Mandatory Tie-Breaks

In this document, all the tie-breaks that a FIDE-approved program must implement are listed by means of a code (called Rank Order Descriptor), which will be described below.

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

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

Rank order name	:Teamscore	/Variant [/Variant]

Rank order names:

> **See (Handbook) Table C.07.5** *(to detail ESB, see Articles C.07.13.2.1-4)*
> *Note: Knock-out tie-breaks after EDE (EDEBT, EDEBB, EDET, EDEB) are described in this document only, in the* <u>Tie-breaks used only for teams</u> *table below.*
> *The FIDE Handbook will be updated in 2025.*

Point system for team competitions.

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

Modifiers

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

Options

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

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

Mandatory Tie-Breaks

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

Tie-breaks used only for individuals

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

Tie-breaks used for both individuals and teams

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

Tie-breaks used only for teams

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

Mandatory Tie-Breaks

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

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

<mark>x</mark> means that any reasonable value must be implemented