

**CHESS FEDERATION OF CANADA  
GOVERNORS' LETTER TWO  
2008-2009**



**Responses may be mailed, faxed or E-mailed to the Chess Federation of Canada, E-1 2212 Gladwin Crescent, Ottawa, ON, K1B 5N1, fax: 613-733-5209, E-Mail: [info@chess.ca](mailto:info@chess.ca)**

**ATTENTION ALL GOVERNORS: Anyone with an E-Mail address can have their Governors' Letter sent to them via E-Mail and save the CFC paper and postage costs. Please E-Mail [info@chess.ca](mailto:info@chess.ca) if interested.**

**Deadline for submissions to GL#3 is Friday, October 17th, 2008**

## **President's Message**

Dear Governor's:

It has been a little over two months since the 2008 AGM and there has been a lot of very positive activity.

We have concluded a deal with SwissSys that not only sees them creating a rating system for us, but which seamlessly integrates with their software. This will allow TD's to use one seamless interface to manage, pair, and submit their tournaments to the CFC for rating. The system is now being tested and should be rolled out shortly.

We have nearly finalized a deal with FEN for the management of the CFC's book and equipment business. While the principle's negotiated quickly and fairly, the lawyers took their time!! We are all hopeful that the deal will be concluded by October 13th.

Lawrence Day has been selected as the new Editor of the on-line magazine. Lawrence and I are creating a content-specific site map that we will use to select a web-developer. Estimates are that the new site, including an overhaul of the existing site, will cost between \$10,000 and \$15,000. Realistically, the on-line magazine will not be fully functional until January 1, 2009, but we are hoping to have some content on-line before then. Priority will be given to Canadian tournament reports and content.

A number of motions have been tabled in this Governor's letter. I support motions 2009-05 and 2009-06, I oppose the three motions presented affecting CFC fees. I stated when running for the CFC Presidency that we need a holistic solution to the problems that the CFC is facing. These ad hoc motions moved by Barry Thorvardson and seconded by Garry Gladstone do not take into account the overall operating budget of the CFC. Financial decisions made in a vacuum are foolish in the extreme. Until the effect of the implementation of SwissSys, the outsourcing of the book and equipment business to FEN, and the implementation of the new ezine are clear, we lack the information required to make an informed decision on what membership and rating fees should be. .

On September 15th I forward a copy of the my Business Plan to all the Governor's and started a number of threads on the CFC's Discussion Board. I included a page of questions and observations which I considered to be somewhat controversial. I also included hard numbers related to rating fees and membership fees, including projections based on different fees, and a recommendation to eliminate junior, family, and tournament memberships I also called for a position of National Tournament Director and for someone to drive the growth of junior chess in Canada. I pointed out that over 97% of all junior chess rating revenues came from two provinces, Ontario and BC.

Out of 60+ Governors only five have contributed to the discussion. I confess to being disappointed. There is a lot of work to be done. Does anyone want to help do it?

### **Message from the Secretary:**

This Governors' Letter has been delayed largely due to a business trip made by me outside Canada in mid-September. I have been making this trip twice a year for the past 5 years but have always been able to work the GL dates around this – most of you are probably unaware that this has been going on.

This time was the exception and it proved to be impossible to reliably ensure that everyone's vote was properly tallied for the GL. Accordingly when I next make an overseas purchasing trip for my store I will do my utmost to ensure the GL is completed before my departure. This is expected to be in March 2009.

This GL is dominated by several key points: the FEN contract described in the President's report, the 2009 Victoria CYCC bid, the 3 "Grassroots Campaign" motions and several FIDE documents presented by our FIDE Rep Michael Barron in the appendices.

