

FIDE Technical Commission (January 2022)

Recommendation for organizers of tournaments

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Introduction

Recommendation for organisers defines the general standards for chess equipment and conditions of play, rate of play and tie-break regulations to be used in FIDE competitions.

Two kinds of equipments

Official FIDE equipment and approved equipment.

Official FIDE equipment (pieces, boards, clocks, chess scoresheets, electronic scoresheets, live telecast equipment, etc) means that the producer can put FIDE logo on the clocks and boards etc., but has to sign the contract with FIDE.

Official FIDE equipment should be used obligatory in the following events: the Olympiads, the World and Continental Team and Individual Championships open and women, World Cups and World Junior Championship.

Approved (endorsed) equipment (but without FIDE Logo) can be used in the World and Continental seniors, youth and school championships as well in all other World and Continental competitions, rated tournament etc.

Organisation of chess tournaments

Everybody can find also the basic principles to prepare and organise the ordinary chess tournament also with participation of disabled players and school children as well as the important tournaments in standard, rapid and blitz chess.

STANDARDS OF CHESS EQUIPMENT

1. Chess Equipment

1.1 FIDE Endorsed Equipment should be used in all competitions organised under the aegis of the Events Commission (EVE) and Global Strategy Commission (GSC). The manufacturers of official FIDE equipment are entitled to put the FIDE logo on their product, upon signing a contract with FIDE.

1.2. It is highly recommended that the chess equipment used in a competition is the same for all participants and all games.

2. Chess Pieces

2.1 Chess pieces should be in the Staunton style; made of wood, plastic or an imitation of these materials.

- 2.2** The size of the pieces should be proportionate to their height and form; other elements such as stability, aesthetic considerations etc., may also be taken into account. The weight of the pieces should be suitable for comfortable moving and stability.
- 2.3.** The height of the pieces, in descending height order, is as follows: King – 9.5 cm, Queen – 8.5 cm, Bishop – 7 cm, Knight – 6 cm, Rook – 5.5 cm and Pawn – 5 cm. These dimensions may differ by up to 10%, but the pieces must remain in descending height order.
- 2.4** The diameter of a piece's base should measure 40-50% of its height.
- 2.5** The pieces should be shaped so as to be clearly distinguishable from one another. In particular, the top of the King should distinctly differ from that of the Queen. The top of the Bishop may bear a notch or be of a special colour clearly distinguishing it from a Pawn.
- 2.6** The “white” pieces may be white or cream, or of other light colours. The “black” pieces should be brown or black, or of other dark shades of these colours. The natural colour of wood (walnut, maple, etc.) may also be used. The pieces should not be shiny and should be pleasing to the eye.

Examples of chess pieces:



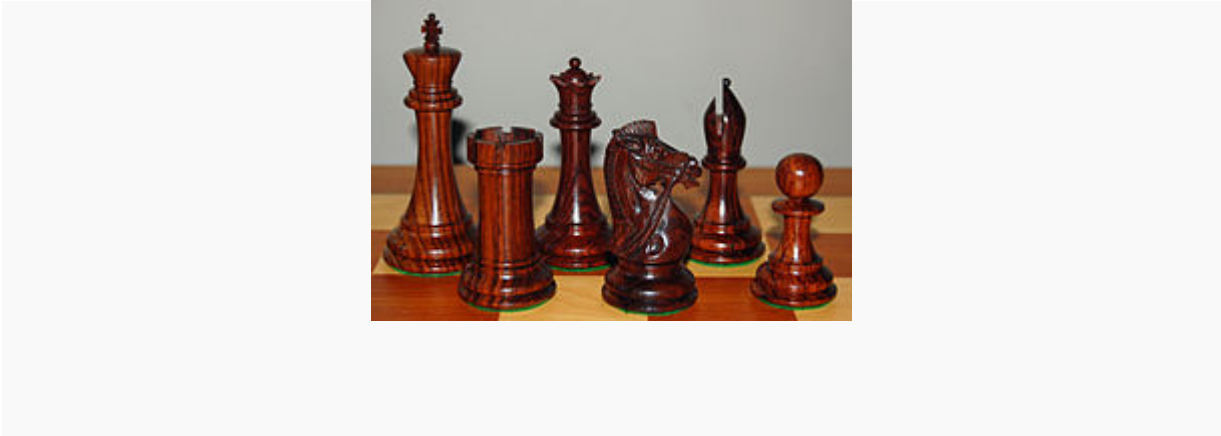
Original Staunton chess pieces, left to right:
pawn, rook, knight, bishop, queen, and king

A modern Staunton set, in wood

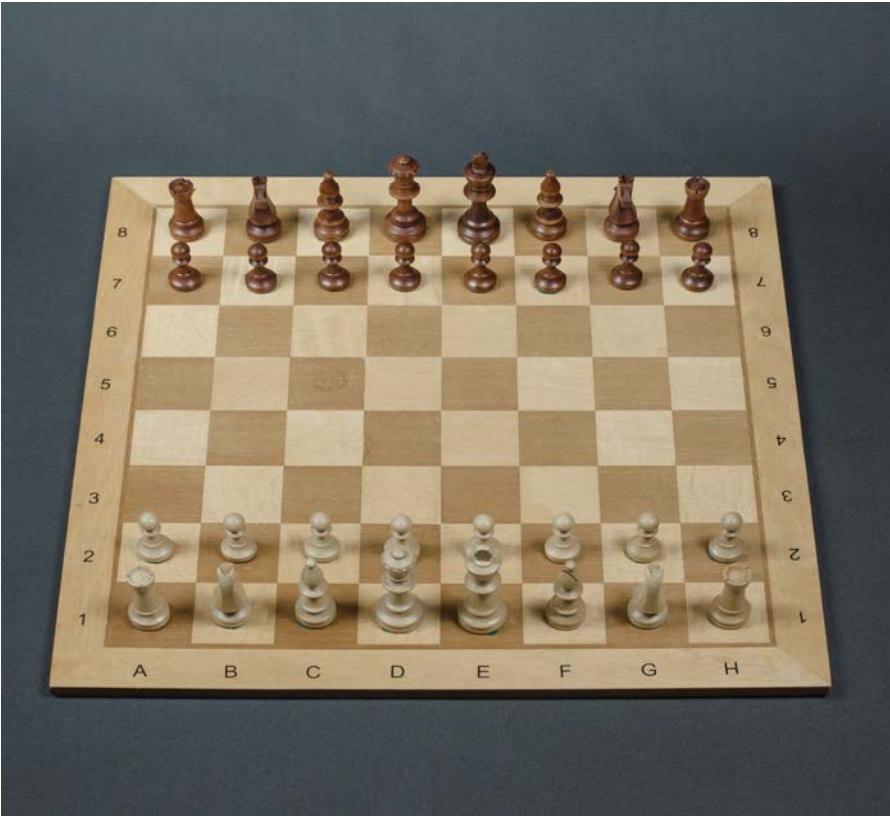


**World Chess set approved by FIDE
for the 2013 Candidate Tournament in London**





2.7 The initial position of the pieces – see FIDE Laws of Chess



3. Chess boards

- 3.1** For competitions organised under the aegis of GSC, wooden boards should be used. In all cases boards should be rigid. Natural wood with sufficient contrast, such as birch, maple or European ash against walnut, teak, beech, may also be used for boards. The boards must not be shiny, and have a dull or neutral finish. A combination of colours, such as brown, green, or very light tan and white, cream, off-white ivory or buff may be used for the chess squares in addition to natural colours.
- 3.2** For competitions under the aegis of EVE and GSC, if electronic chess boards are used, they must be FIDE Endorsed electronic chess boards.
- 3.3** The side of the square should measure 5-6 cm. Four pawns should fit on one square.

4. Chess tables

- 4.1** For all competitions organised under the aegis of EVE and GSC:
 - 4.1.1** The length of the table is 110 cm (+ - 15%)
 - 4.1.2** The width of the table is 85 cm (+ - 15%)
 - 4.1.3** The height of the table is 74 cm
- 4.2** For all Junior, Youth, Cadet and Schools competitions organised under the aegis of EVE, the length, width and height of the tables may be varied as applicable to the age of the participants.
- 4.3** The chairs should be comfortable for the players. Any noise when moving the chairs must be minimised.

5. Chess clocks

- 5.1** For competitions under the aegis of EVE and GSC, FIDE Endorsed electronic chess clocks must be used.
- 5.2** For FIDE-rated tournaments, either electronic or mechanical chess clocks may be used. Mechanical clocks should have a device (a "flag") signalling precisely when the hour hand indicates full hours. The flag must be arranged so that its fall can be clearly seen, helping the arbiters and players to check time. The clock should not be reflective, as that may make it difficult to see. It should run as silently as possible in order not to disturb the players during play.
- 5.3** The same type of clocks should be used throughout the tournament. except:

- 5.3.1 Visually impaired players who are using chess clocks specially designed for them.
- 5.3.2 Where electronic boards are being used and require a different type of chess clocks from the standard boards.

5.4. Requirements for electronic chess clocks

- 5.4.1. In approved clocks, when one clock reaches zero in an increment mode time control, the other clock does not run further and retains its last display. For Rapid and Blitz tournaments, when one of the clocks reaches zero, the other clock may be set to continue to run until it also reaches zero.
- 5.4.2. In approved clocks, when both flags fall down must be seen which flag fell first.
- 5.4.3. When the approved clocks are used, the player whose flag falls first has a disadvantage and the other player, who has some time left on his clock, has a definite advantage. This is a disparity to the players.
 - 5.4.3.1. Clocks must function in full accordance with the FIDE laws of chess.
 - 5.4.3.2. The display at all times should show the time available to complete a player's next move (preferable to display seconds also from beginning).
 - 5.4.3.3. The displays must be legible from a distance of at least 3 meters.
 - 5.4.3.4. From at least a distance of 10 meter a player must have a clearly visible indication which clock is running.
 - 5.4.3.5. In the case of a time control being passed, a sign on the display must signal clearly which player passed the time control first.
 - 5.4.3.6. For battery powered clocks, a low-battery indication is required.
 - 5.4.3.7. In case of a low-battery indication the clock must continue to function flawless for at least 10 hours.
 - 5.4.3.8. Special attention should be given to the correct announcement of passing time controls.
 - 5.4.3.9. In case of accumulative or delay timing systems, the clock should not add any additional time if a player passed the last time control.
 - 5.4.3.10. In case of time penalties it must be possible that time and move counter corrections are executed by an arbiter within 60 seconds.
 - 5.4.3.11. It must be impossible to erase or change the data in display with a simple manipulation.
 - 5.4.3.12. Clocks must have a brief user manual on the clock.
 - 5.4.3.13. All official time control (actual rate of play) should be mentioned in the procedure of testing clocks.
 - 5.4.3.14. Electronic chess clocks used for FIDE events must be endorsed by the FIDE Technical Commission.

5.4. The electronic chess clocks endorsed by the FIDE

- 5.5.1.** DGT XL (year 2007)
- 5.5.2.** DGT 2010 (year 2010)
- 5.5.3.** Silver Timer (year 2007)
- 5.5.4.** Sistemco (year 2009)
- 5.5.5.** DGT 3000 (year 2014)
- 5.5.6.** CE classic clock (2017) and CE premium clock (2017)
- 5.5.7.** LEAP clock KK 9908 (2017)

6. Chess scoresheets

6.1 For competitions under the aegis of EVE and GSC, either paper scoresheets or FIDE Endorsed electronic scoresheets may be used.

6.2 Paper scoresheets should include:

- 6.2.1** The name of the competition
- 6.2.2** Number of the round
- 6.2.3** Number of table (board)
- 6.2.4** Date of the round
- 6.2.5** White – name of player
- 6.2.6** Black – name of player
- 6.2.7** Result of the game
- 6.2.8** The signatures of both players and the arbiter
- 6.2.9** Number of moves, and place to register white and black moves.

