

FIDE ARBITERS' COMMISSION



GENS UNA SUMUS

ARBITERS' MANUAL 2014

FIDE President's welcome

Dear friends,

Let me congratulate you on the publication of the Arbiters' Manual.

I am aware of the huge amount of work put into the preparation of this important document, which includes all necessary documents for the Arbiters to be guided by, by a team of excellent and most experienced experts in this field, led by the Arbiters' Commission's dynamic and efficient Chairman T. Nikolopoulos, and comprising such renowned personalities, as G. Gijssen, F. Dapiran, W. Stubenvoll, D. De Ridder, A. Vardapetyan inter alia.

I am confident that this Manual will be instrumental in each Arbiter's work and will facilitate and enrich his/her skills in order to exercise arbiter's duties in the best way.

Commission's daily work and brilliant organization of seminars, webinars and workshops has substantially increased the number and quality of chess arbiters throughout the world, including new Federations.

I support and welcome the work and future plans of the Arbiters' Commission and wish all of its members and all the arbiters in the world, success and good guidance to players in the tournaments of FIDE in all our 181 member-Federations!

Gens Una Sumus.

A handwritten signature in black ink, appearing to be 'K. Ilyumzhinov', written over a light grey rectangular background.

Kirsan Ilyumzhinov
President

Moscow, 7 July 2014

Introduction

Dear friends,

The FIDE Arbiters' Commission has the pleasure to publish the 2014 Arbiters' Manual.

This Manual is a team work, in which some of the most experienced Arbiters, such as Geurt Gijssen, Werner Stubenvoll, Ashot Vardapetian, Franca Dapiran, Dirk De Ridder and Takis Nikolopoulos, participated, writing its parts.

Many thanks belong to Mario Held for his excellent work for the Dutch Swiss System that we published in the Manual, as well as to the Arbiters who also contributed to this work with their proposals, such as Stewart Ruben, Rathinam Anatharam and Arild Rimestad.

The Manual includes everything that is necessary for an Arbiter to know.

It includes the Laws of Chess, with necessary interpretations, the Tournament Rules, the Swiss System and the pairings regulations with examples for pairings in a tournament, the title regulations with example of calculating norms, the rating regulations with example of calculating ratings, the Arbiters' title regulations, etc.

We hope that this Manual will be a very useful tool for the Arbiters all over the world and it will offer them a great help in exercising their duties in the best way.

The Manual will be updated whenever it is necessary, in order to include all changes in FIDE Rules and Regulations.

You are welcomed to send your comments, opinions, proposals to the FIDE Arbiters' Commission.

Your help in our effort will be valuable.

Athens, 30 June 2014

Takis Nikolopoulos
Chairman
FIDE Arbiters' Commission

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A short history of the Laws of Chess

FIDE was founded in Paris on 20 July 1924 and one of its main programmes was to unify the rules of the game. The first official rules for chess were published in 1929 in French.

An update of the rules was published (once more in French) in 1952 with the amendments by the FIDE General Assembly.

There was another edition in 1966, with comments to the rules. Finally in 1974 the Permanent Rules Commission published the first English edition with new interpretations and some amendments. In the following years the Permanent Rules Commission made some more changes, based on experience from competitions.

The last major change was made in 1997 when the 'more or less' actual Laws of Chess were split into three parts: the Basic Rules of Play, the Competition Rules and Appendices.

The first part - Articles 1 to 5 - is important for all people playing chess; while the second part – Articles 6 to 14 - mainly applies to chess tournaments. In the third part there are some appendices and the guidelines for adjourned games.

Starting from 1997 the FIDE Rules and Tournament Regulation Commission (RTRC) made changes of the Laws of Chess only every four years, coming into force on 1st July of the year following the decision.

Let us finish the history with the prefaces of the 1958 and 1974 Rules of Chess:

1958

"GENERAL OBSERVATIONS. The Laws of Chess cannot, and should not, regulate all possible situations that may arise during a game, nor they can regulate all questions of organization. In most cases not precisely regulate by an Article of the Laws, one should be able to reach a correct judgment by applying analogous stipulations for situations of a similar character. As to the arbiters' tasks, in most cases one must presuppose that arbiters have the competence, sound of judgment, and absolute objectivity necessary. A regulation too detailed would deprive the arbiter of his freedom of judgment and might prevent him from finding the solution dictated by fairness and compatible with the circumstances of a particular case, since one cannot foresee every possibility."

1974

"FIDE INTERPRETATIONS. During recent years the Commission has been more or less overwhelmed by a steadily growing number of proposals and questions. That, of itself, is a good thing. However, there is a marked tendency in those many questions and proposals to bring more and more refinements and details into the Laws of Chess."

Clearly the intention is to get more and more detailed instructions concerning “how to act in such and such case”. This may be profitable for a certain type of arbiter, but at the same time may be a severe handicap for another, generally the best, type of arbiter. The Commission in its entirety takes the firm position that the laws of Chess should be as short and as clear as possible. The Commission strongly believes that minor details should be left to the discretion of the arbiter. Each arbiter should have the opportunity, in case of a conflict, to take into account all the factors of the case and should be not bound by too detailed sub-regulations which may be not applicable to the case in question. According to the Commission, the Laws of Chess must be short and clear and leave sufficient scope to the arbiter to deal with exceptional or unusual cases. The Commissions appeals to all chess federations to accept this view, which is in the interest of the hundreds of thousands of chess players, as well as of the arbiters, generally speaking. If any chess federation wants to introduce more detailed rules, it is perfectly free to do so, provided:

- a) they do not in any way conflict with the official FIDE rules of play;*
- b) they are limited to the territory of the federation in question; and*
- c) they are not valid for any FIDE tournament played in the territory of the federation in question.”*

FIDE LAWS of CHESS

INTRODUCTION

The FIDE Laws of Chess cover over-the-board play.

The Laws of Chess have two parts:

1. Basic Rules of Play
2. Competition Rules.

The English text is the authentic version of the Laws of Chess, which was adopted at the 84th FIDE Congress at Tallinn (Estonia), coming into force on 1 July 2014.

In these Laws the words 'he', 'him' and 'his' include 'she' and 'her'.

PREFACE

The Laws of Chess cannot cover all possible situations that may arise during a game, nor can they regulate all administrative questions. Where cases are not precisely regulated by an Article of the Laws, it should be possible to reach a correct decision by studying analogous situations which are discussed in the Laws. The Laws assume that arbiters have the necessary competence, sound judgement and absolute objectivity. Too detailed a rule might deprive the arbiter of his freedom of judgement and thus prevent him from finding the solution to a problem dictated by fairness, logic and special factors. FIDE appeals to all chess players and federations to accept this view.

A necessary condition for a game to be rated by FIDE is that it shall be played according to the FIDE Laws of Chess.

It is recommended that competitive games not rated by FIDE be played according to the FIDE Laws of Chess.

Member federations may ask FIDE to give a ruling on matters relating to the Laws of Chess.

The Preface of the Laws is one of the most important parts. Of course, the Laws cannot cover all possible situations arising during a game of chess. Sometimes only a small part of a situation is changed and only the arbiter knows what happened. Therefore it is necessary that an arbiter is free to make his own decisions and to solve any conflict in his own way.

BASIC RULES OF PLAY

Article 1: The nature and objectives of the game of chess

- 1.1 The game of chess is played between two opponents who move their pieces on a square board called a 'chessboard'. The player with the light-coloured pieces (White) makes the first move, then the players move alternately, with the player with the dark-coloured pieces (Black) making the next move. A player is said to 'have the move' when his opponent's move has been 'made'.
- 1.2 The objective of each player is to place the opponent's king 'under attack' in such a way that the opponent has no legal move. The player who achieves this goal is said to have 'checkmated' the opponent's king and to have won the game. Leaving one's own king under attack, exposing one's own king to attack and also 'capturing' the opponent's king are not allowed. The opponent whose king has been checkmated has lost the game.
- 1.3 If the position is such that neither player can possibly checkmate the opponent's king, the game is drawn (see Article 5.2.b).

Sometimes, neither white nor black can checkmate the opponent. In such a case the game is drawn. The simplest example is when on the chessboard there are only the two kings.

Article 2: The initial position of the pieces on the chessboard

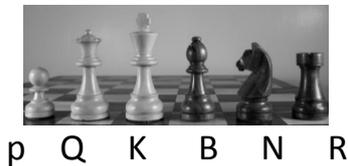
- 2.1 The chessboard is composed of an 8 x 8 grid of 64 equal squares alternately light (the 'white' squares) and dark (the 'black' squares).
The chessboard is placed between the players in such a way that the near corner square to the right of the player is white.
- 2.2 At the beginning of the game one player has 16 light-coloured pieces (the 'white' pieces); the other has 16 dark-coloured pieces (the 'black' pieces).

These pieces are as follows:

A white king	usually indicated by the symbol		K
A white queen	usually indicated by the symbol		Q
Two white rooks	usually indicated by the symbol		R

Two white bishops	usually indicated by the symbol		B
Two white knights	usually indicated by the symbol		N
Eight white pawns	usually indicated by the symbol		
A black king	usually indicated by the symbol		K
A black queen	usually indicated by the symbol		Q
Two black rooks	usually indicated by the symbol		R
Two black bishops	usually indicated by the symbol		B
Two black knights	usually indicated by the symbol		N
Eight black pawns	usually indicated by the symbol		

Staunton Pieces



2.3 The initial position of the pieces on the chessboard is as follows:



2.4 The eight vertical columns of squares are called ‘files’. The eight horizontal rows of squares are called ‘ranks’. A straight line of squares of the same colour, running from one edge of the board to an adjacent edge, is called a ‘diagonal’.

A chessboard can be made of different material, but the colour of the squares (dark = brown or black and light = white or cream) must be clearly different. It is useful that it is not shiny to avoid reflects and disturbance of players. The dimension of the chessboard must fit with the dimension of the pieces. (For more information see FIDE Handbook C.05 FIDE Tournament Rules).

It is very important to check the orientation of the chessboard and the correct position of all the pieces before starting the game. Doing this an arbiter can avoid a lot of possible claims about reversed Kings and Queens or Knights and Bishops.

Sometimes there is a disagreement between players how to place the knights. Each player has his own habit regarding this. Each player may place his own knights as he likes before the start of the game. He may only do so during the game after he has informed his opponent that he is going to adjust them (See Article 4: “J’adoube” – “I adjust”).

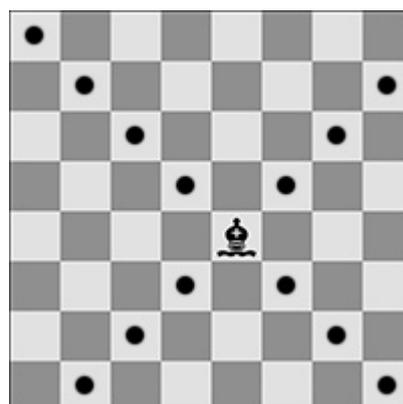
Article 3: The moves of the pieces

3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour. If a piece moves to a square occupied by an opponent’s piece the latter is captured and removed from the chessboard as part of the same move. A piece is said to attack an opponent’s piece if the piece could make a capture on that square according to the Articles 3.2 to 3.8.

A piece is considered to attack a square, even if this piece is constrained from moving to that square because it would then leave or place the king of its own colour under attack.

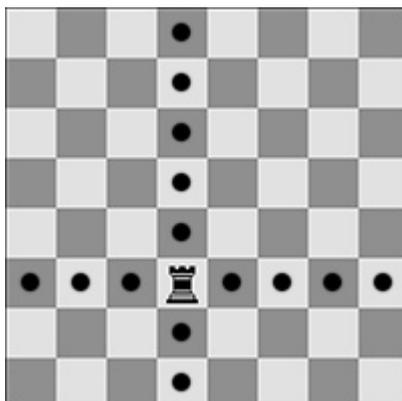
Even if a piece is pinned against its own king, it attacks all the squares to which it would be able to move, if it were not pinned.

3.2 The bishop may move to any square along a diagonal on which it stands.

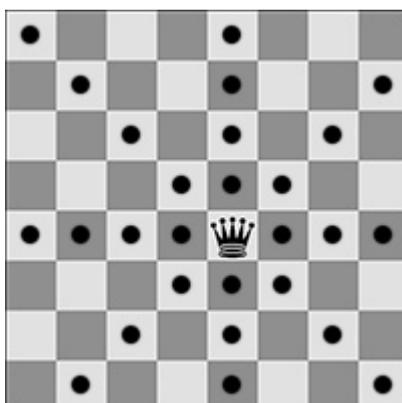


Initially each player has two bishops, one of which moves on light squares, the other one on dark squares. If a player has two or more bishops on squares of the same colour, it must be that the second bishop is the result of a promotion (See article 3.7.e), or an illegal move was played.

3.3 The rook may move to any square along the file or the rank on which it stands.

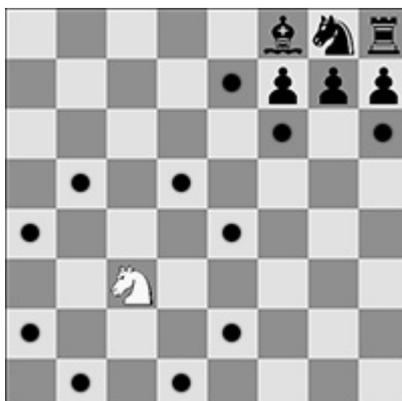


3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands.

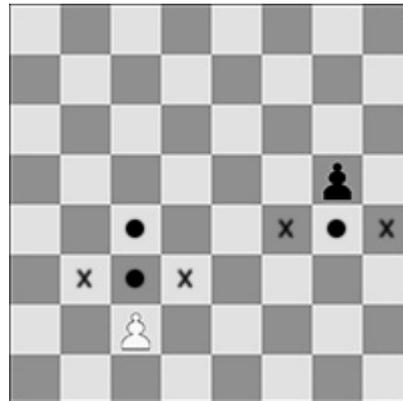


3.5 When making these moves the bishop, rook or queen may not move over any intervening pieces.

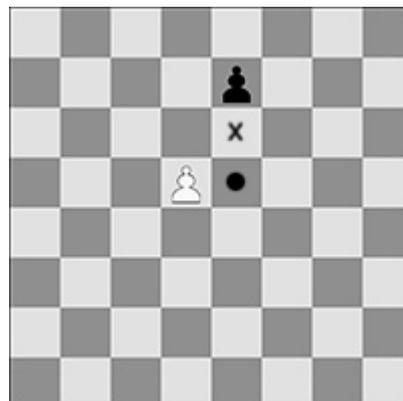
3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.



- 3.7 a. The pawn may move forward to the square immediately in front of it on the same file, provided that this square is unoccupied, or
 b. on its first move the pawn may move as in 3.7.a; alternatively it may advance two squares along the same file provided both squares are unoccupied, or
 c. the pawn may move to a square occupied by an opponent's piece, which is diagonally in front of it on an adjacent file, capturing that piece.



- d. A pawn occupying a square on the same rank as and on an adjacent file to an opponent's pawn which has just advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square. This capture is only legal on the move following this advance and is called an 'en passant' capture.

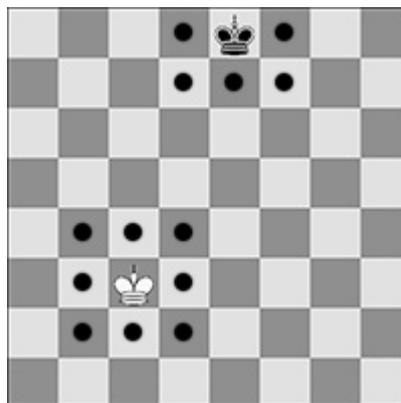


- e. When a player, having the move, plays a pawn to the rank furthest from its starting position, he must exchange that pawn as part of the same move for a new queen, rook, bishop or knight of the same colour on the intended square of arrival.
 This is called the square of 'promotion'. The player's choice is not restricted to pieces that have been captured previously. This exchange of a pawn for another piece is called promotion, and the effect of the new piece is immediate.

When a player places an inverted (upside-down) Rook in the promotion square and continues the game, the piece is considered as a Rook, even if he names it as a “Queen” or any other piece.

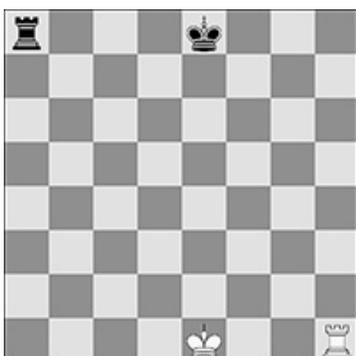
To put an inverted Rook on the promotion square is not considered as an illegal move. The Arbiter has to intervene and put the Rook in its correct position on the square and he may penalize the player according to the Article 12.9.

3.8 a. There are two different ways of moving the king, by moving to an adjoining square

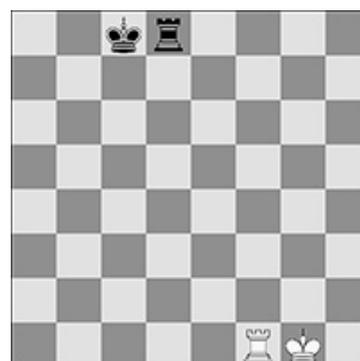


or ‘castling’.

This is a move of the king and either rook of the same colour along the player’s first rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred to the square the king has just crossed.



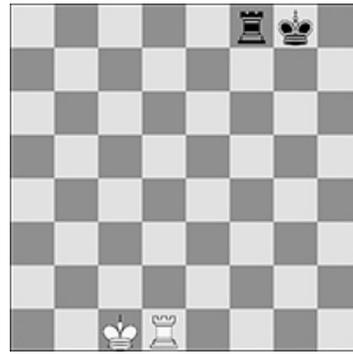
***Before white kingside castling
Before black queenside castling***



***After white kingside castling
After black queenside castling***



***Before white queenside castling
Before black kingside castling***



***After white queenside castling
After black kingside castling***

- b. (1) The right to castle has been lost:
 [a] if the king has already moved, or
 [b] with a rook that has already moved.
- (2) Castling is prevented temporarily:
 [a] if the square on which the king stands, or the square which it must cross, or the square which it is to occupy, is attacked by one or more of the opponent's pieces;
 [b] if there is any piece between the king and the rook with which castling is to be effected.
- 3.9 The king is said to be 'in check' if it is attacked by one or more of the opponent's pieces, even if such pieces are constrained from moving to that square occupied by the king because they would then leave or place their own king in check. No piece can be moved that will either expose the king of the same colour to check or leave that king in check.
- 3.10 a. A move is legal when all the relevant requirements of Articles 3.1 – 3.9 have been fulfilled.
 b. A move is illegal when it fails to meet the relevant requirements of Articles 3.1 – 3.9
 c. A position is illegal when it cannot have been reached by any series of legal moves.

Article 4: The act of moving the pieces

- 4.1 Each move must be made with one hand only.
 4.2 Provided that he first expresses his intention (for example by saying „j’adoube“ or “I adjust”), only the player having the move may adjust one or more pieces on their squares.

Article 4.2 may only be used to correct displaced pieces. In the case the opponent is not present at the board a player should inform the arbiter - if there is an arbiter present - before he starts to adjust pieces on the chessboard.

- 4.3 Except as provided in Article 4.2, if the player having the move touches on the chessboard, with the intention of moving or capturing:
- a. one or more of his own pieces, he must move the first piece touched that can be moved, or
 - b. one or more of his opponent's pieces, he must capture the first piece touched that can be captured, or
 - c. one piece of each colour, he must capture the opponent's piece with his piece or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear whether the player's own piece or his opponent's was touched first, the player's own piece shall be considered to have been touched before his opponent's.
- 4.4 If a player having the move
- a. touches his king and a rook he must castle on that side if it is legal to do so,
 - b. deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3.a,
 - c. intending to castle, touches the king and then a rook, but castling with this rook is illegal, the player must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move,
 - d. promotes a pawn, the choice of the piece is finalised, when the piece has touched the square of promotion.
- 4.5 If none of the pieces touched in accordance with Article 4.3 or Article 4.4 can be moved or captured, the player may make any legal move.
- 4.6 The act of promotion may be performed in various ways:
- a. the pawn does not have to be placed on the square of arrival,
 - b. removing the pawn and putting the new piece on the square of promotion may occur in any order.
- If an opponent's piece stands on the square of promotion, it must be captured.
- 4.7 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot be moved to another square on this move. The move is then considered to have been made in the case of:

- a. a capture, when the captured piece has been removed from the chessboard and the player, having placed his own piece on its new square, has released this capturing piece from his hand.
- b. castling, when the player's hand has released the rook on the square previously crossed by the king. When the player has released the king from his hand, the move is not yet made, but the player no longer has the right to make any move other than castling on that side, if this is legal.
If castling on this side is illegal, the player must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.
- c. promotion, when the player's hand has released the new piece on the square of promotion and the pawn has been removed from the board.

4.8 A player forfeits his right to a claim against his opponent's violation of Articles 4.1 – 4.7 once the player touches a piece with the intention of moving or capturing it.

4.9 If a player is unable to move the pieces, an assistant, who shall be acceptable to the arbiter, may be provided by the player to perform this operation.

If an arbiter observes a violation of Article 4 he must always intervene immediately. He should not wait for a claim to be submitted by a player.

Article 5: The completion of the game

- 5.1 a. The game is won by the player who has checkmated his opponent's king. This immediately ends the game, provided that the move producing the checkmate position was in accordance with Article 3 and Articles 4.2 – 4.7.
- b. The game is won by the player whose opponent declares he resigns. This immediately ends the game.

A player may resign in a number of different ways:

- stopping the clock*
- announcing his resignation*
- knocking over the king*
- reaching out his hand to the opponent*
- signing a score sheet, and so on.*

All of these possibilities are capable of being misinterpreted. Therefore the situation has to be clarified.

A player who does not wish to continue a game and leaves without resigning - or notifying the arbiter - is being discourteous. He may be penalised, at the discretion of the CA, for poor sportsmanship.

- 5.2
- a. The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'stalemate'. This immediately ends the game, provided that the move producing the stalemate position was in accordance with Article 3 and Articles 4.2 – 4.7.
 - b. The game is drawn when a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves. The game is said to end in a 'dead position'. This immediately ends the game, provided that the move producing the position was in accordance with Article 3 and Articles 4.2 – 4.7.
 - c. The game is drawn upon agreement between the two players during the game. This immediately ends the game.
 - d. The game may be drawn if an identical position is about to appear or has appeared on the chessboard at least three times (see Article 9.2).
 - e. The game may be drawn if each player has made at least the last 50 consecutive moves without the movement of any pawn and without any capture (see Article 9.3).

The best way to conclude a game is to write down the result on the score sheet (if there is any) (See Article 8) and for both players to sign it. This then forms a legal document. Even then things can go wrong. Sometimes it happened that two players signed the score sheet as a draw. In fact White had won. (See Article 8.7 for such a situation.)

COMPETITION RULES

Article 6: The chess clock

6.1 'Chess clock' means a clock with two time displays, connected to each other in such a way that only one of them can run at one time.

'Clock' in the Laws of Chess, means one of the two time displays. Each time display has a 'flag'. 'Flag fall' means the expiration of the allotted time for a player.

Some digital clocks show “ – “ instead of a flag.

6.2 a. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock (that is to say, he shall press his clock). This “completes” the move.

A move is also completed if:

- (1) the move ends the game (see Articles 5.1.a, 5.2.a, 5.2.b, 5.2.c, 9.6a, 9.6b and 9.7), or
- (2) the player has made his next move, in case his previous move was not completed.

A player must be allowed to stop his clock after making his move, even after the opponent has made his next move. The time between making the move on the chessboard and pressing the clock is regarded as part of the time allotted to the player.

Sometimes the following situation occurs:

A player makes a move and before he has stopped his clock, the opponent makes a move. In this situation the player has still the right to stop his clock and to start his opponent's clock.

A game may have more than one period. The requirements of the allotted number of moves and the additional amount of time with each move for each period must be specified in advance. These parameters should not change during a tournament.

b. A player must press his clock with the same hand with which he made his move. It is forbidden for a player to keep his finger on the clock or to 'hover' over it.

A player displaces some pieces; in this situation the opponent keeps his finger on the clock button to avoid the player pressing his clock. This is forbidden according to this Article.

- c. The players must handle the chess clock properly. It is forbidden to press it forcibly, to pick it up, to press the clock before moving or to knock it over. Improper clock handling shall be penalised in accordance with Article 12.9.
- d. Only the player whose clock is running is allowed to adjust the pieces
- e. If a player is unable to use the clock, an assistant, who must be acceptable to the arbiter, may be provided by the player to perform this operation. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to the clock of a player with a disability.

It is usual that 10 minutes are deducted from the time of the player who needs an assistant. In case of a disabled player no deduction has to be made.

6.3 a. When using a chess clock, each player must complete a minimum number of moves or all moves in an allotted period of time and/or may be allocated an additional amount of time with each move. All these must be specified in advance.

b. The time saved by a player during one period is added to his time available for the next period, where applicable.

In the time-delay mode both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move. The countdown of the main thinking time only commences after the fixed extra time has expired. Provided the player stops his clock before the expiration of the fixed time, the main thinking time does not change, irrespective of the proportion of the fixed extra time used.

1. *Cumulative (Fischer) mode: In this mode each player has a main thinking time and receives a fixed extra time (increment) for each move. This increment for his first move is added before he starts his game and then immediately after he has completed each of his following moves. If a player completes his move before the remaining time of this increment for the move expires, this remaining time will be added to the main thinking time.*
2. *Bronstein mode: The main difference between Fisher mode and Bronstein mode is the handling of the extra time. If the player does not use the whole extra time in Bronstein mode the remaining part is deleted.*
3. *Time delay mode: Each player receives a main thinking time. When a player has the move the clock will not start counting for a fixed period (increment). After this period expired the clock is counting down the main playing time.*

6.4 Immediately after a flag falls, the requirements of article 6.3 a. must be checked.

This means that the arbiter (or the player) has to check if the minimum numbers of moves have been completed.

Consider a game 90 minutes for 40 moves and 30 minutes for the rest of the game. It is normal to investigate whether 40 moves have been made by both players only after a flag has fallen.

If a push counter is used in a digital clock then it is possible to establish whether 40 moves have been made before a flag fall. But this is very dangerous unless the clock displays the number of pushes as a player may have made a mistake. When a digital board is used this may also help in determining the number of moves played.

6.5 Before the start of the game the arbiter shall decide where the chess clock is placed.

In individual tournaments the chess clock is normally placed on the right side of the player who has the black pieces. The chess boards shall be placed in a way so that the arbiter will be able to check at once as many clocks as possible. In case of a disabled left-handed player the arbiter might arrange for the players to sit on the other side of the board. In team competitions the members of the same team usually sit in a row. Then the pieces are set alternate black and white and the clocks all point the same way. Be careful! It quite often happens in team competitions that a player presses the clock of his neighbour.

6.6 At the time determined for the start of the game the clock of the player who has the white pieces is started.

In small tournaments the arbiter starts all clocks.

In tournaments with many players the arbiter announces the start of the round and states that White's clock is started. The arbiter then goes round the room checking that White's clock has been started on all boards.

6.7 a. The rules of a competition shall specify in advance a default time. Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise.

b. If the rules of a competition specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.

The start of the session is the moment, when the arbiter announces it. If the default time is 0, the arbiter has to declare the game lost for the players who are not present.

Article 8.d of the FIDE Tournament Rules states that for events with more than 30 participants a large digital countdown device must be installed in the playing hall. For FIDE events with fewer than 30 players an appropriate announcement must be made five minutes before the round is due to start and again one minute before start of the game.

*If the default time is not 0, it is advisable that the arbiter publicly announces the time of the start of the round and that he writes down the starting time.
If the default time is for example 30 minutes and the round was scheduled to start at 15.00, but actually started at 15.15, then any player who doesn't come before 15.45 loses.*

6.8 A flag is considered to have fallen when the arbiter observes the fact or when either player has made a valid claim to that effect.

A flag is considered to have fallen when it is noticed or claimed, not when it physically happened.

6.9 Except where Article 5.1.a, 5.1.b, 5.2.a, 5.2.b, and 5.2.c applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player. However, the game is drawn, if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

6.10 a. Every indication given by the chess clock is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced by the arbiter, who shall use his best judgement when determining the times to be shown on the replacement chess clock.

*To have the possibility to determine as accurately as possible the times on the replaced chess clock, it is advisable to check the clocks during the round, for instance every 30 minutes, and to record the times and the number of moves made.
This can be particularly valuable when an increment is used.
If a chess clock must be replaced it is essential to mark it as defective and to separate it from the clocks that work correctly.*

b. If during a game it is found that the setting of either or both clocks is incorrect, either player or the arbiter shall stop the chess clock immediately. The arbiter

shall install the correct setting and adjust the times and move-counter, if necessary. He shall use his best judgement when determining the clock settings.

It is advisable to write down all the known details of the two clocks before making an adjustment.

- 6.11 If both flags have fallen and it is impossible to establish which flag fell first then
- a. the game shall continue if this occurs in any period of the game except the last period,
 - b. the game is drawn if this occurs in the period of a game, in which all remaining moves must be completed.

There are two types of chess clocks: analogue and digital chess clocks. If digital clocks are used, it is possible to define which flag has fallen first. A problem may arise only when analogue chess clocks are used. Therefore it is advisable to use in a tournament one type of chess clocks only.

- 6.12 a. If the game needs to be interrupted, the arbiter shall stop the clocks.
- b. A player may stop the clocks only in order to seek the arbiter's assistance, for example when promotion has taken place and the piece required is not available.
 - c. The arbiter shall decide when the game restarts.
 - d. If a player stops the chess clock in order to seek the arbiter's assistance, the arbiter shall determine whether the player had any valid reason for doing so. If it is obvious that the player had no valid reason for stopping the chess clock, the player shall be penalised according to Article 12.9.

A player may stop the clocks if he feels disturbed by his opponent or spectators or is unwell. Going to the toilet is not necessarily a valid reason for stopping the clocks. The Arbiter may decide otherwise, in case there are medical reasons.

- 6.13 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made, and clocks which also show the number of moves, are allowed in the playing hall. However, the player may not make a claim relying solely on information shown in this manner.

An arbiter must realise that the information displayed may be incorrect.

Article 7: Irregularities

- 7.1 If an irregularity occurs and the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the chess clock. This includes the right not to change the clock times. He shall also, if necessary, adjust the clock's move-counter.
- 7.2 a. If during a game it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game shall be played.

Be aware that the incorrectness was found during and not after the game. It is not mentioned who or how the mistake was found. If a game is played on an electronic chessboard, it can happen that the computer stops to record the moves. In such cases the operator may inform the arbiter that something went wrong and the arbiter has the duty to check what happened.

- b. If during a game it is found that the chessboard has been placed contrary to Article 2.1, the game shall continue but the position reached must be transferred to a correctly placed chessboard.
- 7.3 If a game has begun with colours reversed then it shall continue, unless the arbiter rules otherwise.

In case the irregularity was found early enough, for example within the first five minutes, and no exchanges of pawns or pieces have been made, then the Arbiter may decide the game to start from the beginning with the right colours. The Arbiter shall not start a new game when there is a possibility that the schedule of the tournament will be in danger.

- 7.4 If a player displaces one or more pieces, he shall re-establish the correct position in his own time. If necessary, either the player or his opponent shall stop the chess clock and ask for the arbiter's assistance. The arbiter may penalise the player who displaced the pieces.

The Arbiter must be very careful here. Suppose player A has the move and his clock is running. Then player B displaces one of his own pieces (by accident). It is not correct that player A starts player B's clock. Of course, if player A is really disturbed, he shall summon the arbiter, after he has stopped both clocks. This Article should be applied with flexibility.

7.5 a. If during a game it is found that an illegal move has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. Articles 4.3 and 4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.

If the player has moved a pawn to the furthest distant rank, pressed the clock, but not replaced the pawn with a new piece, the move is illegal. The pawn shall be replaced by a queen of the same colour as the pawn.

First of all, it is very important that the irregularity must be discovered during the game. After the players have signed the score sheets or in another way it is clear that the game is over, corrections are not possible. The result stands. Furthermore in case the irregularity is discovered during the game, it is important, that the game continues with the piece the irregular move was played or that the piece which was taken will be taken with another piece, if possible.

b. After the action taken under Article 7.5.a, for the first completed illegal move by a player the arbiter shall give two minutes extra time to his opponent; for a second completed illegal move by the same player the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

7.6 If during a game it is found that any piece has been displaced from its correct square the position before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The game shall then continue from this reinstated position.

It is advisable that the investigation to determine from which position the game shall be continued, will take place under supervision of the arbiter.

Article 8: The recording of the moves

8.1 a. In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation (Appendix C), on the score sheet prescribed for the competition.

It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2 or 9.3 or adjourning a game according to Appendix E.1.a.

- b. The score sheet shall be used only for recording the moves, the times of the clocks, offers of a draw, matters relating to a claim and other relevant data.
- c. A player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another.
- d. Both players must record the offer of a draw on the score sheet with a symbol (=).
- e. If a player is unable to keep score an assistant, who must be acceptable to the arbiter, may be provided by the player to write the moves. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to a player with a disability.

Notice that it is forbidden to record the move in advance. Only in case of a draw claim (Article 9.2. and 9.3) and adjourning it is allowed.

It is permitted to record the moves as a pair (his opponent's move and his own move), but the score sheet has to be up to date before making the next move.

8.2 The score sheet shall be visible to the arbiter throughout the game.

Nowadays there are generally no problems with this Article. In the past, when recording the move before making it was allowed, some players had the habit to cover the next move by their pen. This happens now only when the opponent is in time trouble and does not record the moves. But still the arbiter has full right to remove the pen from the score sheet.

8.3 The score sheets are the property of the organisers of the competition.

A player is not allowed to keep his original score sheet. He has to deliver it to the arbiter when the game is finished and keep a copy (if any).

8.4 If a player has less than five minutes left on his clock at some stage in a period and does not have additional time of 30 seconds or more added with each move, then for the remainder of the period he is not obliged to meet the requirements of Article 8.1.

8.5 a. If neither player keeps score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after a flag

has fallen the arbiter shall stop the chess clock. Then both players shall update their score sheets, using the arbiter's or the opponent's score sheet.

It happens quite often that in this time trouble phase the player asks the arbiter how many moves are left until the time control. The arbiter shall never give any information about the number of made moves, even not after a player or both players have completed the required number of moves. Only after a flag fall the arbiter shall come into action: he stops both clocks and orders the players to update the score sheets.

Only after both players have updated their score sheets the arbiter shall start the clock of the player who has the move.

- b. If only one player has not kept score under Article 8.4, he must, as soon as either flag has fallen, update his score sheet completely before moving a piece on the chessboard. Provided it is that player's move, he may use his opponent's score sheet, but must return it before making a move.

Notice that, in this situation, after a flag fall, the arbiter does not stop the clocks.

- c. If no complete score sheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant. He shall first record the actual game position, clock times, whose clock was running and the number of moves made/completed, if this information is available, before reconstruction takes place.

The reconstruction should take place after both clocks have been stopped and should preferably be done away from the players chessboards, so that not to disturb other players.

- 8.6 If the score sheets cannot be brought up to date showing that a player has overstepped the allotted time, the next move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made or completed.

Suppose the required number of moves until the time control is 40. If only 37 moves can be found, then the next move on the score sheet will be move 41; if only 42 can be found and it is sure that more moves were completed, but not exactly how many moves, then the next move will be counted as move number 43.

- 8.7 At the conclusion of the game both players shall sign both score sheets, indicating the result of the game. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.

At the moment the arbiter sees that a game has been finished, he should rush to that board and request the players to write the result of the game and to sign the score sheets. The arbiter should immediately check that both score sheets show the identical results.

Article 9: The drawn game

- 9.1 a. The rules of a competition may specify that players cannot agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.

If a competition applies this rule, then the mentioned number of moves or the no agreement at all, should be communicated with the players in the invitation to the tournament. It is advisable before the start of the tournament to repeat the rule of the tournament. It is clear that the rule applies only for a draw agreement. The Articles 9.2, 9.3 and 9.6 still apply during the whole game.

- b. However, if the rules of a competition allow a draw agreement the following shall apply:
- (1) A player wishing to offer a draw shall do so after having made a move on the chessboard and before pressing his clock. An offer at any other time during play is still valid but Article 11.5 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.
 - (2) The offer of a draw shall be noted by each player on his score sheet with the symbol (=).
 - (3) A claim of a draw under Article 9.2 or 9.3 shall be considered to be an offer of a draw.

The correct sequence of a draw offer is clear:

- 1. making a move*
- 2. offering of a draw*
- 3. pressing the clock.*

If a player deviates from this order, the offer still stands though it is in fact incorrect. The arbiter in this case has to penalise the player, according to the Article 12.9. No conditions can be attached. Some examples: The player forces the opponent to accept the offer within 2 minutes. In a team competition: a draw is offered under the condition that another game in the match shall be resigned or shall be drawn as well. In both cases the offer of a draw is valid, but not the attached condition. Regarding 9.1.b. (3): If a player claims a draw, the opponent has the possibility to agree immediately to the draw. In this case the arbiter does not need to check the correctness of the claim. But be careful. If there is a draw restriction (for example: no draw offers are allowed before 30 moves have been completed by both players) and the claim has been submitted before that move (i.e. after 28 moves), then the claim has to be checked by the Arbiter in any case, even if the opponent would agree to a draw.

- 9.2 The game is drawn upon a correct claim by a player having the move, when the same position, for at least the third time (not necessarily by a repetition of moves)
- a. is about to appear, if he first writes his move, which cannot be changed, on his score sheet and declares to the arbiter his intention to make this move, or
 - b. has just appeared, and the player claiming the draw has the move.

Positions are considered the same if and only if the same player has the move, pieces of the same kind and colour occupy the same squares, and the possible moves of all the pieces of both players are the same.

Thus positions are not the same if:

- (1) at the start of the sequence a pawn could have been captured en passant
- (2) a king or rook had castling rights, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.

It is advisable to check the correctness of a claim in the presence of both players. It is also advisable to replay the game and not to decide by only using the score sheets. If electronic boards are used it is possible to check it on the computer.

- 9.3 The game is drawn, upon a correct claim by a player having the move, if
- a. he writes his move, which cannot be changed, on his score sheet and declares to the arbiter his intention to make this move which will result in the last 50 moves by each player having been made without the movement of any pawn and without any capture, or

- b. the last 50 consecutive moves by each player have been completed without the movement of any pawn and without any capture.

See comment to article 9.2.

- 9.4 If the player touches a piece as in Article 4.3 he loses the right to claim a draw under Article 9.2 or 9.3 on that move.

The player loses his right to claim a draw only on that move. He has always the possibility to make a new claim in the game based on the actual position.

- 9.5 If a player claims a draw under Article 9.2 or 9.3 he or the arbiter shall stop the chess clock (see Articles 6.12.a or 6.12.b). He is not allowed to withdraw his claim.
- a. If the claim is found to be correct, the game is immediately drawn.
 - b. If the claim is found to be incorrect, the arbiter shall add two minutes to the opponent's remaining thinking time. Then the game shall continue. If the claim was based on an intended move, this move must be made in accordance with Articles 3 and 4.

It is mentioned that the intended move must be played, but if the intended move is illegal, another move with this piece must be made. All the other details of Article 4 are also valid.

- 9.6 If one or both of the following occur(s) then the game is drawn:
- a. the same position has appeared, as in 9.2b, for at least five consecutive alternate moves by each player.
 - b. any consecutive series of 75 moves have been completed by each player without the movement of any pawn and without any capture. If the last move resulted in checkmate, that shall take precedence.

- 9.7 The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves. This immediately ends the game, provided that the move producing this position was legal.

In both 9.6 and 9.7 cases the Arbiter has to intervene and stop the game, declaring it as a draw.

Article 10: Points

11.1 Unless the rules of a competition specify otherwise, a player who wins his game or wins by forfeit, scores one point (1), a player who loses his game or loses by forfeit scores no points (0) and a player who draws his game scores a half point ($\frac{1}{2}$).

Another scoring system from time to time used is for a win 3 points, for a draw 1 point and for a lost game 0 points.

Article 11: The conduct of the players

11.1 The players shall take no action that will bring the game of chess into disrepute.

This is an Article which can be used for any infringements not mentioned in the Laws of Chess

11.2 The 'playing venue' is defined as the 'playing area', rest rooms, toilets, refreshment area, area set aside for smoking and other places as designated by the arbiter.

The playing area is defined as the place where the games of a competition are played.

Only with the permission of the arbiter can

- a. a player leave the playing venue
- b. the player having the move be allowed to leave the playing area
- c. a person who is neither a player nor arbiter be allowed access to the playing area.

If possible, spectators should not enter the playing area. It is advisable to have all other rooms always under control of assistants.

11.3 a. During play the players are forbidden to make use of any notes, sources of information or advice, or analyse any game on another chessboard.

b. During play, a player is forbidden to have a mobile phone and/or other electronic means of communication in the playing venue. If it is evident that a player brought such a device into the playing venue, he shall lose the game. The opponent shall win.

The rules of a competition may specify a different, less severe, penalty.

The arbiter may require the player to allow his clothes, bags or other items to be inspected, in private. The arbiter or a person authorised by the arbiter shall inspect the player and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9.

The regulations about electronic devices are now very strict. No mobile phone is allowed in the playing venue and it makes no difference if it is switched on or off. If a mobile phone is found with a player his/her game is immediately lost and the opponent shall win. New is the possibility for an arbiter or an organizer to specify in advance a less severe penalty for a violation of this article. Suppose the following situation occurs: There is no zero-tolerance. Player A is in the playing hall at the start of the round. His opponent, Player B is absent. Immediately after player A made his first move his mobile rings. The arbiter declares the game lost for Player A. Some minutes later, but still on time, Player B arrives. The score is “-/+”, it is not a “played” game and it cannot be rated.

c. Smoking is permitted only in the section of the venue designated by the arbiter.

If possible, this smoking area should be close to the playing area.

11.4 Players who have finished their games shall be considered to be spectators.

It means that the players, who finished their games, have to leave the playing area. Nevertheless, give them a few minutes to watch the other boards.

11.5 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw or the introduction of a source of noise into the playing area.

Probably the draw offers or claims are quite reasonable, but repeating them too often can annoy the opponent.

11.6 Infraction of any part of Articles 11.1 to 11.5 shall lead to penalties in accordance with Article 12.9.

11.7 Persistent refusal by a player to comply with the Laws of Chess shall be penalised by loss of the game. The arbiter shall decide the score of the opponent.

It is very difficult to give a general guideline for application of this Article, but if an arbiter for the third or fourth time has to warn the player, there is a good reason to declare the game lost. It is advisable to inform the player, that Article 11.7 shall be applied at the next infringement.

11.8 If both players are found guilty according to Article 11.7, the game shall be declared lost by both players.

11.9 A player shall have the right to request from the arbiter an explanation of particular points in the Laws of Chess.

11.10 Unless the rules of the competition specify otherwise, a player may appeal against any decision of the arbiter, even if the player has signed the scoresheet (see Article 8.7).

The details of appeals should be part of the regulations of the event.

Article 12: The role of the Arbiter (see Preface)

12.1 The arbiter shall see that the Laws of Chess are strictly observed.

*The Arbiter must be present and control the games.
In case the arbiter observes an infringement, he may interfere. He must not wait for a claim from the opponent. Example: A player touches a piece and makes a move with another one. The arbiter shall force the player to play the touched piece.*

12.2 The arbiter shall

- a. ensure fair play
- b. act in the best interest of the competition
- c. ensure that a good playing environment is maintained
- d. ensure that the players are not disturbed
- e. supervise the progress of the competition
- f. take special measures in the interests of disabled players and those who need medical attention.

The Arbiter must take care to avoid any kind of cheating by the players.