Congratulations to the Victoria organizers for their successful bid and let me say I hope they are able to improve on their previous CYCC event which will be quite a feat given their past efforts! (*Caveat: I am Secretary/Treasurer of the BC Chess Federation which is the official organizer of the event though have nothing personally to do with the event other than signing cheques!*)

I am pleased to see the direction we are taking to ensure the continued long-term survival of the CFC. I am particularly pleased to see the increasing number of Governors making use of the new CFC Forum at <http://www.chesscanada.info/forum/>

Lyle Craver  
Secretary, Chess Federation of Canada

### **Youth Coordinator Report**

The WYCC Team Canada is preparing to leave very soon. The tournament starts Oct 20<sup>th</sup> in Vung Tau Vietnam. There is a much smaller group of competitors, 872 from 70 Federations compared to Turkey with close to 2000 players in 2007. With the financial situation this year we were not able to send a coach with the team. Dr Parmjit Sohal, a father of a player from BC offered to act as Head of Delegation for Canada. I thank him for his contribution. As well a parent anonymously donated most of the money to buy Team shirts (except for a small amount that I covered) for the players; we have displayed prominently on the shirt the CFC logo – it's time we promote ourselves. The setup in Vietnam is unlike many of the previous WYCC's. The accommodations are in many different small hotels. We want to wish Team Canada Good Luck and Good Playing!!

Next year's CYCC was awarded to a great team from BC. Thank you for all the input and discussion around this CFC event. We can look forward to a great competition.

Over the next couple of months we hope to evaluate the youth program and develop ways to augment participation and improve relations with youth players and the parents. At the same time we want to define the programs so that the CFC contributes to developing youth players while not incurring financial risk.

Ellen Nadeau

I move that the altered bid from Victoria to hold the 2009 CYCC be accepted with the changes as

presented. (*ed. – I will second this amendment for discussion. The applicants have accepted this as a “friendly amendment”*)

The changes include:

- amalgamating groups if under 8 players in the section
- price structure as follows

| Date                 | Registration Fee | Early payment fee reduction | CFC Share | Organizer Share |
|----------------------|------------------|-----------------------------|-----------|-----------------|
| On or before May 15  | 225              | 50                          | 125       | 50              |
| On or before June 15 | 225              | 25                          | 150       | 50              |
| After June 15        | 225              | 0                           | 150       | 75              |

3<sup>rd</sup> and 4<sup>th</sup> sibling ½ price

each additional sibling free (per CFC policy for the last 7 years)

#### PRIZES:

The CFC will guarantee \$1000 to all champions of at least 8 person sections

If funds allow, the CFC will provide more towards the WYCC..

For the 12 section champions the WYCC organizer provides room and board at the following WYCC in Turkey.

As this is a pressing issue we are asking for a vote by e-mail before 4pm Eastern Standard Time Friday the 26<sup>th</sup> of September

Ellen Nadeau

## **Executive Directors’ Report**

First, I would like to thank all those individuals working quietly behind the scenes to help in the rescue and restructuring of the CFC. There has been a definite shift from the despair and hostile criticism of a year ago, to optimism and constructive criticism today. We still have a long way to travel and pitfalls to avoid, but the journey is underway.

Memberships continue to inch upwards. Memberships now stand at 1,893 as of Sept 1, an increase of 82 in the last 4 months.

The new SwissSys rating software for CFC tournament directors will be ready soon. We are in the final testing stages and working out a few bugs. It should be available to all CFC tournament directors within a few weeks.

I am delighted to report the following flagship events for 2009:

2009 Canadian Open – Edmonton, Alberta (July 11- 19)

2009 Canadian Youth Chess Championships - Victoria, BC (July 21-24)

It should be noted that at this time last year, the 2008 versions of these national flagship tournaments were still in doubt. A sign of our progress!

There are 2 items I would like to add to our already crowded agenda, they are:

1. I would like to add a list of chess teachers to the CFC website. This would serve as a national registry to aid players and parents in finding teachers and coaches. This would seem to me to be a natural function of a national organization.

2. I would like to develop a TD certification program. The objectives of the program would be to:  
a) assist and encourage new organizers, b) to recognize the excellence and dedication of our best, and c) to warn members of possible deficient organizers.

These 2 items are in the early planning stages. I will be starting threads on the Governors' discussion board and will invite your comments and suggestions at that time.

Sincerely,

Robert Gillanders  
Executive Director  
September 29, 2008

## **Message from FIDE Representative:**

Dear Governors,

I would like to share with you some news regarding CFC's relations with international chess organizations.

Please welcome to Canada 2 new International Masters:  
IM Stanislav Kriventsov from USA and IM Edward Porper from Israel.  
Full information about Federation transfers could be found on FIDE website:  
<http://ratings.fide.com/fedchange.phtml?year=2008>

We have registered 24 young Canadian players for WYCC which starts in Vietnam October 20:  
<http://wycc2008.vietnamchess.com/index.php?/america/canada.html>  
Credits for this time consuming task go to our Youth Coordinator Ellen Nadeau and Executive Director Robert Gillanders.