6.3 Electronic scoresheets

An electronic scoresheet is a replacement for the current used paper versions within tournaments and matches. It makes it easier for reconstructing games for publication in situations where no other means of move registration is used.

An electronic score sheet is a device which uses a software which enables the player to notate his and his opponent's moves during a game with an electronic registration of the game played.

6.3.1 Basic rules for this electronic scoresheet (device):

- The device is dedicated for notating chess games.
- The device fully complies with FIDE rules and FIDE Laws of Chess.
- The game notation complies with FIDE Laws of Chess, whereas the use of figurines is allowed.
- The device can be linked to the organiser through some unique identification of the device.
- The device logs user actions during game mode to prevent or detect foul play.

- It is foreseen that only tournament organiser provides and is responsible for electronic score sheets.
- The device should have approximately the size of A5 (paper size).
- The device/software should be reviewed and pass-through recertification process every three years, unless TEC commission decides otherwise.

6.3.2 Game mode

This is the mode where the player notates his game. The switch from any other mode to game mode can be made by the player himself when the game is finished or by the tournament organisation or arbiter. The following rules apply to the electronic score sheet in game mode:

- During the game it is not possible to switch to any other mode.
- The game notation is clearly visible for the arbiter.
- A minimum of 7 moves must be visible in a move list.
- The state of device being in the game mode should be visible to everyone
- If the battery has low power this must be signaled. When this is signaled, the battery must hold out at least 8 hours to make it possible to notate a complete game.
- Graphical input through a chess board with figurines is allowed.
- Scrolling through the move list is allowed, as is correcting of incorrect entered moves.
- A game finishes when a result is noted and both players signed the score sheet. The confirmation of the result and the confirmation of the text of the game can be done also by using the print-out of the game or the protocol submitted to the players by the arbiter.
- On entering moves:
 - It is allowed to enter an illegal move;
 - It is allowed to enter the clock time, draw offers and other abbreviation according to Laws of chess. Input of clock times should be possible using a figurine notation;
 - It is allowed to enter only moves of white or black during time trouble;
 - It is allowed to enter a dash for a move during time trouble;
 - The device is not allowed to correct or signalling illegal moves automatically;
 - If a stalemate or checkmate is missed or an illegal move is made by the player, the device must be able to record following moves.
 - An automatic move counter should be available
- The device must be able to restart the notation.

6.3.3 Arbiter mode

6.3.3.1 The arbiter mode is an optional mode for the device. This mode is created to give the arbiter some extra features supporting his job.

6.3.3.2 If there is an arbiter mode available the following rules apply:

- Only the arbiter (or a representative of the tournament organisation) is allowed to enter this mode during a game.
- In this mode legality checks may be done on the moves played in the game:
Threefold repetition of a position (fivefold repetition).
50 moves rule (75 moves rule).
Detection of stalemate or checkmate.
The arbiter can take moves back in case an illegal move is detected.

6.3.4 Owner mode

The owner mode is an optional mode for the device. This is a mode where the producer may add some chess features for creating an attractive product for their customers.

If there is owner mode available the following rules apply:

- The identification of the owner shall be possible in owner's mode.
- This mode is only allowed when the game is not in progress.
- No chess program is allowed
- No other than chess related activities are allowed.
- For anybody it is easy to see that the device is in owner mode.

7. Electronic boards

7.1 General remarks and information

7.1.1 The electronic board is a replacement for the wooden board. It means the size, material and colour should be similar. The same concerns the size of the square.

7.1.2 The used chess pieces should be made of wood, plastic or an imitation of these materials with height, weight, proportions and stability similar to pieces described in 2.2.

7.1.3. Power for chess board over the cable or from battery (number and type for battery)

7.1.4 Connection type CABLE (only for cable connection type) and maximum number of chess boards that can be connected to one cable "line".

7.1.5 Wireless connection type.

7.1.6 Compatibility with chess clocks

- 7.1.7 Chess clocks used for the electronic boards, transmission and broadcast

7.2. Working parameters

- 7.2.1. Minimum time in m/s for move to be made on a board and transmission of moves to control pc/laptop/device/local server within playing area for single board configuration with cable connection
- 7.2.2. Maximum time in ms for move to be made on a board and transmission of moves to control pc/laptop/device/local server within playing area for single board configuration with cable connection
- 7.2.3. Maximum number of boards/devices that can be connected to single PC with recommended hardware and OS for fully operational and responsive setup.
- 7.2.4. Maximum time in ms and minimum time in ms for creation of PGN file with game(s) upon moves or clocks updates with single boards setup

8. Tournament halls for FIDE events

8.1. Inspection and preparation of the Playing Hall

- 8.1.1. All areas to which players have access during play should be inspected carefully and repeatedly by the Chief Organiser and the Chief Arbiter.
- 8.1.2. Space for spectators must be prepared. The distance between the chess boards and the spectators should be not less than one meter, for top level tournaments 1.5 meters.
- 8.1.3. Lighting of a standard similar to that used for examinations should be about 800 lux. Lighting should not cast shadows or cause pinpoints of light to be reflected from the pieces. Beware of direct sunlight, especially if this varies during play. For a high-level tournaments the organizer should have the possibility (the device) to adjust the light in the hall – quality of lighting covering a larger area to the same level of flux requires a greater number of lumens.
- 8.1.4. It is highly recommended that the hall be carpeted. The noise made by moving chairs must be avoided.
- 8.1.5. The extraneous noise levels close to the tournament hall must be checked too.

8.2. Space for players and arbiters

- 8.2.1. It is recommended that the minimal space of 4 square meters be available for each player in individual matches and round robin

tournaments. For other tournaments 2 square meters may be adequate. **(Please refer to Diagram-A)**

Diagram A

Some definitions and recommendations regarding sizes

L : Length of the table.

L = 110 cm, tolerances: +20 cm, -10 cm.

W : Width of the table.

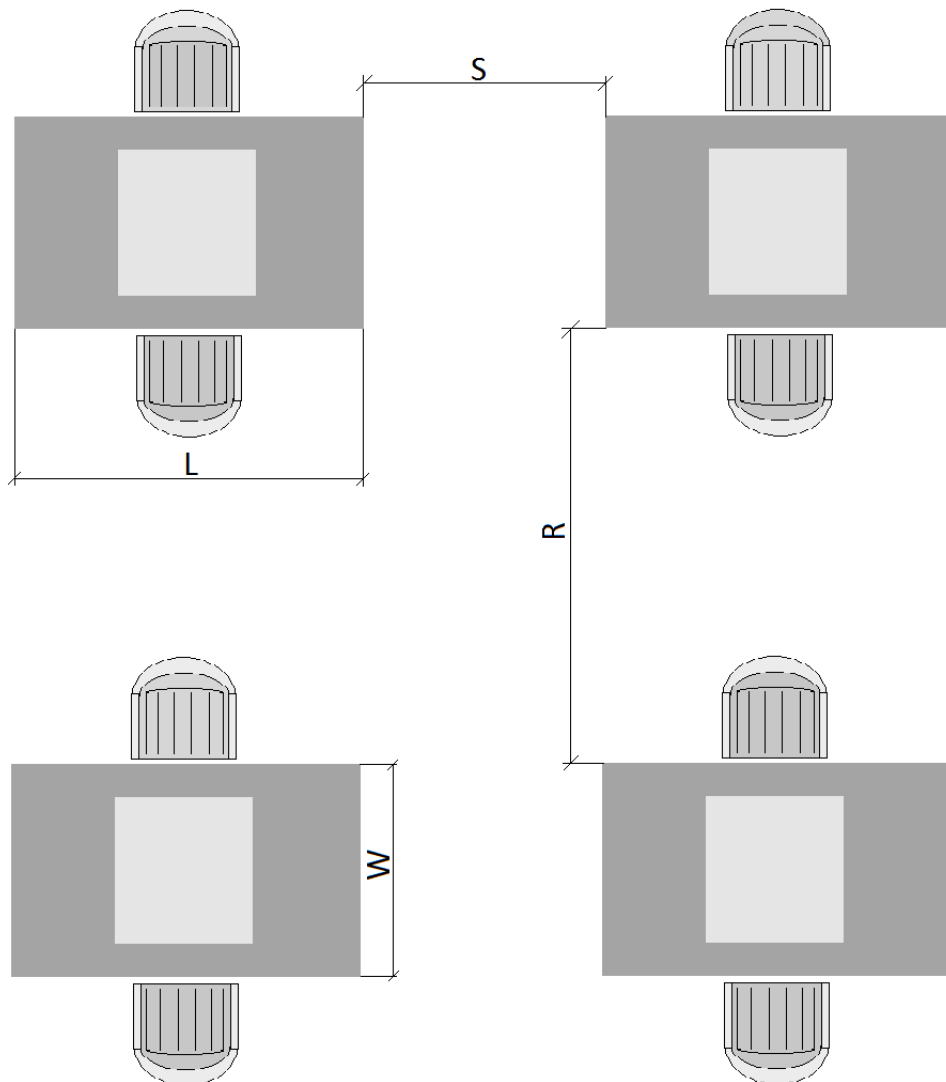
W = 85 cm, tolerances: +5 cm, -5 cm.

S : Horizontal space between table rows.

S = 3m, tolerances: +1.5 m, -0.5 m.

R : Vertical space between table rows.

R = 3m, tolerances: +1.5 m, -0.5 m.



8.2.2. There should be a minimum of 2.5 meters between rows of players. It is best not to have long, unbroken rows. Where possible, players should play on individual tables at least for top boards or top matches in the events. **(Please refer to Diagram-B)**

Basic tournament hall placement styles

Single Row

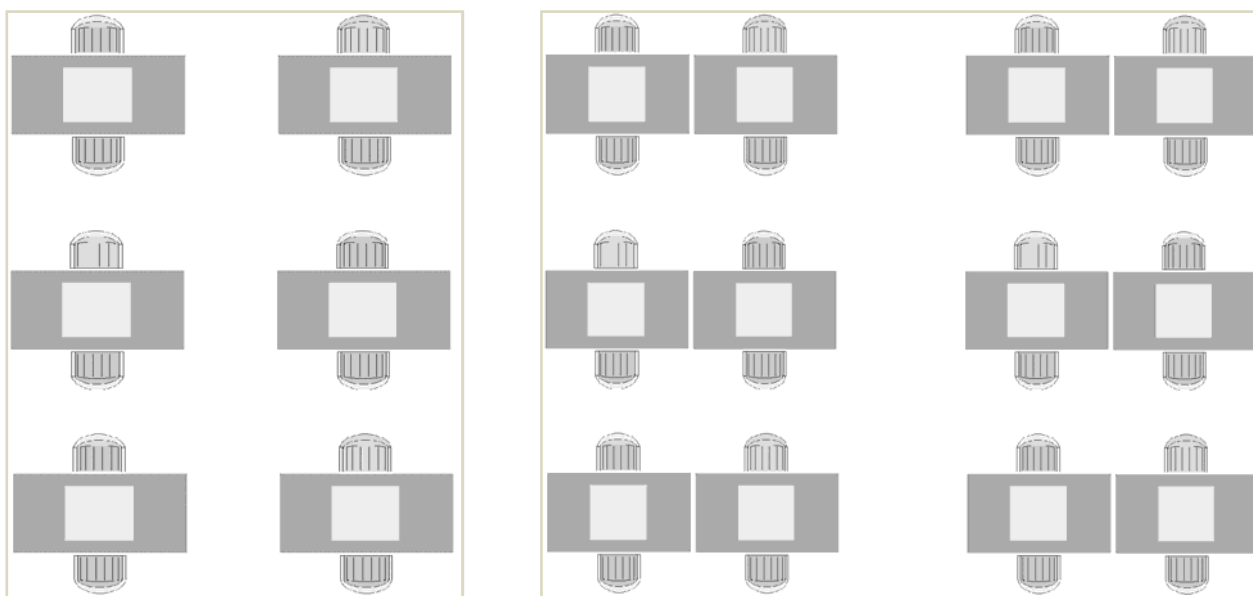
Preferable style for individual competitions