12.3 The arbiter shall observe the games, especially when the players are short of time, enforce decisions he has made, and impose penalties on players where appropriate.

12.4 The arbiter may appoint assistants to observe games, for example when several players are short of time.

12.5 The arbiter may award either or both players additional time in the event of external disturbance of the game.

12.6 The arbiter must not intervene in a game except in cases described by the Laws of Chess. He shall not indicate the number of moves made, except in applying Article 8.5, when at least one flag has fallen. The arbiter shall refrain from informing a player that his opponent has completed a move or that the player has not pressed his clock.

12.7 If someone observes an irregularity, he may inform only the arbiter. Players in other games are not to speak about or otherwise interfere in a game. Spectators are not allowed to interfere in a game. The arbiter may expel offenders from the playing venue.

This Article includes also the calling of a flag fall.

12.8 Unless authorised by the arbiter, it is forbidden for anybody to use a mobile phone or any kind of communication device in the playing venue and any contiguous area designated by the arbiter.

This Article applies also to officials, organisers and arbiters.

12.9 Options available to the arbiter concerning penalties:

- a. warning,
- b. increasing the remaining time of the opponent,
- c. reducing the remaining time of the offending player,
- d. increasing the points scored in the game by the opponent to the maximum available for that game,
- e. reducing the points scored in the game by the offending person,
- d. declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score),
- g. a fine announced in advance
- h. expulsion from the competition.

Article 12.9.h. may be applied in cooperation with the organizer of the event.

APPENDICES

The main idea for the changes in the new rules for Rapidplay and Blitz was the attempt to use as much as possible the same rules for all kinds of chess.

A. Rapidplay

A.1 A 'Rapidplay' game is one where either all the moves must be completed in a fixed time of more than 10 minutes but less than 60 minutes for each player; or the time allotted plus 60 times any increment is of more than 10 minutes, but less than 60 minutes for each player.

Example 1: According to the Tournament Regulations of an event, the time control is 30 minutes for the whole game and 30 seconds increment for each move.

That is: for 60 moves we would get $30' + (30'' \times 60) = 30' + 30' = 60'$.

So as according to the Article A1 "A Rapidplay" is a game where all moves must be completed in less than 60 minutes for each player, then such a game is considered to be standard chess.

Example 2: According to the Tournament Regulations of an event, the time control is 10 minutes for the whole game and 5 seconds increment for each move.

That is: for 60 moves we would get $10' + (5'' \times 60) = 10' + 5' = 15'$. So as according to the Article A.1 such a game is considered to be Rapidplay chess.

A.2 Players do not need to record the moves.

Players are allowed to record the moves, but they may stop recording any time they wish.

A.3 The Competition Rules shall apply if

- a. one arbiter supervises at most three games, and
- b. each game is recorded by the arbiter or his assistant and, if possible, by electronic means.

If there are enough arbiters – one arbiter for three games – and if there are assistants to record all the games, the only difference between rapid games and standard games is Art. A.2.

A.4 Otherwise the following apply:

- a. From the initial position, once ten moves have been completed by each player,
 - (1) no change can be made to the clock setting, unless the schedule of the event would be adversely affected.
 - (2) no claim can be made regarding incorrect set-up or orientation of the chessboard. In case of incorrect king placement, castling is not allowed. In case of incorrect rook placement, castling with this rook is not allowed.
- b. An illegal move is completed once the player has pressed his clock. If the arbiter observes this he shall declare the game lost by the player, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim a win, provided the opponent has not made his next move. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.
- c. To claim a win on time, the claimant must stop the chess clock and notify the arbiter. For the claim to be successful, the claimant must have time remaining on his own clock after the chess clock has been stopped. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

If a player claims that his opponent overstepped the allotted time and he did not stop the clocks, and then his flag fell down before the arbiter fixed the result, the game shall be declared a draw.

- d. If the arbiter observes both kings are in check, or a pawn on the rank furthest from its starting position, he shall wait until the next move is completed. Then, if the illegal position is still on the board, he shall declare the game drawn.

In Rapid play the arbiter has also to call a flag fall, if he observes it.

- A.5 The Rules for a competition shall specify whether Article A.3 or Article A.4 shall apply for the entire event.

B. Blitz

B.1 A 'blitz' game' is one where all the moves must be completed in a fixed time of 10 minutes or less for each player; or the allotted time plus 60 times any increment is 10 minutes or less.

According to the Tournament Regulations of an event the time control is 5 minutes for the whole game and 5 seconds increment for each move.

That is: for 60 moves we would get $5' + (5' \times 60) = 5' + 5' = 10'$.

According to Art. B.1 we have a Blitz game.

B.2 The penalties mentioned in Articles 7 and 9 of the Competition Rules shall be one minute instead of two minutes.

B.3 The Competition Rules shall apply if

- a. one arbiter supervises one game, and
- b. each game is recorded by the arbiter or his assistant and, if possible, by electronic means.

B.4 Otherwise, play shall be governed by the Rapidplay Laws as in Article A.4.

B.5 The Rules for a competition shall specify whether Article B.3 or Article B.4 shall apply for the entire event.

C. Algebraic notation

FIDE recognizes for its own tournaments and matches only one system of notation, the Algebraic System, and recommends the use of this uniform chess notation also for chess literature and periodicals. Score sheets using a notation system other than algebraic may not be used as evidence in cases where normally the score sheet of a player is used for that purpose. An arbiter who observes that a player is using a notation system other than the algebraic should warn the player about of this requirement.

Description of the Algebraic System

C.1 In this description, 'piece' means a piece other than a pawn

- C.2 Each piece is indicated by an abbreviation. In the English language it is the first letter, a capital letter, of its name. Example: K=king, Q=queen, R=rook, B=bishop, N=knight. (N is used for a knight in order to avoid ambiguity.)
- C.3 For the abbreviation of the name of the pieces, each player is free to use the first letter of the name which is commonly used in his country. Examples: F=fou (French for bishop), L=loper (Dutch for bishop). In printed periodicals, the use of figurines for the pieces is recommended.
- C.4 Pawns are not indicated by their first letter, but are recognized by the absence of such a letter. Examples: the moves are written e5, d4, a5, not pe5, Pd4, pa5.
- C.5 The eight files (from the left to right for White and from right to left for Black) are indicated by the small letters, a, b, c, d, e, f, g, and h, respectively.
- C.6 The eight ranks (from bottom to top for White and from top to bottom for Black) are numbered 1, 2, 3, 4, 5, 6, 7, 8, respectively. Consequently, in the initial position the white pieces and pawns are placed on the first and second ranks; the black pieces and pawns on the eighth and seventh ranks.
- C.7 As a consequence of the previous rules, each of the sixty-four squares is invariably indicated by a unique combination of a letter and a number.

a8	b8	c8	d8	e8	f8	g8	h8
a7	b7	c7	d7	e7	f7	g7	h7
a6	b6	c6	d6	e6	f6	g6	h6
a5	b5	c5	d5	e5	f5	g5	h5
a4	b4	c4	d4	e4	f4	g4	h4
a3	b3	c3	d3	e3	f3	g3	h3
a2	b2	c2	d2	e2	f2	g2	h2
a1	b1	c1	d1	e1	f1	g1	h1

- C.8 Each move of a piece is indicated by a) the abbreviation of the name of the piece in question and b) the square of arrival. There is no hyphen between a) and b). Examples: Be5, Nf3, Rd1.
In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.
- C.9 When a piece makes a capture, an x may be inserted between a) the abbreviation of the name of the piece in question and b) the square of arrival. Examples: Bxe5, Nxf3, Rxd1, see also C.10.

When a pawn makes a capture, the file of departure must be indicated, then an x may be inserted, then the square of arrival. Examples: dxe5, gxf3, axb5. In the case of an 'en passant' capture, 'e.p.' may be appended to the notation. Example: exd6 e.p.

C.10 If two identical pieces can move to the same square, the piece that is moved is indicated as follows:

1. If both pieces are on the same rank: by a) the first letter of the name of the piece, b) the file of departure, and c) the square of arrival.
2. If both pieces are on the same file: by a) the abbreviation of the name of the piece, b) the rank of the square of departure, and c) the square of arrival.

If the pieces are on different ranks and files method 1) is preferred.

In the case of capture, an x may be inserted between b) and c).

Examples:

- a. There are two knights, on the squares g1 and e1, and one of them moves to the square f3: either Ngf3 or Nef3, as the case may be.
- b. There are two knights, on the squares g5 and g1, and one of them moves to the square f3: either N5f3 or N1f3, as the case may be.
- c. There are two knights, on the squares h2 and d4, and one of them moves to the square f3: either Nhf3 or Ndf3, as the case may be.
- d. If a capture takes place on the square f3, the notation of the previous example is still applicable, but an x may be inserted: 1) either Ngxf3 or Nexf3, 2) either N5xf3 or N1xf3, 3) either Nhxf3 or Ndx3, as the case may be.

C.11 In the case of the promotion of a pawn, the actual pawn move is indicated, followed immediately by the first letter of the new piece. Examples: d8Q, exf8N, b1B, g1R.

C.12 The offer of a draw shall be marked as (=).

C.13 Abbreviations

- | | |
|-----------|---|
| O - O | = castling with rook h1 or rook h8 (kingside castling) |
| O - O - O | = castling with rook a1 or rook a8 (queenside castling) |
| x | = captures |
| + | = check |
| ++or# | = checkmate |
| e.p. | = captures 'en passante' |

The last four are optional.

Sample game:

1. e4 e5 2. Nf3 Nf6 3. d4 exd4 4. e5 Ne4 5. Qxd4 d5 6. exd6e.p. Nxd6 7. Bg5 Nc6 8. Qe3+ Be7 9. Nbd2 0-0 10. 0-0-0 Re8 11. Kb1 (=)

Or: 1. e4 e5 2. Nf3 Nf6 3. d4 ed4 4. e5 Ne4 5. Qd4 d5 6. ed6 Nd6 7. Bg5 Nc6 8. Qe3 Be7 9. Nbd2 0-0 10. 0-0-0 Re8 11. Kb1 (=).

D. Rules for play with blind and visually disabled players

D.1 The organiser, after consulting the arbiter, shall have the power to adapt the following rules according to local circumstances. In competitive chess between sighted and visually disabled players (legally blind) either player may demand the use of two boards, the sighted player using a normal board, the visually disabled player using one specially constructed. This board must meet the following requirements:

- a. measure at least 20 by 20 centimetres;
- b. have the black squares slightly raised;
- c. have a securing aperture in each square;

The requirements for the pieces are:

- a. all are provided with a peg that fits into the securing aperture of the board;
- b. all are of Staunton design, the black pieces being specially marked.

D.2 The following regulations shall govern play:

1. The moves shall be announced clearly, repeated by the opponent and executed on his chessboard. When promoting a pawn, the player must announce which piece is chosen. To make the announcement as clear as possible, the use of the following names is suggested instead of the corresponding letters, algebraic.

A - Anna

B - Bella

C - Cesar

D - David

E - Eva

F - Felix

G - Gustav

H - Hector

Unless the arbiter decides otherwise, ranks from white to black shall be given the German numbers:

1 - eins

2 - zwei

- 3 - drei
- 4 - vier
- 5 - fuenf
- 6 - sechs
- 7 - sieben
- 8 - acht

Castling is announced “Lange Rochade” (German for long castling) and “Kurze Rochade” (German for short castling).

The pieces bear the names: Koenig, Dame, Turm, Laeufer, Springer, Bauer.

2. On the visually handicapped player's board a piece shall be considered ‘touched’ when it has been taken out of the securing aperture.
3. A move shall be considered ‘made’ when:
 - a. in the case of a capture, the captured piece has been removed from the board of the player whose turn it is to move;
 - b. a piece has been placed into a different securing aperture;
 - c. the move has been announced.Only then the opponent's clock shall be started.
4. As far as points 2 and 3 are concerned the normal rules are valid for the sighted player.
5. A specially constructed chess clock for the visually disabled shall be admissible. It shall incorporate the following features:
 - a. A dial fitted with reinforced hands, with every five minutes marked by one dot, and every 15 minutes by two raised dots.
 - b. A flag which can be easily felt. Care should be taken that the flag is so arranged as to allow the player to feel the minute hand during the last 5 minutes of the full hour.
 - c. optionally, a means of announcing audibly to the visually disabled player the number of moves.
6. The visually disabled player must keep score of the game in Braille or longhand or record the moves on a recording device.
7. A slip of the tongue in the announcement of a move must be corrected immediately and before the clock of the opponent is started.

8. If during a game different positions should arise on the two boards, they must be corrected with the assistance of the arbiter and by consulting both players' game scores. If the two game scores correspond with each other, the player who has written the correct move but executed the wrong one must adjust his position to correspond with the move on the game scores. When the game scores are found to differ, the moves shall be retraced to the point where the two scores agree, and the arbiter shall readjust the clocks accordingly.
9. The visually disabled player shall have the right to make use of an assistant who shall have any or all of the following duties:
 - a. making either player's move on the board of the opponent
 - b. announcing the moves of both players
 - c. keeping the game score of the visually disabled player and starting his opponent's clock, (keeping point 3.c in mind)
 - d. informing the visually handicapped player only at his request of the number of moves completed and the time used up by both players
 - e. claiming the game in cases where the time limit has been exceeded and informing the arbiter when the sighted player has touched one of his pieces
 - f. carrying out the necessary formalities in cases where the game is adjourned.
10. If the visually disabled player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned under point 9.a and 9.b.

E. Adjourned games

- E.1 a. If a game is not finished at the end of the time prescribed for play, the arbiter shall require the player having the move to 'seal' that move. The player must write his move in unambiguous notation on his score sheet, put his score sheet and that of his opponent in an envelope, seal the envelope and only then stop the chess clock.

Until he has stopped the chess clock, the player retains the right to change his sealed move. If, after being told by the arbiter to seal his move, the player makes a move on the chessboard he must write that same move on his score sheet as his sealed move.

- b. A player having the move, who adjourns the game before the end of the playing session, shall be considered to have sealed at the nominal time for the end of the session, and his remaining time shall so be recorded.

- E.2 The following shall be indicated upon the envelope:
 - a. the names of the players
 - b. the position immediately before the sealed move
 - c. the time used by each player
 - d. the name of the player who has sealed the move
 - e. the number of the sealed move
 - f. the offer of a draw, if the proposal is current
 - g. the date, time and venue of resumption of play.

- E.3 The arbiter shall check the accuracy of the information on the envelope and is responsible for its safekeeping.

- E.4 If a player proposes a draw after his opponent has sealed his move, the offer is valid until the opponent has accepted it or rejected it as in Article 9.1.

- E.5 Before the game is to be resumed, the position immediately before the sealed move shall be set up on the chessboard, and the times used by each player when the game was adjourned shall be indicated on the clocks.

- E.6 If prior to the resumption the game is agreed drawn, or if one of the players notifies the arbiter that he resigns, the game is concluded.

- E.7 The envelope shall be opened only when the player who must reply to the sealed move is present.

- E.8 Except in the cases mentioned in the Articles 5, 6.9 and 9.6, the game is lost by a player whose recording of his sealed move
 - a. is ambiguous; or
 - b. is recorded in such a way that its true significance is impossible to establish; or
 - c. is illegal.

- E.9 If, at the agreed resumption time
 - a. the player having to reply to the sealed move is present, the envelope is opened, the sealed move is made on the chessboard and his clock is started.
 - b. the player having to reply to the sealed move is not present, his clock shall be started. On his arrival, he may stop his clock and summon the arbiter. The envelope is then opened and the sealed move is made on the chessboard. His clock is then restarted.

- c. the player who sealed the move is not present, his opponent has the right to record his reply on the score sheet, seal his score sheet in a fresh envelope, stop his clock and start the absent player's clock instead of making his reply in the normal manner. If so, the envelope shall be handed to the arbiter for safekeeping and opened on the absent player's arrival.
- E.10 Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise. However, if the sealed move resulted in the conclusion of the game, that conclusion shall still apply.
- E.11 If the rules of a competition specify that the default time is not zero, the following shall apply: If neither player is present initially, the player who has to reply to the sealed move shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.
- E.12 a. If the envelope containing the sealed move is missing, the game shall continue from the adjourned position, with the clock times recorded at the time of adjournment. If the time used by each player cannot be re-established the arbiter shall set the clocks. The player who sealed the move shall make the move he states he sealed on the chessboard.
- b. If it is impossible to re-establish the position, the game shall be annulled and a new game shall be played.
- E.13 If, upon resumption of the game, either player points out before making his first move that the time used has been incorrectly indicated on either clock, the error must be corrected. If the error is not then established the game continues without correction unless the arbiter feels that the consequences will be too severe.
- E.14 The duration of each resumption session shall be controlled by the arbiter's timepiece. The starting time shall be announced in advance.

F. Chess960 Rules

F.1 Before a Chess960 game a starting position is randomly set up, subject to certain rules. After this, the game is played in the same way as standard chess. In particular, pieces and pawns have their normal moves, and each player's objective is to checkmate the opponent's king.

F.2 Starting position requirements

The starting position for Chess960 must meet certain rules. White pawns are placed on the second rank as in regular chess. All remaining white pieces are placed randomly on the first rank, but with the following restrictions:

- a. The king is placed somewhere between the two rooks.
- b. The bishops are placed on opposite-coloured squares.
- c. The black pieces are placed opposite the white pieces.

The starting position can be generated before the game either by a computer program or using dice, coin, cards, etc.

F.3 Chess960 Castling Rules

- a. Chess960 allows each player to castle once per game, a move by potentially both the king and rook in a single move. However, a few interpretations of standard chess games rules are needed for castling, because the standard rules presume initial locations of the rook and king that are often not applicable in Chess960.

b. How to castle

In Chess960, depending on the pre-castling position on the castling king and rook, the castling manoeuvre is performed by one of these four methods:

1. double-move castling: by making a move with the king and a move with the rook, or
2. transposition castling: by transposing the position of the king and the rook, or
3. king-move-only castling: by making only a move with the king, or
4. rook-move-only castling: by making only a move with the rook.

Recommendations

1. When castling on a physical board with a human player, it is recommended that the king be moved outside the playing surface next to his final position, the rook then be moved from its starting position to its final position, and then the king be placed on his final square.
2. After castling, the rook and king's final positions should be exactly the same positions as they would be in standard chess.

Clarification

Thus, after c-side castling (notated as O-O-O and known as queen-side castling in orthodox chess), the King is on the c-square (c1 for White and c8 for Black) and the Rook is on the d-square (d1 for White and d8 for Black). After g-side castling (notated as O-O and known as king-side castling in orthodox chess), the King is on the g-square

(g1 for White and g8 for Black) and the Rook is on the f-square (f1 for White and f8 for Black).

Notes

1. To avoid any misunderstanding, it may be useful to state "I am about to castle" before castling.
2. In some starting positions, the king or rook (but not both) do not move during castling.
3. In some starting positions, castling can take place as early as the first move.
4. All the squares between the king's initial and final squares (including the final square), and all of the squares between the rook's initial and final squares (including the final square), must be vacant except for the king and castling rook.
5. In some starting positions, some squares can stay filled during castling that would have to be vacant in standard chess. For example, after c-side castling (O-O-O), it's possible for to have a, b, and/or e still filled, and after g-side castling (O-O), it's possible to have e and/or h filled.

G. Quickplay Finishes

- G.1 A 'quickplay finish' is the phase of a game when all the remaining moves must be completed in a finite time.
- G.2 Before the start of an event it shall be announced whether this Appendix shall apply or not.
- G.3. This Appendix shall only apply to standard play and Rapid play games without increment and not to blitz games.
- G.4 If the player having the move has less than two minutes left on his clock, he may request that a time delay or cumulative time of an extra five seconds be introduced for both players, if possible. This constitutes the offer of a draw. If refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue.
- G.5 If Article G.4 does not apply and the player having the move has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall summon the arbiter and may stop the chess clock (see Article 6.12 b). He may

claim on the basis that his opponent cannot win by normal means, and/or that his opponent has been making no effort to win by normal means

- a. If the arbiter agrees that the opponent cannot win by normal means, or that the opponent has been making no effort to win the game by normal means, he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.
- b. If the arbiter postpones his decision, the opponent may be awarded two extra minutes and the game shall continue, if possible, in the presence of an arbiter. The arbiter shall declare the final result later in the game or as soon as possible after the flag of either player has fallen. He shall declare the game drawn if he agrees that the opponent of the player whose flag has fallen cannot win by normal means, or that he was not making sufficient attempts to win by normal means.
- c. If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes.

G.6 The following shall apply when the competition is not supervised by an arbiter:
A player may claim a draw when he has less than two minutes left on his clock and before his flag falls. This concludes the game.

He may claim on the basis:

- (1) that his opponent cannot win by normal means, and/or
- (2) that his opponent has been making no effort to win by normal means.

In (1) the player must write down the final position and his opponent must verify it.

In (2) the player must write down the final position and submit an up-to-date score sheet. The opponent shall verify both the score sheet and the final position.

The claim shall be referred to the designated arbiter.

Glossary of terms in the Laws of Chess

The number after the term refers to the first time it appears in the Laws.

adjourn: 8.1. Instead of playing the game in one session it is temporarily halted and then continued at a later time.

algebraic notation: 8.1. Recording the moves using a-h and 1-8 on the 8x8 board.

analyse: 11.3. Where one or more players make moves on a board to try to determine what is the best continuation.

appeal: 11.10. Normally a player has the right to appeal against a decision of the arbiter or organiser.

arbiter: Preface. The person(s) responsible for ensuring that the rules of a competition are followed.

arbiter's discretion: There are approximately 39 instances in the Laws where the arbiter must use his judgement.

assistant: 8.1. A person who may help the smooth running of the competition in various ways.

attack: 3.1. A piece is said to attack an opponent's piece if the player's piece can make a capture on that square.

black: 2.1. **1.** There are 16 dark-coloured pieces and 32 squares called black. Or **2.** When capitalised, this also refers to the player of the black pieces.

blitz: A game where each player's thinking time is 10 minutes or less.

board: 2.4. Short for chessboard.

Bronstein mode: 6.3b. See delay mode.

capture: 3.1. Where a piece is moved from its square to a square occupied by an opponent's piece, the latter is removed from the board. See also 3.7d. In notation x.

castling: 3.8b. A move of the king towards a rook. See the article. In notation 0-0 kingside castling, 0-0-0 queenside castling.

cellphone: See mobile phone.

check: 3.9. Where a king is attacked by one or more of the opponent's pieces. In notation +.

checkmate: 1.2. Where the king is attacked and cannot parry the threat. In notation ++ or #.

chessboard: 1.1. The 8x8 grid as in 2.1.

chessclock: 6.1. A clock with two time displays connected to each other.

chess set: The 32 pieces on the chessboard.

Chess960: A variant of chess where the back-row pieces are set up in one of the 960 distinguishable possible positions

claim: 6.8. The player may make a claim to the arbiter under various circumstances.

clock: 6.1. One of the two time displays.

completed move: 6.2a. Where a player has made his move and then pressed his clock.

contiguous area: 12.8. An area touching but not actually part of the playing venue. For example, the area set aside for spectators.

cumulative (Fischer) mode: Where a player receives an extra amount of time (often 30 seconds) prior to each move.

dead position: 5.2b. Where neither player can mate the opponent's king with any series of legal moves.

default time: 6.7. The specified time a player may be late without being forfeited.

delay (Bronstein) mode: 6.3b. Both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move. The countdown of the main thinking time only commences after the fixed extra time has expired. Provided the player presses his clock before the expiration of the fixed extra time, the main thinking time does not change, irrespective of the proportion of the fixed extra time used.

demonstration board: 6.13. A display of the position on the board where the pieces are moved by hand.

diagonal: 2.4. A straight line of squares of the same colour, running from one edge of the board to an adjacent edge.

disability: 6.2e. A condition, such as a physical or mental handicap, that results in partial or complete loss of a person's ability to perform certain chess activities.

draw: 5.2. Where the game is concluded with neither side winning.

draw offer: 9.1.b. Where a player may offer a draw to the opponent. This is indicated on the score sheet with the symbol (=).

en passant: 3.7d. See that article for an explanation. In notation e.p.

exchange: 1. 3.7e. Where a pawn is promoted.

Or 2. Where a player captures a piece of the same value as his own and this piece is recaptured.

Or 3. Where one player has lost a rook and the other has lost a bishop or knight.

explanation: 11.9. A player is entitled to have a Law explained.

fair play: 12.2a. Whether justice has been done has sometimes to be considered when an arbiter finds that the Laws are inadequate.

file: 2.4. A vertical column of eight squares on the chessboard.

Fischer mode: See cumulative mode.

flag: 6.1. The device that displays when a time period has expired.

flag-fall: 6.1. Where the allotted time of a player has expired.

forfeit: 4.8.1. To lose the right to make a claim or move. Or 2. To lose a game because of an infringement of the Laws.

handicap: See disability.

I adjust: See j'adoube.

illegal: 3.10a. A position or move that is impossible because of the Laws of Chess.

impairment: See disability.

increment: 6.1. An amount of time (from 2 to 60 seconds) added from the start before each move for the player. This can be in either delay or cumulative mode.

intervene: 12.7. To involve oneself in something that is happening in order to affect the outcome.

j'adoube: 4.2. Giving notice that the player wishes to adjust a piece, but does not necessarily intend to move it.

kingside: 3.8a. The vertical half of the board on which the king stands at the start of the game.

legal move: See Article 3.10a.

made: 1.1. A move is said to have been 'made' when the piece has been moved to its new square, the hand has quit the piece, and the captured piece, if any, has been removed from the board.

mate: Abbreviation of checkmate.

minor piece . Bishop or knight.

mobile phone: 11.3b. Cellphone.

monitor: 6.13. An electronic display of the position on the board.

move: 1.1. 1. 40 moves in 90 minutes, refers to 40 moves by each player. Or **2.** having the move refers to the player's right to play next. Or **3.** White's best move refers to the single move by White.

move-counter: 6.10b. A device on a chessclock which may be used to record the number of times the clock has been pressed by each player.

normal means: G.5. Playing in a positive manner to try to win; or, having a position such that there is a realistic chance of winning the game other than just flag-fall.

Organiser: 8.3. The person responsible for the venue, dates, prize money, invitations, format of the competition and so on.

over-the-board: Introduction. The Laws cover only this type of chess, not internet, nor correspondence, and so on.

penalties: 12.3. The arbiter may apply penalties as listed in 12.9 in ascending order of severity.

piece:2. 1. One of the 32 figurines on the board. Or **2.** A queen, rook, bishop or knight.

playing area: 11.2. The place where the games of a competition are played.

playing venue: 11.2. The only place to which the players have access during play.

points: Normally a player scores 1 point for a win, ½ point for a draw, 0 for a loss. An alternative is 3 for a win, 1 for a draw, 0 for a loss.

press the clock: 6.2a. The act of pushing the button or lever on a chess clock which stops the player's clock and starts that of his opponent.

promotion: 3.7e. Where a pawn reaches the eighth rank and is replaced by a new queen, rook, bishop or knight of the same colour.

queen: As in queen a pawn, meaning to promote a pawn to a queen.

queenside: 3.8a. The vertical half of the board on which the queen stands at the start of the game.

quickplay finish: G. The last part of a game where a player must complete an unlimited number of moves in a finite time.

rank: 2.4. A horizontal row of eight squares on the chessboard.

rapidplay: A. A game where each player's thinking time is more than 10 minutes, but less than 60.

repetition: 5.2.d. 1. A player may claim a draw if the same position occurs three times. 2. A game is drawn if the same position occurs five times.

resigns: 5.1b. Where a player gives up, rather than play on until mated.

rest rooms: 11.2. Toilets, also the room set aside in World Championships where the players can relax.

result: 8.7. Usually the result is 1-0, 0-1 or $\frac{1}{2}$ - $\frac{1}{2}$. In exceptional circumstances both players may lose (Article 11.8), or one score $\frac{1}{2}$ and the other 0. For unplayed games the scores are indicated by +/- (White wins by forfeit), -/+ (Black wins by forfeit), -/- (Both players lose by forfeit).

rules of the competition: 6.7a. At various points in the Laws there are options. The competition rules must state which have been chosen.

sealed move: E. Where a game is adjourned the player seals his next move in an envelope.

Score sheet: 8.1. A paper sheet with spaces for writing the moves. This can also be electronic.

screen: 6.13. An electronic display of the position on the board.

spectators: 11.4. People other than arbiters or players viewing the games. This includes players after their games have been concluded.

standard play: G3. A game where each player's thinking time is at least 60 minutes.

stalemate: 5.2a. Where the player has no legal move and his king is not in check.

square of promotion: 3.7e. The square a pawn lands on when it reached the eighth rank.

supervise: 12.2e. Inspect or control.

time control: 1. The regulation about the time the player is allotted. For example, 40 moves in 90 minutes, all the moves in 30 minutes, plus 30 seconds cumulatively from move 1. Or 2. A player is said 'to have reached the time control', if, for example he has completed the 40 moves in less than 90 minutes.

time period: 8.6. A part of the game where the players must complete a number of moves or all the moves in a certain time.

touch move: 4.3. If a player touches a piece with the intention of moving it, he is obliged to move it.

vertical: 2.4. The 8th rank is often thought as the highest area on a chessboard. Thus each file is referred to as 'vertical'.

white: 2.2. **1.** There are 16 light-coloured pieces and 32 squares called white. Or **2.** When capitalised, this also refers to the player of the white pieces.

zero tolerance: (6.7b). Where a player must arrive at the chessboard before the start of the session.

50-move rule: 5.2e. A player may claim a draw if the last 50 moves have been completed by each player without the movement of any pawn and without any capture.

75-move rule: 9.6b. The game is drawn if the last 75 moves have been completed by each player without the movement of any pawn and without any capture.

TYPES of TOURNAMENTS

To establish the pairings for a chess tournament the following systems may be used:

1. Round Robin System

In a Round Robin Tournament all the players play each other. Therefore the number of rounds is the number of participants minus one, in case of an even number of players. If there is an odd number of participants, the number of rounds is equal to the number of players.

Usually the Berger Tables are used to establish the pairings and the colours of each round.

If the number of players is odd, then the player who was supposed to play against the last player has a free day in every round.

3-4 players

1	2	3
1 - 4	4 - 3	2 - 4
2 - 3	1 - 2	3 - 1

5-6 players

1	2	3	4	5
1 - 6	6 - 4	2 - 6	6 - 5	3 - 6
2 - 5	5 - 3	3 - 1	1 - 4	4 - 2
3 - 4	1 - 2	4 - 5	2 - 3	5 - 1

7-8 players

1	2	3	4	5	6	7
1 - 8	8 - 5	2 - 8	8 - 6	3 - 8	8 - 7	4 - 8
2 - 7	6 - 4	3 - 1	7 - 5	4 - 2	1 - 6	5 - 3
3 - 6	7 - 3	4 - 7	1 - 4	5 - 1	2 - 5	6 - 2
4 - 5	1 - 2	5 - 6	2 - 3	6 - 7	3 - 4	7 - 1

9-10 players

1	2	3	4	5	6	7	8	9
1 - 10	10 - 6	2 - 10	10 - 7	3 - 10	10 - 8	4 - 10	10 - 9	5 - 10
2 - 9	7 - 5	3 - 1	8 - 6	4 - 2	9 - 7	5 - 3	1 - 8	6 - 4
3 - 8	8 - 4	4 - 9	9 - 5	5 - 1	1 - 6	6 - 2	2 - 7	7 - 3

4 - 7	9 - 3	5 - 8	1 - 4	6 - 9	2 - 5	7 - 1	3 - 6	8 - 2
5 - 6	1 - 2	6 - 7	2 - 3	7 - 8	3 - 4	8 - 9	4 - 5	9 - 1

11-12 players

1	2	3	4	5	6	7	8	9	10	11
1 - 12	12 - 7	2 - 12	12 - 8	3 - 12	12 - 9	4 - 12	12 - 10	5 - 12	12 - 11	6 - 12
2 - 11	8 - 6	3 - 1	9 - 7	4 - 2	10 - 8	5 - 3	11 - 9	6 - 4	1 - 10	7 - 5
3 - 10	9 - 5	4 - 11	10 - 6	5 - 1	11 - 7	6 - 2	1 - 8	7 - 3	2 - 9	8 - 4
4 - 9	10 - 4	5 - 10	11 - 5	6 - 11	1 - 6	7 - 1	2 - 7	8 - 2	3 - 8	9 - 3
5 - 8	11 - 3	6 - 9	1 - 4	7 - 10	2 - 5	-11	3 - 6	9 - 1	4 - 7	10 - 2
6 - 7	1 - 2	7 - 8	2 - 3	8 - 9	3 - 4	9 - 10	4 - 5	10 - 11	5 - 6	11 - 1

13-14 players

1	2	3	4	5	6	7	8	9	10	11	12	13
1 - 14	14 - 8	2 - 14	14 - 9	3 - 14	14 - 10	4 - 14	14 - 11	5 - 14	14 - 12	6 - 14	14 - 13	7 - 14
2 - 13	9 - 7	3 - 1	10 - 8	4 - 2	11 - 9	5 - 3	12 - 10	6 - 4	13 - 11	7 - 5	1 - 12	8 - 6
3 - 12	10 - 6	4 - 13	11 - 7	5 - 1	12 - 8	6 - 2	13 - 9	7 - 3	1 - 10	8 - 4	2 - 11	9 - 5
4 - 11	11 - 5	5 - 12	12 - 6	6 - 13	13 - 7	7 - 1	1 - 8	8 - 2	2 - 9	9 - 3	3 - 10	10 - 4
5 - 10	12 - 4	6 - 11	13 - 5	7 - 12	1 - 6	8 - 13	2 - 7	9 - 1	3 - 8	10 - 2	4 - 9	11 - 3
6 - 9	13 - 3	7 - 10	1 - 4	8 - 11	2 - 5	9 - 12	3 - 6	10 - 13	4 - 7	11 - 1	5 - 8	12 - 2
7 - 8	1 - 2	8 - 9	2 - 3	9 - 10	3 - 4	10 - 11	4 - 5	11 - 12	5 - 6	12 - 13	6 - 7	13 - 1

15-16 players

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1 - 16	16 - 9	2 - 16	16 - 10	3 - 16	16 - 11	4 - 16	16 - 12	5 - 16	16 - 13	6 - 16	16 - 14	7 - 16	16 - 15	8 - 16
2 - 15	10 - 8	3 - 1	11 - 9	4 - 2	12 - 10	5 - 3	13 - 11	6 - 4	14 - 12	7 - 5	15 - 13	8 - 6	1 - 14	9 - 7
3 - 14	11 - 7	4 - 15	12 - 8	5 - 1	13 - 9	6 - 2	14 - 10	7 - 3	15 - 11	8 - 4	1 - 12	9 - 5	2 - 13	10 - 6
4 - 13	12 - 6	5 - 14	13 - 7	6 - 15	14 - 8	7 - 1	15 - 9	8 - 2	1 - 10	9 - 3	2 - 11	10 - 4	3 - 12	11 - 5
5 - 12	13 - 5	6 - 13	14 - 6	7 - 14	15 - 7	8 - 15	1 - 8	9 - 1	2 - 9	10 - 2	3 - 10	11 - 3	4 - 11	12 - 4
6 - 11	14 - 4	7 - 12	15 - 5	8 - 13	1 - 6	9 - 14	2 - 7	10 - 15	3 - 8	11 - 1	4 - 9	12 - 2	5 - 10	13 - 3
7 - 10	15 - 3	8 - 11	1 - 4	9 - 12	2 - 5	10 - 13	3 - 6	11 - 14	4 - 7	12 - 15	5 - 8	13 - 1	6 - 9	14 - 2
8 - 9	1 - 2	9 - 10	2 - 3	10 - 11	3 - 4	11 - 12	4 - 5	12 - 13	5 - 6	13 - 14	6 - 7	14 - 15	7 - 8	15 - 1

The best system for players is a Double Round Robin Tournament, because in such a system all players have to play two games against each opponent, one with white pieces and another one with black pieces. But mainly there is not time enough for it and other systems have to be used.

For Tie-Break systems to be used for Round Robin Tournaments (see chapter „Tie-break Systems“):

2. Swiss Systems

In FIDE there are five different Swiss systems to be used for pairings:

a. the Dutch System

It is the usual swiss system for open tournaments well known by players and organizers, and will be described in detail below.

b. the Lim System

The pairings are made from to top score group down before the middle group, then from the bottom score group to the middle group and finally the middle score group;

c. the Dubov System

The white players are sorted according to their performance, the black players according to their rating. The player with the highest performance in a score group is paired against the black player with the lowest rating;

d. the Burstein System,

It was used for Olympiad before 2006 in a score group the teams are ranked according their Buchholz points (or extended Buchholz points) and then the top ranked team is paired against the last ranked team, the second ranked team against the last but one, and so on;

e. the Olympiad Pairing System used in Olympiad since 2006

This system is similar to the Dutch system for individual tournaments with only small amendments or team pairings

Using of the Dutch System, step by step

2.1 Score groups

There are two types of score groups:

Homogeneous score groups – all players have equal scores

Heterogeneous score groups – one or more players have higher scores.

A heterogeneous score group of which at least half of the players come down from a higher score group is also treated as though it will be a homogeneous group.

The score groups are sorted according

a. scores

b. ratings

c. title: GM - IM - WGM – FM - WIM - CM - WFM – WCM - no title

d. alphabetically

The criteria b, c and d correspond to the starting numbers of the players.

2.2 Colour preferences

The colour preference of a player is the difference of colours he has had before the round to be paired (number of played games with white – number of played games with black).

After this calculation we have three kinds of colour preference:

- absolute preference = colour difference is greater than 1 or less than -1, or a player played with the same colour in the two last rounds;

- strong preference = colour difference is unequal to 0; if it is +1 the player should have black, if it is -1 he should have white;

- mild preference = colour difference is 0; the preference being to alternate the colour with respect to the previous round.

2.3 Subgroups

Each score group then is divided into two subgroups, called S1 and S2.

In case of a heterogeneous score group

all players coming from higher score groups are in S1

all the other players are in S2.

After pairings are made for all players in S1, then the pairing of the remaining homogeneous group is restarted.

In case of a homogeneous score group

the higher half of the score group, rounded downwards, is in S1

all other players of the score group are in S2.

2.4 Pairing Principles and definitions

There are some pairing criteria to be followed:

Absolute pairing criteria - these may not be violated, if necessary players will be moved down to a lower score group.

1a. two players shall not meet more than once

- 1b. a player who has received a point without playing, either through a bye or due to an opponent not appearing in time, shall not receive a bye
- 2a. No player's colour difference will become $>+2$ or <-2
- 2b. No player will receive the same colour three times in row.

Relative pairing criteria - these are in descending priority; they should be fulfilled as much as possible and to comply with these criteria, transpositions or even exchanges may be applied, but no player should be moved down to a lower score group.

- 3. The difference of the scores of two players paired against each other should be as small as possible and ideally zero
- 4. As many players as possible receive their colour preference
- 5. No player shall receive an identical float in two consecutive rounds
- 6. No player shall have an identical float as two rounds before.

The rules 2a, 2.b, 5 and 6 do not apply when pairing players with a score of over 50% in the last round, if this is helpful to avoid additional floaters.

Floaters are players without a suitable opponent in their score group. These players are moved down to the next score group and marked that they received a down float (\downarrow), their opponents are marked to receive an up float (\uparrow).

2.5 Colour allocation

After the pairings are made the colours are allocated to all players according to the following criteria:

- a. grant both colour preferences
- b. grant the stronger colour preference
- c. alternate the colours to the most recent round in which they played with different colours = colour history
- d. grant the colour preference of the higher ranked player.

A player is higher ranked if he has a higher score or if he has a better starting number.

2.6 Pairing attempts

The following description is made just to demonstrate the formal algorithm. An arbiter doing the pairings manually will either find many shortcuts using his human view over the small number of players in a small score group or will not have many conflicts in a large score group which enforce many iterations.

The highest player of S1 is paired versus the highest one of S2, the second highest one of S1 versus the second highest one of S2, and so on, following the absolute criteria. The pairing of the whole score group will be analyzed according to the absolute and relative criteria.

The goal is to have a pairing which has the maximum possible number of pairs fulfilling the colour preference of all players, while additionally all relative criteria are met.

If this goal is achieved the pairing of the score group is perfect.

As long as the pairing is not perfect the ranking of the players in S2 will be changed by transpositions due to special rules and the pairing will be repeated. If a solution meets the goal better than the solutions before the new solution will be candidate for the final solution.

This phase will be continued until the possibilities of transposition are exhausted.

As long as the pairing is not perfect players of S1 will be exchanged with players of S2 due to special rules and the full pairing procedure will be repeated from the very beginning.

This phase will be continued until the possibilities of the exchanges are exhausted.

As long as the pairing is not perfect the full procedure will be repeated from the very beginning ignoring criteria 6, then again ignoring criteria 5, then 4 and then 3.

The best pairing found during all these attempts will be the final pairing for the tournament.

2.7 Special rules

If finally in an odd-numbered score group one player is left, this one is the Floater to the next score group.

If for more than one player a suitable pairing cannot be found, then

- ⇒ in case of a homogeneous score group the remaining players are moved down to the next score group; with this score group the procedure will be restarted.
- ⇒ in case of a heterogeneous score group only players moved down from a higher score group are paired. After that the pairing of the homogeneous remaining group pairings will be started.
- ⇒ If it is not possible to find a suitable pairing for a players in the score group without violating the absolute pairing criteria in a homogeneous score group, then this player will be floated down;
- ⇒ in case of the lowest score group and if any exchange of a floater from a higher score group gives not suitable result, then the pairing of the penultimate score group is undone. It will be tried to find another pairing in the penultimate score group which will allow a pairing in the lowest score group. If in the penultimate score group no pairing can be found which will allow a correct pairing for the

lowest score group, then the two lowest score groups are joined into a new lowest score group. Because now another score group is the penultimate one this may be repeated until an acceptable pairing for all players is obtained.

Bye: Should the total number of players or teams in a tournament be (or become) odd, one player or one team ends up unpaired and receives a bye.

In an individual tournament this player is counted to have no opponent, no colour and 1 point.

In a team tournament this team is counted to have no opponent, no colour, 1 match point and game points equal to 50% of the number of boards in a match. If the number of participating teams is less than twice the number of rounds the team having a bye should be credited with 2 game points instead of only 1 game point.

A bye is considered to be a down float.

2.8 Publication of pairings

After a pairing is complete sort the pairing before making them public:

- the score of the higher ranked player of the pairing involved
- the sum of the scores of both players of the pairing involved
- the rank according to criteria for sorting of the higher player of the pairing involved.

2.9 Handling of unplayed games

For handling of unplayed games there are two different points of view

a. for the player himself:

for the calculation of Buchholz score or Sonneborn-Berger score in Swiss Tournaments a virtual opponent is used. The tie-break points from this virtual opponent are calculated as follows:

- at the start of the round this virtual opponent has the same number of points as the real player,
- then the result of the round is added,
- finally the virtual opponent is added half a point for each subsequent round.

For examples see chapter „Tie-break Systems“.

b. for the opponents of a player:

to reducing the consequence for the opponents when calculating Buchholz, each result by default of a player is counted as a half point (draw) for the Buchholz of the player's opponents.

2.10 Final remarks

Byes and pairing not actually played, or lost by one of the players due to arriving late or not at all, will not be taken into account with respect to colours. Such a pairing is not considered to be illegal in future rounds.

Players who withdraw from the tournament will no longer be paired. Players known in advance not to play in a particular round are not paired in that round and score 0.

A pairing officially made public shall not be changed unless it violates the absolute pairing criteria.

If either

- result was written down incorrectly, or
- a game was played with the wrong colours, or
- a player's rating has to be corrected

then this will only affect pairing yet to be made.

Players who are absent during a round without notification to the arbiter will be considered to have withdrawn themselves, unless the rules of the tournament state otherwise.