We have registered as well Canadian Olympic Teams for Chess Olympiad which starts in Germany November 12:  
[http://dresden2008.de/english/index.php?option=com\\_wrapper&Itemid=96](http://dresden2008.de/english/index.php?option=com_wrapper&Itemid=96)

During Chess Olympiad in Dresden will be held annual FIDE Congress. I would like to present you for discussion several important documents which will be discussed and approved at the FIDE Congress:

- FIDE Laws of Chess (Appendix 3);
- FIDE Rating Regulations (Appendix 4);
- FIDE Title Regulations (Appendix 5);
- Procedures for the Allocation of CCA Events (Appendix 2).

In addition, please find in Appendix 6 for your information Invitation to the Pan American –

Continental Championship which will be held in Boca Raton, Florida from November 1-7.  
The registrations will have to be formalized by the National Federation via e-mail by October 15.  
If somebody is interested to participate in Continental Championship, please contact CFC Office directly.

Sincerely,

Michael Barron,  
FIDE Representative,  
Canadian Zonal President  
September 28, 2008

**RESULTS OF VOTING: (conducted by e-mail)**

**Be it resolved that the Victoria bid for the 2009 Canadian Youth Chess Championship be accepted.** (*ed. This bid is presented in Appendix 1*)

Votes Yes: (21)

Barron, Bluvshtein, Bond, Craft, Craver, DeKerpel, Demian, Dutton, Gladstone, Hoch, Khoudgarian, LeBlanc, Liles, Mallon, Nadeau, Pedersen, Smith, Stockhausen, Van Dusen, Von Keitz, Zeromskis

Votes No: (0)

Abstentions (1): Marghetis

*Bid Accepted*

**MOTIONS FOR SECOND DISCUSSION:** none

**MOTIONS FOR FIRST DISCUSSION:** none

**Motion 2009-05: (Moved Egidijus Zeromskis Seconded Michael Barron)**

It became a practice to held Canadian U8 youth events (open and girls) and send their winners to World championships. However, the current Handbook does not state that these events are official CFC events.

Therefore, I and Michael Barron ,as the seconder, propose this Motion:

Motion that Handbook paragraph 1000(a) dealing with CYCC be amended to read:

(a) The holding of the Canadian Youth Chess Championship ("CYCC"), which consists of the following twelve events:

Canadian Under 18 Championship (open and girls)

Canadian Under 16 Championship (open and girls)

Canadian Under 14 Championship (open and girls)

Canadian Under 12 Championship (open and girls)

Canadian Under 10 Championship (open and girls)

Canadian Under 8 Championship (open and girls)

Rationale:

Changes:

\*\*\* The events number is increased accordingly from ten to twelve;

\*\*\* The new line "Canadian Under 8 Championship (open and girls)" is a base of our amendment;

\*\*\* Words "Under" before each age group. This is a standard practice to call these chess events (e.g., see at the 2008 WYCC regulations

<http://wycc2008.vietnamchess.com/index.php/?/Regulations/Regulations.html>

)

**Motion 2009-06: (Moved Michael Barron, Seconded Lyle Craver)**

To reconsider Les Bunning/Peter Stockhausen motion regarding membership and rating fees passed at the AGM.

**Michael Barron:** This motion was introduced and passed without any advance notice. This contravenes CFC policy of routinely deferring all such motions brought to AGM to GL1 for

voting.

There was precious little debate on such an important and controversial topic before the vote. Many of those voting had not given this topic enough thought to make an informed decision. Many were voting with proxies.

**Lyle Craver:** A motion to reconsider has the effect of repealing the original motion and restores the pre-AGM status quo. Given the effects of the online magazine and SwissSys have not 'worked their way through' it would be wise to determine which if any of the membership options discussed in the Business Plan make the most sense.

Certainly I am of the opinion that "tournament memberships" have devastated the CFC as rather than bringing in new people in droves, regular members have chosen this option and have chosen to play in fewer but larger events. This at least has been the experience in Vancouver – Governors will have to decide whether it matches their experience in their areas.