Dual Row

For large events (open tournaments, youth champ. etc)

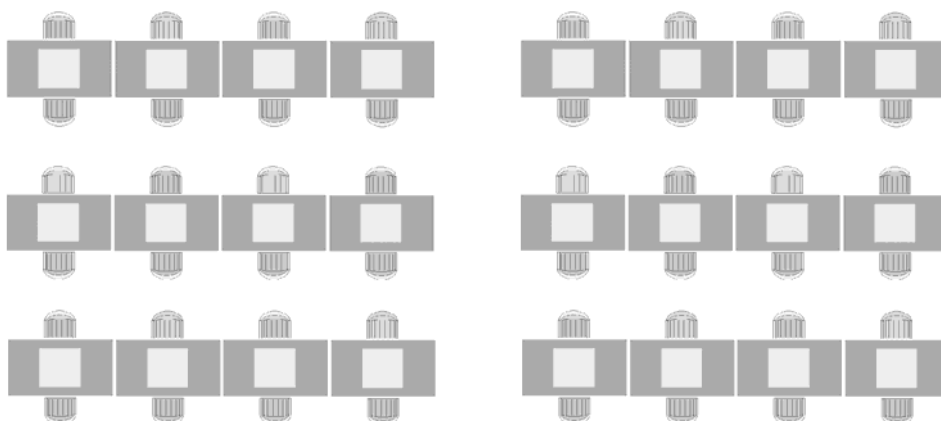
An arbiter may check two tables in the same time

Diagram B



Multi Row

For team competitions (should be avoided for individual events as much as possible)



- 8.2.3. Special tables with the connection to the Internet for arbiters should be arranged too.
- 8.2.4. Games should not be placed too close to doors.
- 8.2.5. Playing conditions should, as far as possible, be the same for all players in the event. In particular this should apply to a player and his opponent. See also art. 8.2.2.

9. Recommendation on treatment of disabled chess players

9.1. General remarks

- 9.1.1. These guidelines will be used for all FIDE rated events.
- 9.1.2. No one has the right to refuse to meet a disabled player against whom he has been correctly paired.
- 9.1.3. All chess venues must either be accessible to all, or an acceptable alternative venue with full supervision shall be available to those who cannot access the nominated venue.
- 9.1.4. A circular shall be sent out when all competitors are known. This circular contains an entry form with the usual points and questions, asking whether any potential competitor has an impairment that will require special circumstances. The competitor has to inform the organisers about the special circumstances at least 20 days before the start of the event.
- 9.1.5. No disabled player shall be "penalised" in accordance with the Articles 6.2.6 and 8.1.6 of the Laws of Chess because of disability.
- 9.1.6. It is recommended, that in all events there should be a tournament physician. The Chief Organiser and the Chief Arbiter shall know the phone number of the local hospital and physician.
- 9.1.7. It is recommended that each national chess federation appoints an officer for matters regarding disabilities.
- 9.1.8. It is strongly recommended that all organisers of chess events adopt these guidelines.

9.2. Special arrangements for participants

- 9.2.1. Any impaired competitor who reasonably requests in time the placing of their equipment in a particular seat or orientation, has the right to do so, provided that this does not disadvantage his opponent or other competitors. The event organizer has to ensure that the needs of both players are catered for.
- 9.2.2. All relevant information shall be displayed before the start of the event, including maps of the venue showing the location of toilets, refreshments and emergency exits.
- 9.2.3. If a competitor cannot access the refreshments, arrangements should be made for their needs to be met.
- 9.2.4. If a competitor cannot press his own clock or move his own piec-

es, an assistant shall be available unless the opponent is willing to do so. If the opponent is acting as an assistant the Chief Arbiter may decide to give him extra thinking time.

9.2.5. If a player has made a prior request, copies of all notices should be available in large print. If a player is unable to read large print, then the notices must be read to him.

9.2.6. It is recommended that all team events have the rule that if a visiting team indicates that it has a player with an impairment coming with them, giving sufficient notice, that the home team does everything which is reasonable to ensure that that player can participate.

9.3. Organisation of the tournament hall

9.3.1. Only one game per table: in case an assistant is needed the tables should be larger (2 m width in order to place the assistants for the disabled) and should be placed separately.

9.3.2. The corridors between rows of tables should be twice as large (wheel chairs)

9.3.3. The arbiters should be clearly accessible to all players.

9.3.4. Foresee additional contact points for electricity: some visually disabled players use a lamp for their chess board. This lamp should not disturb the opponent.

9.3.5. Put the blind chess players at the same place as much as possible (they will know the way to the rest room and back in very short time!) and give them the same assistant during the whole tournament.

9.4. Assistants

9.4.1. It is preferable to have an assistant who understands enough about chess to be able to carry out the tasks required than to have someone who shares a language with the disabled player but does not have a basic knowledge of chess.

9.4.2. Assistants for blind players should know the name of the pieces in their language.

It is useful if the arbiter/organiser has prepared a list of the names of pieces and other chess terms in appropriate languages. A copy of this list should be given to the assistant.

9.4.3. Assistants for blind players should inform the player when they are leaving the chess board temporarily.

9.4.4. The assistant should always write the moves: this is an important help for the arbiter.

9.5. Tournament organisation and Chief Arbiter

- 9.5.1.** Organise a players meeting for all players before the first round, preferably in the tournament hall.
- 9.5.2.** If possible only one round per day should be played.
- 9.5.3.** After making the pairings the chief arbiter should decide manually on which board everyone should play: some players (visually handicapped) should always play at the same board whereas the largest space should be foreseen for wheelchair players.
- 9.5.4.** Draw proposals or claims can easily go via the assistant. All players push the clock themselves, except the players who are physically unable to do so.
- 9.5.5.** In the case there is a time trouble situation with visually disabled players the arbiter should bear in mind that the (not visually disabled) opponent can reply almost immediately. The tournament regulations should therefore release the visually disabled player from the obligation to record the moves during the last five minutes, even when the game is played with an increment of at least 30 seconds. The visually handicapped player should then update his scoresheet after the time trouble.

10. Recommendation on treatment of school tournaments

10.1. General remarks

- 10.1.1.** These guidelines shall be observed for all school tournaments played under FIDE auspices or that are to be FIDE rated and ideally should also be followed by national and regional school tournaments, especially those that may be nationally rated.
These guidelines may also be useful indications for ordinary school chess which is often described as “non-competitive” (games are usually played without clocks and not usually notated) in cases where the organizer is trying to introduce players to the world of “competitive” chess.
- 10.1.2.** Every player should have the accompanying person who will be an attendant.
- 10.1.3.** The attendant may help the player to find the table.
- 10.1.4.** During a game all attendants, parents, coaches are treating as spectators. They should stay in place for spectators and cannot interfere with a game in progress. In case of questionable situation may contact only the arbiter or the organizer.
- 10.1.5.** Attendants can't use any mobile phone or electronic device in the playing hall.
- 10.1.6.** Using cameras with flash is restricted to the first five minutes of each round. Exception is round 1 – see the General Regulations for Competitions art. 11.2 (Media) allows flash for 10 minutes.

10.2. Organisers and their duties

- 10.2.1.** Organisers are obliged to prepare the invitation and the regulation, that shall be as comprehensive as possible, stating clearly the expected conditions and giving all details which may be of use to the participants:
- name, address (including e-mail, fax and telephone numbers) of the organizers,
 - date and venue of the event,
 - the hotel(s) where the players are to stay (including e-mail and telephone numbers), also regarding provided the board and lodging,
 - requirements for the participants (e.g. registration date),
 - tournament schedule (with the annotation of players confirmation, approximate game-time and estimated time of awards ceremony),
 - the rate of play and tie-break system,
 - the default-time,
 - the prizes, gifts, diploma and important diploma for the participation,
 - the certificate of participation.
- 10.2.2.** The chief organiser should be present in the playing hall during the tournament. He is responsible for preparing the playing hall, opening ceremony and awards ceremony.
- 10.2.3.** It is recommended to insure one arbiter for every 30 players.
- 10.2.4.** Before the first round the organiser is obliged to explain to players the tournament regulations and the remind some basic rules:
- finding the table (numbered), chessboard and the proper color of the pieces,
 - announce that players who lose their game play the next round (unless the rules of a competition specify otherwise),
 - touch move rule,
 - castling (the first king, later rook, using one hand),
 - using the chess clock (start and stop),
 - illegal move and it's consequence,
 - mobile phone and it's consequence,
 - the way of claiming (stop the clock and ask the arbiter),
 - the way of announcing the result.
 - announce, that the arbiter will collect the result at the table of player. He will also check the names of the players before writing the result.

Note 1: Some children run to their parents very fast and forget to report the result. Sometimes they give false results when coming to

the arbiters place or they change the color. After that the arbiter has less time to intervene or check who won the game.

Note 2: Players, especially young children, may have a short attention period. It is advisable that opening announcements are kept short and contain only the most important information.

10.3. Tournament conditions

10.3.1. If it is possible, all of the games should be played in one playing hall, e.g. in the school gym. The minimal space of two square meters should be available for each player.

10.3.2. In other cases each playing hall should have at least one arbiter.

10.3.3. The tables and chairs should be adjusted to the children's height and to the chessboard size. An example see below [dimension in cm].

Size no	0	1	2	3	4	5	6	7
Color	white	orange	violet	yellow	red	green	blue	brown
Height (without shoes)	80-95	93-116	108-	119-	133-	146-	159-	174-
Popliteal height	20-25	25-28	28-31	31-35	35-40	40-43	43-48	48+
Seat height	21	26	31	35	38	43	46	51
Table height	40	46	53	59	64	71	76	82
Average age	5-6 years		7-12 years			13-15 years		

10.3.4. It is highly recommended that the chess equipment used in a competition is the same for all participants and all games.

10.3.5. Chess pieces should be made of wood, plastic or an imitation of these materials.

10.3.6. Pieces for FIDE Tournaments should be used. If the organizer has difficulties to prepare this kind of equipment, he can use the chessboard with the minimum square size of 55 mm and king's height 90 mm (Staunton no 5). The chessboard with the square size 38 mm and king's height 75 mm (Staunton no 4) is also acceptable in the school tournaments.

10.3.7. It is necessary to prepare additional chess sets, pieces and chess clocks because they not once are damaged during a school tournaments.

10.3.8. Each chessboard should have coordinates.

- 10.3.9.** The playing hall should be good marked with the sign indicating the playing area, the spectators area, arbiters and organizers tables as well as rest rooms etc.
- 10.3.10.** If players are taking part in a few groups, it is recommended to indicate the name of the group using different colors and other characters. The same color can be used for marking the pairings, results etc. It is easier for children to remember colors and find the right group.
- 10.3.11.** Space for spectators must be prepared and clearly marked. It can be another room or the separated place in the playing hall. The distance between the chessboards and the spectators should not be less than one meter. The rope barrier is requested.
- 10.3.12.** It is not allowed for the spectators to walk between the chessboard or stay vis-à-vis a supporting player.
Arbiters should ensure that spectators stay behind the players that they are supporting.
- 10.3.13.** Players become spectators when their game finishes. Players are not allowed to play skittles games in the playing hall.
- 10.3.14.** The advertising board should be prepared to display the start lists, pairings, results and other tournament information.
- 10.3.15.** No food or drink, except for bottled water, will be permitted in the competition area. Bottled water cannot be placed on the table.

10.4. Rate of play and results

- 10.4.1.** There must be no more than 5-6 hours play for all rounds in one day. Examples: one day 9 rounds G=10'; one day 7 rounds G-15'; two days 9 rounds G-30' or three days with 9 rounds G-60'. It could be connected with the possibility of achieving the local chess category.
- 10.4.2.** Tournaments without chess clocks. After 20 minutes the arbiters give the clock to the players with e.g. 5 minutes for each player to complete the game.
- 10.4.3.** Player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits, scores no points (0), and a player who draws his game scores a half point ($\frac{1}{2}$).