2.11 Manual checking of computer pairings

See an example in chapter 7.

3. Scheveningen System

The Scheveningen system is mainly used for teams.

In such a team competition each player of one team meets each player of the opposing team. The number of rounds therefore is equal to the number of players in a team.

In a Semi-Scheveningen system the first half of the players of one team meet each player of the first half of the opposing team, the second half of one team play versus the second half of the other team. Example:

Team A and B have eight players each. A1, A2, A3 and A4 play versus B1, B2, B3 and B4. At the same time A5, A6, A7 and A8 play versus B5, B6, B7 and B8. Finally four rounds are necessary

4. Skalityzka System

When using a Round Robin system for three teams it is necessary to organize three rounds and in each round one team is without an opponent.

Skalityzka system gives a possibility to find a ranking for three teams by playing only two rounds and to avoid that a team has no opponent.

Each team has to be composed of an even number of players, all of them ranked in a fixed board order. Before the pairing is made one team is marked by capital letters, then second one by small letters and the third one by figures.

Then the pairings are:

round 1

A - a

b - 1

2 - B

C - c

d - 3

4 - D

E - e

f - 5

6 - F

round 2

1 - A

a - 2

B - b

3 - C

c - 4

D - d

5 - E

e - 6

F - f

5. Other systems.

5.1 Matches

Most matches between two players are played over a restricted number of games. Matches may be rated by FIDE if they are registered in advance with FIDE and if both players are rated before the match. After one player has won the match all subsequent games are not rated.

5.2 Knock-out

The main advantage of a knock-out system is to create a big final match. The whole schedule is known in advance.

Mostly a knock-out match consists of two games. As it is necessary to have a clear winner of each round another day for the tie-break games has to be foreseen. Such tie-break games usually are organized with two rapid games followed by two or four blitz games. If still the tie is unbroken one final „sudden death match“ shall be played. The playing time should be 5 minutes for White and 4 minutes for Black, or a similar playing time. White has to win the game, for Black a draw is sufficient to win the match. See chapter „Tie-break Systems“.

6. Computer Pairing Programs endorsed by FIDE:

Swiss Master (Nederlandse Schaakbond, NED)

Swiss Manager (Heinz Herzog, AUT)

WinSwiss (Franz-Josef Weber, GER)

VEGA (Luigi Forlano, ITA)

Turnering Service (Harald Heggelung, NOR)

Tournament Director (Neil Hayward, ENG).

7. Manual checking of computer pairings

Using the data from the 11th European Individual Chess Championship 2010 in Rijeka, Croatia

Check list for pairings of round 9

The pairing program used is Swiss Manager

Explanations of the columns used for checking:

Rk = rank

Colour = colours in previous rounds,

w = white, - = black

C = colour in upcoming round

D = expected colour

p = floater direction in penultimate round

l = floater direction in last round

Cd = colour difference

Sc = same colour in a row

Rk.	SNo.	ti	Name	Rtg.	Pts	Colour	C	D	p	l	Cd	Sc	Opponents acc. Rk
5	12	GM	Akopian Vladimir	2688	6	w-w-w-w-	w	W		+	0	-1	(11), 3,16,81,91,94,125,177,251
6	19	GM	Fressinet Laurent	2670	6	-w-w-w-w	-	-			0	1	(13), 42,51,78,98,128,172,193,304
7	30	GM	Berkes Ferenc	2659	6	w-w-w-w-	w	W			0	-1	(12), 16,54,83,87,91,136,152,259
8	34	GM	Khismatullin Denis	2657	6	w-w-w-w-	w	W			0	-1	(16), 10,54,85,105,154,190,260,262
9	36	GM	Timofeev Artyom	2655	6	w-w-ww-	w	W			0	-2	(17), 1,21,52,85,105,136,145,263
10	49	GM	Mamedov Rauf	2639	6	-w-w-w-w	-	-	-		0	1	(14), 8,19,60,100,142,158,197,231
11	58	GM	Vuckovic Bojan	2630	6	w-w-w-w-	-	W	+	-	0	-1	(5), 3,21,26,104,196,226,235,236
12	62	GM	Macieja Bartlomiej	2625	6	w-w-ww-w	-	-			2	1	(7), 23,89,91,201,207,227,237,311
13	79	GM	Lysyj Igor	2615	6	-w-ww-w-	w	W			0	-1	(6), 19,58,59,108,166,170,206,312
14	87	GM	Rodshtein Maxim	2609	6	-w-ww-w-	w	W			0	-1	(10), 26,61,107,161,162,178,214,284
15	89	GM	Potkin Vladimir	2606	6	-ww-w-w-	w	W			0	-1	(↓), 23,25,27,57,63,164,218,285
16	107	GM	Popov Valerij	2585	6	-w-w-w-w	-	-			0	1	(8), 5,7,68,71,72,223,291,321
17	110	GM	Melkumyan Hrant	2582	6	w-w-w-ww	-	-			2	2	(9), 2,28,32,57,70,117,212,294

We have 13 players in this score group, therefore one player will remain unpaired and floated down.

It is not possible to give white pieces to the players ranked 12 and 17 (Cd = 2) and not to players ranked 9 and 17 (Sc = -2 for 9 and 2 for 17).

In S1 are the players ranked 5 to 10, in S2 are the players ranked 11 to 17.

The opponent decided by the pairing program is in the last column within brackets.

The expected colours are 8 white and 5 black, therefore one pairing must be made not fulfilling both colour preferences and this is the first pairing 5 vs 11.

APPENDIX

***Tournament development
with the
Swiss Dutch System***

***An example of a 5 round tournament
(With Tallinn 2013 FIDE C.04 Rules)***

FOREWORD

This booklet illustrates a step-by-step example of pairing procedure for a five rounds Swiss tournament by means of the Dutch¹ Swiss pairing system, in the hope to help the task of those who wish to improve their knowledge of the system or get more familiar with it.

During the FIDE Congress in Krakow 2011, the Swiss Rules for the Dutch system were thoroughly revised with the aim to make them clearer, while at the same time removing some possible ambiguities in interpretation. During the FIDE Congresses in Istanbul 2012 and Tallinn 2013, the work of the FIDE Systems of Pairings and Programs Committee (SPP) continued on the same path. During this process, still in progress, the *meaning* of the pairing rules has remained largely unchanged (namely, the pairings are almost identical to those which were produced with pre-Krakow rules), although the phrasing, as well as the structure of the documents, was changed rather heavily.

Only a general knowledge of the Dutch system is required to follow the exercise, but keeping a handy copy of the Rules is advisable. To help the reader in its work, an appendix shows the current version of the Rules, together with some explanatory comments.

Notice: *to help the reader, the text contains many references to relevant regulations. These references are printed in italics in square brackets “[]” - e.g., [C.04.2:B.1] refers to the FIDE Handbook, Book C: “General Rules and Recommendation for Tournaments”, Regulations 04: “FIDE Swiss Rules”, Section 2: “General Handling Rules”, item (B), paragraph (1). Since a great deal of our references will be made to section C.04.3:1: “Dutch System”, these will simply point to the concerned article or subsection - e.g., [A.7.e] indicates point (e) of Article (7) of section (A) of those Rules. All regulations can be downloaded from the website of FIDE (www.fide.com).*

¹ The Dutch Swiss pairing system, so named with reference to its promoter and developer, Dutch IA Geurt Gijssen, was adopted by FIDE in 1992. Its rules are codified in the FIDE Handbook, available on www.fide.com.

INITIAL PREPARATIONS

The preliminary stage consists essentially in the preparation of the list of participants. To this end, we sort all players in descending order of score², FIDE rating and FIDE title³ [C.04.2:B]. Homologous players (i.e. those players having identical scores, ratings and titles) will normally be sorted alphabetically, unless the regulations of the tournament or event explicitly provide a different sort order.

Here we face our first problem: the Dutch system belongs to the group of rating controlled Swiss systems⁴, which means that the resulting pairings depend *very closely* on the rating of the players - therefore, to get a proper pairing for the round, the players' ratings *need* to be the correct ones, i.e. they must correctly represent each player's strength. Because of this, the Rules require us to *carefully verify all of the ratings*, and when a player does not have one, to make an estimation as accurate as possible [C.04.2:B.1]. When a player has a national rating, but no FIDE rating, we can convert the first to an equivalent value - in some cases directly, in others by using appropriate formulas. When a player has no rating at all, we shall usually need to estimate its strength according to current practices and national regulations.

After we prepared the list as indicated above, we can assign to each player its pairing number, which is, at this stage, only *provisional*. If possible additional players are allowed to join the tournament in later rounds, we will need to reorder the list and, consequently, assign new and different pairing numbers [C.04.2:C.3].

Our tournament is comprised of 14 players and the players' list, already properly sorted according to [C.04.2:B], is that on the right.

Pairing Number	Player	Title	Rating
1	Alice	GM	2500
2	Bruno	IM	2500
3	Carla	WGM	2400
4	David	FM	2400
5	Eloise	WIM	2350
6	Finn	FM	2300
7	Giorgia	FM	2250
8	Kevin	FM	2250
9	Louise	WIM	2150
10	Marco	CM	2150
11	Nancy	WFM	2100
12	Oskar	--	2100
13	Patricia	--	2050
14	Robert	--	2000

(GM) MANZONI Alessandro					2650	1
ITA 251260 ID 123456/ FIDE 890123						
T	Opp	Col	Flt	Res	Pnts	
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

Because of a perhaps a bit controversial (but none the less almost universal)

² Of course, at the beginning of the tournament all players have a null score, unless an accelerated pairing is used.

³ The descending order for FIDE titles is GM, IM, WGM, FM, WIM, CM, WFM and WCM - followed by all untitled players [C.04.2:B.2.c].

⁴ The "Rating Controlled Swiss Systems" belong to a more general class of "Controlled (or Seeded) Swiss Systems", in which the initial ranking list is not random or assigned by lots, but sorted according to given rules.

language convention, players who are first on this list (“*higher ranked*” players) are said to have the *highest* pairing numbers - in short, *number 1 is higher than 14...* This is something a bit odd, but with time it becomes a habit.

The number of rounds is established by the tournament regulations, and *cannot be changed after the tournament has started*. We may want to notice that this number is, or should be, in close relation with the number of players, because a Swiss tournament can reasonably identify the winner only if the number N of players is less than or at most equal to 2 raised to the number T of rounds: $N \leq 2^T$. As a rule of thumb, each additional round enables us to correctly determine one more ranking position: e.g., with 7 rounds we can determine the strongest player (and, therefore, the player who deserves to win) among at most 128 players while we will be able to correctly select the second best among only 64 players, and the third best only if the players are at most 32⁵. Thus, it is generally advisable to carry out one or two rounds more than the theoretical minimum: e.g., for a tournament with 50 players, 8 rounds are adequate, 7 are acceptable - while, strictly speaking, a 6 rounds tournament (which are the “bare minimum” with respect to the number of players) would not be advisable⁶.

The preliminary stage ends with the possible preparation of “*pairing cards*”, a very useful aid for the management of a manual pairing. They are sort of a personal card, the heading of which contains player’s personal data (name, date and place of birth, ID, title, rating and possibly additional useful data) and of course the pairing number of the player. The body of the card is comprised of a set of rows, one for each round to be played, in which all pairing data are recorded (opponent, colour, float status⁷, game result or scored points, progressive points). The card may be made in any of several ways, provided that it is easy to read and to use. Here on the right, we see a typical example.

The basic advantage of pairing cards is that we can arrange them on the desk, sorting them by rank and rearranging and pairing them in an easy and fast fashion. Nowadays, anyway, actual use of pairing cards has become pretty rare because an arbiter is very seldom required to manually make a pairing from scratch - but it’s not unusual that an unhappy player asks for detailed explanations, so that the arbiter has to justify an already made pairing (usually produced by computer software). With a little practice, we can work out such an explanation right from the tournament board - which, in this case, needs to contain *all* of the necessary data, just like a pairing card. In this paper, we too will follow this latter method.

⁵ This is always true if, and only if, in every game the highest rated player ends up as winner. In practice, the occurrence of different results, such as draws, forfeits and so on, may change the situation.

⁶ Of course, this is just a theoretical point of view. In practice, many tournaments are comprised of 5 rounds, because this is the best we can put together in a weekend. Thus, the determination of the players who end up in the winning positions of the final standings must be entrusted to tiebreak, which should therefore be chosen with the utmost care.

⁷ See page 71.

Now we will draw by lot the colour to assign to a player⁸, usually the higher ranked of the players list [A.7.c]. The colours to assign for the first round to all other players [E.5] will then automatically follow. After that, we'll be ready at last to begin the pairing of the first round. Let's say that *a pretty little girl, not involved in the tournament*, drew the white colour for player number 1.

THE MAKING OF THE FIRST ROUND

The rules to make the first round are described in slightly different ways in Lim, Dubov and Dutch Swiss systems, but the resulting pairings are always the same⁹. The players list, ordered as described above, is then divided into two subgroups, called S1 and S2; the former contains the first half, rounded down, of the players, while the latter contains the second half, rounded up¹⁰ [A.6]:

$$\left\{ \begin{array}{l} \mathbf{S1 = [1, 2, 3, 4, 5, 6, 7]} \\ \mathbf{S2 = [8, 9, 10, 11, 12, 13, 14]} \end{array} \right. ^{11}$$

Now, we pair the first player from S1 with the first one from S2, the second one from S1 with the second one from S2 and so on, thus getting the (unordered) pairs {1-8, 2-9, 3-10, 4-11, 5-12, 6-13, 7-14}. Since this is the first round, unless there is some very special reason to do differently¹², there is nothing to stop these pairings - so, to complete the pairing process, now we just need to assign to each player its appropriate colour. All players of S1 having an even pairing number should have the opposite colour with respect to all players having an odd pairing number [E.5]. Thus, players 1, 3, 5 and 7 shall receive white, previously drawn for #1, while players 2, 4, 6 shall receive black.

The opponents to each player from S1 shall receive, out of necessity, the opposite colour with respect to their opponents; therefore, the complete pairing will be:

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

⁸ Some arbiters, misinterpreting the drawing of lots, assign colour at own discretion. It should be emphasized that the Rules explicitly require the drawing of lots (which, by the way, may be at the centre of a nice opening ceremony).

⁹ This is not true for the Burstein system, in which we have a different first round.

¹⁰ It's then obvious that, whenever we have an odd number of players, S2 will contain one player more than S1.

¹¹ Since names are inessential, from now on we will indicate players only by their own pairing numbers.

¹² E.g., in certain events we might have specific rules, or reasons, to avoid players or teams from the same federation or club meet in the first round(s), or at all - but, of course, such cases usually occur only in major international tournaments, championships, Olympics and so on, while in "normal" tournaments, in practice, nothing of the kind happens.

Before publishing the pairing, we have to put it in order [C.04.2:D.9] with the following criteria: 1) the score of the higher ranked player in the pair, 2) the sum of scores of both players, 3) the rank according to the initial order [C.04.2:B] of the higher ranked player. In the vast majority of cases, the Dutch system already generates pairings in the right order (but we always want to check).

At last, we are ready to publish the pairing. But, before that, we want to check it once again and with extreme care, since a published pairing should not be modified [C.04.2:D.10]¹³, except when two players should play with each other again.

In the event of an error (wrong result, game played with wrong colours, wrong ratings...), the correction will affect only the pairings yet to be done and only if the error is reported by the end of the next round, after which it will be taken into account only for the purposes of rating calculation [C.04.2:D.8] - that's to say, in such a case the standings will include a wrong result just as if it were correct!

The last thing to do (and it can also be done while everyone is playing) is the compilation of the tournament board, on which we will post pairings and results for each player. When we renounce the use of pairing cards, as we do here, the board should also contain any other relevant information needed to compose the pairings for following rounds.

For each game we should indicate at least opponent, assigned colour, and result - the choice of symbols is free, as long as it is clear, unambiguous and uniform. Here we will show each pairing by means of a group of symbols comprised of the opponent's pairing number, followed by a letter indicating the assigned colour (B for "Black", "W" for "White"); next, we can have some optional "utility" symbols, and finally the result ("+", "=", or "-", with obvious meaning). Unplayed games are indicated by "+bye", "=bye" or "-bye" respectively, depending on whether they are "won", "draw" or "lost". Since we do not make use of pairing cards, our board will also show the players' progressive scores, which help us in the preparation of pairings (and of intermediate standings too).

After collecting the results of all the games, we can proceed to the pairing of the next round.

1	1 (0.0) - 8 (0.0)	1-0
2	9 (0.0) - 2 (0.0)	0-1
3	3 (0.0) - 10 (0.0)	1-0
4	11 (0.0) - 4 (0.0)	½-½
5	5 (0.0) - 12 (0.0)	1-0
6	13 (0.0) - 6 (0.0)	0-1
7	7 (0.0) - 14 (0.0)	1-0

¹³ But, in this regard, see also FIDE Handbook 05: "FIDE Tournament Rules", It. 5.c.

SECOND ROUND (BYES, TRANSPOSITIONS AND FLOATERS)

Here is the tournament board after the first round:

Player	PN	1		2		3		4		5	
		Pair	Pnts								
Alice	1	8W+	1								
Bruno	2	9B+	1								
Carla	3	10W+	1								
David	4	11B=	0.5								
Eloise	5	12W+	1								
Finn	6	13B+	1								
Giorgia	7	14W+	1								
Kevin	8	1B-	0								
Louise	9	2W-	0								
Mark	10	3B-	0								
Nancy	11	4W=	0.5								
Oskar	12	5B-	0	-BYE							
Patricia	13	6W-	0								
Robert	14	7B-	0								

Player #12 (Oskar) informed us in advance that he will not be able to play the second round, thus *he shall not be paired [C.04.2:D.6]*: hence, we already posted a “-BYE” in the tournament board. In this round we will then have an odd number of players - hence, a player will end up unpaired and receive a bye: one point or 1/2 point, if so established by the tournament regulations, no opponent, no colour [A.5, C.04.1:C].

Now players have different scores, and a basic principle of all Swiss pairing systems is that *paired players shall have scores as similar as possible [B.3, C.04.1:E]*. To achieve this result, we shall sort the players according to their scores. To this end, let's then define the concept of a homogeneous score bracket, which is a set of players who, in a given round, have identical scores [A.3]. As a rule, the pairing proceeds towards decreasing scores, one score bracket at a time, from the upper one (i.e. corresponding to the maximum score) to the lower one (corresponding to the minimum score)¹⁴.

In practice, it happens rather frequently that one or more players in a score bracket cannot be paired within their own same bracket. They are therefore moved to the next one, which becomes a heterogeneous score bracket and should be treated differently¹⁵. In a heterogeneous score bracket, some players will meet opponents with different scores: those players are called floaters. A player moved down from

¹⁴ However, we will also see situations in which the pairing is particularly difficult, and so we are forced to change this sequence, retracing our steps and undoing already made pairings to try again in another way (“backtracking”).

¹⁵ However, when the number of players with higher scores (“floaters”) is equal to or greater than half the total number of players in the score bracket, this score bracket will be treated as if it were homogeneous [A.3].

the higher score bracket is called a downfloater, while its opponent is said to be an upfloater [A.4].

The first operation to do is to divide and group players according to their score, thus forming the various score brackets [A.3]. Those, as said above, will be processed (“paired”) one by one. Let’s then first examine the highest ranked players - who, in this bracket, have scored one point: they are [1, 2, 3, 5, 6, 7].

First of all, we must determine the expected colours: each player has their own colour preference (or expected colour). To determine it, we need first to define the colour difference C_D , which is simply the difference between the number W of rounds for which the player had the white, and the number B of those for which it had the black: $C_D = W - B$ [A.7]. This difference is positive for a player who had more often white, negative if it had more often black - while it is zero if the colours are “balanced”, which is the ideal situation that the pairing shall try to comply with, as much as possible.

The colour preference is determined as follows:

- A player has an absolute colour preference [A.7.a] when $C_D > 1$ or $C_D < -1$ - that is, when it had a colour (at least) twice more than the other, or when it had the same colour for two games in a row. The preference is towards the colour that it received fewer times, or respectively the colour that it did not receive in the last two games. In any case, the player *must* receive its due colour (and we shall write it right away on the pairing card or on the tournament board). *The only exception may happen in the last round, for a player with more than half of the maximum possible score (this is called a “top-scorer”, see [A.10]) or its opponent [B.2]:* in this case, indeed, top ranking positions may be at stake, and pairing players of equal scores is therefore particularly important. In all other cases, the colour preference shall be honoured, period. It is an absolute criterion and, in order to obey it, if necessary players may float.
- A player has a strong colour preference [A.7.b] when $C_D = \pm 1$ (i.e. when it had a colour once more than the opposite), the preference being of course for the colour it received less times.
- If $C_D = 0$, the player has a mild colour preference [A.7.c] for the colour opposite to what it had in the previous game, so as to balance its colours history¹⁶ [C.04.1.h.2].
- Finally, a participant who did not play any games yet (“late entry”) has no colour preference [A.7.f] and will receive the colour opposite to that awarded to its opponent.

¹⁶ The “colours history” of a player is the sequence of colours it received in the previous rounds.

Strong and mild colour preferences may be disregarded, whenever this is really necessary, so that the player might also get the colour opposite to its preferred one. In such cases, however, this player gains an *absolute* colour preference for the next round.

There is still something important to say about colour preferences:

- While pairing an even numbered round, we should have only strong colour preferences - or possibly absolute colour preferences, if someone had the same colour twice in a row. Should we find any mild preferences, this would mean that the concerned player(s) missed a game (or an odd number of games). In this case, we *may* change the preference in a way that minimizes the number of pairs in which both players have the same strong colour preference [A.7.e]. To avoid confusion, we will identify this particular preference as “*variable*” (or “*wavering*”).
- While pairing an odd numbered round (i.e. at the end of an even numbered round), we should have only mild or absolute colour preferences. Should we find strong colour preferences, this would mean that the concerned player(s) missed a game (or an odd number of games). We shall treat these possible strong colour preferences as if they were absolute right from the beginning, provided that this does not increase the number of floaters, their scores, or the score difference between players [A.7.d]. To avoid confusion, we will call a colour preference of this type “*semi-absolute*”. When we treat this preference as if it were absolute, the pairing will lead us, by its very nature, to try and give the player an opponent with the most appropriate colour preference.

It should be noted that the two rules [A.7.d] and [A.7.e], although in very different ways, eventually reach the same goal of satisfying a strong colour preference at the expense of a mild one.

From now on, when we talk about strong or mild preferences, we will always address the “normal” ones, i.e. excluding variable and semi-absolute preferences. With this convention, in a same given round we can *never* find both mild and strong colour preferences. Thus, colour preference priority becomes irrelevant: *the two kinds of colour preference behave in an essentially identical way.*

During the pairing process we need to keep colour preferences for each player handy. To avoid the use of yet another table, we will *temporarily* record all colour preferences in the tournament board, in the column bound to the pairing for the round (when it's time to post the pairings, we won't need the preferences any more).

Now, we want to establish a code to indicate the various kinds of colour preferences¹⁷:

- A lower case “w” or “b” indicates a mild or strong colour preference: as seen above, we never find simultaneously both types, so there is no danger of confusion
- An upper case “W” or “B” indicates an absolute colour preference
- A lowercase letter in parentheses “(w)” or “(b)” indicates a variable preference, which may then change colour if this is useful to reduce the number of disregarded strong colour preferences
- A capital letter in parentheses “(W)” or “(B)” indicates a semi-absolute colour preference, which in general is treated as an absolute colour preference - except when this causes an increase in the number of floaters
- Finally, for completeness (even if we will not use it), there is also the case of a player who just entered the tournament in a round after the first, thus having no colour preference. If needed, we'll mark it with a capital “A”.

We should now determine the colour preference for each player, and we do so by examining the colours history of the player in all previous games it played. Since we are pairing an even numbered round, any participant who has not missed games, played an odd number of them. Hence, we will find only strong colour preferences (it's too early in the tournament, to already have absolute colour preferences!), which we will indicate in the score bracket with a lower case letter right after the player's pairing number: [1b, 2w, 3b, 5b, 6w, 7b].

But it is now time to begin the real pairing. Since this is our first time, we will perform a detailed, step-by-step process. Then, as we proceed in the tournament, we will cut a little short on the more mundane tasks, to dwell only on the more interesting ones.

The first step [C.1] is to verify the *compatibility* of the players - i.e. check if there is any player who, for whatever reason, cannot play with *any* of the other players in the score bracket¹⁸. Here there is none¹⁹.

The next step [C.2] is a “set-up” phase and begins with the calculation of the number of pairs to be formed. Since our score bracket is comprised of 6 players, and half of this number (rounded downwards) is 3, we will have to form **P0 = 3** pairs [A.6.b].

Then we should check how many of these pairs can't fully satisfy the colour

¹⁷ It should be noted that the code that we use here is far from universal, and other papers may use completely different codes. For example, the Vega pairing software indicates a semi-absolute colour preference with the combination of two letters (“wW” or “bB”) while noting variable ones with a prefix “A” (“Aw”, “Ab”). Here we prefer to use parentheses, as they are more suggestive of the relative “weakness” of those preferences.

¹⁸ There is no way to pair such a player in the score bracket - therefore, the player can't help but go away, which means go back to its original bracket if it is a downfloater, or float to the next score bracket, if it is not (or can't go back to its original bracket).

¹⁹ In a second round we usually can't have incompatible players, except when special circumstances arise such as those already mentioned (see note 12, page **Σφάλμα! Δεν έχει οριστεί σελιδοδείκτης.**).

preferences: here, 4 players expect white and 2 black - out of the three pairs, at least one will necessarily include a player who receives a colour different from its preference. The number of pairs that contain disregarded preferences is called $X1$, and the way to calculate it is precisely defined in the Rules [A.8]. However, we can get it quickly by taking *the integer part of half the difference between the number of players expecting white and the number of players who expect black, and any players without preferences will be counted as having the same preference of the minority*²⁰. We will, out of necessity, accept a pairing that contains $X1$ pairs with disregarded preferences (having less than that is simply impossible), but we will not accept any pairing which contains more than that [B.4].

To complete this step, we have yet to determine $M0$, which in this case is zero (there are no downfloaters). Since we are pairing an even numbered round, we also need to calculate $Z1$, which is the *minimum number of pairs in which it will be necessary to disregard a strong preference*. This number is obtained by subtracting from $X1$ the number of players with variable preferences for the colour of the majority. Whenever, as it is now, there are no variable preferences, we have $Z1 = X1$.

Finally, we set the values of the “status variables” $P1 = P0$ and $M1 = M0$, which will accompany us and may be modified during pairing.

In the next step [C.3] we set up a list of criteria to be met in the pairing: since this score bracket is homogeneous, the number P of pairs we are trying to build is initially equal to the maximum possible, then $P = P1 = 3$; among those pairs, $X = X1 = 1$ cannot satisfy all colour preferences, while $Z = Z1 = 1$ pairs shall contain a violation of strong preference²¹. In the course of successive pairing attempts, P may decrease, while X and Z may increase.

Now we can divide the players of the score bracket between subsets $S1$ and $S2$ [A.6.a]. We put into $S1$ the first P players of the score bracket (in this case the first half of the players), while the rest (namely the second half) ends up in $S2$ [C.4]:

$S1 = [1b, 2w, 3b]$

$S2 = [5b, 6w, 7b]$

The fifth step [C.5] sorts each of the subgroups according to the usual rules [A.2]. This order normally coincides with the original one, and so there is no need to do anything unless we got to this point after exchanging players between $S1$ and $S2$ ²².

So far, we only performed the necessary preliminary steps - now the real pairing work begins [C.6]. We try to associate the first player of $S1$ with the first player of $S2$,

²⁰ This procedure is, of course, completely equivalent to the one described in the Rules, so that the reader can choose the one that is most convenient to remember and apply.

²¹ We want to remember that $Z1$ is used to keep track of the wavering colour preferences we can use to satisfy strong ones. Of course, whenever there are no wavering colour preferences, $Z1$ is useless and its calculation is pointless.

²² We will first meet exchanges during the pairing of the third round (see page 80).

the second player of S1 with the second player of S2, and so on, just as we did for the first round:

S1	S2
1b	5b
2w	6w
3b	7b

Here three pairs violate colour preferences, and they are definitely too many! Pairing criteria tell us that we need to *maximize the number of pairs that meet the colour preferences [B.4]*. Therefore, since here $X = 1$, we can afford only one disregarded colour preference.

Since we couldn't find a perfect match, we have to move on to the next step [C.7], to try and alter the subgroup S2 applying a *transposition [A.9.a]* to see if we can reach the goal. A transposition changes the order of the players in S2, starting with the lowest ranked players and then gradually moving towards higher ranks - until an acceptable solution is found²³.

The easiest way to build the transpositions in the right order is to associate to each player of S2 an ascending figure (here 5, 6, and 7, which are their pairing numbers, will be fine²⁴), then arrange in ascending order all numbers that can be constructed with these figures (in our case: 567, 576, 657, 675, 756, 765) [D.1]. After this, we will choose the lowest number (which corresponds to the first transposition possible) that lets us build an acceptable pairing. In our case, let's try again [C.6] with the first transposition ("576"):

S1	S2
1b	5b
2w	7b
3b	6w

In this candidate pairing, the pair 1-5 does not meet all of the colour preferences, while the subsequent 2-7 and 3-6 do. Since we already know that (at least) one pair shall disregard a colour preference, this pairing is valid and we accept it²⁵. Colours to be assigned to each player remain yet to be defined, but this is a work we ought to do *only after the pairing of all players is complete*.

²³ The logic behind this choice is that in this way we are going to disturb as little as possible the pairings of the strongest players, which is the natural priority of the Dutch system.

²⁴ Of course we could also choose 1, 2, 3, or any other set of three digits (or, why not, letters of the alphabet), as long as the chosen set is in strict ascending order.

²⁵ It is worth noting that, since we choose the first useful transposition, it is very likely that pairs in which we find disregarded colour preferences are formed at the top of the score bracket. Note that this is exactly the opposite of what happens with the Lim system.

Now, let's move to the next score bracket. This is the one that contains the players who have scored 0.5 points, namely [4w, 11b]. We know that player #4 already played with #11 in the first round. Thus, it has no compatible opponent in the score bracket, and we have no other option but to move player #4 down to the next score bracket right from the beginning [C.1]. Now, player #11 is all alone in the score bracket, and therefore can't help but move down to the next score bracket.

Those players, called "downfloaters"²⁶, are going to play against opponents with lower scores - which is, according to different points of view, both an advantage (a presumably easier game) and a disadvantage (a possibly lower tie-break score); likewise, their opponents, who are called "upfloaters" [A.4], will play against higher ranked opponents, and also in this case there are pros and cons.

In order to avoid making players float too often, we note those events on the players' cards, or on the tournament board, respectively with a downward arrow "↓" (often replaced for convenience by a lowercase "v") for downfloaters, or with an upward arrow "↑" (often replaced by a "^") for upfloaters. The pairing system protects players from repetitions of a same kind of floating, forbidding such repetitions for the next round [B.5] and for the following one [B.6] (by the way, these two are the weakest pairing criteria in the Dutch system, being the first we try to switch off whenever we cannot get a perfect pairing).

Having exhausted (so to speak...) the half point score bracket, let's finally go to the last and lowest score bracket, namely the one with zero points. This is a heterogeneous score bracket, since it contains not only players with no points, but also the two 0.5 points downfloaters from the previous score bracket. For clarity, we keep downfloaters separated from other players: [4w 11b] [9b 8w 10w 14w 13b] (we want to remember that player #12 is absent, and therefore receives a zero points forfeit, with no opponent and no colour, which is not a downfloat). There are no more incompatibilities, apart from the already known 4-11, and we have $P1 = P0 = 3$, $M1 = M0 = 2$, $X1 = 0$, $Z1 = 0$ [C.2]. Since the score bracket is a heterogeneous one, we shall put $P = M1 = 2$ and $X = X1 = 0$ [C.3.a]. In S1 we put only the two floaters²⁷, and we have to form $P = 2$ pairs [A.6]. The initial pairing scheme is:

²⁶ Please note that in the Lim system rules the term "upfloater" is used (with a completely different meaning) to indicate a player who floats to an higher score bracket during the bottom-up stage of the pairing (from the bottom score bracket towards the median one) - there will be no special treatment for any player paired with a floater.

²⁷ When, however, in a heterogeneous score bracket the floaters are half, or more than half, of the total number of players in the bracket, this arrangement is no longer reasonable because S1 would be equal to or even greater than S2. In this case, the group should be treated as if it were homogeneous [A.3].

S1	S2
4w	8w
11b	9b
	10w
	13b
	14w

The first pairing attempt is 4-8, 11-9, but it is at once evident that both of these pairs are unsatisfactory from the point of view of colour matching - and since now $X = 0$, we should satisfy all colour preferences. We should therefore apply the first transposition of S2 [D.1] that swaps the first player with one having a colour preference for black and, at the same time, brings to the second position a player whose colour preference is for white [C.7]. A computer, which is not intelligent at all, would try all transpositions, one by one, until it gets to the right one - but we, who have intelligence but no time to waste, shall reason the thing out for a moment and see right away that the smallest number that changes the first and second digit in 12345 is 21345, and this corresponds to the correct transposition²⁸.

S1	S2
4w	9b
11b	8w
	10w
	13b
	14w

Thus we obtain the unordered pairs 4-9 and 11-8 [C.6] - we will decide later how to assign colours. Up to this point we paired only floaters - now we have to pair the remaining part of S2. This is a *homogeneous remainder bracket*. With this remainder bracket: [10w 13b 14w], after taking note of the value of P and of the current transposition, we calculate the new $P = P1 - M1 = 3 - 2 = 1$ - then we start to build the new subgroups S1 and S2 [C.4]. The pairing scheme is now:

S1	S2
10w	13b
	14w

We can see at once that the perfect pairing is 10-13; player #14 ends up unpaired and, as directed by the Rules, receives a bye: 1 point, no opponent, no colour [A.5].

²⁸ Another way, less rigorous but simpler, to see the procedure is as follows: we take the first player of S1, then we scroll S2 until we find a player with a compatible colour preference (keeping in mind the current value of X and decrementing it when appropriate), pairing the former with the latter; then we repeat this procedure with the second element of S1, the third, and so on, until all of S1 is used up.

As a bye is considered to be a downfloat [B.1.b], as such it should be noted on the player's card.

To complete the preparation of the round, we now assign colours and rearrange chessboards. The unordered pairs we built are: 1b-5b, 7b-2w, 3b-6w, 4w-9b, 11b-8w, 10w-13b; #12 is absent, while bye goes to #14. We need to examine those pairs one by one, accordingly to colour allocation criteria (see part E of the Rules), which are very logical and reasonable:

- If possible, we satisfy both players [E.1];
- If we can't satisfy both players, we satisfy the strongest colour preference: first are absolute preferences, then strong ones, mild ones come last [E.2];
- All above being equal, we alternate colours with respect to the last time they played with different colours [E.3]. It may happen that in the sequence of colours (or "colour history") there are "holes", of course in correspondence with unplayed games (due to a bye or forfeit). In this case, we simply skip those "holes", moving them to the beginning of the sequence - which basically means that we look at the colour of the previous played game.
- All above being still equal, we satisfy the colour preference of the higher ranked player - thus, the player with higher score or, if scores are tied, the one who comes first in the initial ranking list [E.4].

The last item is just the one that applies in assigning colours to the pair 1-5: the players in this pair have the same colour preference and identical colours histories. We shall therefore assign black to player #1, who "prefers" it and is presumably the stronger of the two. In all other pairs we can satisfy both players - and so we shall do.

Having thus finished the preparations for the second round, we check the order of chessboards and publish the pairing (indeed, to cut it short we post the results too):

1	5 (1.0) - 1 (1.0)	1-0
2	2 (1.0) - 7 (1.0)	1-0
3	6 (1.0) - 3 (1.0)	½-½
4	4 (0.5) - 9 (0.0)	1-0
5	8 (0.0) - 11 (0.5)	0-1
6	10 (0.0) - 13 (0.0)	1-0
7	14 (0.0): +BYE	1F

THIRD ROUND (EXCHANGES)

We have now got to the third round, and the tournament board is as follows, and we want to keep in mind that the due colour should be assigned to player #5 right from the beginning, because of the player's absolute colour preference. Now we already had a little practice, so we can go a bit faster - but without neglecting any of the necessary checks and cautions!

Player	PN	1		2		3		4		5	
		Pair	Pnts	Pair	Pnts	Pair	Pnts	Pair	Pair	Pnts	Pair
Alice	1	8W+	1.0	5B-	1.0	w					
Bruno	2	9B+	1.0	7W+	2.0	b					
Carla	3	10W+	1.0	6B=	1.5	w					
David	4	11B=	0.5	9W↓+	1.5	b					
Eloise	5	12W+	1.0	1W+	2.0	B					
Finn	6	13B+	1.0	3W=	1.5	b					
Giorgia	7	14W+	1.0	2B-	1.0	w					
Kevin	8	1B-	0.0	11W↑-	0.0	b					
Louise	9	2W-	0.0	4B↑-	0.0	w					
Mark	10	3B-	0.0	13W+	1.0	b					
Nancy	11	4W=	0.5	8B↓+	1.5	w					
Oskar	12	5B-	0.0	-BYE	0.0	(W)					
Patricia	13	6W-	0.0	10B-	0.0	w					
Robert	14	7B-	0.0	+BYE↓	1.0	(W)					

The first score bracket, whose players scored 2 points, is [2b, 5B] ([C.2]: $P_1=P_0=1$, $M_1=M_0=0$, $X_1=1$, Z_1 n/a; [C.3]: $X = 1$, $P = 1$)²⁹. We want to remember that we are pairing an odd numbered round - hence, except for players who skipped some games, all colour preferences will be mild, or absolute. We are requested to form just one pair, and the two players have not played each other, so they can be paired. We should satisfy the stronger colour preference, so the pairing is 2-5.

The next score bracket, with 1.5 points, is [3w, 4b↓, 6b, 11w↓] ($X = 0$, $P = 2$). Players 3, 6 and 4, 11 already played each other, and players 4 and 11 just had a downfloat; the first candidate pairing [C.6] is:

S1	S2
3w	6b
4b↓	11w↓

²⁹ From now on, we will make explicit reference to the parameters computed in [C.2] and [C.3] only when necessary, although the values to which we set X and P always originate from the execution of those two steps.

We are not very lucky and both pairs are forbidden (the players already played each other [B.1]). Therefore, we move on to the first transposition (which, in this case, is also the only one) [C. 7]:

S1	S2
3w	11w↓
4b↓	6b

Still we are not lucky: this candidate pairing contains two pairs that disregard colour preferences - therefore, since $X = 0$, we shall reject it [B.4]. Since this was the last possible transposition, we must conclude that step [C.7] cannot help us - so we move on to the next attempt, which is an exchange (swap) of players between S1 and S2 [C.8].

We shall take a player from S2 and swap it with a player from S1, in an attempt to obtain an acceptable pairing. If the exchange of one player is not enough, we can swap two, three and so on - until we find a solution. All exchanges must always comply with the general philosophy of the Dutch system - which is to try, as much as possible, to pair each player from S1 with the *homologous* player from S2. Therefore we will try to exchange a player of S1 with the nearest possible player from S2: the rule that derives from this principle is to *maintain as small as possible a difference between the numbers of exchanged players* - or, to say it in another way (but with the same meaning!), *we swap the lowest possible player from S1 with to the highest possible player from S2*. In case of equal differences, we should always choose an exchange that involves the lowest player of S1 [D.2]. After the exchange, the subgroups S1 and S2 must be put in order [C.5] in the usual way [A.2] (which we only seldom need to do, because they usually are already in the right order).

In our score bracket, the first exchange we should try is between players 4 and 6. This gives us the new candidate pairing [C.6]:

S1	S2
3w	4b↓
6b	11w↓

At last, this is a valid pairing and we can form the pairs 3-4, 11-6.

Now we can move on to the 1 point score bracket: [1w, 7w, 10b, 14(W)↓] ($X = 1$, $P = 2$). Here, players 7 and 14 already played with each other. Moreover, although we are pairing an odd numbered round, one of the players has a strong colour preference and, as we may remember, this is a *semi-absolute* preference (W) - which should be treated as if it were absolute, unless this forces us to create more floaters than necessary [A.7.d]. The first pairing candidate [C.6] is:

S1	S2
1w	10b
7w	14(W)↓

and of course it is not acceptable [B.1.a]. Let's then proceed to the first (and, once again, only) transposition [C.7]:

S1	S2
1w	14(W)↓
7w	10b

Since $X = 1$, this is an acceptable pairing and we form the pairs 14-1 ([E.2]: the colour preference of player 14 is stronger than that of player 1) and 7-10 ([E.1]).

No players have a half point score; the next score bracket to be paired is the lowest one, with zero points. It is comprised of [8b↑, 9w↑, 12(W), 13w] ($X = 1, P = 2$). Player 12, who was absent in the previous round and therefore lost by forfeit, has now a strong colour preference (which we should, if only possible, treat as absolute) - but, unlike player #14, it does not have a downfloat [B.1.b]. Then we have the following candidate pairing:

S1	S2
8b↑	12(W)
9w↑	13w

Strangely enough, we were lucky at the first shot ... Let's thank our good fate and accept the proposed pairs; as to the colours, the first pair is 12-8, in agreement with both preferences [E.1], while for the second, in which players have not only identical preferences but also the same colours histories, we satisfy the preference of the higher ranked player [E.4], thus obtaining 9-13.

We're done! After checking everything as usual, and particularly the order of chessboards, we may publish the pairing and let the round begin.

1	2 (2.0) - 5 (2.0)	½-½
2	3 (1.5) - 4 (1.5)	½-½
3	11 (1.5) - 6 (1.5)	0F-1F
4	14 (1.0) - 1 (1.0)	0-1
5	7 (1.0) - 10 (1.0)	1-0
6	12 (0.0) - 8 (0.0)	½-½
7	9 (0.0) - 13 (0.0)	1-0

Twist! Player #11 does not show in time to play, so forfeiting the game: *we need to fix the pairing cards (if used) and/or the tournament board* to reflect this mishap, especially in the light of the fact that the pairing between 6 and 11, not having actually been realized, may be repeated in a future round. Moreover, player #6, who won by forfeit, gets a downfloat - while player #11, who forfeited the game, doesn't.

FOURTH ROUND (RELAXING PAIRING CRITERIA)

After the third round, our tournament board is as follows. For our convenience, from now on we'll report also the colour preferences and the (possible) last two floats for each player. The hyphen "-" indicates that the player did not float in the last round, but it did in the previous round. By the way, at this point a piece of advice is in order: as we proceed in the tournament, we collect more and more data, and it becomes very likely to overlook something... we should therefore always pay extreme attention while posting data on the board, and inspect everything two, three or even more times: as strange as it may seem, making mistakes is really easy!).