I am definitely in favour of changing the fee structure but have not yet determined in my own mind what the best way forward is. This motion restores the previous status quo and gives us time to judge the best way forward from here.

### **Backgrounder to 3 Governors' CFC Fees Motions**

September 17, 2008

(These motions were submitted by Bob Armstrong, with permission of mover/seconded; commentary prepared by Bob Armstrong, Grassroots' Campaign Coordinator )

**Motion 2009-07 (referred to as Motion # 1)** – Moved: Barry Thorvardson; Seconded: Gary Gladstone –

**CFC Tournament Membership Elimination** – The Incoming Governors' 2008 AGM Motion on CFC fees is amended by deleting from the fourth sentence the words " the tournament membership shall be \$ 10 per tournament for adults, and \$ 5 per tournament for juniors. " and shall be replaced with " CFC shall eliminate tournament memberships – if a player wants to play in a CFC tournament, s/he must purchase an annual/life membership ".

*Commentary:* From the minutes of the AGM, we reproduce for convenience the relevant motion:

The following is moved by Les Bunning and seconded by Peter Stockhausen.

Effective January 1, 2009, the membership fee for adult members shall be \$30.

The membership fee for junior members shall be \$20. The CFC will discontinue selling family memberships and junior participating memberships effective January 1, 2009. Effective January 1, 2009, the tournament membership shall be \$10 per tournament for adults and \$5 per tournament for juniors. Players in a tournament in which all of the players are juniors shall not be required to be members but shall be required to submit the CFC rating fee of \$5 per player. Effective January 1, 2009, the CFC rating fee shall be \$5 per player per tournament or match.

Chess players must support their national organization by membership and annual membership fee, if they want it to exist. CFC must have sustainable revenue. There is no reason for two classes of members, one subsidizing the other. Also, when tournament memberships were introduced, they were meant as a one-time only thing, to encourage first timers to play tournament chess – they were not meant to become a continuous use membership. Community input has asked for numbers of special case exemptions/partial exemptions for annual memberships. This motion makes clear that tournament memberships must go, but this issue can



be fine-tuned at the time of implementation if special cases re annual memberships seem warranted.

Note: this motion, slightly amended, was passed by the Governors as a straw vote at the Incoming Governors' AGM in July, 2008. Also, the CFC membership fees motion passed at the same Governors' AGM in July, as can be seen, did not eliminate tournament memberships, despite the prior straw vote.

**Motion 2009-08 (referred to as Motion # 2)**– Moved: Barry Thorvardson; Seconded: Gary Gladstone –

**CFC Annual Membership Discount** – The Incoming Governors' 2008 AGM Motion on CFC fees is amended by adding after the third sentence: “ Effective January 1, 2009, to encourage individuals to become CFC members, first time CFC members shall be given a 40% fee reduction for their first year. “

*Commentary:* See original motion above under Motion # 1. Organizers have advised that the annual CFC membership is a hindrance to getting first time tournament players to sign up for tournaments ( especially when tournament memberships have been eliminated ); so the 40% reduction for first-time CFC'ers attempts to ameliorate this difficulty. Even with the discount, the CFC will be collecting more than it did on tournament membership. Also, this replaces the tournament membership, which originally when introduced was meant to be a one-time only option.

Note: this motion, slightly amended, was passed by the Governors as a straw vote at the Incoming Governors' AGM in July, 2008. Also, the CFC membership fees motion passed at the same Governors' AGM in July, as can be seen above, did not incorporate the annual member discount, despite the prior straw vote.

**Motion 2009-09 (referred to as Motion # 3)** – Moved: Nikolay Noritsyn; Seconded: Natalia Khoudgarian –

**CFC Junior Rating Fee Reduction** – The Incoming Governors' 2008 AGM Motion on CFC fees is amended by:

- a) in the fifth sentence, the word “ junior “ shall be placed before the words “ rating fee “, and “ \$ 1 “ shall replace “ \$ 5 “;
- b) in the last sentence, adding before the words “ rating fee “, the word “ adult “; and
- c) Adding at the end of the motion the sentence: “ Effective January 1, 2009, the junior rating fee shall be \$ 1 per player per tournament or match “.