Other scoring systems are also allowed, eg. Player who wins his game, or wins by forfeit, scores three points (3), a player who loses his game, or forfeits, scores no points (0), and a player who draws his game scores a one point (1).

10.5. Tie-break system

- 10.5.1.** The tie-break system shall be decided in advance and announced prior to the start of the tournament. The arbiter should be ready to clearly clarify the calculations rules of tie-break system to the children and spectators. If all tie-breaks fail, the tie shall be broken by drawing of lots.
- 10.5.2.** A play-off is the best system, but it is not always appropriate, because it required the additional time. However It is recommended that play-offs be arranged in the case of the first place in the championship or qualifying places.
- 10.5.3. The tie-break in Swiss Tournaments:**
See also the Section on tie-breaks.
- 10.5.3.1.** The Buchholz Cut 1 (the sum of the scores of each of the opponents of a player reduced by the lowest score of the opponent)
- 10.5.3.2.** The Buchholz System (the sum of the scores of each of the opponents of a player)
- 10.5.3.3.** The greater number of wins.
- 10.5.3.4.** The greater number of wins with Black (unplayed games shall be counted as played with White).
- 10.5.4. The tie-break in Round-Robin Tournaments:**
See also the Section on tie-breaks.
- 10.5.4.1.** The greater number of wins.
- 10.5.4.2.** Sonneborn-Berger (the sum of the scores of the opponents a player has defeated and half the scores of the players with whom he has drawn).
- 10.5.4.3.** Koya System (the number of points achieved against all opponents who have achieved 50 % or more)
- 10.5.4.4.** The greater number of wins with Black (unplayed games shall be counted as played with White)

11. Tournament requirements and regulations

11.1. Preparation of regulations

- 11.1.1.** Content of the typical regulation for the titles and ratings tournaments.

Example: Round Robin tournament

Year "Name"

Town, Country, Month, days, year

Under patronage: President of Company

REGULATIONS

R1. Event and participants

The "Name" Tournament

will be held from Month, days, year till.....

The invited 12 players will play the Round-Robin tournament.

No	Name	Fed	Rating Month 1, year
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Ra=.....

FIDE cat.

(according to the Month 1, year FIDE RATING LIST)

GM = ... p.

IM = ... p.

R2. Date venue and schedule

2.1. The tournament will be held from Month, days, year
at the Sport Hall (..... str. ...) in Town, Country.

Schedule of the tournament

Saturday	Month day	- Arrival
Saturday	Month day at hour	- Press Conference –Hotel
Sunday	Month day at hour	- Opening ceremony
Sunday	Month day at hour	- Round 1
Monday	Month day at hour	- Round 2
Tuesday	Month day at hour	- Round 3
Wednesday	Month day at hour	- Round 4
Thursday	Month day at hour	- Round 5
Friday	Month day	- Free day
Saturday	Month day at hour	- Round 6
Sunday	Month day at hour	- Round 7

Monday	Month day	at hour	- Round 8
Tuesday	Month day	at hour	- Round 9
Wednesday	Month day	at hour	- Round 10
Thursday	Month day	at hour	- Round 11
Thursday	Month day	at hour	- Closing ceremony at ... Hotel
Friday	Month day		- Departure

R3. Organizers

Tournament Director –

Tel.: e-mail:

Chairman of the board of

Director of the Organization Committee

Press Officer

R4. Arbiters.

IA - (Chief-Arbiter)

FA - (Deputy Chief Arbiter)

The decisions of the arbiters are binding.

R5. System of play, the rate of play and ranking of players

The Round-Robin tournament (11 rounds). The playing session will be about 5 hours: 40 moves in the 90 minutes followed by 30 minutes with the increment of 30 seconds per move from the beginning of the game.

The number of points scored determines the final ranking of players. If two or more players are involved in the tie, then the tie is broken eg.
 by the number of games played with black pieces,
 by the number of wins
 by the Sonnenborn-Berger system).

or any other tie-break system

R6. The tournament regulations

The current Laws of Chess will be used in the event.

Any player who arrives at the chessboard 30 minutes later after the beginning of playing session shall lose the game. Where both players are absent 30 minutes after the beginning of the session, both players shall lose the game by default.

No postpones shall be allowed.

The offer of a draw is not allowed or is allowed after 30 move of black.

R7. Prize fund

Prize fund is.....

List of prizes

I

II

III

Etc.

Special prizes

Eg. the best game

R8. Official site of the tournament in Internet

R9. Obligations of players

R8.1. Players are required to attend the press conference as well as opening and closing ceremonies.

The players (usually the winners or both players in case of a draw) should give a short statement after the game in the press room.

R10. Photography and Television

Only photographers and camera crew expressly authorized by the Administrator may work in the playing venue.

The flash may only be used during the first five minutes of the round.

Signed by

Organizing Committee

11.1.2. Content of the typical regulation for the titles and ratings tournaments.

Example: swiss tournament

The Chess Festival " name...."

City, Country, month, date, year

Under patronage: President of Company

REGULATIONS

S1. Invitation

The Organisers and National Chess Federation have the honor to invite all Chess Federations affiliated to FIDE to participate at the big open festival which will take place in City, Country, between month, day (the date of arrival) to month, day, year (the date of departure).

S2. Participation

S2.1 All participants including coaches, observers and relatives are obliged to stay in official hotels.

The official accommodation for the participants and also the venue of the tournament will be at the four stars "NAME" hotel

S2.2 In order to provide appropriate tournament conditions, the players must announce their participation before day, month, year.

S2.3. All participants wishing to take part in the tournament are obliged to have FIDE ID. It can be done by national federation of the player. Players without ID will be removed before the first round.

S.2.4. Organisers will help players to get a visa

S3. Schedule

Opening Ceremony: month, day, hour

Round 1 month, day hour o'clock

Round 2 month, day hour o'clock

Round 3 month, day hour o'clock

Round 4 month, day hour o'clock

Round 5 month, day hour o'clock

Round 6 month, day hour o'clock

Round 7 month, day hour o'clock

Round 8 month, day hour o'clock

Round 9 month, day hour o'clock

Closing Ceremony month, day vhour o'clock

Blitz tournament G-3'+2' (9 double rounds) month, day, hour

Departure: month, day

S4. General information of the festival:

The festival has the guaranteed prize fund amounting to EUR

(taking into account the prizes for the Blitz Tournament be held immediately after the main event)

Three Open Swiss Tournaments (A, B and C) are made up according to the rating of the participants, and are 9-rounds

In addition to the Open Tournaments, a Blitz Tournament will be held within the festival.

Placing of players into tournaments (A,B,C) will be according to their respective FIDE ratings as of 1 of the month, year

In exceptional cases the Organising Committee has the right to permit a chessplayer to play in a higher rated tournament than his/her FIDE rating indicates.

S5. Organizers

The Organizers of the Festival are the "Company" and the National Chess Federation

Tournament Director –
Tel.: e-mail:
Chairman of the board of
Director of the Organization Committee
Press Officer

S6. Arbiters.

IA - (Festival Chief-Arbitrator)
IA - (Chief Arbitrator group A)
IA - (Chief Arbitrator group B)
IA - (Chief Arbitrator group B)

IA and FA – other arbiters

The decisions of the arbiters are binding.

S7. The Tournaments and Prize Fund:

The total prize fund of the three tournaments is EUR

Tournament A: for players with a FIDE rating higher than

Total prize fund Group A: EUR

1st Prize EUR
2nd Prize EUR
3rd Prize EUR
Etc.

Tournament B: for players with a FIDE rating less than, but higher than

Total prize fund Group B: EUR

1st Prize EUR
2nd Prize EUR
3rd Prize EUR
Etc.

Tournament C: for players with a FIDE rating lower than 2300 or without rating.

Total prize fund Group C: EUR

1st Prize EUR
2nd Prize EUR
3rd Prize EUR
Etc.

Placing of players into tournaments (A,B,C) will be according to their respective FIDE ratings as of 1 month and year. In exceptional cases the Organising Committee has the right to permit a chess-player to play in a higher rated tournament than his/her FIDE rating indicates.

The number of prizes in each tournament does not exceed that indicated above in the tables.

Tiebreak systems:

For tournament A and B:

The average of the opponents ratings minus the highest and the lowest rating.

The number of wins

For tournament C:

The Buchholz score cut 1

The Buchholz score

Special Prizes:

There will also be special prizes for the best performance among seniors, women and juniors in all tournaments.

There will also be a prize for the best result shown by an unrated player in section C.

There will be prizes for best players in the rating groups.

Only one prize can be awarded to a player (the highest one).

The exact distribution of the special prizes will be announced after the second round of the tournament, when the numbers of seniors, women and juniors and the ratings of these players are known.

Attention is called to the fact that for such prizes to be awarded there should be at least 3 players in each of the above categories.

Seniors, Juniors and Women:

A player will be considered a Senior when he was born before.....

A woman player will be considered a Senior when she was born before....

A player will be considered a Junior when he was born after

S8. Time control:

Tournament A: 100 minutes for the first 40 moves, then 50 minutes for the next 20 moves and 15 minutes for the rest of game with increment of 30 second from move 1.

Tournament B and C: 90 minutes for the first 40 moves, then 30 minutes for the rest of game with increment of 30 second from move 1

S9. Travel and accommodation

- a) Travel expenses for transfer from country to the tournament venue are covered by participants

- b) Transport from the airport or railways station will be arranged by organisers
- c) Hotel accommodation with full board (include breakfast, lunch & dinner) for participants and accompanying persons will cost per person per day –.....

S10. Tournament hall

Playing hall will be in the “Name” Hotel. The official accommodation for the participants and also the venue of the tournament will be at the four stars “NAME” hotel

S11. Additional information:

Appeals Committee

There will be an Appeals Committee of 3 members and two reserve members.

Swiss system

The Swiss pairings program used in all the tournaments and in the Blitz tournament.

S.12. Official site of the tournament in Internet

S13. Bank account for accommodation and transportation

Bank Account: Bank :
 Bank Code (Swift – code):
 Account number:
 Bank Address:
 Account holder:

11.1.2. Content of regulations for world and continental events
 Will be edited later on

11.1.3. Content of Regulations for Olympiad
 Will be prepared later on. The problem are the current system of tie-breaks and pairing with a big group of teams with the same number of match points – the proposed system of tie-breaks should be used for both pairings purposes and final standing.

11.1.4. Content of regulations for rapid and blitz events.
 Will be edited later on

11.2. Interruption of tournament and consequences

11.2.1. Force majeure
 Recommendations for arbiters and Organisers of the chess events, if it is necessary to interrupt the round or the tournament in the case of force majeure:

- 11.2.1.1.** Interrupted games with the possibility to sign the secret move or even without the possibility, if it possible should be continue even after long break and even players checked positions in computers. TEC express the opinion, that continuing interrupted games, even after a long break, is always preferable to any other solution.

Of course, if it is possible to seal a move and/or prevent the players from accessing computer programs during the break, this should be done. There are no doubts that the arbiters and organisers during the break should try to eliminate possibility of contact players with computers and other persons.

Remark

Continuing the games, even after a long break, is always preferable to any other solution. Of course, if it is possible to seal a move and/or prevent the players from accessing computer programs during the break, this should be done.

- 11.2.1.2** If necessary arbiter is allowed to change the rate of play (it means he can reduce time) to finish the started games with the different time control. Vide, e.g. the tie-breaks of the World Championship Match and in the World Cup.
- 11.2.1.3** If necessary, it is allowed to play more than 12 hours per day to finish the interrupted games and to reach the foreseen number of rounds.
- 11.2.1.4** CA and CO can arrange, if necessary, one round with different rate of play to end event with the required number of rounds.
- 11.2.2. Other reasons, namely:** a power outage, a low temperature, a noise, difficult conditions of play, absence of arbiters etc.
- 11.2.2.1.** The arbiter asked the players to stop the clocks, write the positions (or make the photo of the position), write the secret moves and go to the other room.
- 11.2.2.2.** The procedure of writing the secret move (even the arbiter can make a photo of the secret move made on the board) could be adapted to the emergency situation and carried out elsewhere.
- 11.2.2.3.** If the procedure of writing the secret move is not possible, the position is still valid and the game continue from written position.