Player	PN	1		2		3		4		5	
		Pair	Pnts	Pair	Pnts	Pair	Pnts	Pair	Pair	Pnts	Pair
Alice	1	8W+	1.0	5B-	1.0	14B+	2.0	W			
Bruno	2	9B+	1.0	7W+	2.0	5W=	2.5	B			
Carla	3	10W+	1.0	6B=	1.5	4W=	2.0	b			
David	4	11B=	0.5	9W↓+	1.5	3B=	2.0	w-↓			
Eloise	5	12W+	1.0	1W+	2.0	2B=	2.5	b			
Finn	6	13B+	1.0	3W=	1.5	+BYE	2.5	(b)↓			
Giorgia	7	14W+	1.0	2B-	1.0	10W+	2.0	b			
Kevin	8	1B-	0.0	11W↑-	0.0	12B=	0.5	w-↑			
Louise	9	2W-	0.0	4B↑-	0.0	13W+	1.0	b-↑			
Mark	10	3B-	0.0	13W+	1.0	7B-	1.0	w			
Nancy	11	4W=	0.5	8B↓+	1.5	-BYE	1.5	(w)-↓			
Oskar	12	5B-	0.0	-BYE	0.0	8W=	0.5	(b)			
Patricia	13	6W-	0.0	10B-	0.0	9B-	0.0	W			
Robert	14	7B-	0.0	+BYE↓	1.0	1W-	1.0	(b)-↓			

As usual, we start from the first score bracket, which is: [2B, 5b, 6(b)↓] ([C.2] P1=P0=1, M1=M0=0, X1=1, Z1=0; [C.3] **X = 1, P = 1, Z = 0**). Here, players #2 and #5 already played with each other [B.1.a] and the first candidate pairing [C.6] is therefore not valid. We should go to the first transposition [C.7], which yields the pair 6-2 - while player #5 shall float to the next score bracket (with 2 points):

[5b][1W, 3b, 4w-↓, 7b] ($X = 0, P = 1$), which gives:

S1	S2
5b	1W
	3b
	4w-↓
	7b

From this, since we already had the pair 5-1 in the second round, we get the pair 4-5 and start from [C.4] with the remainder homogeneous group [1W, 3b, 7b]. This in turn provides us with the pair 1-3, with player #7 floating to the next score bracket:

[7b] [11 (w) - ↓] ($X = 0, P = 1$).

Here we have a player who, due to a bye (but the actual reason is irrelevant), played an even number of games - thus its colour preference is (mild, and therefore) variable [A.7.e]. In principle, we could change its colour preference to the colour which tends to equalize the number of preferences for white and black in the score bracket - but, as now X is already zero of its own, by changing the preference of the player we would increase X rather than decrease it. Thus, we can't change this colour preference, although variable, as doing so would not make any sense.

Since players #7 and #11 did not play with each other, we can make the pairing at once: 11-7. The next score bracket is: [9b-↑, 10w, 14(b)-↓] ($X = 0, P = 1$), which gives us:

S1	S2
9b-↑	10w
	14(b)-↓

Here, all players are compatible and therefore can play with each other, but we have a small problem: the "natural" pairing would leave #14 unpaired - but this player had a downfloat in the second round and therefore should not get one more now [B.6]; let's then try a transposition [C.7]:

S1	S2
9b-↑	14(b)-↓
	10w

Here the problem is that the players' colour preferences are not matched well enough [B.4]. A not too careful analysis might seem to indicate that, being this an even numbered round, we might change the mild colour preference of player #14 [A.7.e] from white to black - but actually *this change is not allowed*, as it doesn't reduce the number of disregarded strong preferences, which is already zero of its

own! Thus, even with a transposition we can't come to a valid conclusion, and we have to try one exchange [C.8]:

S1	S2
10w	9b-↑ 14(b)-↓

The pair 10-9 [C.6] is not acceptable³⁰, because once again it leaves unpaired player #14, who cannot float. Thus, once again we go on to a transposition [C.7], which yields:

S1	S2
10w	14(b)-↓ 9b-↑

At last, we get the valid pair 10-14, while player #9 floats to the next score bracket, which is the half point one: [9b-↑][8w-↑ 12(b)] ($X = 0, P = 1$), where #8 and #12 are incompatible because of [B.1.a].

S1	S2
9b-↑	8w-↑ 12(b)

Once again, #9 and #8 cannot play with each other, because #8 upfloated during the second round [B.6]. Transpositions [C.7] cannot help us because X is zero and both 9, 12 have preference for black [B.4].

Since the score bracket is heterogeneous, we can't use exchanges [C.8] - nor indeed [C.9] applies, since this is not a remainder score bracket. We should move on to the next step, which is [C.10.a], where we disable the pairing criterion [B.6] for upfloaters (to be precise, at first we disable it for *just one* upfloater) - hence, we go back to [C.4] and start again with transpositions.

We should then resume the processing of this score bracket right from the beginning - but now we ignore criterion [B.6], which forbade the repetition of any upfloats received in the second round.

S1	S2
9b-↑	8w-↑ 12(b)

³⁰ We should note that in pairing exchanged players between themselves, we always find a pair we already tried before - hence, we cannot reach better results than those we previously discarded.

Without this restriction, the pairing is immediate and will yield the pair 8-9, while player #12 remains unpaired and therefore floats to the next score bracket.

And so we come to the last and lowest score bracket, which is once again a heterogeneous one: [12 (b)] [13W] ($X = 0, P = 1$). The two players are compatible, their colour preferences agree, and we get the pair 13-12. As usual, we check everything, rearrange (if necessary) the chessboards order, start the round - and reach the fifth and final round.

1	6 (2.5) - 2 (2.5)	0-1
2	4 (2.0) - 5 (2.5)	½-½
3	1 (2.0) - 3 (2.0)	1-0
4	11 (1.5) - 7 (2.0)	1-0
5	10 (1.0) - 14 (1.0)	½-½
6	8 (0.5) - 9 (1.0)	½-½
7	13 (0.0) - 12 (0.5)	1-0

FIFTH ROUND (BACKTRACKING)

After the fourth round is played out, the tournament board is as follows:

Player	PN	1		2		3		4		5	
		Pair	Pnts	Pair	Pnts	Pair	Pnts	Pair	Pair	Pnts	Pair
Alice	1	8W+	1.0	5B-	1.0	14B+	2.0	3W+	3.0	b	
Bruno	2	9B+	1.0	7W+	2.0	5W=	2.5	6B+	3.5	w	
Carla	3	10W+	1.0	6B=	1.5	4W=	2.0	1B-	2.0	w	
David	4	11B=	0.5	9W↓+	1.5	3B=	2.0	5W↑=	2.5	b↑	
Eloise	5	12W+	1.0	1W+	2.0	2B=	2.5	4B↓=	3.0	W↓	
Finn	6	13B+	1.0	3W=	1.5	+BYE	2.5	2W-	2.5	B↓	
Giorgia	7	14W+	1.0	2B-	1.0	10W+	2.0	11B↓-	2.0	w↓	
Kevin	8	1B-	0.0	11W↑-	0.0	12B=	0.5	9W↑=	1.0	b↑	
Louise	9	2W-	0.0	4B↑-	0.0	13W+	1.0	8B↓=	1.5	w↓	
Mark	10	3B-	0.0	13W+	1.0	7B-	1.0	14W=	1.5	b	
Nancy	11	4W=	0.5	8B↓+	1.5	-BYE	1.5	7W↑+	2.5	(B)↑	
Oskar	12	5B-	0.0	-BYE	0.0	8W=	0.5	13B↓-	0.5	(W)↓	
Patricia	13	6W-	0.0	10B-	0.0	9B-	0.0	12W↑+	1.0	b↑	
Robert	14	7B-	0.0	+BYE↓	1.0	1W-	1.0	10B=	1.5	(W)	

The first score bracket, with 3.5 points, is [2w] ($P = 0$) - but, with a lonely player, there is not very much to do... it can't help but downfloat to the next score bracket, which is the one with 3 points: [2w][1b, 5W↓] ($X = 0, P = 1$). Here, 1-5 and 2-5 already met

each other. Thus, player #5 is incompatible and immediately floats to the next score bracket [C.1], whilst 2-1 can be paired [C.6].

The next score bracket is heterogeneous: [5W↓] [4b↑, 6B-↓, 11(B)↑] ($X = 1, P = 1$). The games 4-5 and 11-4 have already been played. Therefore we can imagine that, whichever the float status of players, we will, out of necessity, get the pair 4-6 - and therefore 5-11 - but we need also to know the correct formal procedure which gives us this result.

In step [C.6], we obtain the first candidate pairing:

S1	S2
5W↓	4b↑
	6B-↓
	11(B)↑

Our first attempt [C.6] will be to pair 5-4 - but this pairing is forbidden as match 4-5 has already been played [B.1.a]; we go on to transpositions [C.7], and the first useful one is:

S1	S2
5W↓	6B-↓
	4b↑
	11(B)↑

This leaves us with the pair 5-6 and a homogeneous remainder bracket [4b↑, 11(B)↑], with which we go back to [C.4]. To make a long story short, we can say at once that neither transpositions [C.7] nor exchanges [C.8] can bring us to pair these two players, as they are incompatible.

We shall then go to [C.9], which directs us to terminate the pairing of the homogeneous remainder bracket, go back to [C.6] and restart from there with a new transposition. The last one we tried was [5W↓] [6B-↓, 4b↑, 11(B)↑]. Full steam backwards, then - let's try to pair the floater by the next transposition, and hope for good...

S1	S2
5W↓	11(B)↑
	4b↑
	6B-↓

The pair 5-11 does not work, because player #11 just floated [B.5] - and this was the last possible transposition of S2 [C.7]. We must abandon [C.9] and go to [C.10.a].

The latter rule tells us to waive the protection of players who had an upfloat two rounds ago³¹ [B.6] and then return to [C.4] with the original bracket, to retry the pairing - but we already know that this is just a waste of time, since we didn't encounter any problems with this criterion, and then turning it off cannot change anything.

Hence, we end up once again to [C.10] where, as we now perform the next step [C.10.b], we waive the protection of players who had an upfloat in the previous round [B.5]. Now, with our original score bracket, we restart from [C.3.h], which reactivates [B.6]:

S1	S2
5W↓	4b↑
	6B-↓
	11(B)↑

Once again we refuse both the pairs 5-4, since those players already played each other [B.1], and 5-6, which doesn't allow a pairing in the remainder score bracket (we want to remember that players 4-11 too have already played against each other). Therefore we once again get to the pair 5-11 - but this time we can accept it, because criterion [B.5] for upfloater #11 now doesn't apply.

This leaves us with the homogeneous remainder bracket [4b↑, 6B-↓], with which we start once again from [C.4]. Players #4 and #6 are compatible, and we have no problems about colour preferences because $X = 1$. Thus we can, at last, form the pair 4-6 and move on to the next score bracket.

With 2 points, we have players [3w, 7w↓] ($X = 1, P = 1$), who didn't play with each other in previous rounds - therefore they can be paired. We should yet assign colours: the players have identical preferences and colours histories - thus we satisfy the colour preference of the highest ranked player, thus obtaining the pair 3-7.

With 1.5 points, we have [9w↓, 10b, 14(W)], which yields 9-10 and player #14 floats to the next score bracket, which is:

[14(W)][8b↑, 13b↑] ($X = 0, P = 1, M=1$) - here, all players are compatible.

Here, too, the pairing is not immediate, because both players in S2 did just float up, and then should not do it again so soon. To our aid comes the fact that the Rules define criteria [B.4] to [B.6] as "relative", meaning that they must be met to the widest possible extent *but only by means of exchanges and transpositions* - whenever

³¹ When we ignore any criterion, we shall do it in such a way as to disturb as little as possible the pairing. Thus, we do not ignore it for all players, but for just one player - and for every possible choice of the player. Then, if this is just not enough, we should try every possible choice of two players - and so on.

enforcing them would make players float, we renounce them and so much the worse!

Now, the only way to comply with criterion [B.5] would be to make all players in the score bracket float – which of course would be an absurd! - hence, this is one of those very situations in which we simply waive this criterion. In short, the pairing must necessarily take place within this score bracket. The formal way to accomplish this result is basically the same we followed in the case of the previous score bracket: we try all transpositions, obviously without success. After that, since exchanges are not allowed, we can't help but abandon the criteria of protection for upfloaters [B.6] and [B.5] (in that order). Now we obtain the pair 14-8, and the remaining player #13, unpaired, floats to the last and lowest score bracket:

[13b↑][12(W)↓] ($X = 0, P = 1$).

Players #13 and #12 are incompatible (they already played each other) - thus, since #13 is a downfloater, we go straight on from step [C.1] to step [C.12]: we undo the pairing of the previous score bracket, to try and find a new pairing giving a possible opponent for player #12 as downfloater, so allowing us to complete the pairing. That means we must go back to:

[14(W)][8b↑, 13b↑]

to try and change the downfloater. In fact, this is possible: we make the pair 14-13, and Mr. #8 ends up in the next score bracket... but player #12 already played with #8 too, so this is not the way to heavens doors either. There are no more possible floaters (player #14 is a downfloater and can't be moved down again) - therefore we must move on to the next step.

Since we are in the lowest score bracket, we still have a chance - our last resort - which is the fateful [C.13]: we discard the pairing of the penultimate score bracket and merge this and the last in a single heterogeneous score bracket, whose S1 shall be the last (highest) added score bracket:

{[14(W)][8b↑, 13b↑]}[12(W)↓] ($X = 0, P = 2$).

In this score bracket, players coming from the upper bracket are a majority ($S1 > S2$) so we should treat it as homogeneous [A.3]. Hence, our new score bracket is:

[14(W), 8b↑, 13b↑, 12(W)↓] ($X = 0, P = 2$).

With this new score bracket, we will have to repeat all the usual attempts. We start from:

S1	S2
14(W)	13b↑
8b↑	12(W)↓

Players 8-12 are incompatible, because they already played each other [B.1], so we will move on to the first transposition [C.7]:

S1	S2
14(W)	12(W)↓
8b↑	13b↑

This doesn't work either, because of the too many disregarded colour preferences. We want to try an exchange [C.8]:

S1	S2
14(W)	8b↑
13b↑	12(W)↓

and start again. Once again we can't accomplish a pairing, because players 13-12 are incompatible, so we try the transposition [C.7]:

S1	S2
14(W)	12(W)↓
13b↑	8b↑

Unfortunately, we already tried this, and it does not work. Since moving player #14 would only repeat already discarded pairings without producing any new ones, there are no more possible exchanges or transpositions.

To summarize: the only compatible pairing we found is 14-12, 13-8, which apparently violates the criterion for colour optimization [B.4] - less obvious is the fact that it also violates the principle of minimization of differences in score [B.3], as well as the indication to treat strong preferences in odd numbered rounds as if they were absolute [A.7.d] - and therefore we ought to drop it.

We get then to [C.10], in which we lower pairing requirements; in the present case, we shall get as far as applying [C.10.f] to let us ignore [A.7.d] - but even this isn't enough! We have also to apply (twice!) [C.10.e], to override [B.4], thus accepting the colours mismatch. At last, the pairing becomes legal, and we can accept it.

This pairing might seem a bit odd, but we ought to remember that, to fulfil any relative criteria, we can perform transpositions and exchanges, but we do not make any player(s) float. So, we pair player #14 with #12³² and, consequently, #8 with #13.

The last thing to do is colours allocation. Both players have identical (strong) colour preferences (that, by the way, while pairing an odd numbered round, ought to be treated as absolute). Let's look at the colours histories of the players: 14:B-WB; 12:B-WB, which are yet again identical. We can't help but satisfy the colour preference of the higher ranked player [E.4], which is of course #14 who has a higher score - thus, we obtain 14-12. Let's see what shall be of players #8 and #13: both have mild colour preferences, but now the colours histories are different: 8:BWBW; 13:WBBW - thus, we should alternate colours with respect to the last round in which they played with different colours [E.3], obtaining 13-8. As usual, we double-check everything - then... Ladies and gentlemen, please start clocks for the final round!

1	2 (3.5) - 1 (3.0)	0-1
2	5 (3.0) - 11 (2.5)	1-0
3	4 (2.5) - 6 (2.5)	½-½
4	3 (2.0) - 7 (2.0)	1-0
5	9 (1.5) - 10 (1.5)	½-½
6	14 (1.5) - 12 (0.5)	1-0
7	13 (1.0) - 8 (1.0)	½-½

³² It is worth noting that everything seems to be as if in step [C.12] player #14 had floated a second time, ending up in the same score bracket of player #12. This interpretation, however attractive in its seeming simplicity, is not correct and can only be confusing.

FINAL STEPS

Now the tournament is over. The final operations, with regard to pairing, consist of the harvesting of results and final compilation of the tournament board³³:

Player	PN	1		2		3		4		5	
		Pair	Pnts	Pair	Pnts	Pair	Pnts	Pair	Pair	Pnts	Pair
Alice	1	8W+	1.0	5B-	1.0	14B+	2.0	3W+	3.0	2B↑+	4.0
Bruno	2	9B+	1.0	7W+	2.0	5W=	2.5	6B+	3.5	1W↓-	3.5
Carla	3	10W+	1.0	6B=	1.5	4W=	2.0	1B-	2.0	7W+	3.0
David	4	11B=	0.5	9W↓+	1.5	3B=	2.0	5W↑=	2.5	6W=	3.0
Eloise	5	12W+	1.0	1W+	2.0	2B*=	2.5	4B↓=	3.0	11W↓+	4.0
Finn	6	13B+	1.0	3W=	1.5	+BYE	2.5	2W-	2.5	4B=	3.0
Giorgia	7	14W+	1.0	2B-	1.0	10W+	2.0	11B↓-	2.0	3B-	2.0
Kevin	8	1B-	0.0	11W↑-	0.0	12B=	0.5	9W↑=	1.0	13B=	1.5
Louise	9	2W-	0.0	4B↑-	0.0	13W+	1.0	8B↓=	1.5	10W=	2.0
Mark	10	3B-	0.0	13W+	1.0	7B-	1.0	14W=	1.5	9B=	2.0
Nancy	11	4W=	0.5	8B↓+	1.5	-BYE	1.5	7W↑+	2.5	5B↑-	2.5
Oskar	12	5B-	0.0	-BYE	0.0	8W=	0.5	13B↓-	0.5	14B-	0.5
Patricia	13	6W-	0.0	10B-	0.0	9B-	0.0	12W↑+	1.0	8W=	1.5
Robert	14	7B-	0.0	+BYE↓	1.0	1W-	1.0	10B=	1.5	12W+	2.5

That's all!

³³ In past times, the rules of the Dutch system also explicitly provided detailed instructions (now repealed) for the preparation of final standings. By way of historical documentation (we might need to look at some old tournament), we cite from the old rules the article that contained these instructions: "In order to make the final standings the following criteria apply (in descending priority): (a) the highest number of points scored; should this be equal for several participants prize money should be shared; (b) where it concerns the first place: the best result in games played against each other; (c) the highest average rating of the opponents; (d) the drawing of lots."

APPENDIX: RULES FOR THE DUTCH SWISS SYSTEM

Hereafter, we present general rules for Swiss Systems (FIDE Handbook C.04.1 and C.04.2) and the Rules for the Dutch Swiss System (FIDE Handbook C.04.3.1), together with some notes to explain them.

The first part contains rules, which define the technical requirements any Swiss pairing system must obey, whilst the second part targets a set of various aspects relating to the handling of tournaments, from the fairness of the systems to the management of late entrants, and several rules which are common to all the FIDE approved systems.

The third part contains the Rules for the four FIDE approved Swiss Systems (Dutch, Lim, Dubov and Burstein); in this work we will only consider the first chapter, containing the Rules for the Dutch Swiss System, which in its turn is comprised of five sections:

- (A) *Introductory Remarks and Definitions: containing the basic concepts about the system and its control variables; namely, the last paragraph (A.11) is an essential description of the pairing system, as it will be described and regulated in detail by section (C)*
- (B) *Pairing Criteria: defining limitations to the possible pairings of the players; some of those limitations are common to all Swiss pairing systems, while others (B.5, B.6) are specific to the Dutch system and give origin to some of its peculiarities*
- (C) *Pairing Procedures: describing the pairing algorithm and the sequence of operations (this is the toughest part of the Rules)*
- (D) *Transposition and Exchange Procedures: showing how we should “stir” the players’ list when natural pairing is not possible (because two players have already played against each other, or because of colours incompatibility, and so on)*
- (E) *Colour Allocation Rules: each player receives its colour only after the completion of the pairing, according to these rules.*

With reference to the previous versions of the Rules, we may observe the suppression of section F, which contained several rules that could not belong to the previous sections - now those rules are mostly contained in the first two parts of C.04.

We would like to suggest you to carefully study the Rules until you feel you master their principles and meanings, before starting to study the tournament example.

C.04 FIDE SWISS RULES

C.04.1 *Basic rules for Swiss Systems*

The following rules are valid for each Swiss system unless explicitly stated otherwise.

- a. The number of rounds to be played is declared beforehand. *After the start of the tournament, we are not allowed to change the number of rounds (however, this may become inevitable by force of circumstances).*
- b. Two players shall not play each other more than once. *This is the only principle of Swiss Systems we can't dispense with (unless doing differently is absolutely inevitable...)!*
- c. Should the total number of players be (or become) odd, one player is unpaired. He receives a bye: no colour and as many points as are rewarded for a win, unless the regulations of the tournament state otherwise. *This rule allows us to assign byes with "unusual" values instead of the usual whole point, thus allowing both the use of score systems different from the classic 0 - ½ -1 (usually, to discourage "easy draws"), and the possibility for event organizers to establish a different value for byes (e.g. half a point) to reduce their effects on the player's final ranking.*
- d. A player who, for whatever reason, has received any number of points without playing, shall not receive a bye. *However, and whatever its value is, a bye cannot be assigned to any player who has already received points for any reason and to whatever extent, without playing.*
- e. In general, players are paired to others with the same score. *The location of this principle before colour balancing rule highlights its greater importance with respect to the latter. It is because of this rule that we can't make player float to suit colour preferences that are not absolute (see C.04.3.1:A.7.a).*

f. For each player the difference of the number of black and the number of white games shall not be greater than 2 or less than -2.

Each system may have exceptions to this rule in the last round of a tournament.

g. No player will receive the same colour three times in a row.

Each system may have exceptions to this rule in the last round of a tournament.

h.

1. In general, a player is given a colour as many times as he is given the other colour.

2. In general, a player is given the colour other than that he was given the previous round.

i. The pairing rules must be such transparent that the person who is in charge for the pairing can explain them.

We should emphasize that in this rule, as well as in the next one, the exceptions for the so-called “top scorers (see C.04.3.1:A.10) are possible, but not compulsory while the Dutch system adopts them (though in practice only when there are very good reasons to do so), other systems do not the same - e.g., the Dubov Swiss System definitely refuses to make such exceptions, which seems not to be consistent with the basic principles of the system.

This rule warrants the good colour balancing typical of all FIDE approved Swiss Systems. As we stressed in commenting point (e), this rule comes only after score balancing rules because, as far as pairings quality is concerned, the latter address a more important aspect of the system. In other words, here the Rules give priority to the choice of a well-matched opponent (waiving, if necessary, the preferred colour), with respect to that of the colour (but renouncing a better matched opponent).

Previous versions of the Rules imposed a far stricter rule by which the arbiter had to be able to produce the correct pairings. Anyway, we should never forget that it is always the arbiter who takes responsibility for the pairing, not the software (if used).

C.04.2 General handling rules for Swiss Tournaments

A Pairing Systems

1. The pairing system used for a FIDE rated tournament shall *All the rules in this section tend to the same aim: to prevent any possible tampering with the pairings in*

be either one of the published FIDE Swiss Systems or a detailed written description of the rules shall be explicitly presented to the participants. *favour of one or more participants (such as helping a player to obtain a norm). To this effect, the pairing rules must be well specified, transparent and unambiguous in the first place.*

2. While reporting a tournament to FIDE the Arbiter shall declare which of the official FIDE Swiss systems was used. If another system was used, the Arbiter has to submit the rules of this system for checking by the Swiss Pairing Committee.

3. Accelerated methods are acceptable if they were announced in advance by the organizer and are not biased in favour of any player.

4. The FIDE Swiss Rules pair the players in an objective and impartial way, and different arbiters or software programs following the pairing rules should arrive at identical pairings.

5. It is not allowed to vary the correct pairings in favour of any player.

Where it can be shown that modifications of the original pairings were made in favour of a player to achieve a norm, a report may be submitted to the Qualification Commission to initiate disciplinary measures through the Ethics Commission.

B Initial Order

1. Before the start of the tournament a measure of the player's strength is assigned to each player. The strength is usually represented by rating lists of the players. If one rating list is available for all participating players, then this rating list should be used.

It is advisable to check all ratings supplied by players. If no reliable rating is known for a player the arbiters should make an estimation of it as accurately as possible.

2. Before the first round the players are ranked in order of, respectively:

[a] Strength (rating)

[b] FIDE title (GM - IM - WGM - FM - WIM - CM - WFM - WCM - no title)

[c] alphabetically (unless it has been previously stated that this criterion has been replaced by another one)

3. This ranking is used to determine the pairing numbers; the highest one gets #1 etc.

The fundamental principle of Dutch Swiss system (like all Swiss systems) is to pair tied players (i.e. players with the same strength) so that the number of ties is halved at every round; thus, given N players, after $T = \log_2(N)$ rounds we should (theoretically) have no ties for the first place. For this purpose, a precise evaluation of the strength of players is essential.

The estimated rating of an unknown player can be determined on the basis of a national rating, if available, using the appropriate conversion formulas.

FIDE titles are ordered by descendent nominal rating; when ratings are equal, titles obtained through norms take precedence with respect to automatic ones.

Alphabetical sorting is absolutely unessential, its only rationale being to ensure unambiguous order. Thus, this criterion can be substituted for by any other capable of giving an unambiguous order, provided this has been previously declared in the tournament regulations.

Please notice that a lower numeric value corresponds to a higher ranking; this choice may not seem "natural", but is by now deeply rooted in common language.

C Late Entries

1. According to FIDE Competition Rules, any prospective participant who has not arrived at the venue of a FIDE competition before the scheduled time

It seems appropriate to point out that the declaration of delay must be given in advance, in writing, and stating reasons for it. Verbal communications (telephone, etc.)

for the drawing of lots shall be excluded from the tournament as long as he does not show up at the venue in time before a pairing of another round. *do not suffice. Since exceptions may be made, it is the Arbiter's responsibility to grant or decline such requests.*

An exception may be made in the case of a registered participant who has given written notice in advance that he will be unavoidably late.

2. Where the Chief Arbiter decides to admit a Late Entrant,

- if the player's notified time of arrival is in time for the start of the first round, the player is given a pairing number and paired in the usual way.
- if the player's notified time of arrival is in time only for the start of the second (or third) round, then the player is not paired for the rounds which he cannot play. Instead, he receives no points for unplayed rounds (unless the regulations of the tournament say otherwise), and is given an appropriate pairing number and paired only when he actually arrives.

3. In these circumstances, the Pairing Numbers that were given at the start of the tournament are considered provisional. The definitive Pairing Numbers are given only when the List of Participants is closed, and corrections made accordingly in the results charts.

D Pairing, colour and publishing rules

1. Adjourned games are considered draws for pairing purposes only.

2. Byes, and pairings not actually played, or lost by one of the players due to arriving late or not *Viz. if the game is won by forfeit or delay, for the purposes of pairing*

at all, will not be taken in account with respect to colour. Such a pairing is not considered to be illegal in future rounds. *those two players have never played with each other.*

3. Unplayed games do not count in any situation where the colour sequence is meaningful. So, for instance, if a player has a colour history of BWB=W (i.e. no valid game in round-4) will be treated as if his colour history was =BWBW. WB=WB will count as =WBWB, BWW=B=W as =BWBBW and so on. *Basically we look only at actually played games, skipping "holes", which float to the top of the list. Thus, for example, in the comparison between the colours histories of two players, the sequence ==WB is equivalent to BWBB and WBWB (but the latter two are not equivalent to each other!).*

4. A player who is absent without notifying the arbiter will be considered as withdrawn unless the absence is explained with acceptable arguments before the next pairings are published.

5. Players who withdraw from the tournament will no longer be paired.

6. Players known in advance not to play in a particular round are not paired in that round and score 0 (unless the regulations of the tournament say otherwise).

7. The results of a round shall be published at the usual place of communication at announced time due to the schedule of the tournament. *The application of this rule and the next requires us to set (and post!) a timetable for the publication of pairings. But, above all, these rules*

8. If either

- a result was written down incorrectly, or
- a game was played with the wrong colours, or
- a player's rating has to be corrected (and playing numbers possibly recomputed as in C.3),

and a player communicates this to the arbiter within a given due time delay after publication of results, these facts have to be used for the standings and the pairings of the round to come. The time delay shall be fixed in advance due to the timetable of the tournament.

If the error notification is made after the pairing but before the end of the next round, this will affect the next pairing to be done.

If the error notification is made after the end of the next round, the correction will be made after the tournament for submission to rating evaluation only.

9. After a pairing is complete sort the pairs before making them public.

The sorting criteria are (with descending priority):

- the score of the higher player of the pairing involved;
- the sum of the scores of both players of the pairing involved;
- the rank according to the Initial Order (C.04.2.B) of the higher player of the pairing involved.

10. The pairings once published shall not be changed unless two players have to play the second time.

put a constraint on the possible revision of the pairings: if an error is not reported within the specified deadline, all subsequent pairings, as well as the final standings, shall be prepared making use of the wrong result as if it were correct.

Even when using a pairing software program, it is mostly advisable to check boards order before publishing the pairing.

C.04.3 Swiss Systems officially recognized by FIDE

C.04.3.1 Dutch System

A) Introductory Remarks and Definitions

A.1 Initial ranking list

See C.04.2.B (General Handling Rules - Initial order)

A.2 Order

For pairings purposes only, the players are ranked in order of, respectively:

- a. score
- b. pairing numbers assigned to the players accordingly to the initial ranking list and subsequent modifications dependent on possible late entries.

Players are ordered in such a way that their presumable strengths are likely to decrease from top to bottom of the list (see also C.04.2:B.2).

Please notice that when we include a late entrant, the list should be sorted again, assigning new pairing numbers to the players. (C.04.2:C.3). When this happens, of course some participants may play subsequent rounds with different numbers; of course this change may, if not adequately advertised, muddle players who, in reading the pairings, still look for their old numbers.

A.3 Score brackets

Players with equal scores constitute a *homogeneous score bracket*. Players who remain unpaired after the pairing of a score bracket will be moved down to the next score bracket, which will therefore be *heterogeneous*. When pairing a heterogeneous score bracket these players moved down are always paired first whenever possible, giving rise to a *remainder score bracket* which is *always* treated as a homogeneous one. A heterogeneous score bracket of which at least half of the players have come from

Thus, as a rule, moved down players (“downfloaters”) are subject to a special treatment, aimed to lessen the effects of the difference in score with respect to their opponents because of the moving down.

Anyway, should this treatment fail to let us achieve a valid pairing, or if the moved down players are so many that pairing them in this way is not possible, we renounce the separate pairing and manage all of the score bracket in the normal way (that’s to say, as if it were homogeneous).

a higher score bracket is also treated as though it was homogeneous.

A.4 Floats

By pairing a heterogeneous score bracket, players with unequal scores will be paired. To ensure that this will not happen to the same players again in the next two rounds this is written down on the pairing card.

The higher ranked player (called downfloater) receives a downfloat, the lower one (upfloater) an upfloat.

A.5 Byes

Should the total number of players be (or become) odd, one player ends up unpaired. This player receives a bye: no opponent, no colour, 1 point or half point (as stated in the tournament regulations).

A.6 Subgroups - Definition of P0, M0

a. To make the pairing, each score bracket will be divided into two subgroups, to be called S1 and S2, where S2 is equal or bigger than S1 (for details see C.2 to C.4).

S1 players are tentatively paired with S2 players.

b. P0 is the maximum number of pairs that can be produced in each score bracket.

P0 is equal to the number of players divided by two and rounded downwards.

c. M0 is the number of players

The rationale for this treatment is that a pairing between floaters in general could be a disadvantage for both players: the strongest will probably be handicapped in the tie-break by the lower score of the opponent, while the weakest will probably have to play a very difficult game.

Please notice that the term “upfloater” here does not indicate a player transferred to a higher score bracket (as it is the case for other Swiss pairing systems, e.g. Lim), but simply the opponent of a downfloater.

In other systems, e.g. Lim, the player to whom the bye will be assigned is chosen before starting the pairing.

About byes, see also C.04.1:c.

In a given score bracket we can form at most P0 pairs, at most M0 of which comprise a downfloater (but we should notice that it may sometimes happen that more than half of the players in the score bracket are downfloaters).

The initial goal will obviously be to form all possible pairs; but, should this prove impossible, we will gradually decrease the number of pairs to be formed, and any remaining players would become part of the next score bracket (as downfloaters).

moved down from higher score groups (it may be zero).

A.7 Colour differences and colour preferences

The colour difference of a player is the number of games played with white minus the number of games played with black by this player. After a round the colour preference can be determined for each player who has played at least one game.

a. An absolute colour preference occurs when a player's colour difference is greater than +1 or less than -1, or when a player had the same colour in the two latest rounds he played. The preference is white when the colour difference is less than -1 or when the last two games were played with black. The preference is black when the colour difference is greater than +1, or when the last two games were played with white.

b. A strong colour preference occurs when a player's colour difference is +1 or -1. The strong colour preference is white when the colour difference is -1, black otherwise.

c. A mild colour preference occurs when a player's colour difference is zero, the preference being to alternate the colour with respect to the previous game.

Before the first round the colour preference of one player (often the

During pairing, we will try to accommodate as much as possible the colour preferences of the players (and this is the reason for the good balance of colours of Swiss modern systems).

Participants, who have not played any games yet, just have no preference, and shall therefore accept any colour (see A.7.f).

In general, the colour difference should not become greater than 2 or less than -2, with the possible exception of high ranked players in the last round, which can receive, if necessary, the third colour in a row or a colour three times more than the opposite (but this is still a relatively rare event).

To determine an absolute colour preference we should examine the last two actually played rounds, skipping any unplayed games, whatever the reason may be (therefore, e.g. a sequence WBBW=W, see [C.04.2:D.3], gives rise to an absolute colour preference).

A disregarded strong colour preference, just as a mild colour preference (see next item below), will give origin to an absolute colour preference on the subsequent round.

According to rule E.5, in the first round the determination (by lot) of the due colour for a single player is enough to determine the colours for each player.

highest one) is determined by lot.

d. While pairing an odd-numbered round players having a strong colour preference (players who have had an odd number of games before by any reason) shall be treated like players having an absolute colour preference as long as this does not result in either additional floaters or floaters with an higher score or pairs with a higher score difference of the paired players.

When pairing an odd numbered round, the colour preferences of all players should be, as a rule, only mild or absolute; but a player who didn't play a game (because of a bye, a forfeit, an absence...), in fact played an odd number of games - thus, its colour preference is by necessity strong or absolute.

This rule says that, if the colour preference is strong, we have to do our very best to satisfy it, except for generating more floaters than the bare minimum or worsen the score balance amongst paired players, as these would be worse than disregarding a colour preference.

Hereafter, we will call such preferences "semi-absolute".

e. While pairing an even-numbered round players having a mild colour preference (players who have had an even number of games by any reason) shall be treated and counted as if they would have a mild colour preference of that kind (white resp. black) which reduces the number of pairs where both players have the same strong colour preference.

When pairing an even numbered round, the majority of participants played an odd number of games, thus having a strong or absolute colour preference. Only players who did not play a game have an even number of them and could therefore have a mild colour preference.

We may change the due colour to those players, but only if this allows us to reduce the number of disregarded strong colour preferences.

Hereafter, we will call such preferences "variable".

Please notice that this change in colour cannot generate additional floaters.

f. Players who did not play the first rounds have no colour preference (the preference of their opponents is granted).

A.8 Definition of X1, Z1

Provided there are P0 (see A.6) pairings possible in a score bracket:

a. the minimum number of pairings which must be made in the score bracket, not fulfilling all colour preferences, is represented by the symbol X1.

b. in even rounds the minimum number of pairings which must be made in the score bracket, not fulfilling all strong colour preferences (see A.7.e), is represented by the symbol Z1.

X1 and, in even rounds, Z1 can be calculated as follows:

w: in odd rounds: 0; in even rounds: number of players who had an odd number of unplayed games which have a mild colour preference for white (see A7.e);

b: in odd rounds: 0; in even rounds: number of players who had an odd number of unplayed games which have a mild colour preference for black(see A7.e)

W: (remaining) number of players having a colour preference white;

B: (remaining) number of players having a colour preference black;

a: number of players who have not

At first sight, the calculation of X1 described herein may seem to define a constant: this is not the case. Should we, while pairing the score bracket, get to the point of decreasing the number P0 of pairs to be formed (C.14), parameter X1 would be reduced accordingly.

Since in even numbered rounds we may change the due colour of one or more variable preferences in order to satisfy a larger number of strong preferences, we will always have $Z1 \leq X1$.

Of course, whenever none of the players in the score bracket had an odd number of unplayed games, Z1 is equal to X1 and its calculation is therefore pointless.

Z1 is useless in odd numbered rounds when, by definition, we have no variable preferences.

*The total number of players due White in the score bracket is $W+w$, while the colour preference of $B+b$ players is towards Black; finally, a participants didn't play a game yet (late entrants, winners by forfeit, and so on) thus having no colour preference ($a \geq 0$, and usually $a=0$). Therefore, the whole score bracket contains $W+w+B+b+a$ players, and the maximum number **P0** of pairs that can be formed is (or, we should say, can't exceed) half the number of players - rounded off, if necessary, to the nearest integer.*

Let's examine the case in which $B + b > W + w$: then we have an excess of players whose preferences are to black, so

played a round yet.

If $B+b > W+w$ then $X1 = P0 - W - w - a$,

else $X1 = P0 - B - b - a$.

If $X1 < 0$ then $X1 = 0$.

In even rounds:

If $B > W$ then $Z1 = P0 - W - b - w - a$,

else $Z1 = P0 - B - b - w - a$.

If $Z1 < 0$ then $Z1 = 0$

that some among them will not receive their preferred colour. (The meaning of A.7.e is that, as far as possible, players who have a variable preference should be the first to get a “wrong” colour; and, of course, if we have an excess of players who expect black, changing any white colour preferences to black makes no sense at all.)

*Subtracting from the number **P0** of pairs to be formed the number **W+w+a** of all players preferring white or having no preference at all (the latter will therefore join the minority and take white), we obtain the number of pairs that contain only players who prefer black, and this number is of course **X1 = P0 - (W + w + a)***

Among those pairs we will, as long as possible, assign the white pieces to players whose preferences are variable; but when such preferences are all used up, we shall have to change colours to players whose preference is strong. Thus, we need to know how many among the “unlucky pairs” are made only of players whose colour preferences are strong, because in each one of these pairs we have to disregard a (very unlucky) player’s strong preference.

*The basic idea is to put, in each one of the **X1** pairs, a player with a variable preference for black, which (being “expendable”) safeguards the strong colour preference of the opponent. Thus, from the number **X1** of “unlucky pairs” we shall subtract the number **b** of black variable preferences, obtaining $Z1 = X1 - b = P0 - (W+w+a) - b$ or, finally, **Z1 = P0 - W - w - a - b***

*If **W+w > B+b**, viz. we have a prevalence of white colour preferences, we can reason along the very same lines; hence, to get the*

formulas we only need to swap $W \Leftrightarrow B$ and $w \Leftrightarrow b$.

Of course, when speaking of pairs, a negative number has no meaning; thus, when the calculations for X1 or Z1 yield negative results, we will simply have no pairs of the respective type, and will therefore set the corresponding parameter(s) to zero.

A.9 Transpositions and exchanges

a. In order to make a sound pairing it is often necessary to change the order in S2. The rules to make such a change, called a transposition, are in D.1.

b. In a homogeneous score bracket it may be necessary to exchange players from S1 to S2. Rules for exchanges are found under D.2. After each exchange both S1 and S2 are to be ordered according to A.2.

After we made transpositions in a score bracket, alterations in the order are desired; hence players in the S2 subgroup should not be sorted again (while S1 does not need to be sorted, as it has not been changed).

On the contrary, after exchanges, which swap one or more players between subgroups S1 and S2, sorting (according to A.2) both S1 and S2 subgroups is necessary, to re-establish a correct order before beginning a new sequence of pairing attempts. Only if the first attempt of the new sequence fails to give a valid result, we will try transpositions too, thus changing the natural order in the modified subgroups.

A.10 Definitions: Top scorers, Backtracking

Top scorers are players who have a score of over 50% of the maximum possible score when pairing the last round.

Backtracking means to undo the pairings of a higher score bracket to find another set of floaters to the given score bracket.

Those high-scoring players are especially important in the determination of the winner and of the top ranking. Hence, we may apply some special treatment criteria to their pairings - e.g., a player may receive a colour three times more than the other, or three times in a row, if this is needed to make it meet an opponent better suited to the strength the player demonstrated.

A.11 Quality of Pairings - Definition of X and P

The rules C.1 to C.14 describe an iteration algorithm to find the best possible pairings within a score bracket. Starting with the extreme requirement: P0 pairings with P0 – X1 pairings fulfilling all colour preferences and meeting all requirements B1 to B6.

If this target cannot be managed the requirements are reduced step by step to find the best sub-optimal pairings.

The quality of the pairings is defined in descending priority as:

- the number of pairs;
- the closeness of the scores of the players playing each other;
- the number of pairs fulfilling the

This article is a kind of summary introduction to what will be explained in detail in Section C. We may want to read it a first time, in order to grasp the general principles, and then come back to it after we studied the detailed pairing procedure.

This definition tries to give a criterion for a quantitative evaluation of the “goodness” of the pairings, by establishing some “test points” in order of importance according to the internal logic of the system. This is a significant step forward as compared to past editions of the Rules, in which the assessment of a good or bad pairing was only qualitative, and entirely left to the “sound judgment” of the pairing officer.

The first “quality factor” is of course the number of pairs, a reduction of which increases the number of floaters, and therefore the score differences between players.

However, even when the same number of pairs are made, different choices of floaters or pairings (in heterogeneous score brackets), can lead to different mismatching between players’ scores (e.g., see the many possible ways to pair a heterogeneous score bracket containing many players all having different scores).

Section D.4 provides a clear indication on how to assess the differences in score by means of the “B.3 factor”.

Colour is less important than ranking - and

colour preference of both players (according to A.7);

- fulfilling the current criteria for downfloaters,
- fulfilling the current criteria for upfloaters.

During the algorithm two parameters represent the progress of the iteration:

P is the number of pairings required at a special stage during the pairings algorithm. The first value of P is P0 or M0 and is decreasing.

X is the number of pairings not fulfilling all colour preferences which is acceptable at a special stage during the pairings algorithm. The first value of X is X1 (see A.8) and is increasing.

this is consistent with the basic logic of the Dutch Swiss system.

At first, criteria B.5 and B.6 (see par. B) are turned off only for upfloaters; if, and only if, this doesn't allow a pairing, they will then be turned off for downfloaters too. Because of this, there is a certain asymmetry in the treatment, and downfloaters are more protected than upfloaters. Please note that, in some other Swiss systems, floaters' opponents are not considered to be floaters themselves and therefore enjoy no protection at all.

At any given stage of the pairing procedure, we will try to produce P pairs; for heterogeneous score brackets, the starting value of P is the number M0 of downfloaters joining the bracket (whom we shall try to pair first). In homogeneous score brackets, the starting value of P is equal to the maximum number P0 of pairs that can be made.

When we can't produce all of the required pairs, P will be decreased, which in practice means we try to make one or more pairs less. If the score bracket is a heterogeneous one, unpaired players will have to join the remainder bracket (see A.3); while in case of a homogeneous bracket, such players will float into the next bracket.

If, however, we were already pairing the lowest score bracket, in which we must pair all players, it will be necessary to retrace our steps (see A.10, Backtracking).

Parameter X tells us how many pairs we are allowed to make in the score bracket, with players whose colour preferences do not agree with each other. At first, we propose to make the minimum possible number of

such pairs, but later in the process we may need to increase this number to find a way around various pairing difficulties.

Since the general philosophy of the Dutch system gives more importance to the correct choice of opponents than to colours, the X pairs containing a disregarded colour preference will typically be among the first to be made.

B) Pairing Criteria

Absolute Criteria

(These may not be violated. If necessary players will be moved down to a lower score bracket.)

Those criteria correspond to the requirements of Section C.04.1, “Basic Rules for Swiss Systems” in the FIDE Handbook, which we may want to look at closely.

B.1

a. Two players shall not meet more than once.