*Commentary :*

In CFC's 2007-8 financial year, CFC took in from rating fees approx. \$ 25,000. It was originally proposed by the Grassroots' campaign that this be doubled to \$ 50,000 [ Junior rating fee would go to \$ 1 ( from \$0.50 ); regular rating fee would go to \$ 6/ player/ event ( from \$ 3 ) ],. This was to shift CFC's general revenue burden from membership to rating fees, as a more acceptable way to get general revenue – basically, a more “ user-pay “ system. This would give CFC an extra \$ 25,000 revenue.

In the same year, CFC took in approx. \$ 50,000 from membership fees of all kinds. With the extra \$ 25,000 from increased rating fees, CFC would now have to raise only \$ 25,000 from membership fees, or a reduction of 50 %. This meant annual membership fees could be decreased by 50% [ annual adult membership could go to \$ 18 ( from \$ 36 ) and annual junior membership

could go to \$ 12.50 ( from \$ 25 ) ].

What happened at the Incoming Governors AGM in July, was that the annual adult membership was reduced, but only to \$ 30 and the annual junior membership to only \$ 20 [ the reason was that the CFC wanted to increase the amount of revenue in redistributing the burden between membership and rating fee. It did not want the change to be revenue neutral ( what was gained by the rating fee increase, was lost by the membership reduction ) ]. Once restructuring is completed, if there is a surplus, the grassroots campaign will move to further reduce the annual membership.

Junior organizers have clearly indicated that the huge 900% increase in junior rating fee ( from \$ 0.50 to \$ 5 ) will seriously damage their junior programs, and cast doubt on holding CFC-rated junior tournaments. Since juniors are so important to the future of chess in Canada, and CFC wants to encourage them to take up the game, we propose to increase the junior rating fee only 100%, from \$ 0.50 to \$ 1 ( note that the adult rating fee was increased only 66 2/3 % ). Our motion appears to increase the junior rating fee, but this is only due to the nature of the motion. We are amending an existing , passed motion. In fact we are lowering it from the proposed \$ 5 to \$ 1 ( a reduction of \$ 4 ). A raise in rating fee is justified given the CFC's financial situation, and the reduction in annual membership, but the 100% increase is more reasonable.

[ Note : The CFC motion also did not quite double the adult rating fee. It increased it to \$5 ( not \$ 6 ). Given this increase, and the increase in revenue from the modest annual membership reduction, we feel that the adult rating fee can stay where the CFC motion placed it, and need not be increased to \$ 6 ].

***General 3- motion note:***

The amended motion, if all three motions are passed, would then read:

Effective January 1, 2009, the membership fee for adult members shall be \$30.  
The membership fee for junior members shall be \$20. The CFC will discontinue selling family memberships and junior participating memberships effective January 1, 2009. Effective January 1, 2009, to encourage individuals to become CFC members, first time CFC members shall be given a 40% fee reduction for their first year. Effective January 1, 2009, CFC shall eliminate tournament memberships – if a player wants to play in a CFC tournament, s/he must purchase an annual/life membership. Players in a tournament in which all of the players are juniors shall not be required to be members but shall be required to submit the CFC junior rating fee of \$1 per player. Effective January 1, 2009, the CFC adult rating fee shall be \$5 per player per tournament or match. Effective January 1, 2009, the junior rating fee shall be \$ 1 per player per tournament or match