11.3. Rate of play - time controls

The following time controls are approved for FIDE World Events and title tournaments:

No	EVENT	TIME CONTROL- EACH PLAYER
1	World Championship Match	120'/40+60'/20+15'/end incr. 30"/move (from move 61)
2	Candidates Tournament	100'/40+50'/20+15'/end incr. 30"/move (from move 1)
3	World Cup	90'/40+30'/end incr. 30"/move (from move 1)
4	Grand Prix	100'/40+50'/20+15'/end incr. 30"/move (from move 1)
5	Women's World Championship Match	90'/40+30'/end incr. 30"/move (from move 1)
6	Chess Olympiad	90'/40+30'/end incr. 30"/move (from move 1)
7	World Team Championship	90'/40+30'/end incr. 30"/move (from move 1)
8	Women's World Team Championship	90'/40+30'/end incr. 30"/move (from move 1)
9	Women's Grand Prix	90'/40+30'/end incr. 30"/move (from move 1)
10	World Senior Championship	90'/40+30'/end incr. 30"/move (from move 1)
11	World Senior Team Championship	90'/40+30'/end incr. 30"/move (from move 1)
12	World Juniors and Girls U-20 Championship	90'/40+30'/end incr. 30"/move (from move 1)
13	Continental Individual Championships	90'/40+30'/end incr. 30"/move (from move 1)
14	Continental Team Championships	90'/40+30'/end incr. 30"/move (from move 1)
15	World Youth U-14-16-18 years Championships	90'/40+30'/end incr. 30"/move (from move 1)
16	World Cadets U-08-10-12 years Championships	90'/40+30'/end incr. 30"/move (from move 1)
17	World Schools Individual Championships	90'/40+30'/end incr. 30"/move (from move 1)
18	World Schools Team Championships	90'/40+30'/end incr. 30"/move (from move 1)
19	World Amateur Championship	90'/40+30'/end incr. 30"/move (from move 1)
20	World Olympiad and Olympiad U-16	90'/40+30'/end incr. 30"/move (from move 1)
21	World Rapid Championships	G-15' + 10" per move, from move 1

22	World Blitz Championships	G-3' + 2" per move, from move 1
23	Title tournaments	minimum G-120'
24	Title Tournament	G-90' incr. 30"/move (from move 1)
25	Rated tournaments (one player with rating 2400)	minimum G-120' or G-90' incr. 30"/move (from move 1)
26	Rated tournaments (one player with rating 1800)	minimum G-90' or G-60' incr. 30"/move (from move 1)
27	Rated tournaments (all players rated below 1800)	minimum G-60' without incr.
28	Rapid tournaments	G-25'+ 10"
29	Rapid tournaments	G-15'+ 10"
30	Rapid tournaments	G-15'+ 5"
31	Rapid tournaments	G-10'+ 5"
32	Blitz tournaments	G-5'+ 3";
33	Blitz tournaments	G-5'
34	Blitz tournament - Bullet	G-1' + 1"
35	Armageddon	White G-5'; Black G-4' without incr.
36	Armageddon	White G-5'; Black G-4' and starting from move 61, incr. 2" per move.

Remarks:

- A. The rate of play for the title tournaments - details**
– see International Title Regulations (Qualification Commission)
- B. The rate of play for the rated tournaments - details**
- see FIDE Rating Regulations (Qualification Commission)

11. 4. Broadcasting

- 11.4.1.** All official FIDE events must be broadcast on the Internet
- 11.4.1.1.** All games from World Championship Matches, World Cup, Olympiad, World Team Championship and GP FIDE.
- 11.4.1.2.** At least 10 games from each age category of World Youth and Cadet Championships.
- 11.4.1.3.** As many games as possible from all other championships, but at least 30 games.
- 11.4.1.4.** Delay of broadcasting should be decided by the Chief Organiser and Chief Arbiter.

11.5. FIDE dress code

- 11.5.1. Dress Code for participants and officials at FIDE event.**
All players, arbiters, captains and other official must comply with the FIDE dress code rules in the playing area.

11.5.2. General rules

- 11.5.2.1.** Clothing should be clean and fresh.

11.5.2.2. Caps or hats cannot be worn during the games, except for religious reasons.

11.5.2.3. Offensive inscriptions and pictures on clothes are not allowed.

11.5.3. Casual dressing and business casual dressing

The code of casual dressing is used for the players during the games.

The outfit can be comfortable but no shorts and no beach-wear slippers and not visible underwear. Footwear is to be worn.

The code of business casual dressing applies to closing ceremonies for the winning players or the winning teams during prize giving, official banquets, press conferences and other relevant official events required by the organizer.

The rules concern also the captain and chief of delegation who take part in ceremonies.

Business casual dress code rules do not concern Youth Championships but they are welcome.

Business casual dressing means long trousers, shirt, jacket, with or without tie and women's dress or blouse and skirt. National costumes may be worn.

The following kind of dress: t-shirts, polo, jeans, sports shoes as well as sneakers or slippers are not allowed.

Remark

Neat sneakers are possible, since there are many young players regularly winning tournaments. It would be hard that suddenly they have to find shoes to wear which they are not used to.

11.5.4. Dress Code for teams at Chess Olympiad

FIDE recommends sash (ribbon) with country name or national flag, that a player can wear on any outfit.

All these could be done with a good quality **badge with different color of the robe**. On the badge there should be country name, national flag and players name included, just like past Olympiads.

A wide and colored robe could do the excellent job of distinguishing the functions of people in the tournament area.

The appearance of unified formal clothing is obliged.

There is allowed to have logo of sponsors

To distinguish the functions of people in the tournament area is recommended for players, coaches and companies to use a different colour of the rope (could be wider).

For example, players with green, coaches and captains with orange, accompanies and visitors with yellow and arbiter with white.

11.5.5. FIDE dress code for World Championship rapid and blitz

11.5.5.1. Men

Shoes: oxfords, loafers, leather shoes or boots, dress shoes.
Dark-coloured trousers: black, dark blue, gray, beige, brown, in any case one-colour. No bright colours.

Light-coloured long-sleeved shirts (white, light blue, beige, brown, etc.); blue or black shirts are also allowed. No bright colours, one colour.

Dark-colored jacket (black, dark blue, gray, beige, brown).

No bright colours, one colour. With or without a tie. Jacket or cardigan with buttons: are required.

11.5.5.2. Women

Dress code for women:

Classic shoes.

Trouser or skirt suit or dress, preferably one colour, but not required.

11.5.6. FIDE dress code for online tournaments

All participants in online tournament should have at least light-coloured long-sleeved shirts or jacket, sweater, sweat-shirt (black, dark blue, gray, beige, brown etc.).

Note

Players in T-shirts, jeans, shorts, sneakers, baseball caps or inappropriate clothing are not allowed in the playing area. Any requests to wear national or traditional dress must be approved by the GSC (FIDE Global Strategy Commission).

11.5.7. Warnings and punishments

The Tournament Director or the Chief Arbiter have the obligation to give official warning to any player not properly attired. It should be confirmed in writing the same day.

In team competition captain will receive a copy of this warning.

If the player receives two written warnings and is still not dressed correctly, the following penalties will be imposed:

- a player is not allowed to attend the opening or closing ceremony.
- a fine, that should be paid during the competition.

The dress code can concern also spectators that should leave the playing area if they do not meet the requirements.

12. TIE-BREAK REGULATIONS (Approved by xxxx on dd/mm/yyyy)

12.1. Scope

These definitions will apply to all FIDE competitions under the aegis of EVE and GSC, and all tournaments where a direct title can be awarded. FIDE-rated competitions and other competitions may also choose to apply these regulations.

12.2. Choice of Tie-Break System

12.2.1 The choice of the tie-break system to be used in a tournament shall be written in the specific regulations of the tournament. They shall take the form of an ordered list of tie-breaks chosen among the ones described in these regulations.

12.2.2 The players shall be ranked in descending order of the respective tie-break, starting from the first of them and moving to the next down in the list whenever a persisting tie cannot be broken by any of the tie-breaks used so far. When the tie-break list is exhausted, any remaining tie shall be broken by drawing of lots.

12.3. Playoff

12.3.1 The following parameters will be set out in the specific tournament regulations, if they are required depending on the circumstances of the playoff:

12.3.1.1 Whether the playoff is for all tied positions, or specific tied positions (e.g. 1st place only)

12.3.1.2 Whether qualification for the playoff applies after application of none, some or all of some other tie-breaks selected in 2.1.

- 12.3.1.3 The format (e.g. Round Robin or Knockout).
- 12.3.1.4 The method by which pairing numbers are allocated.
- 12.3.1.5 The method by which colours are allocated.
- 12.3.1.6 The time limit(s) for all of the games.
- 12.3.1.7 The schedule for the games, or the break between each game.

12.4 Introduction and Presentation

12.4.1 Standard chess tie-breaks compute an evaluation which may be based on:

Type A a subset of the games by the players with the same score (tied), so their evaluation must be redone any time there is a new set of tied players

Type B players' own records, so their value can be computed or predicted by the involved players before or during their own games

Type C opponents' (final) results, so they can be computed only at the end of the round (tournament)

Type D opponents' a-priori known data (e.g. ratings, but also results of previous rounds), so their values can be computed after the pairings are published (i.e. before the games are played)
or some combination of all of the above.

12.4.2 If the tournament includes unrated players, the rules of the specific competition will detail how to deal with them for the purpose of tie-breaks that rely on the ratings of the players.

12.4.3 Tie-Breaks List and Description

Name (in alphabetical order)	Type	Section	Acr.
Average Performance Rating of Opponents	BD	12.9.3	APRO
Average Rating of Opponents	D	12.8.1	ARO
Buchholz	C	12.7.1	BH
Direct Encounter	A	12.5.1	DE
Fore Buchholz	D	12.8.4	FB
Games one elected to play	B	12.6.5	GE
Koya System for Round Robin	BC	12.9.2	KS
Number of games played with Black	B	12.6.2	BPG
Number of games won with Black	B	12.6.3	BWG
Number of wins	B	12.6.1	WIN
Perfect Tournament Performance	D	12.8.3	PTP
Sonneborn-Berger	BC	12.9.1	SB
Sum of Buchholz of Opponents	CC	12.7.2	SBO
(Sum of) Progressive Scores	B	12.6.4	PS
Tournament Performance Rating	D	12.8.2	TPR

Tie-Breaks specific for Team Competitions			
Extended Sonneborn-Berger for teams	BC	12.10.3	ESB
Match Points or Game Points	B	12.10.2	MPvGP
Scores and Schedule Strength Combination	BD	12.10.4	SSSC
Result on the first board and following boards	B	12.10.5	B1

12.5. Type A: Tie-breaks using tied players' records

12.5.1 Direct Encounter (or Separate Standings)

If all the tied players have met each other, the sum of points from these encounters is used to produce separate standings. The player with the highest score is ranked first among the tied players, and the others follow according to the separate standings.

If the tied players have not played all the games against each other, but one of them is bound to be at the top of the separate standings whatever the outcome of the missing games, that player is ranked first among the tied players - the same applies to the second rank when the first is assigned this way; and so on.

12.6. Type B: Tie-breaks using player's own record

12.6.1 Number of wins

Each win, including unplayed wins, counts one.

12.6.2 Number of games played with Black

Each game played over the board with the Black pieces counts one (unplayed games do not count).

12.6.3 Number of games won with Black

Each win achieved over the board with the Black pieces counts one (unplayed games do not count).

12.6.4 (Sum of) Progressive scores

After each round a player has a certain tournament score. This tie-break is computed adding the scores of the player at the end of each round.

12.6.5 Games one elected to play

The number of rounds diminished by the number of half-point-byes, zero-point-byes or forfeit loss-es that a player had in the tournament

12.7. Type C: Tie-breaks using player's opponents' results

12.7.1 Buchholz

The sum of the scores of each of the opponents of a player.