If the game is won by forfeit, or because of opponent’s delay, for the purposes of pairing those two players have never met. As a result, that pairing may be repeated later in the tournament (and sometimes this happens, too!).

b. A player who has received a point or half point without playing, either through a bye or due to an opponent not appearing in time, is a downfloater (see A.4) and shall not receive a bye.

Please notice that a possible half point bye is equivalent to a full score bye (see A.5), and that a player who received points without playing is a downfloater. This is especially important as it affects the following two pairings for that player³⁴.

B.2

Two players with the same absolute colour preference (see A.7.a) shall not meet (therefore no player’s colour difference will become $>+2$ or < -2 nor a

See also C.04.1:f and C.04.1:g.

³⁴ E.g. it is unlikely that such a player may receive a downfloat on the next round! On the contrary, a player who forfeited its game is not a downfloater, and hence it is not protected against downfloating or getting a bye on the next round.

player will receive the same colour three times in row).

Note: If it is helpful to reduce the number of floaters or the score of a floater when pairing top scorers B.2 may be ignored.

If a top scorer is paired against a non-top scorer, the latter is considered a top scorer for colour allocation purposes.

Relative Criteria

(These are in descending priority. They should be fulfilled as much as possible. To comply with these criteria, transpositions or even exchanges may be applied, but no player should be moved down to a lower score bracket.)

B.3

The difference of the scores of two players paired against each other should be as small as possible and ideally zero

(note for programmers: see section D.4 regarding how to use this criterion after repeated application of rule C.13)

B.2 can be switched off for top scorers, but if and only if its application makes us create additional floaters that could be avoided, or floaters with higher scores than those we would have had by turning it off – otherwise, it must be used.

A player who is not a “top scorer” and has an absolute colour preference may happen to be paired to a “top scorer” with identical absolute colour preference. The second part of this note equates the players of the pair, even if one of them is not a “top scorer”. Because of this rule, a player might be denied its colour preference just as if it were a “top scorer” - even if it’s not one!

This comment, although in itself clear enough, is worth to be emphasized: relative criteria are less important than absolute ones, and disregarding them is less serious than making a player float. All in all, apart from the remaining player in odd score brackets, only incompatible players should float (and not always, seeing the exception of the top scorers). This too is an evidence of the attention of the system towards the choice of the “right strength” opponent.

This criterion, although very important (it corresponds to rule C.04.1:e, see the note at the beginning of this section), does not specify how to evaluate score differences in pairs. However, we can find a clear indication to this effect in the “Note for programmers” in D.4, which provides a mathematically precise (and relatively

simple) method to determine which is the best between two given pairings.

We may also notice that, once again, the location of this criterion before B.4 is suggestive of the attention the Dutch system gives to the choice of a “right strength” opponent rather than a “right colour” one.

B.4

As many players as possible receive their colour preference.

B.5

No player shall receive an identical float in two consecutive rounds.

B.6

No player shall have an identical float as two rounds before.

Rule C.04.1:e states that players in general should meet opponents with the same score. This is best achieved by pairing players inside score brackets - but in some cases a player cannot be paired in its brackets and then, by necessity, it floats. These two criteria limit the frequency with which such an event can happen to a same player - but they are “very weak criteria”, in the sense that they are the first to be ignored in case of need.

C) Pairing Procedures

Starting with the highest score bracket apply the following procedures to all score brackets until an acceptable pairing is obtained. The colour allocation rules (E) are used to determine which players will play with white.

The natural pairing direction is “top-down”, although it is altered during backtracking.

We should also notice that pairs are made on the basis of expected colours too, but actual colour assignment is only done at the end of the pairing.

C.1 Incompatible player

If the score bracket contains a player for whom no opponent can be found within this score bracket without violating B1 (or B2, except when pairing top scorers) then:

- if this player was moved down from a higher score bracket apply C.12.
We try to change the current set of downfloaters with a different but equivalent one (i.e. one containing the same number of players with the same scores), in order to allow for a valid pairing to be obtained.
- if this score bracket is the lowest one apply C.13.
The lowest score bracket (LSB) is a special case: here, solving all our pairing problems is not as easy as making players float! We must retrace our steps (or “backtrack”) and review the pairing of the previous score bracket.
- in all other cases: move this player down to the next score bracket.
We do not check whether the player floated in the past two rounds (B.5, B.6): since in its bracket it has no possible opponent, it can do nothing but float (thus, the number of players in the score bracket may also become odd³⁵).

³⁵ We may want to note that when the score bracket becomes odd, we will necessarily have a second floater. If the score bracket is homogenous, there is no alternative to this; but, when the bracket is heterogeneous we could (at least in line of principle) try to avoid making a pair less than possible by changing one or more of the incoming downfloaters, backtracking [C.12] to the previous score bracket - oddly enough, the Rules do not contemplate this attempt!

C.2 Determine P0, P1, M1, X1, Z1

a. Determine P0 according to A.6.b.

Set $P1 = P0$.

Determine M0 according to A.6.c.

Set $M1 = M0$.

b. Determine X1 according to A.8.a.

In even rounds:

Determine Z1 according to A.8.b.

Now that we got rid of the possible incompatible players, we can begin to pair the bracket. To begin with, we set our targets: $M1 = M0$ means that we are trying to match all of the downfloaters, while by placing $P1 = P0$ we say that we want to form all possible pairs. Should this prove impossible, only then we will reduce P1 or M1 (C.14) until a pairing is achieved.

In case of a heterogeneous score bracket, a situation may arise in which we get to manage it as if it were homogeneous (C.14.b.2). In such situations, the pairing procedure restarts from here by determining the initial value of X1 and, if needed, Z1 (which may have been reduced during previous attempts).

C.3 Set requirements P, B.2, A.7.d, X, Z, B.5/B.6

Each one of the points in C.3 activates a pairing criterion, and corresponds to a point in C.10 in which the same criterion is deactivated. By executing the appropriate points in C.3 and C.10, we can turn on all and only the desired criteria, while turning off all the others.

According to the characteristics of the score bracket we are pairing, at any given time only some of the criteria in C.3 may have meaning, while others should not be considered at all (e.g., in an even numbered round C.3.c will be simply ignored; similarly, C.3.e and C.3.f will be ignored during the pairing of the heterogeneous part of a score bracket, since this cannot, by definition, produce floaters).

Step C.3 is in fact constituted by a set of possible re-entry points in the procedure, arranged in order of importance of the corresponding criteria: according to the chosen entry point, some of the pairing criteria will be reactivated while others, which had been switched off during previous pairing attempts, will remain disabled.

The exact drop off point then determines the behaviour of the pairing system in that cycle: e.g., in returning from C.10.b to C.3.h we reactivate the criterion B.6 (float control for the round before previous, for upfloaters) leaving B.5 (float control for the previous

round) off, so as to let players float again, who already floated in the previous round, but not in the round before the previous. In studying the Dutch system we want to carefully understand the meaning of steps C.3 and C.10, as in them lies the very core of the pairing process.

C.3.a In a homogeneous score bracket set $P=P1$.

In a heterogeneous score bracket set $P=M1$.

In setting $P = M1$ for heterogeneous score brackets, we say that we are working only on downfloaters, who actually are to be paired first, except when they constitute a majority of the bracket - in this last case, treating them before the “resident” players is not feasible, because they are too many, and then the whole group is to be managed as if it were homogeneous (according to A.3).

On the contrary, setting $P = P1$ says we are trying to pair the entire score bracket.

C.3.b (top scorers) reset B.2.

C.3.c (odd rounds) reset A.7.d.

C.3.d Set $X=X1$.

(even numbered rounds) Set $Z=Z1$.

C.3.e (bracket produces downfloaters) reset B.5 for downfloaters.

C.3.f (bracket produces downfloaters) reset B.6 for downfloaters.

C.3.g (heterogeneous score brackets) reset B.5 for upfloaters

C.3.h (heterogeneous score brackets) reset B.6 for upfloaters

C.4 Establish sub-groups

Put the highest P players in $S1$, all other players in $S2$.

The players in the score bracket shall be ordered according to A.2 before forming the subgroups $S1$ and $S2$. Hence, on the first pairing attempt of the score bracket, in $S1$ we will find:

- in case of a heterogeneous score bracket,

the M1 downfloaters moved down from the previous bracket;

- in case of a homogeneous score bracket, the P1 players who are the first half, rounded downward, of the players in the bracket.

During subsequent pairing attempts, these numbers will gradually be reduced even down to zero. Hence, with successive pairing attempts of a heterogeneous score bracket, part of the downfloaters may be not in S1 any more.

C.5 Order the players in S1 and S2

According to A.2.

Both subgroups S1 and S2 shall be ordered according to A.2 before proceeding. Since we could get here e.g. after performing exchanges (C.8), which may alter the order of players in both subgroups, this is not useless.

C.6 Try to find the pairing

Pair the highest player of S1 against the highest one of S2, the second highest one of S1 against the second highest one of S2, etc.

The “current requirements” mentioned by this rule are those pairing criteria enabled in rule C.3, which were not disabled (C.10) during subsequent pairing attempts. They must all be met.

If now P pairings are obtained in compliance with the current requirements the pairing of this score bracket is considered complete.

P is the number of pairs we are trying to make. It was set (in C.3) at an initial value equal to P1 (in a homogeneous or remainder score bracket) or M1 (in a heterogeneous score bracket), and may vary during pairing attempts.

a. in case of a homogeneous or remainder score bracket:

Now the processing of this score bracket is complete (it could still restart later on, due to backtracking) and we proceed to the next one.

– remaining players are moved down to the next score bracket.

– With this score bracket restart at C.1.

We may want to annotate the status achieved, to shorten our work in case the pairing of the next score bracket forces us to

make a different choice for the set of floaters (see also note to C.12).

b. in case of a heterogeneous score bracket: only M1 players moved down were paired so far.

- Mark the current transposition and the value of P (it may be useful later).
- Redefine $P = P1 - M1$
- Continue at C.4 with the remainder group.

This was only the first step in pairing the current score bracket. We now continue with the pairing of the homogeneous part (remainder) of the bracket - and, of course, it might happen that we will not be able to pair it in any way. In that case we shall abandon this phase and return to the heterogeneous part of the score bracket; there, we move on to the next possible pairing and then try again to pair the (new) remainder - and so on, until a valid pairing is reached or all of the possible attempts are used up.

In doing so, we want to resume the pairing of the heterogeneous part not from the beginning but from the status previously reached (were we to go back to the beginning, we would always reach the first valid pairing, thus entering an infinite loop). Therefore, it is very appropriate to note the status of the pairing before proceeding to the remainder.

C.7 Transposition

Apply a new transposition of S2 according to D1 and restart at C6.

A transposition “shuffles” the players in S2 according to specific rules (see D.1), but keeping them separate from the players of S1. The basic idea is to alter the pairing as little as possible (with respect to the perfect one), by modifying players’ order in as low as possible rankings.

C.8 Exchange

a. In case of a homogeneous (remainder) group: apply a new exchange between S1 and S2 according to D2 and restart at C.5.

Since our attempt to obtain a valid pairing by means of a transposition failed, now we try to swap one or more players from S2 with the same number of players from S1. As before, the basic idea is to try to alter the

pairing as little as possible. To this aim, we swap players in as low as possible rankings of S1 with players in as high as possible rankings of S2 - assuming that in the tournament they showed more or less equivalent playing strength.

b. In case of a heterogeneous group: if M1 is less than M0, choose another set of M1 players to put in S1 according to D.3 and restart at C.5.

This event may occur only after we reduced the number of downfloaters to be paired (in C.14.b.2 or C.13), so that some of the downfloaters shall go to S2. At first, S1 will contain the first P downfloaters (C.4) - but if this does not let us find a valid pairing for the score bracket, before disabling any restrictive conditions (C.10) we will try with a different selection of floaters.

As always, however, we follow the "principle of minimum disturbance": before exploring any further ways, we try to pair the score bracket with every possible choice of excluded players, starting from the bottom of the players list (which is ordered in accordance with A.2) to move, step by step, to higher ranked players. The criteria to be followed in the composition of S1 are described in D.3.

C.9 Go back to the heterogeneous score bracket (only remainder)

Terminate the pairing of the homogeneous remainder. Go back to the transposition marked at C.6 (in the heterogeneous part of the bracket) and restart from C.7 with a new transposition.

We are dealing with a remainder score bracket, and we got here because no transposition and/or exchange allowed us to find a valid pairing for the score bracket. At this point, the next step would be to disable some pairing criterion in order to eliminate the corresponding restrictions.

However, we are in a remainder score bracket, and this means that in the previous step (treatment of down-floaters) we were able to pair at least some of the players with downfloaters. Thus, a slight alteration

of those early pairings might perhaps allow us to complete the pairing of the remainder part of the score bracket.

Therefore, before we turn off any of the active restrictive criteria, we go back to the pairing of the heterogeneous part of the score bracket, to try and see if we can solve our problems by a different transposition of S2, viz. changing set of downfloaters and thus leaving a different remainder.

C.10 Lowering requirements

Here we are at a crucial point of the pairing system: we got here because none of the standard pairing attempts (i.e. by transpositions and exchanges) gave satisfactory results. At this point, before resorting to drastic measures (such as backtracking or collapsing score brackets), we try a step-by-step relaxation of the pairing constraints.

Whenever we disable a pairing criterion, we will start a new pairing attempt by returning to one of the several entry points in C.3 - where criteria that should not be disabled for the current attempt, will be restored. It is appropriate to emphasize the fact that we come here only when pairing homogeneous or heterogeneous score brackets, while remainder brackets never get here: they stop at C.9, where their pairing is aborted to start again with another transposition of S2 in the “father” heterogeneous group (see C. 9).

- a.** (Heterogeneous score brackets)
Drop B.6 for upfloaters and restart from C.4.
- b.** (Heterogeneous score brackets)
Drop B.5 for upfloaters and restart from C.3.h
- c.** (Bracket produces downfloaters)
Drop B.6 for downfloaters and restart from C.3.g
- d.** (Bracket produces downfloaters)
Drop B.5 for downfloaters and restart from C.3.f

After performing C.10.a, we go back to C.4 and retry the pairing ignoring B.6 for upfloaters. If we still can't get a pairing, we get to C.10.b. Thus, B.5 is disabled but, since we go back to C.3.h, B.6 is reactivated, so that we perform an attempt with B.5 turned off and B.6 turned on. If we still can't get a pairing, once again we get to C.10, where B.6 is again disabled and then, from here, we go back to C.4: thus, this attempt is run with both B.5 and B.6 off!

The same procedure also applies to all subsequent criteria. Thus, before trying to disable a criterion we try to disable all possible combinations of the lesser ones, according to the general principle of minimal disturbance; viz. the accepted

e. (Odd numbered rounds)

If $X < P1$,

increase X by 1 and
restart from C.3.e

(Even numbered rounds)

If $Z < X$,

increase Z by 1 and
restart from C.3.e.

If $Z = X$ and $X < P1$,

increase X by 1,
reset $Z=Z1$ and
restart from C.3.e

pairing must approach as much as possible the perfect one.

Parameter X is the number of pairs with a disregarded colour preference that we are allowed to make (see A.11). It was set in C.3.d, starting from the minimum possible value ($X1$), which was determined in C.2. By increasing X , we spoil one additional colour preference. It goes without saying that X can never exceed the number $P1$ of pairs to be made - thus, when $X > P1$ we will have to abandon the attempt. We may want to remember that in odd numbered rounds (viz. after an even number of games was played), players will usually have mild or absolute preferences only, and any strong preferences are to be handled, if only possible, as absolute (i.e. those preferences are semi-absolute, see A.7.d).

In even numbered rounds only, we may change colour to one or more of the variable colour preferences, in order to satisfy a few more of the strong ones. If we did so but couldn't get a valid pairing, before increasing the number of disregarded colour preferences (X), we want to try and see if we can obtain a valid pairing, while keeping this parameter constant, by disregarding one or more of the strong colour preferences instead of one or more of the variable ones. In practice, this means that one (two, three...) of the variable preferences will be satisfied, whilst one (two, three...) of the strong ones won't.

When $Z = X$, we are satisfying variable preferences only, and disregarding strong ones. Shouldn't this be enough, we begin to increase the total number of disregarded colour preferences - but then we reset Z to

f. (Odd numbered rounds)

Drop A.7.d and
restart from C.3.d

its initial value, thus once again starting to spoil variable preferences to satisfy strong ones.

By disregarding one or more of the semi-absolute preferences, we may pair players with the same colour preference, which otherwise couldn't be put together, and therefore be able to complete the pairing. It goes without saying that this attempt can only be done while pairing an odd numbered round, because only then can we have this kind of colour preferences.

g. (Top scorers)

Drop B.2 and
restart from C.3.c

Here's to you someone who takes a colour three times more than the other or, even worse, three times in a row! But this can only happen to so-called "top scorers" - players who, just before the last round of the tournament, have a score greater than half of the maximum possible - or to their opponents.

The outcome of those players' games is very important in determining the final ranking and podium positions; thus, we choose the best possible matched opponent, rather than just splitting hairs on expected colours...

Any criterion may be dropped only for the minimum number of pairs in the score bracket.

Once again, we apply our "principle of minimum disturbance" (see note in C.10.b): when we first disable a pairing criterion, we must do so for one pair or player only³⁶.

Only if this is not enough, we shall try to do the same for two, three... pairs or players, each time trying all possible combinations of players (as before, trying to minimize the disturbance) before incrementing again the

³⁶ In order to minimize the disturbance, we should first deactivate the chosen criterion for the pair or player that allows us to obtain a pairing as similar as possible to the ideal one. Hence, if we are deactivating e.g. the criterion which forbids to make a player downfloat two times in a row, our first choice will be of course the bottom ranked player of the score bracket - but, as we explore successive pairing attempts, we will try each possible player, from bottom up to the very top of the bracket. If, on the contrary, we were to deactivate the criterion forbidding that a player may upfloat twice in a row (in a heterogeneous score bracket), we'd do so only for the higher ranked player in S2, moving towards bottom in case of failure.

number of pairs or players for whom we disregard the given criterion. Although we proceed step by step, we may end up having to deactivate the criterion for all of the pairs or players in the score bracket - e.g. all downfloaters or all upfloaters, as appropriate.

If even doing so we can't achieve a valid pairing, then we shall move on to the next item in C.10, which means disabling a more important criterion (as before, starting with a single pair or player), then go back to the appropriate entry point in C.3, where the previously examined criteria will be reactivated, and proceed with the new criterion following the same logic described above.

C.11 Deleted

(See C.10.e)

Article C.11, the content of which is now included in C.10.e, was maintained only in order to keep an unchanged numbering for the important rules that follow.

C.12 Backtrack to previous Score bracket

(See definition of Backtracking in A.10)

If there are moved down players: backtrack to the previous score bracket. If in this previous score bracket a pairing can be made whereby another set of players of the same size and with the same scores will be moved down to the current one, and this now allows P1 pairings to be made then this pairing in the previous score bracket will be accepted.

If we are processing a heterogeneous score group (even if we're possibly treating it as homogeneous - see A.3) and we have reached a point where, with the given floaters, we cannot proceed (e.g. an incompatible downfloater has entered the score bracket, thus we came straight here from C.1), still a different choice of floaters may allow us to get a valid pairing.

Therefore, we abort the processing of this score bracket and go back to the previous one, where we try to produce a different set of downfloaters. Then we may resume the pairing from the last reached status (if we

saved it somewhere! See note to C.6) and proceed to the next transposition (or exchange, or value of P and so on) which allows us to pair the same number of players.

It seems very appropriate to emphasize that we cannot find a pairing for more players (we should have found such a pairing in a previous attempt!) but, at the same time, we do not want to accept a lesser number of pairs. Hence, before and after this backtracking, we must have sets of downfloaters with the same number of elements, just as required.

Similarly, we want the new floaters to have the same scores of those of the previous set, since we do not want them to have higher scores (to avoid worsening the overall score difference), but they can't have lower scores (otherwise we would have already used them in previous attempts).

If we didn't save the reached status, we shall have to start the processing of the previous score bracket from scratch. In any case, we should mark the current floaters set as invalid.

Once this "candidate pairing" is obtained, we check if its downfloaters, once moved into the next score bracket, allow us to complete the pairing. If this attempt succeeds, we will accept the new pairing for the previous score bracket too. Otherwise we will have to try once again, going to the next combination of floaters - and so on (and let's notice that the new set may differ from the previous one in just one downfloater as well as in all of them).

Backtracking is disallowed when already backtracking from a lower score bracket.

In disallowing "recursive backtracking", the last part of this rule establishes that, to fix

problems in the current score bracket, we can't go back beyond the previous one. Without this rule, we could get to change the pairing at the first board just to improve that of e.g. the forty-ninth, and this would of course be opposite to the basic philosophy of the Dutch system.

C.13 Lowest Score Bracket

The case of the last score bracket needs to be examined separately for an obvious reason: in higher score brackets, our last resort is to make players float to the next score bracket (at worst, even all of them!). Here in the last bracket, however, a downfloat is a bye - and we can give at most one of them, and only once per player! Because of this, in the processing of the last score bracket the role of the downfloat is substituted for (but not without some complications) by that of backtracking.

In case of the lowest score bracket:

if it is heterogeneous, try to reduce the number of pairable moved-down players (M1), as shown in C.14.b.2.

If the lowest score bracket (LSB) contains floaters, it may happen that, giving up the pairing of some of them during the first (heterogeneous) part of the pairing, we can achieve a complete pairing without disturbing that of the previous score bracket (PSB: Penultimate Score Bracket). Therefore, we jump straight on to C.14.b.2 to try a pairing by decreasing M1. Should this attempt fail, we shall come back here to try backtracking.

Otherwise backtrack to the penultimate score bracket. Try to find another pairing in the penultimate score bracket which will allow a pairing in the lowest score bracket.

If, on the contrary, the score bracket is or becomes (see C.14.b.2) a homogeneous one, or must now be treated as such, we cannot help but act on the penultimate score bracket (PSB), by searching for a different pairing that changes the composition of the last score bracket so that it can now be paired.

If the PSB produces floaters, we first try to change those floaters (we will usually have already done so during step C.12 - but we

may also come here straight from C.1, because of an incompatible player). If even this does not solve our problems, we shall reduce the number P of pairs produced in the PSB, in order to “inject” into the LSB some additional players to allow a pairing.

If in the penultimate score bracket P becomes zero (i.e. no pairing can be found which will allow a correct pairing for the lowest score bracket) then the two lowest score brackets are joined into a new lowest score bracket. Because now another score bracket is the penultimate one, C.13 can be repeated until an acceptable pairing is obtained.

Such a merged score bracket shall be treated as a heterogeneous score bracket with the latest added score bracket as $S1$.

As P is reduced because of C.14.a or C.14.b.1, the number of pairs produced in the PSB becomes step by step smaller. We can even get to the point that the PSB produces no pairs at all ($P=0$), so all the players from the PSB go straight into the LSB.

When this happens, this rule instructs us about how to proceed: we join together the PSB and the LSB, thus creating a single, merged (“collapsed”) score bracket, which is the new LSB - and is of course heterogeneous.

We have a precise indication here, which could escape attention: the whole old PSB constitutes now the subset $S1$ of the new LSB, even if the old PSB did in fact contain floaters. In the first attempt we will therefore try to pair each player of the old PSB with one of the old LSB. In general, it is likely that, by means of exchanges and transpositions, this leads us to find a valid pairing³⁷.

If, on the contrary, a pairing could not be achieved, we have now reached the final stage of this attempt. The only way forward is to continue backtracking to still higher score brackets, taking pairs of players from

³⁷ We must take into account that the merger of score brackets leads us to pair players with different scores and, whenever the PSB contains floaters, the differences may be larger or smaller according to that particular pairing - while B.3 instructs us to minimize the differences in score. Hence, even if we find a valid pairing, we cannot just stop there and be satisfied, but must indeed continue the process, looking for a possibly better pairing. By the way, this is why we might have, in the final pairing, players from the PSB paired against each other - because between them the score difference may be smaller or even null. Finally, we should notice that it is not uncommon for the PSB to be as large as the LSB, and even larger than that, so the new collapsed LSB, although heterogeneous, shall be treated as homogeneous (as in any Swiss pairing system we proceed by reducing from round to round the number of players tied for the first and last ranking positions, the first and last score brackets should, by the very nature of the system, contain only a comparatively small number of players).

there to inject them in the LSB.

The score bracket that preceded the old PSB becomes now the new PSB, so that we can continue the pairing process for the new bracket, starting again the cycle of floater-changing attempts and/or the injection of pairs from the new PSB.

We should finally notice that, for how this process works, we may end up disturbing even the first score bracket (and sometimes this happens). On the other hand, now the situation is not as it was in C.12 where, if the worst came to the worst, with some more floaters we could manage: here the alternative is to be not able to make a pairing! So, any valid pairing will be better than no pairing at all...

C.14 Decrease P1, X1, Z1, M1

a. For homogeneous score brackets:

- As long as P1 is greater than zero, decrease P1 by 1.
- If P1 equals zero the entire score bracket is moved down to the next one. Start with this score bracket at C.1.
- Otherwise, as long as X1 is greater than zero, decrease X1 by 1.
- In even rounds, as long as Z1 is greater than zero, decrease Z1 by 1.
- Restart from C.3.a.

Since the score bracket under examination is a homogeneous one, there are no floaters in it. P1 (the number of pairs to be formed) was set equal to P0 (the maximum number of pairs that can be formed) during step C.2 but now, since we could not make all the required pairs, we reduce it and try to make one (two, three...) pairs less - and, if we expected to have to disregard a given number of colour preferences, we reduce this number too, with the idea that, if we must form a pair less, this should (if only possible) be one of those in which colour preferences are not perfectly suited. With the same idea in mind, in even numbered rounds, when we might also have some variable preferences (see A.7.e), we also reduce Z1, which is the number of strong colour preferences that cannot be satisfied in any way.

After that we return to C.3, where we set $P = P1$ (the current number of required pairs) and try again to pair the score bracket reactivating all pairing criteria. If the pairing fails, we'll try again to turn them off one by one in the usual way.

If everything goes wrong, we will reach again C.14 where, once again, we will reduce $P1$ and, collaterally, $X1$ and $Z1$. Should $P1$ be zero, then for this score bracket there would be just no pairing that allows us to proceed³⁸. In this case, we merge this score bracket to the next one, making one of the two - but after this we start from scratch, right from the beginning (C.1), with the idea (or hope) that the new, larger bracket can be paired.

b. For heterogeneous score brackets:

1. If the pairing procedure has got to the remainder at least once, reduce $P1$, $X1$ and, in even rounds, $Z1$ as in the homogeneous score brackets and restart from C.3.a

If the score bracket is a heterogeneous one, there is a chance that, with a different choice of the $M1$ floaters, we can complete the pairing. We have two possible situations, depending on whether we were able to create a remainder bracket or not.

Item 1 is about the former case: the pairing attempts we made got (at least once) as far as to create a remainder score bracket. Therefore, we know that there is at least a way to pair the floaters - it might be a lousy pairing, it might create more problems than it solves, but still it is a viable pairing!

Thus, apparently we found an obstacle in the pairing of the remainder. This situation is similar to that of a homogeneous score bracket, and may therefore be worked out in much the same way: we renounce one pair, decreasing at the same time $X1$ and, if appropriate, $Z1$ too, and go back to C.3.a

³⁸ $P1$ may be zero right from the beginning (this happens when all players are incompatible) but whenever we have at least two compatible players it can't become zero, with the only possible exception of the PSB during backtracking.

where we reactivate all criteria and resume pairing for the bracket.

2. Otherwise, as long as M1 is greater than 1, reduce M1 by 1 and restart from C.3.a. If M1 is one, set M1=0, manage the bracket as homogeneous, set P1=P0 and restart from C.2.b.

In the latter case, we never got as far as building a remainder score bracket, viz. we could not pair the floaters. Thus we should give up the pairing of one floater, by decreasing M1 and going back to C.3.a where, since the score bracket is a heterogeneous one, we set $P = M1$. We should notice that the unpaired floater can't help but float again, moving into a lower score bracket.

If, in spite of all this, we just cannot achieve a pairing, in the end we will go back here to further decrease the number of floaters to be paired. If necessary, we will go as far as to put $M1 = 0$ and then treat the score bracket as a homogeneous one, restarting the processing of the bracket from the beginning and also resetting X1, which in the meantime may have changed. Let's notice, however, that M1 can become zero only during the pairing of the lowest score bracket or during backtracking, since during normal pairings there necessarily is at least one pairable floater (otherwise the bracket should contain at least one incompatible player).

D) Transposition and exchange procedures

D.1 Transpositions

D.1.1 Homogeneous or remainder score brackets

Example: S1 contains 5 players 1, 2, 3, 4, 5 (in this sequence). S2 contains 6 players 6, 7, 8, 9, 10, 11 (in this sequence).

Transpositions within S2 should start with the lowest player, with descending priority:

0. 6-7-8-9-10-11
1. 6-7-8-9-11-10
2. 6-7-8-10-9-11
3. 6-7-8-10-11-9
4. 6-7-8-11-9-10
5. 6-7-8-11-10-9
6. 6-7-9-8-10-11
7. 6-7-9-8-11-10
8. 6-7-9-10-8-11
9. 6-7-9-10-11-8
10. 6-7-9-11-8-10
11. 6-7-9-11-10-8
12. 6-7-10-8-9-11
13. 6-7-10-8-11-9
14. 6-7-10-9-8-11
15. 6-7-10-9-11-8
16. 6-7-10-11-8-9
17. 6-7-10-11-9-8
18. 6-7-11-8-9-10
19. 6-7-11-8-10-9

This rule teaches us how to build transpositions to be used in C.7 to try and pair players between S1 and S2. The logic underlined by the sequence of possible transpositions is, as usual, to try and produce a pairing as similar as possible to the perfect one.

*For this purpose, after having ordered S2 (see A.6.a) we assign to each element (player) a number (or letter of the alphabet) from an ascending sequence, such as {1, 2, 3, 4, 5} or {A, B, C, D, E}. With these figures or letters, taken in order, we can form a number or word, and every possible transposition corresponds to a different number or word. The natural disposition of the players is, in our example, 12345 and the first transposition to be tested (the one that alters the pairing as little as possible) is the exchange of the last two players, which yields **12354**. The next one is the exchange of the penultimate two, **12435**, the one after that is **12453**, followed by **12534**, **12543** and so on.*

Because of the way in which those numbers are constructed, it is easy to see that, the closer together and to the bottom of the list the players involved in the transposition are, the smaller are the numbers thus obtained. The exact sequence of transpositions is then built by simply putting in numerical (or lexicographical) ascending order all these numbers or, respectively, words.

20. 6 – 7 – 11 – 9 – 8 – 10

21. 6 – 7 – 11 – 9 – 10 – 8

22: 6 – 7 – 11 – 10 – 8 – 9

23. 6 – 7 – 11 – 10 – 9 – 8

24. 6 – 8 – 7 -

To be continued (at all 720 figures).

719. 11 – 10 – 9 – 8 – 7 – 6

D.1.2 Heterogeneous score brackets

The algorithm is in principle the same as for homogeneous score brackets (See D.1.1), especially when $S1 = S2$.

If $S1 < S2$ the algorithm must be adapted to the difference of players in $S1$ and $S2$.

Example: $S1$ contains 2 players 1, 2 (in this sequence). $S2$ contains 6 players 3, 4, 5, 6, 7, 8 (in this sequence).

The transpositions within $S2$ are the same as in D.1.1. But only the $S1$ first listed players of a transposition may be paired with $S1$. The other $S2 - S1$ players remain unpaired in this attempt.

D.2 Exchange of players (homogeneous or remainder score bracket only)

When applying an exchange between $S1$ and $S2$ the difference between the numbers exchanged should be as small as possible. When differences of various options are equal take the one concerning the lowest player of $S1$. Then

As usual, this rule aims the minimum possible disturbance of the pairing with respect to the perfect one. From a theoretical point of view, all players in $S1$ should be stronger than all players in $S2$.

take the one concerning the highest player of S2.

General procedure:

- Sort the groups of players of S1 which may be exchanged in decreasing lexicographic order as shown below in the examples (List of S1 exchanges).
- Sort the groups of players of S2 which may be exchanged in increasing lexicographic order as shown below in the examples (List of S2 exchanges).
- The difference of numbers of players concerned in an exchange is: (Sum of numbers of players in S2) – (Sum of numbers of players in S1). This difference shall be as small as possible.
- When differences of various options are equal:
 - Take at first the option top down from the list of S1 exchanges.
 - Take then the option top down from the list of S2 exchanges.
- After each exchange both S1 and S2 should be ordered according to A.2.

Remark: Following this procedure it may occur that pairings already checked will appear again. These repetitions are harmless because they give no better pairings than at their first occurrence.

Therefore, when we have to swap two players across subgroups, we try to choose the weakest possible player in S1 and swap it with the strongest possible one from S2.

To do so, having sorted both subgroups according to A.2, we assign (provisional) descending ranking numbers to the players of both S1 and S2, much in the same way as we did for transpositions; then we choose a player as low-ranked as possible from S1 and a player as high-ranked as possible from S2, and swap them (in this process, we want to remember that the highest pairing number is 1), assuming that a higher rank should indicate a stronger player.

Thus, the difference between exchanged numbers is (or, at least, should be) a direct measure of the difference in (estimated) strength and should therefore be as little as possible. When two possible choices of players show an identical difference, we choose the set which disturbs S1 as little as possible, i.e. the one in which the player from S1 has a lower rank.

The procedure gives instructions to perform the exchange also when more than one pair of players need to be swapped - and should be understood in accordance with the above outlined logic.

Example for the exchange of one player:

		S1				
		5	4	3	2	1
S2	6	1	3	6	10	15
	7	2	5	9	14	20
	8	4	8	13	19	24
	9	7	12	18	23	27
	10	11	17	22	26	29
	11	16	21	25	28	30

The number in each cell indicates the priority in the choice of the exchange. The row and column headings represent players (or pairs of players, in the case of the following table) from S1 and S2 respectively.

We might notice that in the first table the sequence seems to proceed by diagonals (and this could be an useful memorizing aid) - but this is no longer true in the second table, nor it is in general.

1. Exchange player 5 from S1 with player 6 from S2: difference 1;
 2. Exchange player 5 from S1 with player 7 from S2: difference 2;
 3. Exchange player 4 from S1 with player 6 from S2: difference 2;
- Etc.

Example for the exchange of two players:

		S1									
		5.4	5.3	5.2	5.1	4.3	4.2	4.1	3.2	3.1	2.1
S2	6.7	1	3	7	14	8	16	28	29	45	65
	6.8	2	6	13	24	15	27	43	44	64	85
	6.9	4	11	22	37	25	41	60	62	83	104
	6.10	9	20	35	53	39	58	79	81	102	120
	6.11	17	32	50	71	55	76	96	99	117	132
	7.8	5	12	23	38	26	42	61	63	84	105
	7.9	10	21	36	54	40	59	80	82	103	121
	7.10	18	33	51	72	56	77	97	100	118	133
	7.11	30	48	69	90	74	94	113	115	130	141
	8.9	19	34	52	73	57	78	98	101	119	134
	8.10	31	49	70	91	75	95	114	116	131	142
	8.11	46	67	88	108	92	111	126	128	139	146
	9.10	47	68	89	109	93	112	127	129	140	147
	9.11	66	87	107	123	110	125	137	138	145	149
10.1	86	106	122	135	124	136	143	144	148	150	

1. Exchange 5,4 from S1 with 6,7 from S2: difference =4;
2. Exchange 5,4 from S1 with 6,8 from S2: difference =5;
3. Exchange 5,3 from S1 with 6,7 from S2: difference =5;
4. Exchange 5,4 from S1 with 6,9 from S2: difference =6;
5. Exchange 5,4 from S1 with 7,8 from S2: difference =6;
6. Exchange 5,3 from S1 with 6,8 from S2: difference =6;

Etc.

Example for the exchange of three players:

List of S1 exchanges:

5,4,3 5,4,2 5,4,1 5,3,2 5,3,1
 5,2,1 4,3,2 4,3,1 4,2,1 3,2,1

List of S2 exchanges:

6,7,8 6,7,9 6,7,10 6,7,11 6,8,9
 6,8,10 6,8,11 6,9,10 6,9,11 6,10,11
 7,8,9 7,8,10 7,8,11 7,9,10 7,9,11
 7,10,11 8,9,10 8,9,11 8,10,11 9,10,11

1. Exchange 5,4,3 from S1 with 6,7,8 from S2: difference = 9;
2. Exchange 5,4,3 from S1 with 6,7,9 from S2: difference = 10;
3. Exchange 5,4,2 from S1 with 6,7,8 from S2: difference = 10;
4. Exchange 5,4,3 from S1 with 6,7,10 from S2: difference = 11;
5. Exchange 5,4,3 from S1 with 6,8,9 from S2: difference = 11;
6. Exchange 5,4,2 from S1 with 6,7,9 from S2: difference = 11;

Etc.

Exact procedure for exchange of N (N= 1, 2, 3, 4...) players in a score group of P players

- Sort all possible subsets of N players of S1 in decreasing lexicographic order. *The subsets, which we sort in this step, are e.g. the ones that form the "List of S1"*

order to an array S1LIST which may have S1NLIST elements.

- Sort all possible subsets of N players of S2 in increasing lexicographic order to an array S2LIST which may have S2NLIST elements.

- To each possible exchange between S1 and S2 can be assigned a difference which is a number defined as:

$$\begin{aligned} & \text{(Sum of} \\ & \text{numbers of} \\ & \text{players in S2,} \\ & \text{included in that} \\ & \text{exchange)} \end{aligned} \quad - \quad \begin{aligned} & \text{(Sum of} \\ & \text{numbers of} \\ & \text{players in S2,} \\ & \text{included in that} \\ & \text{exchange)} \end{aligned}$$

exchanges” in the “Example for the exchange of three players”. Similarly, the next step gives the “List of S2 exchanges” in the same example.

The difference thus obtained is sort of a measure of the “overall distance” (although this is not strictly a distance in the mathematical sense) between the elements of the set of exchanged players. This “distance” is bounded between a minimum, which occurs when we exchange the last N players from S1 with the first N players from S2, and a maximum, which occurs when we exchange the first N players from S1 with the last N players from S2. The values of the minimum and maximum depend on both the size of S1 and S2 that the number N of exchanged players.

In functional terms:

DIFFERENZ(I, J) = (sum of numbers of players of S2 in subset J – sum of numbers of players of S1 in subset I).

This difference has a minimum:

DIFFMIN = DIFFERENZ(1,1)

and a maximum

DIFFMAX = DIFFERENZ(S1NLIST, S2NLIST)

Now the procedure to find the exchanges in correct order:

- 1 DELTA = DIFFMIN
- 2 I=1 J=1
- 3 If DELTA = DIFFERENZ(I,J) then do this exchange, after that goto 4
- 4 If J<S2NLIST then J=J+1 goto 3
- 5 If I<S1NLIST then I=I+1, J=1 goto 3
- 6 DELTA =DELTA+1

- 7 If DELTA > DIFFMAX goto 9
- 8 goto 2
- 9 The possibilities to exchange N players are exhausted

After each exchange both S1 and S2 should be ordered according to A.2.

D.3 Moved-down players exchange

Example: M0 is 5. The players originally in S1 are {1, 2, 3, 4, 5}.

The elements in S1 start with the M1 highest players, then with descending priority:

		S1 elements in descending priority				
		M1=5	M1=4	M1=3	M1=2	M1=1
M0=5	1-2-3-	1-2-3-	1-2-3	1-2	1	
		1-2-3-	1-2-4	1-3	2	
		1-2-4-	1-2-5	1-4	3	
		1-3-4-	1-3-4	1-5	4	
		2-3-4-	1-3-5	2-3	5	
			1-4-5	2-4		
			2-3-4	2-5		
			2-3-5	3-4		
			2-4-5	3-5		
			3-4-5	4-5		

This rule is used during C.8.b to choose floaters to be excluded from the pairing whenever we can't pair them all.

The underlying general principle is, as always, that of the minimum possible disturbance of the pairing. At first, we will try to exclude from S1 the last (lower) ranked floater, then the next to last, the third-last, and so on - until we get, if this need be, even to the first one (inclusive).

If even by doing this we cannot manage to get a pairing, we will attempt to exclude two players at a time, always trying to let out as low ranked players as possible. Then we will try, if necessary, to exclude three, four and so on, until no more players are left.

D.4 Note for programmers: B.3-factor in the lowest score bracket

After repeated applications of rule C.13, it is possible that the lowest score bracket (LSB) contains players with many different scores and that there are multiple ways to pair them.

Such a bracket either is homogeneous (when the number of players coming from the penultimate score bracket is equal or higher than the number of LSB players) or eventually produces a

The definition of "B.3-factor" establishes a unique (and, all in all, simple enough) rule to decide which is the best one among two or more possible pairings, when we are treating a complex score brackets such as we sometimes find (especially in the lower rankings) towards the end of a tournament.

This rule is presented as a "note for programmers", but in fact has general value and should of course also be applied when doing manual pairings, when necessary.

homogeneous remainder.

The following rule must be followed by pairing programs:

The best pairing for such a homogeneous score bracket or remainder is the one that minimizes the sum of the squared differences between the scores of the two players in each pair (called B.3-factor). Getting the bye is equivalent to face an opponent with one point less than the lowest ranked player (even if this is resulting in -1).

On the other hand, as stated in the last paragraph, it is not a rule that establishes any special behaviour, but only a coding of the typical "arbiter's educated guess": e.g., it says that rather than pairing a pair with a null score difference and another one with a one point difference between players, it is preferable to form two pairs in which differences are both equal to half a point - or, more generally, that it is better to have many small differences rather than a few large ones.

To fully understand the rule, a very careful reading of the given examples is most appropriate.

Example: Let the following be the players in the LSB:

3.0 : A

2.5 : B, C

2.0 : D

1.5 : E

1.0 : F

F can only play against A.

The pairing will initially start with $S1=\{A,B,C\}$ $S2=\{D,E,F\}$ and, after a few transpositions, it will move to **Png1: $[S1=\{A,B,C\} S2=\{F,D,E\}]$** . Work is not finished, though. Some exchanges must be applied to get to **Png2: $[S1=\{A,B,D\} S2=\{F,C,E\}]$** which is the best possible pairing. This is because of the B.3-factor. Let us compute it:

Png1: (A-F, B-D, C-E) => $(2.0*2.0 + 0.5*0.5 +$

$$1.0*1.0) = 5.25$$

$$\text{Png2: (A-F, B-C, D-E)} \Rightarrow (2.0*2.0 + 0.0*0.0 + 0.5*0.5) = 4.25$$

Warning: if there is a seventh player (G) with less than 2.5 points, who is the only one who can get the bye, the LSB is heterogeneous and no exchanges in S1 are allowed. In such an instance, the pairing of the LSB is: A-F, B-D, C-E, G(bye).

Remark: This algorithm is nothing especial. It is the best mathematical method to find the pairings which an arbiter seeing all the player's data naturally will achieve.

E) Colour Allocation rules

For each pairing apply (with descending priority):

E.1

Grant both colour preferences.

E.2

Grant the stronger colour preference.

E.3

We may want to stress the fact that, oddly enough, there is no provision here to take

Alternate the colours to the most recent round in which they played with different colours.

into consideration the colour differences (see A.7) of the players! Let's consider, e.g., the case of two top scorers (in the last round) with colour histories:

1: WWBWBW

2: BBWBWW

Here, both players have absolute colour preferences (being top scorers, their preferences may be ignored to avoid floating); but player #1 has a colour difference $C_D=+2$, while player #2 has $C_D=0$.

None the less, the two colour preferences are of the same kind; hence, we move on to the next rule (E.3, see below), finally assigning White to player #1!

We want also note that, to correctly manage colour assignments when one or both players have missed one or more games, we often need comparing colours histories by means of rule C.04.2:D.3

E.4

Grant the colour preference of the higher ranked player.

