondary score (MP) not used
<b>FIDE_TEAM</b>	<i>Defaults to FIDE_TEAM_TYPEA_MP_GP</i>
<b>CUSTOM_TEAM_SWISS_MP</b>	
<b>CUSTOM_TEAM_SWISS_GP</b>	
<b>FIDE_TEAM_TYPEA_MP_GP_BAKU</b>	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
<b>FIDE_TEAM_TYPEA_MP_BAKU</b>	FIDE Team Pairing System, with Type A colour preferences, MP as primary score, secondary score (GP) not used, with Baku Acceleration Method
<b>FIDE_TEAM_TYPEB_MP_GP_BAKU</b>	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
<b>FIDE_TEAM_TYPEB_MP_BAKU</b>	FIDE Team Pairing System, with Type B colour preferences, MP as primary score, secondary score (GP) not used, with Baku Acceleration Method
<b>FIDE_TEAM_MP_GP_BAKU</b>	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
<b>FIDE_TEAM_MP_BAKU</b>	FIDE Team Pairing System, with no colour preferences, MP as primary score, secondary score (GP) not used, with Baku Acceleration Method
<b>FIDE_TEAM_BAKU</b>	<i>Defaults to FIDE_TEAM_TYPEA_MP_GP_BAKU</i>
<b>CUSTOM_TEAM_SWISS</b>	
<b>SYSTEMS WITH PRETERMINED PAIRING (TEAMS)</b>	
<b>BERGER_TEAM_ROUNDROBIN_G<sub>n</sub></b>	Round Robin that follows Berger Table, all games repeated <b>n</b> times
<b>BERGER_TEAM_ROUNDROBIN</b>	<i>defaults to BERGER_TEAM_ROUNDROBIN_G1</i>
<b>BERGER_TEAM_DOUBLEROUNDROBIN</b>	<i>defaults to BERGER_TEAM_ROUNDROBIN_G2</i>
<b>FIDE_TEAM_ROUNDROBIN</b>	<i>defaults to BERGER_TEAM_ROUNDROBIN_G1</i>
<b>FIDE_TEAM_DOUBLEROUNDROBIN</b>	<i>defaults to BERGER_TEAM_ROUNDROBIN_G2</i>
<b>CUSTOM_TEAM_ROUNDROBIN</b>	
<b>OTHER SYSTEMS</b>	
<b>CUSTOM_TEAM_KNOCKOUT</b>	