12.7.2 Sum of Buchholz of Opponents

Computed adding together the Buchholz of the opponents

12.8. Type D: Tie-breaks using player's opponents' a-priori known data (typically ratings, but also current scores)

- 12.8.1 Average Rating of Opponents (ARO)**
Computed as the sum of the ratings of the actual opponents of a player, divided by the number of games played against such opponents
- 12.8.2 Tournament Performance Rating (TPR)**
Computed adding to ARO a number (called rating difference - it may be negative) resulting from the conversion of the achieved fractional score (the number of points divided by the number of opponents - excluding any results from unplayed games) as described in Article 8.1 of the FIDE Rating Regulations.
- 12.8.3 Perfect Tournament Performance (PTP)**
This is the lowest rating that a player should have in order to receive a rating variation of zero after meeting all the opponents faced during the tournament. The full rating scale is used in this computation (i.e. no ± 400 cut).
- 12.8.4 Fore Buchholz (FB)**
Sum of the scores of all opponents of a player before meeting the last of them.
- 12.9. Tie Breaks using combinations of other data**
- 12.9.1 Sonneborn-Berger**
The sum of the scores of the opponents a player has defeated (including by forfeit in round-robin tournaments) and half the scores of the opponents with whom he has drawn. When a player meets the same opponent more than once (e.g. in a double round-robin or in a double Swiss), the games are counted together.
- 12.9.2 Koya System (for Round Robin)**
The number of points achieved against all opponents who have scored at least 50% of the maximum possible score.
- 12.9.3 Average Performance Rating of Opponents (APRO)**
The average of the performances (TPR or PTP) of the actual opponents.
- 12.10. Team Tie-Breaks**
- 12.10.1** In team tournaments each match between two teams may report two types of scores:
- 12.10.1.1 Match Points (MP)**
Points assigned to a team-win, team-draw, team-loss.
The most common distribution is 2 points for a won match (where a team has scored more game-points than the opposing team), 1 point for a drawn match, 0 points for a lost match.
- 12.10.1.2 Game Points (GP)**
Sum of the points that each player of the team gets on his own board.

All tie-breaks described in Articles 5-9, or some variation of them, may be applied also for teams, using teams MP (mostly) or GP as the main score for the team.

12.10.2 MP v GP

Match Points in team competitions that are decided by Game Points or Game Points in team competitions that are decided by match points.

12.10.3 Extended Sonneborn Berger (ESB) for teams

Combining MP and GP, four combinations of Sonneborn-Berger tie-breaks are available. Any of them or any combinations of them can be used. Each (Extended) Sonneborn-Berger tie-break is computed adding for each opponent a value given by the product of two elements:

- the total number of MP or GP currently achieved by the opponent (or at the end of the tournament);
- the number of MP or GP scored against that opponent.

The four possibilities are:

12.10.3.1 EMMSB Total MP opponent \times MP scored

12.10.3.2 EMGSB Total MP opponent \times GP scored

12.10.3.3 EGMSB Total GP opponent \times MP scored

12.10.3.4 EGGSB Total GP opponent \times GP scored

12.10.4 Scores and Schedule Strength Combination (SSSC)

This tie-break that adds together two elements:

12.10.4.1 the secondary score of a team (GP if the main score is given by MP, or vice versa);

12.10.4.2 a value that represents the strength of its opposition (called Schedule Strength). This value is the result of a division between:

- a) [dividend] Buchholz of the team, based on the main score (note: if the tie-break value must be known before playing, use Fore Buchholz);
- b) [divisor] a normalizing factor, given by the highest achievable (main) score divided by the number of players per team, rounded down (for example, in Chess Olympiad the primary score is MP and there are 11 rounds, so maximum score is 22 - with 4 players per team, the normalizing factor is 5).

12.10.5 Results of first board

This is the number of game points achieved on the first board in all games played by the team in the tournament, regardless of who was playing on such board.

If the results on the first board are not decisive, consider the second board. And so on.

Forfeit win or losses are considered as standard wins or losses. If the team received a pairing-allocated-bye, only for this tie-break, the game points considered for each board are the same as those assigned to a standard win.

12.11. Modifiers

Each tie-break based on a sum of values (that can come from either results, ratings or any value computed starting from them) can be redefined applying a modifier, which is a way to vary the elements that are part of the computation, usually excluding some of them or, more rarely, adding some:

12.11.1 Cut-1: Cut the lowest value

It is the most used modifier, applicable in many tie-breaks. The most commonly used are Buchholz Cut-1 (BHC1, exclude the opponent with the lowest number of points), ARO Cut-1 (AROC, exclude the opponent with the lowest rating), Progressive Score Cut-1 (PSC1, exclude the score achieved after the first round - which is obviously the lowest score).

In team competition, all the Extended Sonneborn-Berger tie-breaks for teams can be computed excluding the opponent with the lowest number of MP (EMMSB, EMGSB) or GP (EGMSB, EGGSB) (see Articles 5-9). For instance, in the Chess Olympiad, the first tie-break is EMGSB Cut-1.

12.11.2 Cut-2: Cut the two lowest values

Most commonly used is Buchholz Cut-2 (BHC2).

12.11.3 Median-1: Cut the highest and the lowest values

Most commonly used is Buchholz Median-1 (BHM1).

12.11.4 Median-2: Cut the two highest and the two lowest values

Most commonly used is Buchholz Median-2 (BHM2).

12.11.5 Limit: Change a limit

The most common modification is in Koya: the limit of 50% of the maximum possible score can be either increased or decreased of half point at a time to let respectively less or more players participate to the evaluation of the tie-break.

12.12.4 Unplayed games are divided into several categories:

12.12.4.1 Pairing-allocated byes or forfeit wins

12.12.4.2 Requested byes that are followed by other played games

12.12.4.3 Requested byes that are not followed by other played games

12.12.4.4 Forfeit losses that are followed by other played games

12.12.4.5 Forfeit losses that are not followed by other played games

Unplayed games of categories 12.12.4.1, 12.12.4.2 and 12.12.4.4 are evaluated with the result (win, draw, loss) corresponding to the recorded number of points (therefore, if a player has only this kind of unplayed games, the scores for standings and tie-breaks are exactly the same). Unplayed games of categories 12.12.4.3 and 12.12.4.5 are evaluated as draws (therefore the tie

break score of such players, i.e. the one used by opponents, is equal to the standings score achieved after the last game they played over the board plus half-point for any unplayed round after it - assuming that the standard scoring system is used).

12.12.5 The Player's Point-of-view of Unplayed Games is how to evaluate, for the player himself, the games that he didn't actually play.

Such games are evaluated as if they were played against himself, and ended with the result (win, draw, loss) corresponding to the recorded number of points.

The rules of a specific competition may limit such evaluation, particularly for the requested half point byes.

12.12.6 Tie-breaks that are directly or indirectly based on averages (mainly Type D and derivatives) are not influenced by un-played games. However, in order for the averages to be consistent, more than two-thirds of the net number of games (net means after possible cuts) must be included in the computation of the average.

The tie-break evaluation for the players who do not have a sufficient number of games is 0 (zero).

12.12.7 When a tie-break is modified with cuts and there are players with unplayed games different by forfeit wins and pair-ing-allocated byes, the unplayed games are the first games to be cut (the ones bringing the smallest contribute(s) to the tie-break, if there are more unplayed games than cuts).

13. Details of Berger table

13.1. Berger Tables for Round-Robin Tournaments

Where there are an odd number of players, the highest number counts as a bye.

3 or 4 players:

Rd 1: 1-4, 2-3.

Rd 2: 4-3, 1-2.

Rd 3: 2-4, 3-1.

5 or 6 players:

Rd 1: 1-6, 2-5, 3-4.

Rd 2: 6-4, 5-3, 1-2.

Rd 3: 2-6, 3-1, 4-5.

Rd 4: 6-5, 1-4, 2-3.

Rd 5: 3-6, 4-2, 5-1.

7 or 8 players:

- Rd 1:** 1-8, 2-7, 3-6, 4-5.
- Rd 2:** 8-5, 6-4, 7-3, 1-2.
- Rd 3:** 2-8, 3-1, 4-7, 5-6.
- Rd 4:** 8-6, 7-5, 1-4, 2-3.
- Rd 5:** 3-8, 4-2, 5-1, 6-7.
- Rd 6:** 8-7, 1-6, 2-5, 3-4.
- Rd 7:** 4-8, 5-3, 6-2, 7-1.

9 or 10 players:

- Rd 1:** 1-10, 2-9, 3-8, 4-7, 5-6.
- Rd 2:** 10-6, 7-5, 8-4, 9-3, 1-2.
- Rd 3:** 2-10, 3-1, 4-9, 5-8, 6-7.
- Rd 4:** 10-7, 8-6, 9-5, 1-4, 2-3.
- Rd 5:** 3-10, 4-2, 5-1, 6-9, 7-8.
- Rd 6:** 10-8, 9-7, 1-6, 2-5, 3-4.
- Rd 7:** 4-10, 5-3, 6-2, 7-1, 8-9.
- Rd 8:** 10-9, 1-8, 2-7, 3-6, 4-5.
- Rd 9:** 5-10, 6-4, 7-3, 8-2, 9-1.

11 or 12 players:

- Rd 1:** 1-12, 2-11, 3-10, 4-9, 5-8, 6-7.
- Rd 2:** 12-7, 8-6, 9-5, 10-4, 11-3, 1-2.
- Rd 3:** 2-12, 3-1, 4-11, 5-10, 6-9, 7-8.
- Rd 4:** 12-8, 9-7, 10-6, 11-5, 1-4, 2-3.
- Rd 5:** 3-12, 4-2, 5-1, 6-11, 7-10, 8-9.
- Rd 6:** 12-9, 10-8, 11-7, 1-6, 2-5, 3-4.
- Rd 7:** 4-12, 5-3, 6-2, 7-1, 8-11, 9-10.
- Rd 8:** 12-10, 11-9, 1-8, 2-7, 3-6, 4-5.
- Rd 9:** 5-12, 6-4, 7-3, 8-2, 9-1, 10-11.
- Rd 10:** 12-11, 1-10, 2-9, 3-8, 4-7, 5-6.
- Rd 11:** 6-12, 7-5, 8-4, 9-3, 10-2, 11-1.

13 or 14 players:

- Rd 1:** 1-14, 2-13, 3-12, 4-11, 5-10, 6-9, 7-8.
- Rd 2:** 14-8, 9-7, 10-6, 11-5, 12-4, 13-3, 1-2.
- Rd 3:** 2-14, 3-1, 4-13, 5-12, 6-11, 7-10, 8-9.
- Rd 4:** 14-9, 10-8, 11-7, 12-6, 13-5, 1-4, 2-3.
- Rd 5:** 3-14, 4-2, 5-1, 6-13, 7-12, 8-11, 9-10.
- Rd 6:** 14-10, 11-9, 12-8, 13-7, 1-6, 2-5, 3-4.
- Rd 7:** 4-14, 5-3, 6-2, 7-1, 8-13, 9-12, 10-11.
- Rd 8:** 14-11, 12-10, 13-9, 1-8, 2-7, 3-6, 4-5.
- Rd 9:** 5-14, 6-4, 7-3, 8-2, 9-1, 10-13, 11-12.
- Rd 10:** 14-12, 13-11, 1-10, 2-9, 3-8, 4-7, 5-6.
- Rd 11:** 6-14, 7-5, 8-4, 9-3, 10-2, 11-1, 12-13.
- Rd 12:** 14-13, 1-12, 2-11, 3-10, 4-9, 5-8, 6-7.
- Rd 13:** 7-14, 8-6, 9-5, 10-4, 11-3, 12-2, 13-1.