We may want to pay particular attention to this point: in all other conditions being equal, the higher ranked player gets not white but its own preferred colour!

E.5

In the first round all even numbered players in S1 will receive a colour different from all odd numbered players in S1.

As a consequence of this rule, in the first round we only need to draw (by lot) the colour for one player (usually, the higher ranked) to determine the colours to be assigned to all of the players.

TIE-BREAK SYSTEMS

In case two or more players finish a tournament with equal points an organizer may

- either declare all these players to be tied at the same rank and to share their prizes equally
- or to use one of the following tie-break systems to establish the final ranking.

If there are prizes which cannot be divided in some parts, or if the final ranking decides any qualification, then it is necessary to break the tie.

All Tie-break systems need “played games” to give a fair ranking between the players finishing with equal points. If there are unplayed games they have a result of “+”, “-” or “=”, and mainly no opponent and no colour. Therefore the first decision is how to handle these unplayed games.

0. Handling of unplayed games for tie-break calculation

0.1 Tie-break points for the opponents of a player

If a player achieved a point coming from a bye or if he had a score “+” or “-”, then all these scores will be counted to be $\frac{1}{2}$ point for calculation of tie-break points for his opponents.

0.2 Tie-break points for the player himself

For Round Robin Tournaments any unplayed game should be counted to be a draw against the player himself.

0.2.1 For the calculation of Buchholz score or Sonneborn - Berger score in Swiss tournaments the recommendation of FIDE Tournament Rules since 2009 is to use a virtual opponent. The tie-break points from this virtual opponent are calculated as follows:

- at the start of the round this virtual opponent has the same number of points as the real player,
- then the result of the round is added,
- finally the virtual opponent is added half a point for each subsequent round.

Examples to explain the system - we are in round 5 of a 11 round tournament

player "A"		virtual opponent
(a) in case of a bye		
points before the round	2	2

result of the round	1	0
points after the round	3	2
points for the subsequent rounds	?	3
points at the end of the tournament	?	5

player "A"		virtual opponent
(b) in case of a "+ / - "		
points before the round	2	2
result of the round	1	0
points after the round	3	2
points for the subsequent rounds	?	3
points at the end of the tournament	?	5

player "A"		virtual opponent
(c) in case of a "- / + "		
points before the round	2	2
result of the round	0	1
points after the round	2	3
points for the subsequent rounds	?	3
points at the end of the tournament	?	6

From July 1, 2012 the following system only applies:

For tie-break purposes all unplayed games in which players are indirectly involved (results by forfeit of opponents) are considered to have been drawn.

If the tie-break system is not fixed in existing tournament regulations, it is up to the organizer to decide the system. It has to be taken in account the type of the tournament (Round Robin, Swiss System, Team Tournament, etc.) and the structure of the expected participants (youth players, rated or unrated players). Some recommendations for different types of tournaments are in chapter 6.

Whatever system used, it has to be announced by the organizer in advance (in the invitation or in the tournament regulations of the event) or by the Chief Arbiter before start of the first round.

1. Tie-break systems using the players own results

1.1 The Koya system for Round Robin tournaments

This is the number of points achieved against all opponents who finally had 50% or more of the possible points.

If the tie is still unbroken the Koya system may be extended step by step to include score groups with less than 50%, or reduced step by step to exclude players who scored 50% and then higher scores.

1.2 The number of games won

1.3 The greater number of games played with black pieces

When applying this system all unplayed games will be counted as played with White.

1.4 Direct encounter

It can be used only if all tied players have met each other and then the sum of points only from these encounters is calculated.

1.5 Sum of Progressive Scores

The score (the total points) of a player after each round are added and give the Sum of Progressive Scores. If there is still a tie the tournament score of one or more rounds will be reduced, starting from round 1, and gives then the „Sum of Progressive Scores Cut“.

2. Tie-break systems using teams own results

2.1 Game points in team competitions decided by match points

The tie is broken by determining the total number of game points scored by all players of the team.

2.2 Match points in team competitions decided by game points

2 points for a won match - a team has won the match if it scored more game points than the opposing team.

1 point for a drawn match - if a team has scored the same number of game points as the opposing team.

0 points for a lost match.

2.3 Combined match and game points

The sum of match points and game points may be used to break the tie.

2.4 Direct encounter

It can be used only if all tied teams have met each other and then the sum of points only from these encounters is calculated.

3. Tie-break systems using the results of opponents

Note: all these scores are determined in each case after the application of the rule concerning unplayed games.

3.1 The Buchholz system

The Buchholz Score is the sum of the score of each opponent of a player.

Median Buchholz 1 is the Buchholz Score reduced by the highest and the lowest score of the opponents

Median Buchholz 2 is the Buchholz Score reduced by the two highest and the two lowest scores of the opponents

Buchholz Cut 1 is the Buchholz Score reduced by the lowest score of the opponents

Buchholz Cut 2 is the Buchholz Score reduced by the two lowest scores of the opponents

Sum of Buchholz is the sum of all Buchholz Scores of the opponents.

When using Median Buchholz or Buchholz Cut a minimum of 7 games should be left for counting the tie-break value.

3.2 The Sonneborn-Berger system for individual tournaments

The Sonneborn-Berger score is the sum of the scores of all opponents a player has defeated

+ half of the scores of all opponents he has drawn with.

3.3 The Sonneborn-Berger system for team tournaments

The Sonneborn-Berger score for teams is the score made by each opposing team multiplied by the score made against that team.

Then add all these sums together.

Example:

Team A won 5: 3 against team B, the final result of team B was 11 match points.

The SB score for A is: $11 \times 5 = 55$.

4. Tie-break systems using ratings

When counting the Average Rating or Tournament Performance Rating the FIDE Rating floor is used for unrated opponents.

4.1 The Average Rating

This is the sum of ratings of all opponents of a player divided by the number of played games.

Unplayed games are not counted.

4.2 The Average Rating Cut

This is the Average Rating reduced by one or more ratings of the opponents, starting with the lowest rated opponent.

4.3 The Tournament Performance Rating

The Tournament Performance Rating (TPR or R_p) is calculated with the formula $R_p = R_a + d_p$

R_a = average rating of the opponents (see 4.1)

d_p = rating difference from table 8.1a of FIDE Rating Regulations B.02.

Unplayed games are not counted.

Where a player has not played more than two games in a tournament, no matter for which reason, his TPR shall be considered lower than that of any player who has completed the schedule.

8.1a - The table of conversion from percentage score into rating differences d_p

p	d_p	p	d_p	p	d_p	p	d_p	p	d_p	p	d_p
1.0	800	.83	273	.66	117	.49	-7	.32	-133	.15	-296
.99	677	.82	262	.65	110	.48	-14	.31	-141	.14	-309
.98	589	.81	251	.64	102	.47	-21	.30	-149	.13	-322
.97	538	.80	240	.63	95	.46	-29	.29	-158	.12	-336
.96	501	.79	230	.62	87	.45	-36	.28	-166	.11	-351
.95	470	.78	220	.61	80	.44	-43	.27	-175	.10	-366
.94	444	.77	211	.60	72	.43	-50	.26	-184	.09	-383
.93	422	.76	202	.59	65	.42	-57	.25	-193	.08	-401
.92	401	.75	193	.58	57	.41	-65	.24	-202	.07	-422
.91	383	.74	184	.57	50	.40	-72	.23	-211	.06	-444
.90	366	.73	175	.56	43	.39	-80	.22	-220	.05	-470
.89	351	.72	166	.55	36	.38	-87	.21	-230	.04	-501
.88	336	.71	158	.54	29	.37	-95	.20	-240	.03	-538
.87	322	.70	149	.53	21	.36	-102	.19	-251	.02	-589
.86	309	.69	141	.52	14	.35	-110	.18	-262	.01	-677
.85	296	.68	133	.51	7	.34	-117	.17	-273	.00	-800
.84	284	.67	125	.50	0	.33	-125	.16	-284		

5. Playoff

Fundamentally the fairest way to decide the final ranking of players having equal scores at the end of a tournament will be a playoff tournament. The only problem is that there is not time enough to organize tie-break matches with similar playing time as in the main tournament. Therefore tie-break matches with very short playing times, mainly rapid or blitz matches are organized, and then we have a different kind of tournament. That's one of the reasons why some players are not happy with playoff tournaments.

Playoff matches should be organized only to decide a champion, medal winners or qualifications. In all the other cases it is recommended to use one of the tie-break systems for ranking and to share money prizes equally or by applying the „Hort System“, see in chapter 7.

Guidelines for Playoff matches:

- 5.1 The pairing system and the rate of play must be determined in advance of the start of the tournament.
- 5.2 Each match shall be controlled by an arbiter.
- 5.3 Only for players involved in the final stage of playoff matches the relevant matches will decide the final ranking and the money prizes connected with these places. For all the other players the relevant playoff matches shall not influence the final ranking, and the money prizes shall be shared equally.
- 5.4 Appeals against decision of the Arbiter have to be submitted immediately after the game.
- 5.5 In each round of playoff matches an even number of games shall be played. The player having the white pieces in the odd-numbered games is decided by drawing of lots. If there is no decision after these games a final sudden death match shall be played. The winner of the drawing of lots for colours may decide to play with white or black pieces. The playing time should be 5 minutes for White and 4 minutes for Black, or a similar playing time. White has to win the game, for Black a draw is sufficient to win the match.
- 5.6 The playing schedule should be made in such a way that in the last playoff round the number of matches will be equal to the number of places to be determined. In the case the number of players is not a multiple number of this number of places, a preliminary round will be played among the players with the lowest tie-break scores in the final ranking, with the result that the number of players in round 1 is equal to the number of qualifiers multiplied by 2, 4, 8, 16 ...

Example 1:

14 players are in a score group and 3 places to decide.

The 1st round has to be played with 12 players (3 places multiplied by 4), therefore a preliminary round among the 4 players with the lowest tie-break score in the final ranking list will be played. 10 players go directly to the 1st round.

Example 2:

8 players are in a score group and 6 places to decide.

As the number of players is lower than 12 (6 places multiplied by 2) a preliminary round will be played among the 4 lowest ranked players in the final ranking list.

5.7 In each playoff round the first ranked player of the final ranking list will play versus the last ranked, the second ranked versus the last but one ranked, and so on. This schedule will be valid to the end for the winners and losers.

5.8 After each two-game playoff match there shall be a rest of at least 10 minutes.

6. Tie-break systems to be used for different types of tournaments

6.1 Round Robin tournaments for individuals

- a. direct encounter
- b. Sonneborn-Berger system
- c. greater number of wins or wins with black pieces
- d. Koya system

Remark: *Don't use Buchholz systems for Round Robin tournaments*

6.2 Round Robin tournaments for teams

- a. game points, if the first ranking is match points
match points, if the first ranking is game points
- b. direct encounter
- c. Sonneborn-Berger system for team tournaments

6.3 Swiss tournaments for individuals

- a. Buchholz system
- b. median Buchholz or Buchholz cut
- c. Tournament Performance Rating (TPR) or average rating of opponents
- d. greater number of wins or wins with black pieces

Remark: *TPR or average rating should not be used for youth tournaments or if more than 20% of the participants don't have a consistent rating.*

6.4 Swiss tournaments for teams

- a. game points, if the first ranking is match points
match points if the first ranking is game points
- b. direct encounter
- c. Buchholz system, based on the same value as the first ranking
- d. Sonneborn-Berger system for team tournaments

7. Awarding of money prizes

If two or more players finish a tournament with equal points the organizers have three possibilities to award money prizes:

- a. Money prizes will be shared equally.
- b. money prizes will be given according to the tie-break results.
- c. money prizes will be calculated by using the Hort system, which is a combination of „a“ and „b“.

In Hort system 50% of the prize money is given according the tie-break ranking. The second half of the prize money of all the players having finally the same number of points is added and shared equally.

Example:

The prizes in the tournament are:

<i>1. place</i>	<i>10.000 Euro</i>
<i>2. place</i>	<i>5.000 Euro</i>
<i>3. place</i>	<i>3.000 Euro</i>
<i>4. place</i>	<i>2.000 Euro</i>

Players A, B, C and D finish a tournament with 8 points each.

The Buchholz points are: A has 58 Buchholz points

B has 57 Buchholz points

C has 56 Buchholz points

D has 54 Buchholz points.

The money prizes for A, B, C and D - depending on the system used - will be:

	<i>system a)</i>	<i>system b)</i>	<i>system c)</i>		
<i>A -</i>	<i>5.000 €</i>	<i>10.000 €</i>	<i>5.000 +</i>	<i>2.500 =</i>	<i>7.500 €</i>
<i>B -</i>	<i>5.000 €</i>	<i>5.000 €</i>	<i>2.500 +</i>	<i>2.500 =</i>	<i>5.000 €</i>
<i>C -</i>	<i>5.000 €</i>	<i>3.000 €</i>	<i>1.500 +</i>	<i>2.500 =</i>	<i>4.000 €</i>
<i>D -</i>	<i>5.000 €</i>	<i>2.000 €</i>	<i>1.000 +</i>	<i>2.500 =</i>	<i>3.500 €</i>

Organizers have to decide in advance and to inform the players before start of the tournament which system will be used for calculation of money prizes.

Additionally in systems a) and c) the organizers have to decide and to inform the participants how many players will have the right to be awarded with money prizes in case of equal points after the last round.

If it is announced to give 10 money prizes and the final ranking is:

players ranked 1 to 4 have 8 points

players ranked 5 to 9 have 7.5 points

players ranked 10 to 20 have 7 points.

In such a case it is not wise to share the money for rank 10 between 11 players.

To avoid such a problem it should be announced in advance that money prizes are equally shared or given by Hort system to the players ranked on place 1 to 10.

Comparison of several tie-break criteria in an artificial round robin tournament:

name	rtg	1	2	3	4	5	6	7	8	9	10	11	12	points	SB	Koya	Rp
Alexander	2269	*	1	1	½	0	1	1	½	1	½	½	1	8	42,00	3½	2414
Joseph	2171	0	*	½	1	1	0	½	1	1	1	1	0	7	36,75	2½	2350
Robert	2276	0	½	*	½	0	1	0	1	1	1	½	1	6½	31,75	2	2304
Walter	2290	½	0	½	*	1	1	½	½	½	½	½	½	6	32,50	3	2273
Peter	2273	1	0	1	0	*	½	½	0	1	½	½	1	6	32,00	2½	2275
Olaf	2299	0	1	0	0	½	*	1	1	0	1	1	½	6	30,25	1½	2273
Mark	2281	0	½	1	½	½	0	*	½	½	0	½	1	5	25,75	2½	2202
Ivan	2333	½	0	0	½	1	0	½	*	½	0	1	1	5	25,00	2	2198
Sandor	2233	0	0	0	½	0	1	½	½	*	½	1	1	5	23,25	1½	2207
Martin	2227	½	0	0	½	½	0	1	1	½	*	0	½	4½	23,75	1½	2178
Frederik	2340	½	0	½	½	½	0	½	0	0	1	*	1	4½	22,75	2	2168
Valery	1910	0	1	0	½	0	½	0	0	0	½	0	*	2½	15,25	2	2061

Comparison of several tie-break criteria in a swiss tournament

using the final results of the European Individual Championship 2011 in Aix-les-Bains, France:

Rk	ti	name	rtg	fed	pt	Rp-2	Rp	BH	m BH	SB
1	GM	Potkin Vladimir	2653	RUS	8½	2849	2822	78	63½	59,25
2	GM	Wojtaszek Radoslaw	2711	POL	8½	2826	2812	77	63	58,50
3	GM	Polgar Judit	2686	HUN	8½	2799	2781	77	63½	58,25
4	GM	Moiseenko Alexander	2673	UKR	8½	2755	2790	74½	62	56,50
5	GM	Vallejo Pons Francisco	2707	ESP	8	2819	2764	80	66½	57,75
6	GM	Ragger Markus	2614	AUT	8	2783	2768	76	62½	54,25
7	GM	Feller Sebastien	2657	FRA	8	2766	2763	70½	58½	49,00
8	GM	Svidler Peter	2730	RUS	8	2751	2757	76½	62½	54,75
9	GM	Mamedov Rauf	2667	AZE	8	2751	2754	74	61	52,25
10	GM	Vitiugov Nikita	2720	RUS	8	2741	2744	76½	63	54,50
11	GM	Zhigalko Sergei	2680	BLR	8	2732	2731	72	59½	50,00
12	GM	Jakovenko Dmitry	2718	RUS	8	2719	2704	72½	60	53,00
13	GM	Korobov Anton	2647	UKR	8	2697	2740	75	61½	53,50
14	GM	Inarkiev Ernesto	2674	RUS	8	2695	2735	72½	60	51,50
15	GM	Postny Evgeny	2585	ISR	8	2633	2676	64	52	44,75
16	GM	Azarov Sergei	2615	BLR	7½	2776	2723	75	62½	47,50
17	GM	Khairullin Ildar	2634	RUS	7½	2771	2720	74½	61½	49,00
18	GM	Kobalia Mikhail	2672	RUS	7½	2754	2716	70½	57	45,50
19	GM	Zherebukh Yaroslav	2560	UKR	7½	2739	2712	71½	59	45,50
20	GM	Guliyev Namig	2522	AZE	7½	2739	2652	71	59½	45,50
21	GM	Riazantsev Alexander	2679	RUS	7½	2728	2687	72½	60	48,75
22	GM	Iordachescu Viorel	2626	MDA	7½	2725	2716	76	62	50,25
23	GM	Lupulescu Constantin	2626	ROU	7½	2722	2677	71	58	46,00
24	GM	Mcshane Luke J	2683	ENG	7½	2718	2684	72½	59	47,00
25	GM	Fridman Daniel	2661	GER	7½	2717	2684	69	56½	45,25
26	GM	Motylev Alexander	2677	RUS	7½	2716	2710	71	59	47,50
27	GM	Ivanisevic Ivan	2617	SRB	7½	2712	2704	71	58½	47,00
28	GM	Jobava Baadur	2707	GEO	7½	2711	2656	71½	58	47,50
29	GM	Parligras Mircea-Emilian	2598	ROU	7½	2709	2735	78½	65	50,75
30	GM	Romanov Evgeny	2624	RUS	7½	2709	2668	68½	55½	43,75
31	GM	Esen Baris	2528	TUR	7½	2707	2669	73	61	47,25
32	GM	Nielsen Peter Heine	2670	DEN	7½	2703	2707	67½	55	45,50

33	GM	Cheparinov Ivan	2664	BUL	7½	2698	2693	75	62	49,75
34	GM	Gustafsson Jan	2647	GER	7½	2687	2687	67	55	45,00
35	GM	Kulaots Kaido	2601	EST	7½	2669	2633	67½	54½	44,00
36	GM	Smirin Ilia	2658	ISR	7½	2668	2675	69	56½	47,25
37	GM	Saric Ivan	2626	CRO	7½	2651	2692	72½	58½	47,00
38	GM	Pashikian Arman	2642	ARM	7½	2649	2640	68	55½	46,00
39	GM	Edouard Romain	2600	FRA	7½	2634	2602	66	52½	42,50
40	GM	Bologan Viktor	2671	MDA	7½	2629	2673	68½	56	45,75

FIDE TOURNAMENT RULES

Approved by the 1986 General Assembly, 2007 PB Meeting.

Amended by the 1989, 1992, 1993, 1994, 1998, 2006 and 2010 General Assemblies.

Preface

The event shall be played according to the FIDE Laws of Chess. The FIDE Tournament Rules shall be used in conjunction with the Laws of Chess. They apply to all official FIDE competitions. It is recommended they also be applied to all FIDE-rated tournaments, amended where appropriate. The organisers, competitors and arbiters involved in any competition are expected to be acquainted with these regulations before the start of the competition.

In these Rules the words 'he', 'him' and 'his' include 'she' and 'her'.

Tournament rules are the basis of the good running of a tournament. They should be as complete as possible in order to ensure the smooth running of an event. In order to fulfil this condition it is advisable that they are written by the chief organizer in close cooperation with the chief arbiter of the event.

1. General remark

Where an event has a problem not covered by internal rules, it is recommended these rules be accepted as the definitive regulations.

2. The Chief Organiser (CO)

The federation or administrative body responsible for the organisation of a competition may entrust the technical organisation to an Organiser. He, together with the federation, in consultation with FIDE where appropriate, shall appoint an Organising Committee to be responsible for all financial, technical and organisational matters.

Other regulations hereunder may apply also to the role of the CO. He and the Chief Arbiter (see 4) must work closely together in order to ensure the smooth running of an event.

3. Invitation, Registration and Functions

- (a) Invitations to a FIDE competition shall be issued as soon as feasible.
- (b) The CO must send, through the respective national federations, invitations to all participants qualified for that competition. The invitation letter shall first be approved by the President of FIDE for World competitions and by the Continental President for Continental Championships.

(c) The invitation should be as complete as possible, at the earliest opportunity, stating clearly the expected conditions and giving all details which may be of use to the player. The following should be included in the invitation letter and/or brochure which should also be posted on the FIDE website:

- (1) The dates and site of the tournament.
- (2) The hotel(s) where the players are to stay (including e-mail, fax and telephone numbers)
- (3) The tournament schedule: dates, times of play and places of: arrival, the opening ceremony, drawing of lots, play, special events, the closing ceremony, departure.
- (4) The rate of play and the kind of clocks to be used in the tournament.
- (5) The pairing system to be used for the event and the tie-break system.
- (6) (a) For official FIDE events the default time shall be the start of the round
(b) For other events whether Article 6.6.a or 6.6.b of the Laws of Chess applies.
- (7) The specific rules for draw agreements if there is any restriction.
- (8) The financial arrangements: travel expenses; accommodation; duration for which board and lodging shall be provided, or the cost of such accommodation, including that for people accompanying the player; arrangements for meals; start money; pocket money; entry fee; full details of the prize fund, including special prizes; point money; the currency in which money shall be disbursed; tax liability; visas and how to obtain them.
- (9) The means of reaching the playing venue and arrangements for transportation.
- (10) The likely number of participants, the names of players invited and the name of the Chief Arbiter (CA).
- (11) The website of the event, contact details with the organisers including the name of the CO.
- (12) The players` responsibility towards the media, general public, sponsors, government representatives and other similar considerations.
- (13) The date by which a player must give a definite reply to the invitation and where and when he shall report his arrival time. In his reply a player may, if he wishes, mention pre-existing medical conditions and special dietary and/or religious requirements
- (14) Security arrangements.
- (15) Special medical considerations such as vaccinations recommended or required in advance.
- (16) Arrangements for: tourism, special events, internet access, etc.

Article 3 of the FIDE Tournament Rules mainly is dealing with high level tournaments of FIDE. The main items for "normal" tournaments, which always should be addressed in the Regulations of a specific tournament, are:

- *the dates and the site of the tournament*
- *the entry fee, which may depend on the quality of a player (for example free for GM and IM; reduced fee for FM and an increased fee for players with a rating below a given floor).*
- *the complete tournament schedule (it is preferable to start all rounds at the same hour of a day)*
- *place and time of the opening and closing ceremony*
- *place and time of the drawing of lots for a round-robin tournament or place and time when the pairing of round 1 in a Swiss tournament will be published*
- *The rate of play - the rate should fulfil the conditions for a tournament to be rated or to be valid for title norms*
- *if nothing is announced in advance the tournament will be played with “zero tolerance”*
- *information about any restriction for offering a draw to the opponent*
- *the type of clocks used*
- *the tie-break system to be used for the final ranking and the system used for awarding money prizes*

(d) Once an invitation has been issued to a player, it must not be withdrawn provided the player accepts the invitation by the reply date. If an event is cancelled or postponed the organisers shall provide compensation.

(e) The CO shall guarantee medical treatment and medicines for all participants, official seconds, arbiters and officials of a FIDE competition and shall insure them against accidents and the need for medical services, including medicine, surgical procedures, etc., but shall have no responsibility where there is a chronic condition. An official doctor shall be appointed for the duration of the competition.

4. The Chief Arbiter (CA)

(a) The CA of a World competition shall be nominated by the President of FIDE, and of a Continent competition by the Continental President, each in consultation with the CO. He shall have the title of International Arbiter classified “A” or “B” and shall have adequate experience of FIDE competitions, FIDE official languages and relevant FIDE regulations. FIDE and/or the Organising Committee may nominate the arbiters and other staff.

(b) The duties of the CA are as specified by the Laws of Chess, the regulations of the competition and other FIDE Rules. During the event he also has to keep the record of each round, to oversee the proper course of the competition, to

ensure order in the playing venue and players` comfort during play, and to supervise the work of the technical staff of the competition. Prior to the start of the competition: he may make additional regulations in consultation with the CO; must check all the conditions for play including the playing venue, playing hall, lighting, heating, air conditioning, ventilation, noise, etc.; secure through the CO all the necessary equipment; ensure a sufficient number of deputies and auxiliary technical staff are engaged. He shall ensure that conditions for the arbiters are satisfactory. Whether all the playing conditions meet the requirements of these FIDE regulations, is his final decision.

- (c) Prior to the start of the competition:
 - (1) he may draw up additional regulations in consultation with the CO;
 - (2) he must check all the conditions for play, including the playing venue, playing hall, lighting, heating, air conditioning, ventilation, noise, etc.;
 - (3) he must secure through the CO all the necessary equipment, ensure a sufficient number of deputies and auxiliary technical staff are engaged and ensure that conditions for the arbiters are satisfactory. Whether all the playing conditions meet the requirements of these FIDE Rules is his final decision.
- (d) At the conclusion of the event the CA shall report as appropriate.

For the duties of the Chief Arbiter see also the chapter “The role of the Arbiters and their responsibilities”.

5. Pairings

- (a) The drawing of lots for the first round of a round robin tournament shall be arranged by the CO, if possible, to be open to players, visitors and media. Responsibility for the actual pairings, including drawing of lots, rests with the CA.
- (b) The drawing of lots shall take place at least 12 hours (one night) before the start of the first round. All participants should attend the ceremony of drawing of lots. A player who has not arrived on time for the drawing of lots may be included at the discretion of the CA. The first- round pairings shall be announced as soon as possible thereafter.
- (c) If a player withdraws, is excluded from a competition after the drawing of lots but before the beginning of the first round or there are additional entries, then the announced pairings shall remain unaltered. Additional pairings or changes may be made at the discretion of the CA in consultation with the players directly involved, but only if these minimise amendments to pairings which have already been announced.
- (d) The pairings for a round robin shall be according to the Berger tables (Annex 1), adjusted where necessary for double-round events.

- (e) If the pairings are to be restricted in any way, e.g. players of the same federation, shall, if possible, not meet in the last three rounds; then this shall be communicated to the players as soon as possible, but not later than the start of the first round.
- (f) For round robins this restricted drawing of lots may be done by using the Varma tables (see Annex to Tournament Rules), which can be modified for tournaments of from 10 to 24 players
- (g) For the pairings of a Swiss-system Tournament the pre-announced pairing system and program shall apply.

6. Preparation of the Playing Hall

- (a) Lighting of a standard similar to that used for examinations should be used. Lighting should not throw shadows or cause pinpoints of light to be reflected from the pieces. Beware of direct sunlight, especially if this varies during the game.

Approximately 800 lux is required for a Chess Tournament Playing Hall. It is advisable to measure the light capacity of a tournament hall in advance and make the necessary additions in the light, if needed.

- (b) If possible the hall should be carpeted. If this is impossible, it may be necessary to request players not to wear hard-soled shoes.
- (c) All areas to which players have access during play should be inspected carefully and repeatedly.
- (d) 4.5 square metres should be available for each player in a high-level event. For lower levels 2 square metres may be adequate. Games should not be placed too close to doors. There should be a minimum of 2.5 metres between rows of players. It is best not to have long, unbroken rows. Where possible players should play on individual tables.
- (e) A chess table should have a minimum length of twice the length of the chessboard and a width of 15 – 20 cm more than the chessboard. The recommended size of the table is (100 cm to 120 cm) x (80 cm to 83 cm). The height of a table should be 74 cm and the chairs should be comfortable for the players. Special dispensation must be given for children's events. Any noise when moving the chairs must be avoided.
- (f) The conditions for both players in a game must be identical. If possible the condition for all the players should be identical.

7. Chess equipment

- (a) For World or Continental Championships wooden boards shall be used where possible. For other FIDE registered tournaments boards made of wood, plastic or card are recommended. In all cases boards should be rigid. The board may also be of stone or marble with appropriate light and dark colours, provided the Chief Arbiter finds it acceptable. Natural wood with sufficient contrast, such as birch, maple or European ash against walnut, teak, beech, etc., may also be used for boards, which must have a dull or neutral finish, never shiny. Combination of colours such as brown, green, or very light tan and white, cream, off-white ivory, buff, etc., may be used for the chess squares in addition to natural colours. Referring to article 2.2 of the FIDE Standards of Chess Equipment the size of a square should be twice the diameter of a pawn's base. It is recommended that a side of the square should measure 5.5 cm. A comfortable table of suitable height may be fitted in with a chessboard. If the table and the board are separate from one another, the latter must be fastened and thus prevented from moving during play.
- (b) If mechanical chess clocks are used, they should have a device signalling precisely when the hour hand indicates full hours. They should have the "flag" fixed so that its fall can be clearly seen, helping the arbiters and players to check time. The clock should not shine as that may make it difficult to see. It should run as silently as possible in order not to disturb the players during play.
- (c) If electronic chess clocks are used, they must function in full accordance with the FIDE Laws.
- (1) The display at all times should show the time available to complete a player's next move.
 - (2) The displays must be legible from a distance of at least 3 meters.
 - (3) From at least a distance of 10 meter a player must have a clearly visible indication which clock is running.
 - (4) In case of passing a time control, a sign on the display must give clear signal which player passed the time limit first.
 - (5) For battery powered clocks, a low-battery indication is required.
 - (6) In case of a low-battery indication the clock must continue to function flawlessly for at least 10 hours.
 - (7) Special attention should be given to the correct announcement of passing time controls.
 - (8) In case of accumulative or delay timing systems, the clock should not add any additional time if a player passed the last time control.
 - (9) In case of time penalties it must be possible that time and move counter corrections are executed by an arbiter within 60 seconds.

- (10) It must be impossible to erase or change the data in display with a simple manipulation.
- (11) Clocks must contain a short user manual on the clock. Electronic chess clocks used for FIDE events must be endorsed by FIDE Technical Commission..
- (d) The same type of clocks should be used throughout the tournament.

8. The play

- (a) All games must be played in the playing area at the times specified in advance by the organisers, unless otherwise decided by the CA.
- (b) A separate area outside the playing area must be provided where smoking is permitted. This should be easily accessible from the playing hall. If local ordinances totally prohibit smoking on the premises, the players and officials must be provided with easy access to the outside.
- (c) If mechanical clocks are used, they shall be set so that each unit registers six o'clock at the first time control.
- (d) For FIDE events with more than 30 participants, a large digital countdown must be installed in the playing hall. For FIDE events with less than 30 players an announcement by microphone must be made 5 minutes before the game is due to start and again one minute before the start of the game.
- (e) After the finish of the game the arbiter or the players shall place the king(s) in the middle of the board to indicate the result of the game and then set up the pieces.
- (f) Where it is clear games have been pre-arranged, the CA shall impose suitable penalties.
- (g) A glossary of common relevant terms in several languages should be available to the arbiters.

9. Unplayed games

- (a) If a player has lost one game by default for reasons that are not valid, the player shall be expelled, unless the CA decides otherwise.
- (b) When a player withdraws or is expelled from a round-robin tournament, the effect shall be as follows:
 - (1) If a player has completed less than 50% of his games, his score remains in the tournament table (for rating and historical purposes), but the points scored by him or against him are not counted in the final standings. The unplayed games of the player are indicated by (-) in the tournament table and those of his opponents by (+). If neither player is present this will be indicated by two (-).

- (2) If a player has completed at least 50% of his games, his score shall remain in the tournament table and shall be counted in the final standings. The unplayed games of the player are shown as indicated as above.
- (c) If a player withdraws from a Swiss-system tournament the points scored by him and by his opponents shall remain in the cross-table for ranking purposes. Only games that are actually played shall be rated.
- (d) Clauses 9(b) and (c) also apply to team events. Both unplayed matches and unplayed games must be clearly indicated as such.

10. Penalties, appeals

- (a) When there is a dispute, the CA or CO as appropriate should make every effort to resolve matters by reconciliation. It is possible that such means fail and the dispute is such that penalties are appropriate, but not specifically defined by the Laws or the regulations, then the CA or CO shall have discretionary power to impose penalties. He should seek to maintain discipline and offer other solutions which may placate the offended parties.
- (b) In all events there shall be an Appeals Committee. The CO shall ensure that the Appeals Committee is elected or appointed before the start of the first round, usually at the drawing of lots. It is recommended the Appeals Committee (AC) consists of a Chairman, at least two members and two reserve members. The Chairman, the two members and the two reserve members shall, if possible, be from different federations. No member of the AC involved in the dispute shall rule in that dispute. Such a committee should have an odd number of voting members. Members of the Appeals Committee should not be younger than 21 years old.
- (c) A player may appeal against any ruling made by the CA or CO or one of their assistants, provided the appeal is accompanied by a fee and submitted in written form not later than the deadline. Both fee and deadline shall be fixed in advance. The decisions of the Appeals Committee shall be final. The fee is returnable if the appeal is successful. It may also be returned if the appeal is unsuccessful but considered reasonable in the view of the committee.

11. TV, Filming, Photography

- (a) Television cameras that are noiseless and unobtrusive are permitted in the playing venue and contiguous areas with the approval of the CO and CA. The CA shall ensure the players are not disturbed or distracted in any way by the presence of TV, video cameras or other equipment.
- (b) Only authorised photographers may take photographs in the playing venue. Permission to do so in the playing hall is restricted to the first ten minutes of the

first round and the first five minutes of each subsequent round, unless the CA decides otherwise.

12. The conduct of the players

- (a) Once a player has formally accepted an invitation, he must play except in cases of force majeure, such as illness or incapacity. Acceptance of another invitation is not considered to be a valid reason for not participating or withdrawing.
- (b) All the participants should be dressed in a suitable manner.
- (c) A player who does not wish to continue a game and leaves without resigning or notifying the arbiter is discourteous. He may be penalised, at the discretion of the CA, for poor sportsmanship.
- (d) A player may speak only as permitted by the Laws of Chess and Tournament Regulations. A player may not speak about his game while it is in progress.
- (e) All complaints concerning the behaviour of players or captains must be made to the arbiter. A player is not permitted to complain directly to his opponent.

13. Team Captain`s Role in Team Tournaments

- (a) The role of a team captain is basically an administrative one during play. Depending on the regulations of the specific competition, the captain shall be required to deliver, at a specific time, a written list naming the players in his team who will participate in each round, communicate to his players their pairing, sign the protocol indicating the results in the match at the end of the play, etc.
- (b) Whenever the team captain speaks to one of his players, he should do so only through or in the presence of an arbiter using a language the arbiter can understand.
- (c) A captain is entitled to advise the players of his team to make or accept an offer of a draw or to resign a game, unless the regulations of the event stipulate otherwise. He must confine himself only to brief information, based solely on the circumstances pertaining to the match. He may say to a player, “offer a draw”, “accept the draw”, or “resign the game”. For example, if asked by a player whether he should accept an offer of a draw, the captain should answer “yes”, “no”, or delegate the decision to the player himself. He shall give no information to a player concerning the position on the chess board and/or the clock times, nor consult any other person and/or computer as to the state of the game.
The captain shall abstain from any intervention during play.
- (d) Players are subject to the same prohibitions. Even though in a team competition there is a certain team loyalty, which goes beyond a player`s individual game, a

game of chess is basically a contest between two players. Therefore, a player must have the final say over the conduct of his own game. Although the advice of the captain should weigh heavily with the player, the player is not absolutely compelled to accept that advice. Likewise, the captain cannot act on behalf of a player and his game without the knowledge and consent of the player.

- (e) A team captain should encourage his team always to follow both the letter and the spirit of Article 12 of the FIDE Laws of Chess concerning the conduct of the players. Team championships, in particular, should be conducted in the spirit of the highest sportsmanship.

The Arbiter must always take care so that the Captains will stand behind their players during the round, so that to avoid any eye contact.

Varma Tables

Directions for “restricted” drawing of tournament numbers:

1. The arbiter should prepare beforehand, unmarked envelopes each containing one of the sets of numbers A, B, C and D as indicated below in point 5. 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.
2. The order in which players draw lots is listed 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
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. The numbers that remain are available for use by other players.
4. The players of the next contingent then choose an envelope, and the procedure is repeated until all players have drawn their numbers.
5. The following Varma Tables can be used 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, 2, 7)

C: (6, 8, 12)

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)

Additional Tournament Rules for specific tournaments

Tournament rules are the basis of the good running of a tournament. They should be as complete as possible in order to ensure the smooth running of an event. In order to fulfil this condition it is advisable that they are written by the chief organizer in close cooperation with the chief arbiter of the event.

The tournament rules should always address the following items:

- The entry fees which may depend on the quality of a player (for example free for GM and IM; reduced fee for FM and an increased fee for players with a rating below a given floor).
- The complete tournament schedule:
 1. Arrival date
 2. Place and time of the opening ceremony
 3. Place and time of the drawing of lots
 4. Dates and times of play: it is preferable to start all rounds at the same hour of a day.
 5. Place and time of the closing ceremony
 6. Departure date

- The rate of play: the rate should fulfil the conditions for a tournament to be rated or to be valid for title norms. In the case where no increments are used, it should be indicated whether a quick play finish or a knock-out system will be applied in the last time period.
- The type of clocks used
- Any minor deviation from the FIDE Laws of Chess: for example the replacement of the “zero tolerance” rule by a certain time period; a score system which gives more points to the combination of one won and one lost game than to two draws; less possibilities for agreeing a draw between the players; etc.
- The pairing system to be used and the programme applying this system. A remark can be given here how the initial ranking shall be made for players having only a national rating. Taking into account that the floor for a FIDE rating dropped to 1000 it is advisable to put FIDE and national ratings in descending order. In case there are two players with the same FIDE and national rating the FIDE rated player shall be considered as the highest ranked. Analogous the treatment of unrated players can be indicated: for example in alphabetical (or inverted) order or according to the order they have subscribed for the event.
- Time and means of announcing the pairings.
- The tie-break system. This part may include that additional games should be played (rapid or blitz) for awarding a trophy or medals.
- The prize fund. Here it should be indicated whether money prizes are shared, or awarded according to a tie-break system (for example the Hort system). The prize fund should also indicate special prizes, point money, the currency in which money shall be disbursed, tax liability.
- Any financial arrangement such as travel expenses, accommodation, duration for which board and lodging shall be provided, or the cost of such accommodation, including that for people accompanying the player, arrangements for meals, start money, pocket money. These costs can be refunded by the organizer, the federation of a player or the player himself.
- Details about visa and how to obtain them. In this respect organizers should indicate the deadline at which they should have received all passport details of the participants in order to send out the invitations to the respective embassies.
- In the case that the playing venue is different from the accommodation: the means of reaching and arrangements for transportation. Organizers should bear in mind that the situation of transport between playing venue and accommodation depends on the type of tournament: youth tournaments as well as senior events should be dealt with in another way than for example a Swiss Open.
- The likely number of participants. In the case of a round robin tournament, the names of the invited players. In the case of a Swiss open tournament, the maximum number of players.

- The deadline for registration at the start of the tournament. Players who did not register in time shall not be paired for the first round.
- The name of the Chief Arbiter
- The website of the event. In the case that this website is used for online subscription the organizers should bear in mind that players do not always have all details – for example arrival date or flight numbers – when subscribing for the event; an update should be possible in a later stage.
- Full contact details of the organizers
- The players' responsibility towards the media, general public, sponsors, government representatives and other similar considerations. This also includes the players' presence at the opening and closing ceremony. In case of absence the organizer can foresee a clausal that part of the start or prize money will not be distributed.
- Special medical considerations such as vaccinations recommended or required in advance.
- Arrangements for: tourism, special events, internet access, etc.
- Full details for making an appeal against a decision of the (chief) arbiter: maximum period of time allowed after the end of a round, fee (indicating the currency) which should be paid. It is preferable to indicate that only written appeals will be taken into consideration.
- Appeals committee: will the members be invited by the organizers or will they be elected among the participants.
- If the tournament is played with adjourned games the time table for the resumption of the games should be indicated.
- Indication whether the tournament results will also be taken into account for the national rating system.
- Media equipment allowed in the playing venue: television cameras, video, cameras or other equipment. The use of such equipment may be subject to an authorisation of the organizers which should be requested in advance. Here it should be indicated whether a flash light is allowed. Also the maximum time after the start of the round when media equipment is allowed to be used, must be indicated; in such case there might be a longer period for the first round than for subsequent rounds.

For certain tournaments it may be necessary to also add on or more of the following items:

- For example in round robin tournaments, invited players in Open Swiss tournament or official championships: the hotel where the players are to stay. Depending on the situation a different range (3, 4 or 5* quality) of hotels might be offered. The organizer might also foresee a lump sum for a player wishing to

arrange his own accommodation. For each hotel contact details such as e-mail, fax and telephone numbers and website shall be given.

- The date by which a player must give a definite reply to the invitation and where and when he shall report his arrival time.
- A minimal dress code during the game.
- Security arrangements.

International Title Regulations of FIDE

As approved by the 1982 General Assembly and amended by the General Assemblies of 1984 to 2013.

0. Introduction

- 0.1 Only the titles as in 0.3 are acknowledged by FIDE.
- 0.2 The following regulations can only be altered by the General Assembly following recommendation by the Qualification Commission (QC).
 - 0.21 Any such changes shall only be made every fourth year, commencing from 2004 (unless the Commission agrees urgent action is required).
 - 0.22 Any such changes shall take effect from 1 July of the year following the decision by the General Assembly. For tournaments, such changes shall apply to those starting on or after that date.
- 0.3 The International FIDE titles shall be under the umbrella of the Qualification Commission, which is the final judging unit. The titles are:
 - 0.31 Titles for over-the-board standard chess (as defined in 1.14), the judging unit being the QC:
Grandmaster (GM), International Master (IM), FIDE Master (FM), Candidate Master (CM), Woman Grandmaster (WGM), Woman International Master (WIM), Woman FIDE Master (WFM), Woman Candidate Master (WCM).
- 0.4 The titles are valid for life from the date confirmed.
 - 0.41 Use of a FIDE title or rating to subvert the ethical principles of the title or rating system may subject a person to revocation of his title upon recommendation by the Qualification and Ethics Commissions and final action by the General Assembly.
 - 0.42 A title is officially valid from the date all the requirements are met. In order for a title to be confirmed where it is based on an application, it must be published on the FIDE website and in other relevant FIDE documents for at least 60 days. For registered automatic titles see below, 0.5.
 - 0.43 The title can be used for results of opponents only in tournaments starting after the confirmation (exception see 1.15).
 - 0.44 In terms of, for example, the age of achieving a title, the title is considered to be achieved when the last result is achieved, and the rating requirement is fulfilled, whichever date is later.

0.5 Definitions

In the following text some special terms are used.

Rating performance is based on the player's result and average rating of opponents (see 1.48).

Title performance (for example, GM performance) is a result that gives a performance rating as defined in 1.48 and 1.49 against the minimum average of the opponents, taking into account article 1.46, for that title. For example, for GM performance, average rating of the opponents ≥ 2380 , and performance ≥ 2600 , this might be achieved, for example, by a result of 7 points out of 9 games.

GM performance is ≥ 2600 performance against opponents with average rating ≥ 2380 .

IM performance is ≥ 2450 performance against opponents with average rating ≥ 2230 .

WGM performance is ≥ 2400 performance against opponents with average rating ≥ 2180 .

WIM performance is ≥ 2250 performance against opponents with average rating ≥ 2030 .

Title norm is a title performance fulfilling additional requirements concerning the mix of titled players and nationalities as specified in articles 1.42 to 1.47.