15 or 16 players:

- Rd 1:** 1-16, 2-15, 3-14, 4-13, 5-12, 6-11, 7-10, 8-9.
- Rd 2:** 16-9, 10-8, 11-7, 12-6, 13-5, 14-4, 15-3, 1-2.
- Rd 3:** 2-16, 3-1, 4-15, 5-14, 6-13, 7-12, 8-11, 9-10.
- Rd 4:** 16-10, 11-9, 12-8, 13-7, 14-6, 15-5, 1-4, 2-3.
- Rd 5:** 3-16, 4-2, 5-1, 6-15, 7-14, 8-13, 9-12, 10-11.
- Rd 6:** 16-11, 12-10, 13-8, 14-8, 15-7, 1-6, 2-5, 3-4.
- Rd 7:** 4-16, 5-3, 6-2, 7-1, 8-15, 9-14, 10-13, 11-12.
- Rd 8:** 16-12, 13-11, 14-10, 15-9, 1-8, 2-7, 3-6, 4-5.
- Rd 9:** 5-16, 6-4, 7-3, 8-2, 9-1, 10-15, 11-14, 12-13.
- Rd 10:** 16-13, 15-11, 14-12, 1-10, 2-9, 3-8, 4-7, 5-6.
- Rd 11:** 6-16, 7-5, 8-4, 9-3, 10-2, 11-1, 12-15, 13-14.
- Rd 12:** 16-14, 15-13, 1-12, 2-11, 3-10, 4-9, 5-8, 6-7.
- Rd 13:** 7-16, 8-6, 9-5, 10-4, 11-3, 12-2, 13-1, 14-15.
- Rd 14:** 16-15, 1-14, 2-13, 3-12, 4-11, 5-10, 6-9, 7-8.
- Rd 15:** 8-16, 9-7, 10-6, 11-5, 12-4, 13-3, 14-2, 15-1.

- 13.2.** For a double-round tournament it is recommended to reverse the order of the last two rounds of the first cycle. This is to avoid three consecutive games with the same colour.

14. Restricted drawing of lots

14. 1. Varma tables

In certain cases, regulations state that, in a round robin tournament, the drawing of lots should be carried out in such a way that players of the same federation (or of any predetermined group, for that matter) do not meet in the last three rounds, if possible.

When the tournament is managed with the Berger Tables (see art. 14.1), this may be done by using the Varma tables, reproduced below for 9 to 24 players:

- **9/10 players:** A: (3, 4, 8); B: (5, 7, 9); C: (1, 6); D: (2, 10)
- **11/12 players:** A: (4, 5, 9, 10); B: (1, 8, 12); C: (2, 6, 7); D: (3, 11)
- **13/14 players:** A: (4, 5, 6, 11, 12); B: (1, 2, 8, 9); C: (7, 10, 13); D: (3, 14)
- **15/16 players:** A: (5, 6, 7, 12, 13, 14); B: (1, 2, 3, 9, 10); C: (8, 11, 15); D: (4, 16)
- **17/18 players:** A: (5, 6, 7, 8, 14, 15, 16); B: (1, 2, 3, 10, 11, 12); C: (9, 13, 17); D: (4, 18)
- **19/20 players:** A: (6, 7, 8, 9, 15, 16, 17, 18); B: (1, 2, 3, 11, 12, 13, 14); C: (5, 10, 19); D: (4, 20)
- **21/22 players:** A: (6, 7, 8, 9, 10, 17, 18, 19, 20); B: (1, 2, 3, 4, 12, 13, 14, 15); C: (11, 16, 21); D: (5, 22)
- **23/24 players:** A: (6, 7, 8, 9, 10, 11, 19, 20, 21, 22); B: (1, 2, 3, 4, 13, 14, 15, 16, 17); C: (12, 18, 23); D: (5, 24)

The players mentioned in the same group (A, B, C or D) are not scheduled to meet in the last three rounds.

Note: The Varma tables are based on the Berger Tables. In the latter, the numbers of the players facing each other comply with a well defined rule: if there are $2*N$ players in the tournament, in the round R , except when player $2*N$ is involved, the sum of the numbers of the players is either $R+1$ or $R+2*N$. The player $2*N$ meets $(R+1)/2$ if R is odd, or $R/2+N$, if R is even.

The Varma tables are build avoiding to put in the same section any two players (except for player $2*N$) for which the sum of their numbers equals $2*N-2$, $2*N-1$, $2*N$ or $4*N-3$. The player $2*N$ may not be put in the same section with players $N-1$, N and $2*N-1$. Moreover, in any section, at least half of the players (rounded downwards) must have a number lower than $N+1$ (or higher than N).

These same principles can be sometimes used to solve situations that the Varma tables do not cover. For instance, let's suppose that there are three federations with six players in a 22-player tournament. The Varma tables don't help but, applying their principles, the following sections can be defined (*note: $N=11$ so the sums to be avoided between two numbers are 20, 21, 22 and 41; for player-22, avoid numbers 10, 11, 21 in the same group*):

A: (1, 2, 3, 12, 13, 14); B: (5, 6, 11, 18, 19, 20); C: (7, 8, 10, 16, 17, 21); D: (4, 9, 15, 22).

14.2. Procedure for a restricted drawing of tournament numbers

The following procedure may be adopted:

- 14.2.1** The arbiter should prepare, beforehand, unmarked envelopes each containing one of the sets of numbers A, B, C and D as indicated in **15.1**. These envelopes are then respectively placed in larger envelopes, on each of which the quantity of player-numbers contained in the small envelopes is indicated.
- 14.2.2** The order in which players draw lots is determined beforehand as follows: The players from the federation with the greatest number of representatives shall draw first. Where two or more federations have the same number of representatives, precedence is determined by the alphabetical order of the FIDE country code. Among players of the same federation, precedence is determined by the alphabetical order of their names.

14.2.3 For example, the first player of the federation with the largest number of players shall choose one of the large envelopes containing at least enough numbers for his contingent, and then draw one of the numbers from this envelope. The other players from the same contingent shall also draw their numbers from the same envelope.

If some number is remaining, update the quantity of player-numbers (see 15.2.1) for the large envelope just used in order to re-use it.

14.2.4 The players of the next contingent then choose an envelope, and this procedure is repeated until all players have drawn their numbers.

15. FIDE ENDORSED ELECTRONIC CHESS EQUIPMENT

(Approved by xxxx on dd/mm/yyyy)

15.1 Endorsement Procedure

15.1.1 The FIDE Technical Commission (TEC) shall be responsible for administering the process of Endorsing electronic chess equipment.

15.1.2 The manufacturer or authorised representative of the manufacturer (hereafter "manufacturer") of the electronic chess boards provides it in full working condition (hereafter "equipment"). The manufacturer is requested to fill in the Product information and Specifications document before submitting the product for testing to FIDE.

15.1.3 FIDE accepts equipment for testing if "Product information and Specifications sheet" contains all functionality marked as "Required" for the equipment.

15.1.4 The manufacturer should provide not less than 6 sets of equipment to be tested simultaneously.

15.1.5 Equipment for testing should be provided with working software to control and manage the equipment.

15.1.6 Equipment for testing should be provided with full operating manual in English in printed or electronic form.

15.1.7 The manufacturer is taking responsibility and financial obligation to provide transportation of the tested equipment to a specific test location and its return back to manufacturer after the test not depending on the result of the test.

15.1.8 The manufacturer is responsible for all financial costs required to complete the testing procedure.

15.2. Requirements for the Test

- 15.2.1** The electronic equipment should comply with the FIDE Laws of Chess, and where applicable, the Standards of Chess Equipment.
- 15.2.2** Equipment should provide stable functionality reported by the manufacturer of the equipment in its documentation throughout the whole testing period.

15.3. Testing Procedure

- 15.3.1** TEC will appoint at least one person to test the product seeking Endorsement.
- 15.3.2** The testing procedure consists of checking the Product information and Specifications sheet for documented functionality and actual functionality of the equipment.
- 15.3.3** Functionality is checked with an operations check either in conditions of the test or real chess tournament. The testing procedure can be stopped if an operational failure of one of the functions prevents further testing of the reported functions.
- 15.3.4** The manufacturer can participate in testing procedures and provide necessary technical and informational support requested by FIDE.

15.4. Test Completion

- 15.4.1** Testing is considered to be complete after the check of all reported functionality of the equipment and filling the Testing Report with the result and comments and signed by the testing official.
- 15.4.2** The Technical Commission will form their own recommendation based on the Testing Reports that they received. They will make their recommendation to FIDE Council.
- 15.4.3** FIDE Council will decide whether or not the product will be Endorsed.

15.5. Testing Reports

- 15.5.1** Testing Report for Electronic Clocks
- 15.5.2** Testing Report for Electronic Scoresheets
- 15.5.3** Testing Report for Electronic Chess Boards

16.1. TESTING REPORT – ELECTRONIC CLOCKS (Approved by xxxx on dd/mm/yyyy)

	Information	Comment
	Name of the clock	
	Name of tester	
	Period of testing	

Test	Description	Comment
1	Is it possible to read the information on the displays at a distance of 3 metres from the clock?	
2	Did you make test under normal tournament conditions with at least five players?	
3	Is it clearly visible which player is to move, from all sides of the clock?	
4	Did you make test 2.6 under normal tournament conditions with at least five players?	
5	Is there any sound given by the clock during or at the end of game?	
6	Is the clock speed equal with the normal time?	
7	Is there a low battery indication?	
8	If the answer to test 7 is yes, is this indication shown immediately after the clock is set up?	
9	Is it possible to change or delete indications of the clocks by default?	
10	Is there a short manual on the clock?	
11	Is the clock stable during use, especially when players are short on time?	
12	Did you make test 11 under normal tournament conditions with at least five players?	
13	Are the buttons used by the players sturdy enough?	
14	Did you make test 13 under normal tournament conditions with at least five players?	
15	If both flags fall, can you see which fell first?	
16	Do both clocks stop after a flag fall in the last period?	
17	Did you have problems to correct the time shown by the display or to give penalties?	
18	Did you have problems to change the move counter?	
19	Are the following rate of play available as default modes:	
19.1	40 moves in 100 minutes + 20 moves in 50 minutes + 15 minutes and 30 second per move from move 1	
19.2	40 moves in 90 minutes + 30 minutes with an increment of 30 seconds per move from move 1	
19.3	Game in 90 minutes + 30 seconds per move from move 1	
19.4	40 moves in 2 hours + 20 moves in 1 hour + 15 minutes and 30 seconds per move from 61 move	
19.5	40 moves in 2 hours + 20 moves in 1 hour + 30 minutes	
19.6	40 moves in 2 hours + 30 minutes	
19.7	Game in 60 minutes	
19.8	40 moves in 2 hours + 1 hour	
19.9	Game in 15 minutes + 10 seconds per move	
19.10	Game in 25 minutes + 10 seconds per move	
19.11	Game in 25 minutes	
19.12	Game in 3 minutes + 2 seconds per move	
19.13	Game in 5 minutes + 3 seconds per move	
19.14	Game in 5 minutes	
20	Is the incremental time when using Fisher mode added before the first move?	

	Description	Comment
	Do you have some additional remarks to some	

	questions?	
	What is your recommendation on endorsement?	