Direct title (automatic title) is a title gained by achieving a certain place or result in a tournament. For example, winning, or achieving a result ≥ 50 percent in a tournament. On application by the player's federation and confirmation by the Qualification Commission, such titles are awarded automatically by FIDE.

0.6 The Award of Titles

0.61 Titles may be awarded for specific results in specific Championship events, or are awarded on achieving a rating as laid down in these regulations. Such titles are confirmed by the QC Chairman on advice from the FIDE Office. They are then awarded by FIDE.

0.62 Titles are also awarded based on applications with norms with a sufficient number of games. These titles shall be awarded by the General Assembly on recommendation by the QC that the candidate meets the requirements. The Presidential Board or Executive Board may award titles in clear cases only, after consultation with the QC.

1.0 Requirements for titles designated in 0.31

1.1 Administration

- 1.11 Play shall be governed by the FIDE Laws of Chess and FIDE Tournament Rules. Tournaments where the composition is changed (without QC approval) during the tournament or those where players have different conditions in terms of rounds and pairing are not valid.
Unless with prior approval of the QC Chairman, the tournament must be registered at least 30 days in advance on the FIDE server.
- 1.12 There must be no more than twelve hours play in one day. This is calculated based on games that last 60 moves, although games played using delay or increment may last longer.
- 1.13 No more than 2 rounds shall be played on any one day. Without increment the minimum time is 2 hours for the first 40 moves, followed by 30 minutes for the rest of the game. With an increment of a minimum of 30 seconds for each move, the minimum time is 90 minutes for the entire game, apart from the increment.
- 1.13.a In the application for the GM title based on norms, at least one norm shall be achieved in a tournament with only one round per day for a minimum of 3 days.
- 1.13.b In any title tournament the time controls and clock settings for all players must be the same (e.g. if the time control is increment based, all players must use increment; if delay based, all players must use delay; if no increment or delay is specified, then all players must compete with no increment and no delay). There can be no mixed use of clock settings (increment, delay, none at all).
- 1.14 Leagues and national team championships may last longer than 90 days, but not more than one year. Normally for individual tournaments, a period of at most 90 days is permitted but the QC Chairman may give prior approval to tournaments of a longer duration.
- 1.15 In tournaments which last longer than 90 days, the opponents' ratings and titles used shall be those applying when the games were played.
- 1.16 The Chief Arbiter of a title tournament shall be an International Arbiter (IA) or FIDE Arbiter (FA). He may appoint a temporary deputy. An IA or FA must always be in the playing venue.
- 1.17 No arbiter may play in a title tournament even just as filler.

1.2 Titles achieved from International Championships:

- 1.21 As indicated below, a player may gain
- (a) a title from such an event, or
 - (b) a single title norm. Then the requirements in 1.42 - 1.49 shall apply.
 - (c) a single performance. Then the requirements in 1.42, 1.46 - 1.48 shall apply.

1.22 The minimum score is 35 % for all titles. The result shown is the minimum required.

1.23 For continental, sub-continental or approved competitions of FIDE International Affiliates, a title or result can be achieved if at least one third or three of the appropriate member federations – whichever is lower – participate in the event. The minimum number of participants in the event is eight. The World Championships (including U-20) of the IBCA, ICSC and IPCA are exempted from this rule.

1.23.a If groups are combined to make a bigger group, then the requirements (at least 8 participants from at least 3 federations) in 1.22 shall apply to this merged group. Titles can be awarded to the best player(s) of the subgroups, provided the subgroup has at least 5 participants from at least 2 federations and the player scores a minimum of 50% in a minimum of 9 games.

1.23.b For Olympiad, a title norm counts as 20 games; a title performance counts as 13 games.

1.24 Terms used in Tables 1.24.a and 1.24.b:

Gold – first after tiebreak;

1st equal – best 3 players after tiebreak;

Norm – 9 games (unless otherwise specified);

Sub-Continental – include Zonals, Subzonals, Arab, ASEAN and regional youth/school events;

Each continent is allowed to designate a maximum of 3 regional youth/school events for direct titles.

1.3 Titles may be gained by achieving a published or interim rating at some time or other (see 1.53a), provided that this is achieved with a minimum of 27 games:

1.31 FIDE Master ≥ 2300

1.32 Candidate Master ≥ 2200

1.33 Women FIDE Master ≥ 2100

1.34 Women Candidate Master ≥ 2000

1.4 The GM, IM, WGM, WIM titles can also be gained by achieving norms in internationally rated tournaments played according to the following regulations.

1.41 **The Number of Games**

1.41a The player must play at least 9 games, however

1.41b only 7 games are required for 7 round World Team and Continental Team Championships,

only 7 games are required for 8 or 9 round World Team and Continental Team Championships, only 8 games are required for the World Cup or Women`s World Championship Tournament, where these 8 game norms count as 9 games.

- 1.41c For a 9 round tournament, if a player has just 8 games because of a forfeit or Bye, but he has met the correct mix of opponents in those games, then if he has a title result in 8 games, it counts as an 8 game norm.
- 1.41d where a player exceeds the norm requirements by one or more full points, then these full points count as additional number of games when computing the total number of games for the norm achieved.

1.42 The following are not included:

- 1.42a Games against opponents who do not belong to FIDE federations,
- 1.42b Games against computers.
- 1.42c Games against unrated players who score zero against rated opponents in round robin tournaments.
- 1.42d Games which are decided by forfeit, adjudication or any means other than over the board play. Other games once started, which are forfeited for whatever reason, shall however be included.
In the instance of a last round game where the opponent forfeits, the norm shall still count if the player must play in order to have the required number of games, but can afford to lose.
- 1.42e A player who has achieved a title result before the last round may ignore all games played subsequently, provided
 - (a) he has met the required mix of opponents,
 - (b) this leaves him with at least the minimum number of games as in 1.4.1,
 - (c) in the case of a tournament with pre-determined pairings the mix of opponents must be such that a norm is possible for the complete tournament.
 - (d) in a double round robin tournament, the games counted for the norm must include different opponents sufficient for a norm over the full length of the tournament.
- 1.42f A player may ignore his game(s) against any opponents he has defeated, provided he has met the required mix of opponents, and provided that this leaves him with at least the minimum number of games as in 1.4.1, against the required mix of opponents. Nonetheless, the full cross-table of the event must be submitted. In the case of a tournament with pre-determined pairings, the full requirements, other than score, must be met for the complete tournament.

1.42g Tournaments that make changes to favour one or more players (for example by altering the number of rounds, or the order of rounds, or providing particular opponents, not otherwise participating in the event), shall be excluded.

1.43 Federations of Opponents

At least two (2) federations other than that of the title applicant must be included, except 1.43a - 1.43e shall be exempt. Nevertheless, 1.43f shall apply.

1.43a The final stage of the national men's (or open) championship and also national women's championships. In the year when the Sub zonal tournament of a single federation is held, then the national championship is not exempt for that federation.

1.43b National team championships.

1.43c Zonal and Sub zonal tournaments.

1.43d Tournaments of other types may also be included with the prior approval of the QC Chairman.

1.43e Swiss System tournaments in which participants include in every round at least 20 FIDE rated players, not from the host federation, but from at least 3 federations, at least 10 of whom hold GM, IM, WGM or WIM titles. Otherwise 1.44 applies.

1.43f At least one of the norms has to be achieved under normal foreigner requirement. (See 1.43 and 1.44)

1.44 Opponents shall be calculated using rounding up (minimum) to the next whole number, to the next lower number (maximum).

A maximum of 3/5 of the opponents may come from the applicant's federation and a maximum of 2/3 of the opponents from one federation. For exact numbers see the table in 1.7.2.

1.45 Titles of Opponents - see 1.7 for exact numbers

1.45a At least 50% of the opponents shall be title-holders (TH) as in 0.31, excluding CM and WCM.

1.45b For a GM norm at least 1/3 with a minimum 3 of the opponents (MO) must be GMs.

1.45c For an IM norm, at least 1/3 with a minimum 3 of the opponents (MO) must be IMs or GMs.

1.45d For a WGM norm, at least 1/3 with a minimum 3 of the opponents (MO) must be WGMs, IMs or GMs.

1.45e For a WIM norm, at least 1/3 with a minimum 3 of the opponents (MO) must be WIMs, WGMs, IMs or GMs.

1.45f Double round-robin tournaments need a minimum of 6 players. An opponent's title as in 1.45e shall be counted only once.

1.46 Rating of Opponents

1.46a The Rating List in effect at the start of the tournament shall be used, see exception 1.15.

The rating of players who belong to federations which are temporarily excluded when the tournament starts can be determined on application to the FIDE Office.

1.46b For the purposes of norms, the minimum rating (adjusted rating floor) for the opponents shall be as follows:

Grandmaster	2200
International Master	2050
Woman Grandmaster	2000
Woman International Master	1850

1.46c No more than one opponent shall have his rating raised to this adjusted rating floor. Where more than one opponent is below the floor, the rating of the lowest opponents shall be raised.

1.46d Unrated opponents not covered by 1.46c shall be considered to be rated 1000.

Minimum number of rated opponents, see table in 1.72. It can be calculated also so that maximum number of unrated opponents is 20 percent of (number of opponents+1).

1.47 Rating Average of Opponents

1.47a This is the total of the opponents' ratings divided by the number of opponents taking 1.46b into consideration.

1.47b Rounding of the rating average is made to the nearest whole number. The fraction 0.5 is rounded upward.

1.48 Performance Rating (R_p)

In order to achieve a norm, a player must perform at a level of that shown below:

	Minimum level prior to rounding	Minimum level after rounding
GM	2599.5	2600
IM	2449.5	2450
WGM	2399.5	2400
WIM	2249.5	2250

Calculation of a Performance Rating (R_p):

$R_p = R_a + d_p$ (see the table below)

R_a = Average rating of opponents + rating difference „ d_p “ from table 8.1.a of FIDE Rating Regulations B.02 (conversion from percentage score „ p “ into rating differences „ d_p “).

1.48a The minimum average ratings R_a of the opponents are as follows:

GM	2380
WGM	2180
IM	2230
WIM	2030.

1.49

	p	d_p										
	1.0	800	.83	273	.66	117	.49	-7	.32	-133	.15	-296
1.5	.99	677	.82	262	.65	110	.48	-14	.31	-141	.14	-309
	.98	589	.81	251	.64	102	.47	-21	.30	-149	.13	-322
	.97	538	.80	240	.63	95	.46	-29	.29	-158	.12	-336
	.96	501	.79	230	.62	87	.45	-36	.28	-166	.11	-351
	.95	470	.78	220	.61	80	.44	-43	.27	-175	.10	-366
	.94	444	.77	211	.60	72	.43	-50	.26	-184	.09	-383
	.93	422	.76	202	.59	65	.42	-57	.25	-193	.08	-401
	.92	401	.75	193	.58	57	.41	-65	.24	-202	.07	-422
	.91	383	.74	184	.57	50	.40	-72	.23	-211	.06	-444
	.90	366	.73	175	.56	43	.39	-80	.22	-220	.05	-470
	.89	351	.72	166	.55	36	.38	-87	.21	-230	.04	-501
	.88	336	.71	158	.54	29	.37	-95	.20	-240	.03	-538
	.87	322	.70	149	.53	21	.36	-102	.19	-251	.02	-589
	.86	309	.69	141	.52	14	.35	-110	.18	-262	.01	-677
	.85	296	.68	133	.51	7	.34	-117	.17	-273	.00	-800
	.84	284	.67	125	.50	0	.33	-125	.16	-284		

Requirements for Award of the Title, having achieved Norms

1.51 Two or more norms in events covering at least 27 games.

1.52 If a norm is sufficient for more than one title, then it may be used as part of the application for both.

1.53 To have achieved at some time or other a rating as follows:

GM	≥ 2500
IM	≥ 2400
WGM	≥ 2300
WIM	≥ 2200

- 1.53a Such a rating need not be published. It can be obtained in the middle of a rating period, or even in the middle of a tournament. The player may then disregard subsequent results for the purpose of their title application. However the burden of proof then rests with the federation of the title applicant. It is recommended that players receive a certificate from the Chief Arbiter where they achieve the rating level during an event. Such a certificate should include a note of the date each game was played. Title applications based on unpublished ratings shall only be accepted by FIDE after agreement with the Rating Administrator and the QC. Ratings in the middle of a period can be confirmed only after all tournaments for that period have been received and rated by FIDE.
- 1.54 A title result shall be valid if it was obtained in accordance with the FIDE Title Regulations prevailing at the time of the tournament when the norm was obtained.
- 1.55 Title norms gained before 1.7.2005 must be registered with FIDE before 1.7.2013 or they will be considered to have expired.

1.6 Summary of Title Tournaments Requirements

In the case of any discrepancy, the regulations above shall take precedence.

		Notes
Number of games per day	not more than 2	1.13
rate of play	minimum requirements	1.13
Period for the whole tournament	within 90 days, with exceptions	1.14
administrator in charge	International Arbiter or FIDE Arbiter	1.16
number of games	minimum 9 (7 in World/Continental Teams with 7-9 rounds)	1.41a-d
type of tournament	No individual single matches	1.1
games not Included	- against computers - adjudicated games - forfeited before play starts - against opponents who do not belong to FIDE federations	1.42

1.61 For the numbers below, see the formula calculating titles in 1.45.

		Notes
Number of GMs, for GM	$\frac{1}{3}$ of opponents, minimum 3 GMs	1.45b

MO			
Number of IMs, for IM MO	1/3 of opponents, minimum 3 IMs		1.45c
Number of WGMs, for WGM MO	1/3 of opponents, minimum 3 WGMs		1.45d
Number of WIMs, for WIM MO	1/3 of opponents, minimum 3 WIMs		1.45e
Minimum Performance Rating	GM 2600; IM 2450; WGM 2400; WIM 2250		1.48
Opponents' average rating	minimum 2380 for GM; 2230 for IM; 2180 for WGM; 2030 for WIM		1.7
Minimum score	35%		1.7

1.7 Summary of Requirements depending on the Number of Games

1.71 Determining whether a result is adequate for a norm, dependent on the average rating of the opponents. Tables 1.72 show the range for tournaments up to 19 rounds. Norms achieved in a tournament with more than 13 rounds count only as 13 games.

1.72 Tables

Available only for 7 to 9 round Continental and World Team Championships

7 rounds	GM	IM	WGM	WIM
Different MO	3 GM	3 IM	3 WGM	3 WIM
Rating floor for 1 player	2200	2050	2000	1850
Different TH	4	4	4	4
Max. number unrated	1	1	1	1
Max. from 1 fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Max. from own fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Min. other feds.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
5½	2380-2441	2230-2291	2180-2241	2030-2091
5	2442-2497	2292-2347	2242-2297	2092-2147
4½	2498-2549	2348-2399	2298-2349	2148-2199
4	2550-2599	2400-2449	2350-2399	2200-2249
3½	2600-2649	2450-2499	2400-2449	2250-2299
3	2650-2701	2500-2551	2450-2501	2300-2351
2½	≥2702	≥2552	≥2502	≥2352

Available only for 8 or 9 round Continental and World Team Championships; or after 8 games in the World Cup or Women's World Championship. The latter two are counted as 9 rounds when computing to 27 games.

8 rounds	GM	IM	WGM	WIM
Different MO	3 GM	3 IM	3 WGM	3 WIM
Rating floor for 1 player	2200	2050	2000	1850
Different TH	4	4	4	4
Max. number unrated	1	1	1	1
Max. from 1 fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Max. from own fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Min. other feds	Irrelevant	Irrelevant	Irrelevant	Irrelevant
6½	2380-2406	2230-2256	2180-2206	2030-2056
6	2407-2458	2257-2308	2207-2258	2057-2108
5½	2459-2504	2309-2354	2259-2304	2109-2154
5	2505-2556	2355-2406	2305-2356	2155-2206
4½	2557-2599	2407-2449	2357-2399	2207-2249
4	2600-2642	2450-2492	2400-2442	2250-2292
3½	2643-2686	2493-2536	2443-2486	2293-2336
3	≥2687	≥2537	≥2487	≥2337

The material following refers to 9-19 rounds:

- * The regulations regarding mix of federations as in the boxes marked * are waived if the event is a Swiss System tournament in which the competitors include at least 20 FIDE Rated players, not from the host federation, from at least 3 federations, at least 10 of whom hold GM, IM, WGM or WIM titles. See 1.4.6.c concerning the rating floor of the lowest rated opponent.

9 rounds	GM	IM	WGM	WIM
Different MO	3 GM	3 IM	3 WGM	3 WIM
*Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	5	5	5	5
Max. number unrated	2	2	2	2
*Max. from 1 fed.	6	6	6	6
*Max. from own fed.	5	5	5	5
7	2380-2433	2230-2283	2180-2233	2030-2083

6½	2434-2474	2284-2324	2234-2274	2084-2124
6	2475-2519	2325-2369	2275-2319	2125-2169
5½	2520-2556	2370-2406	2320-2356	2170-2206
5	2557-2599	2407-2449	2357-2399	2207-2249
4½	2600-2642	2450-2492	2400-2442	2250-2292
4	2643-2679	2493-2529	2443-2479	2293-2329
3½	≥2680	≥2530	≥2480	≥2330

For 10 rounds or more it is possible that deleting a game that has been won could be advantageous.

SR refers to single round and **DR** to double round events.

10 rounds	GM		IM		WGM		WIM	
Different MO	4 GM		4 IM		4 WGM		4 WIM	
*Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	5	3	5	3	5	3	5	3
Max. number unrated	2	1	2	1	2	1	2	1
*Max. from 1 fed.	6	3	6	3	6	3	6	3
*Max. from own fed.	6	3#	6	3#	6	3#	6	3#
8	2380-2406		2230-2256		2180-2206		2030-2056	
7½	2407-2450		2257-2300		2207-2250		2057-2100	
7	2451-2489		2301-2339		2251-2289		2101-2139	
6½	2490-2527		2340-2377		2290-2327		2140-2177	
6	2528-2563		2378-2413		2328-2363		2178-2213	
5½	2564-2599		2414-2449		2364-2399		2214-2249	
5	2600-2635		2450-2485		2400-2435		2250-2285	
4½	2636-2671		2486-2521		2436-2471		2286-2321	
4	2672-2709		2522-2559		2472-2509		2322-2359	
3½	≥2710		≥2560		≥2510		≥2360	

If there were 4 players from 1 federation out of the 6 contestants, neither of the other 2 players would be able to gain a title norm. This would be satisfactory if, for example, both were GMs.

11 rounds	GM	IM	WGM	WIM
Different MO	4 GM	4 IM	4 WGM	4 WIM
*Min. Other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	6	6	6	6
Max. number unrated	2	2	2	2
*Max. from 1 fed.	7	7	7	7
*Max. from own fed.	6	6	6	6
9	2380-2388	2230-2238	2180-2188	2030-2038
8½	2389-2424	2239-2274	2189-2224	2039-2074
8	2425-2466	2275-2316	2225-2266	2075-2116
7½	2467-2497	2317-2347	2267-2297	2117-2147
7	2498-2534	2348-2384	2298-2334	2148-2184
6½	2535-2563	2385-2413	2335-2363	2185-2213
6	2564-2599	2414-2449	2364-2399	2214-2249
5½	2600-2635	2450-2485	2400-2435	2250-2285
5	2636-2664	2486-2514	2436-2464	2286-2314
4½	2665-2701	2515-2551	2465-2501	2315-2351
4	≥2702	≥2552	≥2502	≥2352

SR refers to single round and **DR** to double round events.

12 rounds	GM		IM		WGM		WIM	
Different MO	4 GM		4 IM		4 WGM		4 WIM	
*Min. Other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	S	DR	SR	DR	SR	DR	SR	DR
Different TH	6	3	6	3	6	3	6	3
Max. number unrated	2	1	2	1	2	1	2	1
*Max. from 1 fed.	8	4	8	4	8	4	8	4
*Max. from own fed.	7	3#	7	3#	7	3#	7	3#
9½	2380-2406		2230-2256		2180-2206		2030-2056	

9	2407-2441	2257-2291	2207-2241	2057-2091
8½	2442-2474	2292-2324	2242-2274	2092-2124
8	2475-2504	2325-2354	2275-2304	2125-2154
7½	2505-2542	2355-2392	2305-2342	2155-2192
7	2543-2570	2393-2420	2343-2370	2193-2220
6½	2571-2599	2421-2449	2371-2399	2221-2249
6	2600-2628	2450-2478	2400-2428	2250-2278
5½	2629-2656	2479-2506	2429-2456	2279-2306
5	2657-2686	2507-2536	2457-2486	2307-2336
4½	≥2687	≥2537	≥2487	≥2337

If there were 4 players from 1 federation out of the 7 contestants, none of the other 3 players would be able to gain a title norm. This would be satisfactory if, for example, all were GMs.

13 rounds	GM	IM	WGM	WIM
Different MO	5 GM	5 IM	5 WGM	5 WIM
*Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	7	7	7	7
Max. number unrated	2	2	2	2
*Max. from 1 fed.	8	8	8	8
*Max. from own fed.	7	7	7	7
10½	2380-2388	2230-2238	2180-2188	2030-2038
10	2389-2424	2239-2274	2189-2224	2039-2074
9½	2425-2458	2275-2308	2225-2258	2075-2108
9	2459-2489	2309-2339	2259-2289	2109-2139
8½	2490-2512	2340-2362	2290-2312	2140-2162
8	2513-2542	2363-2392	2313-2342	2163-2192
7½	2543-2570	2393-2420	2343-2370	2193-2220
7	2571-2599	2421-2449	2371-2399	2221-2249
6½	2600-2628	2450-2478	2400-2428	2250-2278
6	2629-2656	2479-2506	2429-2456	2279-2306
5½	2657-2686	2507-2536	2457-2486	2307-2336
5	≥2687	≥2537	≥2487	≥2337

14 rounds counts as 13 rounds	GM		IM		WGM		WIM	
Different MO	5 GM 3GM if DR		5 IM		5 WGM		5 WIM	
Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	7	4	7	4	7	4	7	4
*Max unrated	3	1	3	1	3	1	3	1
*Max. from 1 fed.	9	4	9	4	9	4	9	4
*Max. from own fed.	8	4#	8	4#	8	4#	8	4#
11	2380-2406		2230-2256		2180-2206		2030-2056	
10½	2407-2441		2257-2291		2207-2241		2057-2091	
10	2442-2466		2292-2316		2242-2266		2092-2116	
9½	2467-2497		2317-2347		2267-2297		2117-2147	
9	2498-2519		2348-2369		2298-2319		2148-2169	
8½	2520-2549		2370-2399		2320-2349		2170-2199	
8	2550-2570		2400-2420		2350-2370		2200-2220	
7½	2571-2599		2421-2449		2371-2399		2221-2249	
7	2600-2628		2450-2478		2400-2428		2250-2278	
6½	2629-2649		2479-2499		2429-2449		2279-2299	
6	2650-2679		2500-2529		2450-2479		2300-2329	
5½	2680-2701		2530-2551		2480-2501		2330-2351	
5	≥2702		≥2552		≥2502		≥2352	

If there were 5 players from 1 federation out of the 8 contestants, none of the other 3 players would be able to gain a title norm. This would be fine if, for example, all were GMs.

15 rounds counts as 13 rounds	GM	IM	WGM	WIM
Different MO	5 GM	5 IM	5 WGM	5 WIM
*Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	8	8	8	8
max unrated	3	3	3	3
Max. from 1 fed.	10	10	10	10
Max. from own fed.	9	9	9	9
12	2380-2388	2230-2238	2180-2188	2030-2038
11½	2389-2424	2239-2274	2189-2224	2039-2074
11	2425-2450	2275-2300	2225-2250	2075-2100
10½	2451-2474	2301-2324	2251-2274	2101-2124
10	2475-2504	2325-2354	2275-2304	2125-2154
9½	2505-2527	2355-2377	2305-2327	2155-2177
9	2528-2549	2378-2399	2328-2349	2178-2199
8½	2550-2578	2400-2428	2350-2378	2200-2228
8	2579-2599	2429-2449	2379-2399	2229-2249
7½	2600-2620	2450-2470	2400-2420	2250-2270
7	2621-2649	2471-2499	2421-2449	2271-2299
6½	2650-2671	2500-2521	2450-2471	2300-2321
6	2672-2694	2522-2544	2472-2494	2322-2344
5½	≥2695	≥2545	≥2495	≥2345

16 rounds counts as 13 rounds	GM		IM		WGM		WIM	
Different MO	6 GM 3 GM if DR		6 IM		6 WGM		6 WIM	
Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	8	4	8	4	8	4	8	4
*Max unrated	3	1	3	1	3	1	3	1

*Max. from 1 fed.	10	5	10	5	10	5	10	5
*Max. from own fed.	9	4	9	4	9	4	9	4
12½	2380-2406		2230-2256		2180-2206		2030-2056	
12	2407-2433		2257-2283		2207-2233		2057-2083	
11½	2434-2458		2284-2308		2234-2258		2084-2108	
11	2459-2482		2309-2332		2259-2282		2109-2132	
10½	2483-2504		2333-2354		2283-2304		2133-2154	
10	2505-2534		2355-2384		2305-2334		2155-2184	
9½	2535-2556		2385-2406		2335-2356		2185-2206	
9	2557-2578		2407-2428		2357-2378		2207-2228	
8½	2579-2599		2429-2449		2379-2399		2229-2249	
8	2600-2620		2450-2470		2400-2420		2250-2270	
7½	2621-2642		2471-2492		2421-2442		2271-2292	
7	2643-2664		2493-2514		2443-2464		2293-2314	
6½	2665-2686		2515-2536		2465-2486		2315-2336	
6	≥2687		≥2537		≥2487		≥2337	

17 rounds counts as 13 rounds	GM	IM	WGM	WIM				
Different MO	6 GM	6 IM	6 WGM	6 WIM				
*Min. other feds.	2	2	2	2				
Rating floor for 1 player	2200	2050	2000	1850				
Different TH	9	9	9	9				
Max unrated	3	3	3	3				
Max. from 1 fed.	11	11	11	11				
Max. from own fed.	10	10	10	10				
13½	2380-2397		2230-2247		2180-2197		2030-2047	
13	2398-2415		2248-2265		2198-2215		2048-2065	
12½	2416-2441		2266-2291		2216-2241		2066-2091	
12	2442-2466		2292-2316		2242-2266		2092-2116	
11½	2467-2489		2317-2339		2267-2289		2117-2139	
11	2490-2512		2340-2362		2290-2312		2140-2162	
10½	2513-2534		2363-2384		2313-2334		2163-2184	
10	2535-2556		2385 2406		2335-2356		2185-2206	

9½	2557-2578	2407-2428	2357-2378	2207-2228
9	2579-2599	2429-2449	2379-2399	2229-2249
8½	2600-2620	2450-2470	2400-2420	2250-2270
8	2621-2642	2471-2492	2421-2442	2271-2292
7½	2643-2664	2493-2514	2443-2464	2293-2314
7	2665-2686	2515-2536	2465-2486	2315-2336
6½	≥2687	≥2537	≥2487	≥2337

18 rounds counts as 13 rounds	GM		IM		WGM		WIM	
Different MO	6 GM 3 GM if DR		6 IM		6 WGM		6 WIM	
Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	9	5	9	5	9	5	9	5
*Max unrated	3	1	3	1	3	1	3	1
*Max. from 1 fed.	12	6	12	6	12	6	12	6
*Max. from own fed.	10	5	10	5	10	5	10	5
14	2380-2406		2230-2256		2180-2206		2030-2056	
13½	2407-2433		2257-2283		2207-2233		2057-2083	
13	2434-2458		2284-2308		2234-2258		2084-2108	
12½	2459-2474		2309-2324		2259-2274		2109-2124	
12	2475-2497		2325-2347		2275-2297		2125-2147	
11½	2498-2519		2348-2369		2298-2319		2148-2169	
11	2520-2542		2370-2392		2320-2342		2170-2192	
10½	2543-2556		2393-2406		2343-2356		2193-2206	
10	2557-2578		2407-2428		2357-2378		2207-2228	
9½	2579-2599		2429-2449		2379-2399		2229-2249	
9	2600-2620		2450-2470		2400-2420		2250-2270	
8½	2621-2642		2471-2492		2421-2442		2271-2292	
8	2643-2656		2493-2506		2443-2456		2293-2306	
7½	2657-2679		2507-2529		2457-2479		2307-2329	
7	2680-2701		2530-2551		2480-2501		2330-2351	
6½	≥2702		≥2552		≥2502		≥2352	

19 rounds counts as 13 rounds	GM	IM	WGM	WIM
Different MO	7 GM	7 IM	7 WGM	7 WIM
*Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	10	10	10	10
Max unrated	4	4	4	4
Max. from 1 fed.	12	12	12	12
Max. from own fed.	11	11	11	11
15	2380-2397	2230-2247	2180-2197	2030-2047
14½	2398-2415	2248-2265	2198-2215	2048-2065
14	2416-2441	2266-2291	2216-2241	2066-2091
13½	2442-2466	2292-2316	2242-2266	2092-2116
13	2467-2482	2317-2332	2267-2282	2117-2132
12½	2483-2504	2333-2354	2283-2304	2133-2154
12	2505-2519	2355-2369	2305-2319	2155-2169
11½	2520-2542	2370-2392	2320-2342	2170-2192
11	2543-2563	2393-2413	2343-2363	2193-2213
10½	2564-2578	2414-2428	2364-2378	2214-2228
10	2579-2599	2429-2449	2379-2399	2229-2249
9½	2600-2620	2450-2470	2400-2420	2250-2270
9	2621-2635	2471-2485	2421-2435	2271-2285
8½	2636-2656	2486-2506	2436-2456	2286-2306
8	2657-2679	2507-2529	2457-2479	2307-2329
7½	2680-2694	2530-2544	2480-2494	2330-2344
7	≥2695	≥2545	≥2495	≥2345

1.8 Title Tournament Certificates

The Chief Arbiter must prepare in quadruplicate certificates of title results achieved. These copies must be provided to the player, the player's federation, the organizing federation and the FIDE Office. The player is recommended to ask the Chief Arbiter for the certificate before leaving the tournament.

The Chief Arbiter is responsible for that TRF file must be submitted to FIDE.

1.9 Submission of Reports on Title Tournaments

Such tournaments must be registered as in 1.11.

1.91 The end of a tournament is the date of the last round and the deadline for submitting the tournament shall be calculated from that date.

1.92 The Chief Arbiter of a FIDE registered tournament has to provide the tournament report (TRF file) within 7 days after the end of the tournament to the Rating Officer of the federation where the tournament took place. The Rating Officer shall be responsible for uploading the TRF file to the FIDE Rating Server not later than 30 days after the end of the tournament.

1.93 Reports sent in more than 90 days late will not be accepted for rating or title purposes.

Table for Penalties for Late Submission of Tournament Reports

Type/Level of Tournament	Within 30 days	Within 60 days	Within 90 days	No Submission within 90 days
Swiss System – Individual and Team; Other Formats of Average Rating <2300	1 euro per player	100% Surcharge	200% Surcharge	300% Surcharge and subject to investigation and recommendation of additional penalties by QC
Other Formats of Average Rating <2400	60 euro			
Other Formats of Average Rating <2500	90 euro			
Other Formats of Average Rating <2600	120 euro			
Other Formats of Average Rating 2600 and >	150 euro			

1.94 Reports shall include a database of at least those games played by players who achieved title results.

1.10 Application Procedure for Players' Titles

1.10a Registration of Direct Titles

The Chief Arbiter sends the results to the FIDE Office. The FIDE Office together with the QC Chairman creates a list of possible titles. The federations concerned are informed by the FIDE Office. If the federation agrees to apply for the title, then the title is confirmed.

1.10b Titles by application

The application must be sent and signed by the player's federation. If the player's federation refuses to apply, the player can appeal to FIDE and apply (and pay) for the title himself.

All the certificates have to be signed by the chief arbiter of the tournament and by the federation responsible for the tournament.

2. Application Forms for titles are annexed hereto. They are:

Title	Norm Forms	Application Forms
Certificate of Title Result	IT1	IT2
Tournament Report Form	IT3	

2.1 Applications for these titles must be prepared on these forms and all the information required supplied together with the application:

GM; IM; WGM; WIM - IT2, IT1s, each with cross-tables

2.2 Applications must be submitted to FIDE by the federation of the applicant. The national federation is responsible for the fee.

2.3 There is a 60-day deadline in order for the applications to be considered properly. There is a 50% surcharge for applications to be considered in a shorter time-scale than this. Those arriving during the Presidential Board, Executive Board or General Assembly shall be charged a 100% supplement.

Exception: the surcharge may be waived, if the last norm was achieved so late that the time limit could not be observed.

2.4 All applications together with full details must be posted on the FIDE website for a minimum of 60 days prior to finalization. This is in order for any objections to be lodged.

DIRECT TITLES : Gold = first after tiebreak; 1st equal = best 3 players after tiebreak;
norm = 9 games (unless otherwise specified)
Continental & Regional = Continental & maximum 3 regional events per continent.
Sub-Continental Individual = include Arab, ASEAN, Zonals & Sub-zonals (to establish
qualifiers to World Cup or World Championship)

Table 1.24a

EVENT	WGM	WIM	WFM	WCM
Women's World	Reaching last 8 - title	Qualifying through play - title		
Olympiad	Min 9 games WGM norm – 20 game norm; Min 9 games WGM performance – 13 game norm	Min 9 games WIM norm – 20 game norm; Min 9 games WIM performance – 13 game norm	65% in min 9 games - title	50% in min 7 games - title
World Team	as in Olympiad	as in Olympiad	65% in min 7 games - title	50% in min 7 games – title
World Amateur			Gold - title	1 st equal, Silver & Bronze - title
World >65; >50 Individual	Gold – title; 1 st equal – norm	1 st equal – title; Silver & Bronze - title		
World U20				
World U18	Gold – norm	1 st equal – title; Silver & Bronze – norm	Silver & Bronze - title	
World U16		Gold – title; 1 st equal – norm	Silver & Bronze - title	
World U14		Gold – norm	1 st equal – title	Silver & Bronze – title
World U12 World Schools			1 st equal – title	Silver & Bronze – title

U17; U15; U13 World U10; U8 World Schools U11; U9; U7					1 st equal, Silver & Bronze - title
Continental Team	as in Olympiad	as in Olympiad	65% in min 7 games - title	50% in min 7 games – title	
Continental Individual	Gold – title; 1 st equal - norm	1 st equal – title; Silver & Bronze - title			
Continental >65; >50 Individual	Gold – norm	1 st equal – title; Silver & Bronze – norm	Silver & Bronze – title		
Continental & Regional U20		Gold – title; 1 st equal – norm	Silver & Bronze – title		
Continental & Regional U18		Gold – norm	1 st equal – title	Silver & Bronze – title	
Continental & Regional U16			Gold – title	Silver & Bronze – title	
Cont. & Regional U14; U12					
Cont. Schools U17; U15; U13					
Continental Amateur					1 st equal, Silver & Bronze - title
Cont. & Regional U10; U8					
Cont. Schools U11; U9; U7					
Sub-Continental Individual		1 st equal – title; Silver & Bronze – norm	65% in min 9 games - title	50% in min 9 games - title	
Commonwealth Individual		1 st equal – title; Silver & Bronze – norm	Silver & Bronze - title		

Table 1.24b

EVENT	GM	IM	FM	CM
World Cup	Reaching last 16 - title	Qualification through play - title		
Women's World Olympiad	Winner – title; Finalist - norm Min 9 games GM norm – 20 game norm; Min 9 games GM performance – 13 game norm as in Olympiad	Finalist - title Min 9 games IM norm – 20 game norm; Min 9 games IM performance – 13 game norm as in Olympiad	65% in min 9 games - title	50% in min 7 games - title
World Team			65% in min 7 games - title Gold - title	50% in min 7 games – title 1 st equal, Silver & Bronze - title
World Amateur				
World >65; >50 Individual	Gold – title; 1 st equal – norm	1 st equal – title; Silver & Bronze - title		
World U20				
World U18	Gold – norm	1 st equal – title; Silver & Bronze – norm	Silver & Bronze - title	
World U16		Gold – title; 1 st equal – norm	Silver & Bronze - title	
World U14		Gold – norm	1 st equal – title	Silver & Bronze – title
World U12			1 st equal – title	Silver & Bronze – title
World Schools U17; U15; U13				
World U10; U8				1 st equal, Silver & Bronze - title
World Schools U11; U9; U7				
Continental Team	as in Olympiad	as in Olympiad	65% in min 7 games - title	50% in min 7 games – title

Continental Individual	Gold – title; 1 st equal - norm	1 st equal – title; Silver & Bronze - title		
Continental >65; >50 Individual	Gold – norm	1 st equal – title; Silver & Bronze – norm	Silver & Bronze – title	
Continental & Regional U20				
Continental & Regional U18		Gold – title; 1 st equal – norm	Silver & Bronze – title	
Continental & Regional U16		Gold – norm	1 st equal – title	Silver & Bronze – title
Cont. & Regional U14; U12			Gold – title	Silver & Bronze – title
Cont. Schools U17; U15; U13				
Continental Amateur				1 st equal, Silver & Bronze - title
Cont. & Regional U10; U8				
Cont. Schools U11; U9; U7				
Sub-Continental Individual		1 st equal – title; Silver & Bronze – norm	65% in min 9 games - title	50% in min 9 games - title
Commonwealth Individual		1 st equal – title; Silver & Bronze – norm	Silver & Bronze - title	

Guideline for checking if a players' result is a valid title norm:

In a 13 round Swiss tournament a player from Hungary played the following opponents with the relevant results and is looking for a GM norm:

1. CM Alfred	GER	2383	1
2. GM Bernhard	ENG	2508	0,5
3. Christian	GER	2573	0
4. David	AUT	2180	1
5. GM Evgeny	RUS	2598	1
6. GM Friedrich	GER	2568	0
7. Georg	GER	2070	1
8. IM Herbert	GER	2483	1
9. Igor	RUS	2497	1
10. Konrad	GER	2561	0,5
11. FM Ludwig	GER	2440	1
12. IM Manfred	GER	2479	0,5
13. GM Norbert	GER	2492	0,5

1. Calculate the performance 'R_p' of the player

$$R_p = R_a + d_p \text{ (see the table in art. 1.48)}$$

$$R_a = \text{Average rating of opponents} + \text{rating difference „}d_p\text{“}$$

The average rating of his opponents is 2449. There are two low rated players, David in round 4 and Georg in round 7. According to article 1.46c for one player, the lowest rated one, the adjusted rating floor may be used for calculation. For a GM norm it is 2200. If we raise the rating of George from 2070 to 2200 it gives an average rating 2459.

The player scored 9 points from 13 games, 69%, which gives $d_p = 141$.

$2459 + 141 = 2600$. The players' performance insufficient for a GM norm.

2. Check the titles of the opponents – see art. 1.45.

At least 50% of the opponents shall be title-holders; CM and WCM are not counted.

There are 4 GM, 2 IM and 1 FM, 7 title holders are more than 50 %.

For a GM norm at least 1/3 with a minimum 3 of the opponents must be GMs. This criteria is fulfilled, he should have 4 GMs.

3. Check the federations of the opponents – see art. 1.43 and 1.44.

At least two federations other than that of the title applicant must be included and there are four such federations, GER, ENG, AUT and RUS.

A maximum of 3/5 of the opponents may come from the applicant's federation and a maximum of 2/3 of the opponents from one federation.

9 opponents are coming from GER. Max. 2/3 may come from one federation. Therefore the foreigner condition is fulfilled.

4. Check if some exceptions are valid – see art. 1.42e and 1.43e.

1.43e : The foreigner rule is not valid for Swiss System tournaments in which at least 20 FIDE rated players, not from the host federation, are included, from at least 3 federations, at least 10 of whom hold GM, IM, WGM or WIM titles. When applying for the title at least one of the norms has to be achieved under normal foreigner requirement.

1.42e: A player may ignore his game(s) against any opponents he has defeated, provided he has met the required mix of opponents, and provided that this leaves him with at least the minimum number of games as in 1.41, against the required mix of opponents.

If the win against Georg is deleted we remain with 8 points from 12 games, average rating is 2480. As for a 67% result $d_p = 125$ we have a performance of 2605, sufficient for a GM norm.

Furthermore the player had 5 GMs and enough title holders. The title criteria are fulfilled. Out of 12 opponents only 8 are coming from Germany, this criterion is fulfilled as well. Now we have a valid GM title norm.

Some more examples of title norms:

(1). In an 11 round tournament a player finished with the following result
9 points

average rating of opponents is 2376

he played 4 GM and 2 FM

his lowest rated opponents had 2140 (a win) and 2160 (a draw)

9 points, 4 GM and 6 title holders from 11 opponents are sufficient for a GM norm.

For a GM norm the average rating of opponents is too low. It should be 2380 – see 1.49

Following the article 1.46.c the rating of one player may be raised to the adjusted rating floor for a GM norm, which is 2200. Using this adjustment the average rating of opponents now is 2381 and the GM norm is valid.

Another possibility gives article 1.42e:

The player may ignore a game against any opponent he had defeated, provided he has met the required mix of opponents, and provided that this leaves him with at least the minimum number of games as in 1.41, against the required mix of opponents.

If we delete the game against the player with the rating of 2140 the player had 8 points from 10 games and an average rating of 2400. The GM norm is fulfilled.

Now we have to check the federations of the opponents – see article 1.43. Only 6 opponents may come from the players' federation, only 7 opponents may come from one federation.

(2). In a women tournament, scheduled for 9 rounds, a player from Russia has after 8 rounds the following result

6 points

average rating of opponents is 2165

she played 2 WGM, 1 WIM and 2 WFM

6 of her opponents came from Germany and 2 from England

For a WGM norm she needs 7 points, and average rating of her opponents of 2180 or more and 3 WGMs. The number of title holders is already sufficient. Up to now she had 6 opponents from Germany, which is the maximum number coming from one federation.

In order to achieve this WGM norm for the last round she needs a third WGM having a rating of at least 2311, which is not from Germany, and she has to win.

(3). A player from Armenia, who has the IM title, participates in a 9 rounds Swiss System Tournament, has the following results against his 8 opponents and before the start of the last round asks the Arbiter what shall be his result of the last round so that he will achieve a norm for GM :

- | | | |
|----|-----------------|-----|
| 1. | (NOR), GM, 2470 | 0 |
| 2. | (GEO), - , 2150 | 1 |
| 3. | (GER), - , 2410 | 1 |
| 4. | (ARM), IM, 2570 | 0 |
| 5. | (GEO), - , 2340 | 1 |
| 6. | (GEO), FM, 2380 | 1 |
| 7. | (ARM),GM, 2675 | 0.5 |
| 8. | (ENG), IM, 2540 | 1 |
| 9. | (USA), GM, 2695 | ?? |

(i). We check the requirements for the GM title:

(a). Games: He will have played 9 games (9 are required). So it is o.k.

(b). Title holders (TH): He has 6 TH in 9 opponents. It is more than 50%. So it is o.k.

(c). Unrated opponents: None: $0 < 2$. So it is o.k.

(d). Federations: (i) max $\frac{2}{3}$ from one Fed.: 3 out of 9(GEO) : $\frac{3}{9} < \frac{2}{3}$. Then it is o.k.

(ii) max $\frac{3}{5}$ from own Fed : 2 out of 9 (ARM)) : $\frac{2}{9} < \frac{3}{5}$. Then it is o.k.

(e). GMs : He met 3 GMs (3 are required). It is o.k.

(ii). We calculate the Average Rating of the Opponents Ra:

(a). First we consider the Rating adjusted floor (it is 2200 for GM norm) for the opponent who is has lower rating than 2200 : 2. (GEO), -, 2150.

(b). We find : $Ra = \frac{22280}{9} = 2475,55 \text{-----} 2476$

(iii). Using the tables 1.49 for 9 games and GM norm :

For a $Ra=2476$ the player needs 6 points in 9 games for GM norm. Ha has 5.5 points in 8 games. So HE NEEDS A DRAW in the last round to get his GM norm.