16.2. TESTING REPORT – ELECTRONIC SCORESHEETS (Approved by xxxx on dd/mm/yyyy)

	Information	Comment
	Name of the scoresheet	
	Name of tester	
	Period of testing	

Test	Description	Comment
1	Is it possible to read the information on the displays at a distance of 2 metres from the scoresheet?	
2	Is there any sound given by the scoresheet during or at the end of game?	
3	Is there a low battery indication?	
4	If the answer to test 3 is yes, is this indication shown immediately after the scoresheet is set up?	
5	Is it possible to change or delete indications of the scoresheet by default?	
6	Is there a short manual on the score sheet?	
7	Is the scoresheet stable during use, especially when players are short on time?	
8	Did you make test under normal tournament conditions with at least five players?	
9	Did you have problems to change the move counter?	
10	Does the device log user actions in game mode to prevent or detect foul play?	
11	Is the device dedicated for notating chess games only, or can it be used for any other purposes, e.g. see all previous games?	
12	Does the device fully comply with FIDE rules?	
13	Does the notation comply with the requirements of the FIDE Laws of Chess? Note that the use of figurines to represent the pieces, rather than letters, is allowed.	
14	Is it possible to notate the moves of the game with a finger, a stylus, or both?	
15	Who is able to switch out of game mode after the game – the player, or by the arbiter?	
16	Is it possible to switch out of game mode to another mode during the game?	
17	Is the game notation of at least the 7 most recent moves clearly visible for the arbiter?	
18	Is the device being in "game mode" clearly visible for everyone?	
19	Is it possible to go out of game mode by accident or deliberately, without notifying this to the player, his opponent or arbiter? Is this also clearly visible to all parties?	
20	Is it possible to scrolling through the move list?	
21	Is it possible to make corrections to the notation of previously entered moves?	
22	Is it possible to enter illegal moves?	
23	Is it possible to enter the clock time, draw offers and other abbreviations permitted by the Laws of Chess?	
24	Is it possible to input the clock times using a figurine notation?	
25	Is it possible to skip the moves of one or more turns if the player is permitted to temporarily stop recording their moves in accordance with the Laws of Chess?	

26	Does the device detect illegal moves automatically?	
27	If stalemate or checkmate is missed by the players, or an illegal move is made by the player, does the device allow subsequent moves to be recorded?	
28	Does the device have an automatic move counter available?	
29	Is the device able to restart the notation?	
30	Does the device have an arbiter mode with additional features?	
31	Is access to arbiter mode restricted to arbiters during the game?	
32	Does the arbiter mode have the ability to check threefold repetition (or fivefold repetition) of a position?	
33	Does the arbiter mode have the ability to check the fifty move (or seventy-five move) rule?	
34	Does the arbiter mode detect checkmate or stalemate?	
35	Does the arbiter mode allow corrections to the notation in the case of illegal moves?	
36	Does the device have an owner mode with additional features?	
37	Is the owner mode completely locked out during a game?	
38	Does the device have any functionality other than specifically related to recording the moves of a chess game, either to do with chess or otherwise?	
39	Is it easy to identify that the device is in owner mode?	

	Description	Comment
	Do you have some additional remarks to some questions?	
	What is your recommendation on endorsement?	

16.3. TESTING REPORT – ELECTRONIC CHESS BOARDS (Approved by xxxx on dd/mm/yyyy)

	Information	Comment
	Name of the scoresheet	
	Name of tester	
	Period of testing	

	Identification	Comment
	Manufacturer	
	Model	
	Firmware version	
	Firmware release date	
	Model release date	

Test	Physical Parameters	Comment
1	Chess Board Dimensions	
2	Chess Board Weight netto	
3	Chess Board weight brutto	
4	Full set (Chess board, chess pieces and attached required modules)	
5	Full set (Chess board, chess pieces and attached required modules) weight brutto	
6	Details for geometry of chess board parameters if it is not cubic (description)	
7	Working temperature parameters (Celsius min. and max.)	
8	Working humidity parameters (Celsius min. and	

	max.)	
9	Is equipment water resistant	
10	Chess board material	
11	Chess board colour scheme (available colours for product)	
12	"Dark" square colour scheme	
13	"Light" square colour scheme	
14	"Dark" pieces colour scheme	
15	"Light" pieces colour scheme	
16	Chess Square dimensions	
17	Chess pieces base dimensions	
18	Chess pieces type/style description	
19	Board photo in colour	
20	Chess pieces full set photo in colour	
21	Type of material package of a board	
22	Type of material of package of pieces	
23	Type of material package of connection materials and requested connection equipment (cabling, wifi/Bluetooth modules or other)	
24	Is numbering A-H/1-8 present	
25	Does it support wireless connection	

Test	Wired Connection	Comment
26	Support of cable connection to control module	
27	Power for the chess board over the cable	
28	Power for the chessboard from the battery	
29	Battery type	
30	Battery quantity	
31	Guaranteed operational time for the chess board from battery	
32	Total number of batteries and battery type for battery type power supply	
33	Additional equipment for cable type of connection aside from chess board and clocks	
34	Max. number of chess boards that can be connected to one cable "line"	

Test	Wired Connection	Comment
35	Support of wireless connection to control module	
36	Wireless module dimensions	
37	Wireless module inside the chess board	
38	Wireless module outside the chess board	
39	Wireless module dimensions	
40	Wireless module weight	
41	Wireless module power supply over cable	
42	Wireless module battery type	
43	Wireless module battery quantity	
44	Wireless module guaranteed working time from battery	
45	Wireless module supports power indicator	
46	Type of connection between wireless module and chess board	
47	Additional equipment for wireless type of connection aside from chess board and clocks	
48	Guaranteed number of fully operational wireless modules supported for recommended access point in a playing area	
49	Full set of wireless module equipment photo with cables	

Test	Compatibility with Chess Clocks	Comment
50	Compatible with electronic chess clocks for simultaneous transmission of moves and clocks data for display and broadcast in PGN or other format	
51	List of compatible clocks	

52	Type of connection between chess board and clocks	
53	Extra equipment required for clocks connection for simultaneous time information transmission with moves	
54	Type of power supply for clocks	
55	Photo of 'other' type technology module(s)	

Test	Compatibility with Chess Clocks	Comment
56	If the clock fails, is the last clock reading remembered?	
57	Does the software provide remote setup of clocks after a crash?	
58	Does the software allow the transmission of selected games to be delayed?	
59	Does the software allow transmission to be delay?	
60	Does the software allow all local real-time games broadcast on TV screens to be delay?	
61	Whether it happens that the board does not see the clock (test 20 clocks) but other boards watch it.	

Test	Working stability	Comment
62	Minimum time in ms for move to be made on a board and transmission of moves to control pc/laptop/device/local server within playing area for single board configuration with cable connection	
63	Maximum time in ms for move to be made on a board and transmission of moves to control pc/laptop/device/local server within playing area for single board configuration with cable connection	
64	Minimum time in ms for move to be made on a board and transmission of moves to control pc/laptop/device/local server within playing area for multiple board configuration with wireless connection	
65	Maximum time in ms for move to be made on a board and transmission of moves to control pc/laptop/device/local server within playing area for single board configuration with wireless connection	
66	Is time data from clocks sent not depending on moves made for timer update for games broadcast?	
67	Does equipment generate any noise during the work	
68	What is maximum noise loudness during the work	
69	Game result setup mechanism available	
70	Is equipment work affected in negative direction by strong electric field	
71	Is equipment work affected in negative direction by material of the table	
72	Is equipment work affected in negative direction by number of simultaneously working devices in single open area	
73	Does each square on the chessboard correctly recognize each chess piece?	
74	Can the chessboard put in a figure on the empty square in really?	
75	Can you set up the sensitivity of the chessboard? (reduce increase)	
76	Does sliding a piece on the chessboard during making a move can cause transmission errors?	
77	Do the connected cables disturb only one player during the game?	
78	Are the cables disturbing both players due to the uncomfortable place of connection to the chessboard?	
79	Are the cables sticking out causing the board to be unstable?	
80	Are the cables port stable and it not easy to unplug accidentally by player?	

81	Is the chessboard stable?	
82	Can a chessboard break easily?	
83	Does the entire surface of the chessboard touch the table?	
84	After switching off the power, only the position is saved. How long?	
85	Is it possible to remember the moves after turning off the power? How long?	
86	Is logical recovery move by move possible after a crash?	
87	Whether interruptions or weak internet connection can affect local broadcasting of games?	
88	Is it possible to directly read a game from a chessboard memory at any moment in the middle of the game?	
89	After finishing a game is it possible to easily block further transmission of moves, e.g., when we want to analyze?	
90	If one board breaks down, the rest also don't work?	
91	Does the kit require an adapter? What entries?	
92	Does the software detect errors showing incorrect start position?	
93	Will the transmission stop as a result of an incorrect move on the chessboard?	

Test	Software General Information	Comment
94	Software version	
95	Software release date	
96	Compatible OS	
97	Recommended OS	
98	Recommended hardware	

Test	Software Functionality	Comment
99	Maximum number of boards/devices that can be connected to single PC with recommended hardware and OS for fully operational and responsive setup	
100	Is software free	
101	Software pricing description	
102	Software provides stable detection of the boards/devices during all operational time.	
103	Software provides stable move recording and broadcast with clock time parameters at moment of a move for black and white pieces	
104	Software provides moves recording capability to file with minimum and maximum time for moves recording to a file with clocks data for each move in ms	
105	Software provides moves recording capability for separate games recording into separate files with clocks data for each move	
106	Software provides manual input of necessary data for Tournament name, Round, Date, White pieces player Name, Black pieces player name, White rating, White title, Black rating, Black title, Remarks for each game	
107	Software provides tournament configuration import from configuration file of certain format with data for Tournament name, Round, Date, White pieces player Name, Black pieces player name, White rating, White title, Black rating, Black title, Remarks for each game	
108	Software provides game record in PGN format	
109	Maximum time in ms and minimum time in ms for creation of PGN file with game(s) upon moves or clocks updates with multiple boards setup	
110	Maximum time in ms and minimum time in ms for creation of PGN file with game(s) upon moves or	

	clocks updates with single boards setup	
111	Software provides other types of games broadcast (server-client, remote Internet game servers) . Description and requirements	
112	Software provides local PGN file creation offline (without Internet connection)	
113	Software provides storage and visual editing of previously finished games	
114	Software provides visual editing of incorrect running games without blocking of record and display of other running games	
115	Software provides editing of results of finished games	
116	Software provides editing of results of running games	
117	Software provides clock time for each move even for edited game	
118	Software provides manual edit of all data for a given game during the game: Tournament name, Round, Date, White pieces player Name, Black pieces player name, White rating, White title, Black rating, Black title,Remarks with update of this data in PGN file or any other broadcast mechanism	
119	Software provides local real-time games broadcast on TV screens or other media with and image of a board (s), moves, names of players, tournament name, clock times. Minimum number of seconds and maximum number of seconds between move made of a board and display of it on a screen	
120	Software provides remote setup of clocks before the start of the game	
121	Software provides remote setup of clocks during the game	
122	Software provides control of power remaining for batteries if used in any device	
123	Software provides automatic moves recording after game was edited and all consecutive moves are valid for a still running game	
124	Software provides board memory record not depending on correctness of moves with moves and clocks data for finished and running games available for review at any moment.	
125	Software provides data display for each game – board position, clocks data, white name, black name	
126	Software provides 'health' data for each board – connection strength, cable connection quality	
127	Software interface does not block functionality of not active modules in case any other module is used and provides parallel operation of all modules not depending on situation when another module (tab) is active.	

Test	Information	Comment
128	Detailed Description of technology for board connection and moves recording/transmitting provided	
129	Guarantee warranty period	
130	Types of technology used for the equipment with specifications (Wifi, Bluetooth optical, radio or other) with exact version, type and used hardware with physical parameters, frequencies used	
131	All hardware used is approved by manufacturer as safe for human (Y/N)	
132	Existing safety standard certificates	
133	Other certificates for the equipment	
134	Printed installation manual is available in a package in English	
135	Printed operation manual is available in a package in English	

136	Printed installation manual is available in a package in other languages	
137	Printed operation manual is available in a package in other languages	
138	Download installation manual is available in a package in English	
139	Download operation manual is available in a package in English	
140	Download installation manual is available in a package in other languages	
141	Download operation manual is available in a package in other languages	
142	Cabled connection scheme description	
143	Cabled connection scheme description image	
144	Cabled connection scheme parameters for maximum number of devices that can be used in a line, available power voltage parameters	
145	Wireless connection scheme description	
146	Wireless connection scheme description image	
147	List of recommended equipment to be used (Access points)	
148	List of recommended Operating systems compatible	
149	List of recommended hardware parameters for single and multi-board configuration	

	Description	Comment
	Do you have some additional remarks to some questions?	
	What is your recommendation on endorsement?	

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