FIDE Rating Regulations

Effective from 1 July 2014

Approved by the 1982 General Assembly, amended by
the General Assemblies of 1984 through 2013

0. Introduction

A game played over the board will be rated by FIDE when it takes place in a FIDE registered tournament and meets all the following requirements.

0.1 The following regulations shall be altered by the General Assembly upon recommendation of the Qualification Commission (QC).

Any such changes shall come into effect on 1st July of the year following the decision by the General Assembly. For tournaments, such changes will apply to those starting on or after that date.

0.2 The tournaments to be rated shall be pre-registered by the federation that will be responsible for the submission of results and rating fees. The tournament and its playing schedule must be registered one week before the tournament starts. The QC Chairman may refuse to register a tournament. He may also allow a tournament to be rated even though it has been registered less than one week before the tournament starts. Tournaments where norms will be available must be registered 30 days in advance.

0.3 All arbiters of a FIDE rated tournament shall be licensed otherwise the tournament shall not be rated.

0.4 Tournament reports for all official FIDE and Continental events must be submitted and shall be rated. The Chief Arbiter is responsible for the results submitted.

0.5 FIDE reserves the right not to rate a specific tournament. The organizer of the tournament has the right to appeal to the QC. Such an appeal must be made within seven days of communicating the decision.

1. Rate of Play

1.1 For a game to be rated each player must have the following minimum periods in which to complete all the moves, assuming the game lasts 60 moves.

Where at least one of the players in the tournament has a rating 2200 or higher, each player must have a minimum of 120 minutes.

Where at least one of the players in the tournament has a rating 1600 or higher, each player must have a minimum of 90 minutes.

Where all the players in the tournament are rated below 1600, each player must have a minimum of 60 minutes.

- 1.2 Games played with all the moves at a rate faster than the above are excluded from the list.
- 1.3 Where a certain number of moves is specified in the first time control, it shall be 40 moves.

2. Laws to be followed

- 2.1 Play must take place according to the FIDE Laws of Chess.

3. Playing Time per Day

- 3.1 There must be no more than 12 hours play in one day. This is calculated based on games that last 60 moves, although games played using increments may last longer.

4. Duration of the Tournament:

- 4.1 For tournaments, a period not greater than 90 days, except:
 - 4.11 Leagues may be rated which last for a period greater than 90 days.
 - 4.12 The QC may approve the rating of tournaments lasting more than 90 days.
 - 4.13 For tournaments lasting more than 90 days, interim results must be reported on a monthly basis.

5. Unplayed Games

- 5.1 Whether these occur because of forfeiture or any other reason, they are not counted. Any game where both players have made at least one move will be rated.

6. Composition of the Tournament

- 6.1 If an unrated player scores zero in his first tournament, his score and that of his opponents against him are disregarded. Otherwise, if an unrated player has played rated games, then this result is included in computing his overall rating.
- 6.2 In a round robin tournament at least one-third of the players must be rated. Subject to this requirement,
 - 6.21 If the tournament has less than 10 players, at least 4 must be rated.
 - 6.22 In a double round-robin tournament with unrated participants, there must be at least 6 players, 4 of whom must be rated.
 - 6.23 National Championships played as round-robin shall be rated if at least 3 players (or 2 women in competitions exclusively for women) had official FIDE Ratings before the start of the tournament.
- 6.3 In a Swiss or team event:

- 6.31 For an unrated player's first performance to count, he must score more than 0% against rated opponents. Even one (1) game is counted.
- 6.32 For rated players, only games against rated opponents are counted.
- 6.4 In the case of a round robin tournament where one or more games are unplayed, the results of the tournament must be reported for rating as if for a Swiss System tournament.
- 6.5 Where a match is over a specific number of games, those played after one player has won shall not be rated.
- 6.6 Matches in which one or both of the players are unrated shall not be rated.

7. Official FIDE Rating List

- 7.1 On the first day of each month, the QC shall prepare a list which incorporates the rated play during the rating period into the previous list. This shall be done using the rating system formula.
- 7.11 The rating period (for new players see 7.1.4) is the period where a certain rating list is valid.
- 7.12 The following data will be kept concerning each player whose rating is at least 1000 as of the current list:
FIDE title, Federation, Current Rating, FIDE ID Number, Number of Games rated in the rating period, Date of Birth, Gender and the current value of K for the player.
- 7.13 The closing date for tournaments for a list is 3 days before the date of the list; the tournaments ending before or on that day may be rated on the list.
Official FIDE events may be rated on the list even if they end on the last day before the list date.
- 7.14 A rating for a player new to the list shall be published only if it meets the following criteria:
 - 7.14a If based on results obtained under 6.3., a minimum of 5 games.
 - 7.14b If based on results obtained under 6.4., a minimum of 5 games played against rated opponents.
 - 7.14c The condition of a minimum of 5 games need not be met in one tournament. Results from other tournaments played within consecutive rating periods totalling not more than 26 month, are pooled to obtain the initial rating.
 - 7.14d The rating is at least 1000.
 - 7.14e The rating is calculated using all his results as if they were played in one tournament (it is not published until he has played at least 5 games) by using all the rating data available.
- 7.2 Players who are not to be included on the list:
 - 7.21 Players whose ratings drop below 1000 are listed on the next list as 'delisted'. Thereafter they are treated in the same manner as any other unrated player.
 - 7.22 Titled players who are unrated are published in a separate list concurrently with the list of rated players.

- 7.23 Inactive players are considered rated at their most recent published rating for purposes of rating and title results.
- 7.23a A player is considered to commence inactivity if he plays no rated games in a one year period.
- 7.23b A player regains his activity if he plays at least one rated games in a period and he is then listed on the next list.

8. The working of the FIDE Rating System

The FIDE Rating system is a numerical system in which fractional scores are converted to rating differences and vice versa. Its function is to produce scientific measurement information of the best statistical quality.

- 8.1 The rating scale is an arbitrary one with a class interval set at 200 points. The tables that follow show the conversion of fractional score 'p' into rating difference 'd_p'. For a zero or 1.0 score d_p is necessarily indeterminate but is shown notionally as 800. The second table shows conversion of difference in rating 'D' into scoring probability 'P_D' for the higher 'H' and the lower 'L' rated player respectively. Thus the two tables are effectively mirror-images.

- 8.1a The table of conversion from fractional score, p, into rating differences, d_p

p	d _p	p	d _p	p		p	d _p	p	d _p	p	d _p
1.0	800	.83	273	.66	117	.49	-7	.32	-133	.15	-296
.99	677	.82	262	.65	110	.48	-14	.31	-141	.14	-309
.98	589	.81	251	.64	102	.47	-21	.30	-149	.13	-322
.97	538	.80	240	.63	95	.46	-29	.29	-158	.12	-336
.96	501	.79	230	.62	87	.45	-36	.28	-166	.11	-351
.95	470	.78	220	.61	80	.44	-43	.27	-175	.10	-366
.94	444	.77	211	.60	72	.43	-50	.26	-184	.09	-383
.93	422	.76	202	.59	65	.42	-57	.25	-193	.08	-401
.92	401	.75	193	.58	57	.41	-65	.24	-202	.07	-422
.91	383	.74	184	.57	50	.40	-72	.23	-211	.06	-444
.90	366	.73	175	.56	43	.39	-80	.22	-220	.05	-470
.89	351	.72	166	.55	36	.38	-87	.21	-230	.04	-501
.88	336	.71	158	.54	29	.37	-95	.20	-240	.03	-538
.87	322	.70	149	.53	21	.36	-102	.19	-251	.02	-589
.86	309	.69	141	.52	14	.35	-110	.18	-262	.01	-677
.85	296	.68	133	.51	7	.34	-117	.17	-273	.00	-800
.84	284	.67	125	.50	0	.33	-125	.16	-284		

8.1b Table of conversion of difference in rating, D, into scoring probability P_D , for the higher, H, and the lower, L, rated player respectively.

D	P_D										
Rtg Dif	H	L									
0-3	.50	.50	92-98	.63	.37	198-206	.76	.24	345-357	.89	.11
4-10	.51	.49	99-106	.64	.36	207-215	.77	.23	358-374	.90	.10
11-17	.52	.48	107-113	.65	.35	216-225	.78	.22	375-391	.91	.09
18-25	.53	.47	114-121	.66	.34	226-235	.79	.21	392-411	.92	.08
26-320	.54	.46	122-129	.67	.33	236-245	.80	.20	412-432	.93	.07
33-39	.55	.45	130-137	.68	.32	246-256	.81	.19	433-456	.94	.06
40-46	.56	.44	138-145	.69	.31	257-267	.82	.18	457-484	.95	.05
47-53	.57	.43	146-153	.70	.30	268-278	.83	.17	485-517	.96	.04
54-61	.58	.42	154-162	.71	.29	279-290	.84	.16	518-559	.97	.03
62-68	.59	.41	163-170	.72	.28	291-302	.85	.15	560-619	.98	.02
69-76	.60	.40	171-179	.73	.27	303-315	.86	.14	620-735	.99	.01
77-83	.61	.39	180-188	.74	.26	316-328	.87	.13	> 735	1.0	.00
84-91	.62	.38	189-197	.75	.25	329-344	.88	.12			

8.2 Determining the Rating ' R_u ' in a given event of a previously unrated player.

8.21 If an unrated player scores zero in his first event, his score is disregarded.

First determine the average rating of his competition ' R_c '.

(a) In a Swiss or Team tournament: this is simply the average rating of his opponents.

(b) The results of both rated and unrated players in a round-robin tournament are taken into account. For unrated players, the average rating of the competition ' R_c ' is also the tournament average ' R_a ' determined as follows:

(i) Determine the average rating of the rated players ' R_{ar} '.

(ii) Determine p for each of the rated players against all their opponents.

Then determine d_p for each of these players.

Then determine the average of these $d_p = 'd_{pa}'$.

(iii) ' n ' is the number of opponents.

$$R_a = R_{ar} - d_{pa} \times n / (n+1)$$

8.22 If he scores 50%, then $R_u = R_a$

8.23 If he scores more than 50%, then $R_u = R_a + 20$ for each half point scored over 50%

8.24 If he scores less than 50% in a Swiss or team tournament: $R_u = R_a + dp$

8.25 If he scores less than 50% in a round-robin: $R_u = R_a + dp \times n / (n+1)$.

8.3 The Rating R_n which is to be published for a previously unrated player is then determined as if the new player had played all his games so far in one tournament.

The initial rating is calculated using the total score against all opponents. It is rounded to the nearest whole number.

- 8.4 If an unrated player receives a published rating before a particular tournament in which he has played is rated, then he is rated as a rated player with his current rating, but in the rating of his opponents he is counted as an unrated player.
- 8.5 Determining the rating change for a rated player
- 8.51 For each game played against a rated player, determine the difference in rating between the player and his opponent, D .
- 8.52 If the opponent is unrated, then the rating is determined at the end of the event. This applies only to round-robin tournaments. In other tournaments the games against unrated opponents are not rated.
- 8.53 The provisional ratings of unrated players obtained from earlier tournaments are ignored.
- 8.54 A difference in rating of more than 400 points shall be counted for rating purposes as though it were a difference of 400 points.
- 8.55 (a) Use table 8.1 (b) to determine the player's score probability P_D
(b) $\Delta R = \text{score} - P_D$. For each game, the score is 1, 0.5 or 0.
(c) $\Sigma \Delta R \times K =$ the Rating Change for a given tournament, or Rating period.
- 8.56 K is the development coefficient.
 $K = 40$ for a player new to the rating list until he has completed events with at least 30 games.
 $K = 20$ as long as a player's rating remains under 2400.
 $K = 10$ once a player's published rating has reached 2400 and remains at that level subsequently, even if the rating drops below 2400.
 $K = 40$ for all players until their 18th birthday, as long as their rating remains under 2300.
- 8.57 The Rating Change is rounded to the nearest whole number. 0.5 is rounded up (whether the change is positive or negative).
- 8.58 Determining the Ratings in a round-robin tournament.
Where unrated players take part, their ratings are determined by a process of iteration. These new ratings are then used to determine the rating change for the rated players.
Then the ΔR for each of the rated players for each game is determined using R_u (new) as if an established rating.

9. Reporting Procedures

- 9.1 The Chief Arbiter of a FIDE registered tournament has to provide the tournament report (TRF file) within 7 days after the end of the tournament to the Rating Officer of the federation where the tournament took place. The Rating Officer shall be

responsible for uploading the TRF file to the FIDE Rating Server not later than 30 days after the end of the tournament.

- 9.2 Results of all international competitions must be submitted for rating unless the original invitations have made it clear the event was not to be FIDE rated. The chief arbiter must also announce this to the players before the tournament starts.
- 9.3 Each national federation shall designate an official to coordinate and expedite qualification and rating matters. His name and details must be given to the FIDE Secretariat.

10. Monitoring the Operation of the Rating System

- 10.1 One of the functions of Congress is to establish the policies under which FIDE titles and ratings are awarded. The function of the rating system is to produce scientific measurement information of the best statistical quality to enable Congress to award equal titles for equal proficiencies of players. Thus the rating system must be properly scientifically maintained and adjusted on both a short and long term basis.
- 10.2 The rating scale is arbitrary and open ended. Thus only differences in ratings have any statistical significance in terms of probability. Thus if the composition of the FIDE Rating pool were to change, the rating scale could drift with respect to the true proficiency of the players. It is a major objective to ensure the integrity of the system so that ratings of the same value from year to year represent the same proficiency of play.
- 10.3 Part of the responsibilities of the Rating System Administrator is to detect any drift in the rating scale.

11. The requirements for the FIDE Rating System Administrator

- 11.1 A sufficient knowledge of statistical probability theory as it applies to measurements in the physical and behavioural sciences.
- 11.2 Ability to design the surveys described under 12.3; to interpret the results of the surveys; and to recommend the Qualification Commission whatever measures are needed to preserve the integrity of the rating system.
- 11.3 To be able to advise and assist any FIDE member federation in the establishment of a national rating system
- 11.4 To display a level of objectivity comparable to that of an FIDE Arbiter.

12. Some comments on the Rating system

- 12.1 The following formula gives a close approximation to tables 8.1a and 8.1b.
 $P = 1/(1 + 10^{-D/400})$. However the tables are used as shown.
- 12.2 Tables 8.1a and 8.1b are used precisely as shown, no extrapolations are made to establish a third significant figure.
- 12.3 K is used as a stabilising influence in the system. When $K = 10$, the rating turns over in approximately 75 games; $K = 20$, it is 35 games; $K = 30$, it is 18 games
- 12.4 The system has been devised to enable players to verify their ratings readily.

13. Inclusion in the Rating list

- 13.1 To be included in the FRL or FIDE Rapid/Blitz Rating Lists, a player must be registered through a national chess federation which is a member of FIDE. The Federation must not be temporarily or permanently excluded from membership.
- 13.2 It is the responsibility of national Federations to inform FIDE if players should not be included in the FRL.
- 13.3 Any player excluded from either rating list because he is unable to obtain membership of a national federation, may apply to FIDE for special dispensation to be included.

EXAMPLE FOR THE RATINGS CALCULATIONS

In a 9 round Swiss System Tournament a player with a FIDE Rating 2212 and less than 30 games played in his chess career, played against the following opponents with the relevant ratings and had the following results:

1.	(1926)	1
2.	(2011)	1
3.	(2318)	0
4.	(2067)	0.5
5.	(2219)	0.5
6.	(2585)	0
7.	(2659)	1
8.	(2464)	0.5
9.	(2652)	0.5

Calculate his new rating after the end of the tournament.

We calculate the rating difference for every opponent, using the table 8.1 (b):

1. $2212-1926=286$, result 1, $p(H)=0.84$, $dR=1-0.84 = +0.16$
2. $2212-2011=201$, result 1, $p(H)=0.76$, $dR=1-0.76 = +0.24$
3. $2318-2212=106$, result 0, $p(L)= 0.36$, $dR=0-0.36 = -0.36$
4. $2212-2067=145$, result 0.5, $p(H)=0.69$, $dR=0.5-0.69 = -0.19$
5. $2219-2212=7$, result 0.5, $p(L)= 0.49$, $dR=0.5-0.49 = +0.01$
6. $2585-2212=373$, result 0, $p(L)=0.10$, $dR=0-0.10 = -0.10$
7. $2659-2212=447$ we consider max. 400, result 1, $p(L)=0.08$, $dR =1-0.08= +0.92$
8. $2464-2212=252$, result 0.5, $p(L)=0.19$, $dR=0.5-0.19= +0.31$
9. $2652-2212=440$, we consider max. 400, result 0.5, $p(L)=0.08$, $dR=0.5-0.08= +0.42$

$$\Sigma dR= 0.16+0.24-0.36-0.19+0.01-0.10+0.92+0.31+0.42 = +1.41$$

$$\text{So his Rating Change will be: } K \times \Sigma dR=40 \times 1.41 = +56.4$$

$$\text{His New Rating will be } 2212 + 56.4 = 2268.4 \text{ ----- } 2268$$

Regulations for the Titles of Arbiters

As approved by GA 1982, amended by GA 1984 to 2013

1. Introduction

- 1.1 The following regulations can only be altered by the General Assembly following recommendation by the Arbiters' Commission.
 - 1.1.1 Changes to the regulations shall only be made every fourth year, commencing from 2004 (unless the Commission agrees urgent action is required).
 - 1.1.2 Any such changes shall take effect from 1 July of the year following the decision by the General Assembly.
 - 1.1.3 The titles for award are International Arbitrator (IA) and FIDE Arbitrator (FA).
 - 1.1.4 The titles are valid for life from the date awarded or registered.
 - 1.1.5 The judging unit is the FIDE Arbiters' Commission.
 - 1.1.6 The Arbiters' Commission is appointed by the General Assembly for the same period of office as the FIDE President. The Commission shall include a chairman, appointed by the FIDE President, a Secretary, appointed by the Chairman in consultation with the FIDE President and not more than 13 experts, who shall have voting rights in the Commission. No Federation shall have more than one representative in the Commission.
 - 1.1.7 The Presidential Board or Executive Board may confirm the titles under 1.1.3 in clear cases only, after consultation with the Arbiters' Commission chairman.
 - 1.1.8 The Commission usually makes its decisions in the sessions immediately preceding the opening of the General Assembly.
 - 1.1.9 In exceptional circumstances, the Commission may recommend a title by correspondence voting.

Before every FIDE Presidential Board or FIDE Congress (Executive Board or General Assembly) the Federations shall submit to FIDE Office (in both Athens and Elista Offices) the IA and FA title applications for their Arbiters, before the deadline determined by FIDE. Submissions of title applications after the deadline are accepted only with a surcharge in fees of 50%. Submissions of title applications during the Congress are accepted with a surcharge of 100%.

2. General Regulations for Arbitrator norms

- | | | |
|-------|--------------|---|
| 2.1.1 | Format | - Swiss, Round Robin or other |
| | Level | - World, Continental, National championship |
| | Type | - Individual or Team |
| | Certificates | - number of norm certificates to be issued |
| | Norms | - number of norms that can be used in application |

Format	Level of Event	Type	Certificates	Norms
=	World	=	no limit	=
=	Continental	=	no limit	=
Swiss	International	=	1 per 50 player	no limit
Swiss	National Championships	Individual	maximum 2	maximum 2
Swiss	National Championships	(adult)	Team	maximum 2
maximum 2	Rapid Chess	World / Continental	=	=
maximum 1				

2.1.2 An arbiter in the highest division of the National Team Championship; whereby the following requirements are met:

1. a minimum of four boards per team;
2. a minimum of ten teams;
3. at least 60% of the players are FIDE rated;
4. at least five rounds.

2.1.3 Two (2) different formats of tournaments shall be included as norms for the applications for both FA and IA title (i.e. Swiss or Round Robin or Team Tournaments). Only Swiss System Tournaments may be accepted in case that at least one (1) of them is an international FIDE rated chess event with at least 100 players, at least 30% FIDE rated players, and at least 7 rounds.

2.1.4 Applicants for the title of IA/FA must be at least 21 years old.

Any kind of tournament (World, Continental, International or National) of any format (Swiss, Round Robin) and any type (Individual, Team) may be used as an Arbiter's title norm.

For International Open tournaments played under Swiss system, one (1) Certificate (Norm) shall be issued for every fifty (50) players.

The applicant shall use maximum two (2) norms from National Championships (Individual or Team).

In order norms from Team Tournaments to be valid, the applicant must have acted as an Arbiter in at least five (5) rounds.

3. Requirements for the title of FIDE Arbiter.

All of the following:

- 3.1 Thorough knowledge of the Laws of Chess, the FIDE Regulations for chess competitions and the Swiss Pairing Systems.
- 3.2 Absolute objectivity, demonstrated at all times during his activity as an arbiter.
- 3.3 Sufficient knowledge of at least one official FIDE language.

- 3.4 Skills to operate electronic clocks of different types and for different systems.
 - 3.5 Experience as chief or deputy arbiter in at least three (3) FIDE rated events (these can be either national or international) and attendance of at least one (1) FIDE Arbiters' Seminar and successful passing (at least 80%) an examination test set up by the Arbiters Commission.
- FIDE rated event valid for a norm is considered any tournament with minimum 10 players in case that it is played with Round Robin system, with minimum 6 players in case that it is played with Double Round Robin system and with minimum 20 players in case that it is played with Swiss system.
- 3.6 The title of the FIDE Arbiter for each of the IBCA, ICSC, IPCA shall each be equivalent to one FA norm.
 - 3.7 For a candidate, being a match arbiter in an Olympiad is equivalent to one FA norm. No more than one such norm will be considered for the title.
 - 3.8 Being Chief or Deputy Arbiter in any FIDE rated Rapid or Blitz events, with minimum thirty (30) players and nine (9) rounds, shall be equivalent to one (1) FA norm. No more than one such norm from Rapid or Blitz tournaments will be considered for the title.
 - 3.9 Attendance of one (1) FIDE Arbiters Seminar and successful passing (at least 80%) an examination test set by the Arbiters Commission, shall be equivalent to one (1) FA norm. Not more than one (1) such norm will be considered for the title.
 - 3.10 Applicants from federations which are unable to organize any tournaments valid for titles or rating, may be awarded the title on passing an examination set by the Arbiters' Commission.

The requirements of the paragraphs 3.1, 3.2, 3.3 and 3.4 are confirmed by the applicant's Federation.

The attendance of one (1) FIDE Arbiters' Seminar and successful passing (at least 80%) of the examination test is counting as one norm and it is obligatory for obtaining the FA title. Applicants from Federations belonging to paragraph 3.10 may be awarded directly the title, in case they successfully pass (at least 80%) an examination test set by the Arbiters' Commission in any approved FIDE Arbiters' Seminar.

4. Requirements for the title of International Arbiter.

All of the following:

- 4.1 Thorough knowledge of the Laws of Chess, the FIDE Regulations for chess competitions, the Swiss Pairing Systems, the FIDE Regulations regarding achievement of title norms and the FIDE Rating System.
- 4.2 Absolute objectivity, demonstrated at all times during his activity as an arbiter.
- 4.3 Obligatory knowledge of English language, minimum at conversation level; and of chess terms in other official FIDE languages.
- 4.4 Minimum skills at user level to work on a personal computer. Knowledge of pairing programs endorsed by the FIDE, Word, Excel and E-mail.

- 4.5 Skills to operate electronic clocks of different types and for different systems.
- 4.6 Experience as chief or deputy arbiter in at least four FIDE rated events such as the following:
- a) The final of the National Individual (adult) Championship (maximum two norms).
 - b) All official FIDE tournaments and matches.
 - c) International tournaments where FIDE title norms for players are possible.
 - d) International FIDE rated chess events with at least 100 players, at least 30% FIDE rated players, and at least seven rounds (maximum one norm).
 - e) All official World and Continental Rapid and Blitz Championships for adult and juniors (maximum one (1) norm).
- 4.7 The title of the International Arbiter for each of the IBCA, ICSC, IPCA shall each be equivalent to one IA norm.
- 4.8 Being a match arbiter in an Olympiad is equivalent to one IA norm. No more than one such norm will be considered for the title.
- 4.9 The title of International Arbiter can be awarded only to applicants who have already been awarded the title of FIDE Arbiter.
- 4.10 All the norms for the IA title must be different from the norms already used for the FA title and must have been achieved after the FA title has been awarded.
- 4.11 At least two (2) of the submitted norms shall be signed by different Chief Arbiters.

The requirements of the paragraphs 4.1, 4.2, 4.3, 4.4 and 4.5 are confirmed by the applicant's Federation.

Official FIDE tournaments and matches are considered the tournaments and matches that are included in the FIDE Calendar.

An International tournament (played in swiss system) is valid for an IA norm only if it can give norms for players (GM, IM, WGM, WIM).

A seven (7) round FIDE rated event is valid for IA norm only if it has at least 100 participants, with 30% FIDE rated players.

Before getting the IA title the applicant must have the FA title.

All the norms an applicant may use for the title of the IA shall be different from the norms that he/she already used for the FA title and must have been achieved after he/she have been awarded the FA title.

5. Application Procedure.

- 5.1 Application forms for the titles listed in 1.1.3 are annexed hereto. They are:
- Tournament Report Form with cross-table and decisions on appeals – IT3 (one for each norm)
 - Arbiter Norm Report Form – IA1 or FA1 (one for each norm)
 - Arbiter Title Application Form – IA2 or FA2.
- 5.2 Applications must be submitted to the FIDE Secretariat by the federation of the applicant. The national federation is responsible for the fee.

All the certificates have to be signed by the Chief Arbiter and the federation responsible for the tournament. In case the applicant is the Chief Arbiter of the event, then the Organizer or the Federation Official may sign the certificate.

- 5.3 All norms included in the applications must have been achieved in events with starting dates that fall within a six-year period. The application must be submitted not later than the second FIDE Congress after the date of the latest event listed. Norms from Seminars are valid for a period of four (4) years.
- 5.4 Applications must be submitted to the FIDE Secretariat by the federation of the applicant. The national federation is responsible for the fee. If the applicant's federation refuses to apply, the applicant can bring his case to the Arbiters' Commission, who will investigate it. If it is found that there is no sufficient reason for the refusal, the applicant can appeal to FIDE and apply (and pay) for the title himself.
- 5.5 There is a 60-day deadline in order for the applications to be considered properly. There is a 50% surcharge for applications to be considered in a shorter time-scale than this. Those arriving during the Presidential Board, Executive Board or General Assembly shall be charged a 100% supplement.
Exception: the surcharge may be waived, if the last norm was achieved so late that the time limit could not be observed.
- 5.6 All applications together with full details must be posted on the FIDE website for a minimum of 60 days prior to finalization. This is in order for any objections to be lodged.

All necessary forms (IT3, IA1, IA2, FA1, FA2) that will be submitted for the application shall be stamped by the applicant's Federation and shall be signed by the Federation's Official. The submitted norms (tournaments) shall be of two different types of events (Round Robin, Swiss system or Team Tournament). Exception may be allowed in the case where all tournaments are played in Swiss system and at least one of them has more than 100 participants, with 30% of them FIDE rated and has at least 7 rounds.

The submitted norms shall have been achieved in a period of six (6) years.

The norm from a FIDE Arbiters' Seminar is valid for a period of four (4) years.

The title application shall be submitted not later than the second FIDE Congress after the date of the latest tournament used as a norm has been finished.

*The fees for the title applications are : for FA 50 euros
 for IA 100 euros*

6. Arbiters' Licence.

- 6.1 A titled active Arbiter (International Arbiter or FIDE Arbiter) and a National Arbiter working in a FIDE rated tournament shall be charged with a "licence fee".
- 6.2.1 The licence will be valid for life, on the condition the arbiter remains an active arbiter, and will be in effect from the day after FIDE has received the fee.
- 6.2.2 The licence fee for National Arbiters is valid for life.

- 6.2.3 If a National Arbiter is awarded the title of “FIDE Arbiter” the licence fee for this title has to be paid to FIDE.
- 6.2.4 If an arbiter upgrades his/her category only the difference between the category fee has to be paid to FIDE.
- 6.2.5 If a “FIDE Arbiter” achieves the title of “International Arbiter”, the fee for the new title has to be paid to FIDE.
- 6.3 The licence fee will be:
- a) for A-Category Arbiters (only IAs): 300 €
 - b) for B-Category Arbiters (only IAs): 200 €
 - c) for C-Category Arbiters: IAs 160 €
FAs 120 €
 - d) for D-Category Arbiters: IAs 100 €
FAs 80 €
 - e) for National Arbiters 20 €
- 6.4 Failure to pay the licence fee will lead to exclusion from the FIDE Arbiters’ list.
- 6.5 The Arbiters’ licence will come into effect from 01. 01. 2013.
- 6.6 From 01. 01. 2013 all arbiters of FIDE rated tournaments shall be licensed.
- 6.7.1 An arbiter who has become inactive (see annex 2, articles 1.3 and 1.4) is considered not to be licensed any more.
- 6.7.2 In order to be active again the arbiter has to pay for a new licence, according to 6.3.
- 6.8 If the article 6.6 is not fulfilled, the tournaments shall not be rated.
- 6.9 From 01. 01. 2013 the licence fee will be charged together with the application fee for all awarded arbiter titles.

All the Arbiters of a FIDE rated event (mentioned in the IT3 form and in the Tournament Report File) shall be licensed.

If there even one non licensed Arbiter acting in an event, this event shall not be rated by FIDE.

An inactive Arbiter, in order to become active, has to pay for the license and act as an Arbiter in at least two (2) FIDE rated events.

The license is paid once, supposing that the Arbiter remains active.

If an Arbiter becomes inactive (if in a period of two years he has not acted as an Arbiter in any FIDE rated event), then to regain his activity he shall pay again for a license.

7. List of Application Forms.

1. Tournament report form IT3.
2. International Arbiter norm report form IA1.
3. Application for award of the title of International Arbiter IA2.
4. FIDE Arbiter norm report form FA1.
5. Application for award of the title of FIDE Arbiter FA2.

The Role of the Arbiters and their duties

The Arbiters are the connecting link between the organizer and the players of a tournament.

They have not only to control the games, but also to ensure the best conditions, for the players not to be disturbed and will be able to play without any problem. So they have to take care about the playing area, the equipment, the environment and the whole playing venue.

Finally they have to avoid any cheating by the players.

The general duties of the Arbiters in a competition are described in the Laws of Chess (art. 12.1, 12.2, 12.3) and are:

- a. They shall see that the Laws of Chess are strictly observed.
- b. They shall ensure fair play. It means that they also must take care so that to avoid any cheating by the players.
- c. They shall act in the best interest of the competition. They should ensure that a good playing environment is maintained and that the players are not disturbed. They shall supervise the progress of the competition
- d. They shall observe the games, especially when the players are short of time, enforce decisions they have made and impose penalties on players where appropriate.

In order to do all these, the Arbiters shall have the necessary competence, sound judgment and absolute objectivity (Preface of the Laws of Chess).

The number of the required Arbiters in a competition varies, depending on the kind of event (Individual, Team), on the system of the games (Round Robin, Swiss System, Knock Out, Matches), on the number of participants and on the importance of the event.

Normally one Chief Arbiter, one Deputy Chief Arbiter and a number of Arbiters (approximately one for every 20 to 25 players) are appointed for a competition. In special cases (i.e. tiebreak games with adequate supervision), Assistant Arbiters may be appointed.

Additionally we can consider the following requirements as very important for the Arbiters in a competition:

1. To show proper behavior to the players, captains and spectators and to be respectful and dignified.

They shall avoid any dispute during the games and take care of the good image of the tournament.

2. To observe of as many games as possible during every round of the competition.

They have to take care of the games that they are responsible, to observe and to check the games' progress (especially when there is time trouble). It is not acceptable for the Arbiters to leave the playing area every 10 or 15 minutes for smoking or for any discussions with friends, spectators, officials, or other persons, or to leave their sector unattended in order to go and watch other games in another part of the playing hall. It is not acceptable for the Arbiters to stay seated in their chairs reading newspapers or books (even chess books!), or to sit in front of a computer, surfing on Internet, etc., leaving their games without observation. It is also not acceptable for the Arbiters to speak on their mobiles in the playing hall during the games. The Law of Chess regarding the mobile phones is valid not only for the players, captains and spectators, but for the Arbiters as well.

It is sure that the biggest problems during the games are caused because of the absence or the lack of attention of the Arbiters and thus the ignorance of what actually happened in case of an incident. How an absent Arbiter will take a fair decision in a dispute between two players caused because of a touched piece (i.e. the opponents do not agree that the player said "j'adoube" in advance)? Without knowing what actually happened, the Arbiter has 50% possibilities to take a correct decision and 50% to take a wrong one, losing by this way his credibility and the trust of the players.

Of course the Arbiters are human beings and they may make mistakes, but they have to try as much as they can to avoid such problems.

3. To show responsibility in executing their duties.

The correct time of arriving in the playing hall before the start of the round and the following of the Chief Arbiter's instructions are parameters that help the smooth running of the tournament.

4. To show team spirit and cooperate in the best way with the other Arbiters of the competition.

An Arbiter's job in a competition is mainly a team work and the Arbiters shall help and cover each other in any case, so that to avoid, if possible, any problem that arises during the games. The Arbiter has to ask for consultation by the Chief Arbiter, in any case when he does not feel ready to take an important decision regarding the game he observes.

5. To study the regulations and be updated for any changes of the laws of chess and the tournament rules.

The Arbiter has to know the Laws of Chess and the Regulations of the tournament, as he has to take a decision immediately when it is needed. The players cannot wait for a long time and the game has to be continued.

6. To have excellent knowledge of handling the electronic clocks.
It is not acceptable for an Arbiter to let the players waiting for a long time, while trying to fix an electronic clock with wrong time indications during a game.

7. To follow the dress code.
The Arbiters of a competition shall be dressed properly, helping to the increase of the image of chess as a sport.

Summary of the general duties of an Arbiter

The following general duties are referred to the Arbiters who are acting in Individual or Team Tournaments of any importance and any level, independently of the number of participants:

- A. Before the start of the game
 - a. An Arbiter should arrive at the playing hall at least thirty (30) minutes before the start of the round. For the first round of the tournament it is advisable to arrive at least one (1) hour before the start of the round.
In very important events the Chief Arbiter may ask for the presence of the Arbiters even earlier before the start of the round.
 - b. The whole playing venue (playing hall, toilets, smoking area, analysis room, bar) and the technical conditions (light, ventilation, air-condition, enough space for the players, etc.) has to be checked carefully before arrival of players or spectators.
 - c. Check of the equipment (chessboards, pieces, score sheets, pens).
 - d. Arrangement of the tables, chairs, ropes for the playing area, name plates for the players and flags of federations, if needed, or table numbers.
 - e. Check of the electronic clocks, the correct setting of the time control, check of batteries and the correct placement of the clocks.
 - f. For team competitions it is very important to check before the start of the games if the team compositions follow the basic list of players.
- B. During the games
 - a. Define the unplayed games (if players didn't arrive on time for their games and have to be forfeited) and inform the Chief Arbiter.

- b. Regular check of the electronic clocks by using the time control sheets (every thirty minutes) and of the score sheets and the number of moves written.
 - c. Discrete control of the players, if leaving the playing area for an unusual number of times, for their contact with other players, spectators and other persons,
 - d. Observation of all the games, especially when there is time trouble, with the help of an assistant, if needed.
 - e. Carefully check of claims by the players, together with the Chief Arbiter, if needed, before taking any decision.
 - f. At the end of the game check of the recorded result by both players and check of the score sheets to be signed by both players.
 - g. Update the results sheet by recording the result of every finished game.
- C. After the end of the round
- a. Thorough check of the results of all the games, by counterchecking of the score sheets and the results sheet or the game protocols (in team events) and forward it to the Chief Arbiter.
 - b. Arrangement of all chess boards and the other equipment (pieces, score sheets, pens, clocks), to be ready for the next round.

The Chief Arbiter is responsible for the full control of the competition and for the correct application of the Laws of Chess and the Tournament Regulations. He shall take care of all technical matters and ensure the best conditions for the players. He has to manage the available arbiters and assigns their duties and responsibilities. He is responsible for the smooth running of the competition and he has the responsibility of taking decisions in every case or incident during the games. He has to try to settle all arising disputes before they are forwarded to the Appeals Commission.

Only in his absence these responsibilities go to the Deputy Chief Arbiter.

After the end of the competition the Chief Arbiter submits in due course his report to the organizing body (FIDE, Continental Federations, National Federation, etc.), in which he includes

- the list of participants
- all pairings and results
- the final standings
- the list of arbiters
- any norm reports and certificates
- a report about any incident that happened during the games
- any appeal that was submitted and the decision taken
- and everything else important for the future organization of the event.

The successful arbitration during the games plays a very significant role in the success of the event.

FIDE Arbiter Norm Report Form

FA1

Arbiter's Name:	First Name:
Date of Birth:	Place of Birth:
Federation:	ID Code (if any):
name of event:	federation of event:
dates:	venue:
Type of event:	number of players:
Number of FIDE-rated players:	Number of rounds:
Number of federations represented:	

Confidential Report: (Comments of Chief Arbiter, failing that Organizer)

These should refer to the Arbiter's knowledge of the Laws and of the pairing Rules used, objectivity, ability to cope with any incidents that arose, and consideration for the protection of players from disturbance and distraction.

.....

.....

Recommendation: (Delete one of the following statements.)

The Arbiter's performance

(1) was of the required standard for a FIDE Arbiter.

(2) was fairly good but he/she still needs to gain more experience.

Name: Signature:

Position: Federation: date:

Authentication by national Federation:	Date:
name	signature:

The organizing federation is responsible for providing the above certificate to each Arbiter who in the opinion of the Chief Arbiter is qualified for a FIDE Arbiter norm and who requests it before the end of the tournament. If the certificate is for the Chief Arbiter it must be based on the judgement of a previously authorized official who should, if possible, be an International Arbiter.

When applying for an FA title, the applicant's federation must attach to this form the Tournament Report Form (IT3) and a copy of any appeals decisions.

APPLICATION FOR AWARD OF THE TITLE OF FIDE ARBITER

FA2

The federation of herewith applies for the title of FIDE Arbiter for:

name: first name: ID-coe (if any):

date of birth: place of birth: federation:

adress:

Tel: Fax: e-mail address:

The candidate possesses an exact knowledge of the Laws of Chess and all other FIDE regulations to be observed in chess competitions.

He/She speaks the following languages (this must include sufficient knowledge of at least one official FIDE language):
.....

The candidate has worked as Chief or Deputy Arbiter in the following three competitions and the undersigned encloses for each competition a FIDE Arbiter Norm Report Form (FA 1), which is signed by an appropriate qualified person.

1. event: dates:

location: date included in FIDE Rating List :

Type of event: (round robin, swiss, scheveningen, match, and so on)

2. event: dates:

location: date included in FIDE Rating List :

Type of event: (round robin, swiss, scheveningen, match, and so on)

3. event: dates:

location: date included in FIDE Rating List :

Type of event: (round robin, swiss, scheveningen, match, and so on)

4. Arbiters' seminar: dates:

In his / her activity as an Arbiter he / she has shown at all times an absolute objectivity.

Federation official: date:

name: signature:

Attach another FA 2 form if there are more supporting norms.

International Arbiter Norm Report Form

IA1

Arbiter's Name:	First Name:
Date of Birth:	Place of Birth:
Federation:	ID Code (if any):
name of event:	federation of event:
dates:	venue:
Type of event:	number of players:
Number of FIDE-rated players:	Number of rounds:
Number of federations represented:	

Confidential Report: (Comments of Chief Arbiter, failing that Organizer)

These should refer to the Arbiter's knowledge of the Laws and of the pairing Rules used, objectivity, ability to cope with any incidents that arose, and consideration for the protection of players from disturbance and distraction.

.....

<p>Recommendation: (Delete one of the following statements.)</p> <p>The Arbiter's performance</p> <p>(1) was of the required standard for an International Arbiter.</p> <p>(2) was fairly good but he/she still needs to gain more experience.</p> <p>Name:Signature:</p> <p>Position:Federation: date:</p>
--

Authentication by national Federation:	Date:
name	signature:

The organizing federation is responsible for providing the above certificate to each Arbiter who in the opinion of the Chief Arbiter is qualified for an International Arbiter norm and who requests it before the end of the tournament. If the certificate is for the Chief Arbiter it must be based on the judgement of a previously authorized official who should, if possible, be an International Arbiter. When applying for an IA title, the applicant's federation must attach to this form the Tournament Report Form (IT3) and a copy of any appeals decisions.

APPLICATION FOR AWARD OF THE TITLE OF INTERNATIONAL ARBITER IA2

The federation of herewith applies for the title of International Arbiter for:

name: first name: ID-coe (if any):

date of birth: place of birth: federation:

adress:

Tel: Fax: e-mail address:

The candidate possesses an exact knowledge of the Laws of Chess and all other FIDE regulations to be observed in chess competitions.

He/She speaks the following languages:

.....
The candidate has worked as Chief or Deputy Arbiter in the following four competitions and the undersigned encloses for each competition an International Arbiter Norm Report Form (IA 1), which is signed by an appropriate qualified person.

1. event: dates:

location: date included in FIDE Rating List :

Type of event: (round robin, swiss, scheveningen, match, and so on)

2. event: dates:

location: date included in FIDE Rating List :

Type of event: (round robin, swiss, scheveningen, match, and so on)

3. event: dates:

location: date included in FIDE Rating List :

Type of event: (round robin, swiss, scheveningen, match, and so on)

4. event: dates:

location: date included in FIDE Rating List :

Type of event: (round robin, swiss, scheveningen, match, and so on)

In his / her activity as an Arbiter he / she has shown at all times an absolute objectivity.

Federation official: date:

name: signature:

Attach another IA 2 form if there are more supporting norms.

Tournament Report Form IT3

Federation				Name of Tournament					
Country and Place of Tournament,				Starting date			Ending date		
Organizer of the Tournament									
Contact Information (Address, phone, fax, E-mail) of the person responsible for information:									
Number of Rounds				Schedule (number of rounds/day)			Rate(s) of play		
Tournament Type				Pairing System of a Swiss System Tournament					
				Manual <input type="checkbox"/> Person responsible:					
				Computerized <input type="checkbox"/> Program used:					
Special Remarks (exceptions in pairing, restart option,.)									

Type	Numb	Num	host fed	other	Type	Numb	Numbe	host fed	other fed
Rated	er	ber	players	fed	unrate	er	rof	players	players
GM					WGM				
IM					WIM				
FM					WFM				
Chief Arbiter and contact information for Chief Arbiter (address, phone, fax, Email)									
Deputy Chief Arbiter									
If more than 50 players Arbiter									
If more than 100 players Arbiter									
If more than 150 players Arbiter									

The organizer must provide this report form to each arbiter who has achieved a norm, his/her federation, the organizing federation and the FIDE Secretariat

Certificate of Title Result IT1

GM

IM

WGM

WIM

Name: First name: Sex:
 ID-number: Federation:

Event: Start: Close:
 Chief or supervising arbiter: number of games:
 number players not from title applicant's federation number rated opponents
 number players from host federation Total number titled opponents

Where applying 1.43e:
 number of federations: number of rated players not from host federation:
 number of players not from host federation holding GM, IM, WGM, WIM titles

Special remarks:

Rd	Opponents	ID	Fed	Rating	Rat. 1.46b	Title	Score
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							

R(a) = Rp = Total score:

.....
 Arbiters signature:

Federation confirming the result:
 Name of federation official: Signature Date:

Note: Unrated = 1000, but see 1.46. Score = 1, ½, 0 for played games or +, =, - for unplayed games
 The organizer must provide this certificate to: each player who has achieved a title result; the organizing federation, the player's federation and the FIDE Office.

The federation of hereby applies for the title of