**General Comments from Governors: none received**

## Appendix 1:

### Chess Federation of Canada 2009 Canadian Youth Chess Championship Bid July 21–24, 2009 Victoria, BC

|                         |   |  |
|-------------------------|---|--|
| Organizing Bodies       | Victoria Junior Chess Society<br>2386 Dalhousie St.<br>Victoria, B.C. V8R 2H6<br><a href="mailto:braymer@telus.net">braymer@telus.net</a>   | British Columbia Chess Federation<br>3641 West 48 <sup>th</sup> Ave.,<br>Vancouver, B.C. V6N 3R2<br><a href="mailto:ChessBC@shaw.ca">ChessBC@shaw.ca</a> |
| Chief Organizing Body   | Victoria Junior Chess Society<br><a href="mailto:victoriajuniorchess@gmail.com">victoriajuniorchess@gmail.com</a>   |  |
| Chief Organizer         | Brian Raymer <a href="mailto:braymer@telus.net">braymer@telus.net</a>   |  |
| Organizing Committee    | Greg Churchill, Wolfram Herdin, Glen Lee, Ken Jensen, Brian Raymer, Howard Wu   |  |
| Advertising             | Event website, JuniorChess.ca website, CFC website, BCCF website, BCCF electronic bulletin.   |  |
| Publicity               | We expect to generate interest from radio, TV & newspaper as well as local government officials.  |  |
| Internet Site/ Coverage | Full web coverage, live games (Mon Roi), posted games   |  |
| Hotel                   | Hotel Grand Pacific <a href="http://www.hotelgrandpacific.com">www.hotelgrandpacific.com</a> Victoria, British Columbia Five Star Hotel. Regular room rates start at \$300, the Special Chess Rate of \$159 for the event is also available for 3 days before and 3 days after the event. Up to 150 rooms can be held until early spring. |  |
| Address                 | Hotel Grand Pacific <a href="http://www.hotelgrandpacific.com">www.hotelgrandpacific.com</a> 463 Belleville St., Victoria, BC   |  |
| Location                | Spectacular location next to the BC Parliament buildings on Victoria's inner harbour. Countless restaurants, shops, museums and galleries within walking distance.  |  |
| Tournament Room(s)      | Elegant ballroom space with 14 foot ceilings, good lighting and climate control. A total of 5,800 ft <sup>2</sup> ensures adequate space for all. Access controlled.  |  |
| Analysis Room(s)        | Same floor as main playing area and in close proximity. Internet access available.  |  |
| Registration            | On line and via mail through BC Junior Chess or Victoria Junior Chess Society.  |  |
| Dates                   | July 21-24, 2009  |  |
| Format                  | As specified by CFC bylaw 1002 ("Swiss, single, double or triple round robin or match format held over 4 days taking into account the number and age of the players"); max of 7 rounds. Sections will be combined were numbers warrant.   |  |
| Time Controls           | G/90+30 sec increment   |  |
| Rounds                  | 2 rounds per day, 1 round on the last day with playoffs as required   |  |
| Playoffs                | In accordance with CFC bylaw 1010   |  |
| Rated By                | CFC regular rated. Organizer to pay \$0.50 rating fee per player.   |  |
| Equipment               | Digital clocks and Staunton triple weighted pieces on vinyl boards in new or as new condition will be used at each playing position. Monroi tournament hub and PCM's at   |  |

|   |   |
|---|---|
|   | select boards. Laptops and printers for registration, pairing, website updates.   |
| Prizes  | Medals for top 3 players in each section Travel to WYCC substantially funded by CFC for winner in each section. Souvenir for all players.   |
| Entry Fees  | \$150/player until June 15 <sup>th</sup> \$225/player after June 15 <sup>th</sup>   |
| TDs<br>Opening Ceremony<br>Awards ceremony  | Greg Churchill, Li Geng, Howard Wu and other qualified TDs<br>Opening ceremony to welcome participants.<br>Awards ceremony after the last round and playoffs.<br>*to be confirmed   |
| Side Events/Misc  | Blitz/Bughouse other chess events. Welcome package with discounts for local attractions. Other tours (cost depends on nature of tour) will be arranged as requested (whale watching, double decker buses, horse carriages, etc.).   |
| Accommodation<br>Hotel Grand Pacific<br>five star hotel<br><a href="http://www.hotelgrandpacific.com">www.hotelgrandpacific.com</a> | Victoria harbour location, tournament in hotel, \$159 + tax per night. Children under 18 stay free in same room as parent/guardian. Easy walking distance to more than 100 restaurants/café's, Royal Victoria Museum, IMAX, beaches, Beacon Hill Park, harbour boardwalk, downtown, grocery store, fisherman's wharf, other hotels, etc.<br><br>Victoria is a walking city - no car is needed. The Victoria 2009 CYCC organizing committee will help remove reliance on vehicles by offering free transportation between the airport or the BC Ferry terminal to the tournament hotel on request.<br><br>All guest rooms have free high speed internet connection, free local calls. Hotel has a 25m ozonated pool, fitness center and many other amenities. The Hotel Grand Pacific health club has been voted top in the city for many years.<br><br>Alternate accommodations are plentiful and include more than 50 hotels, motels, hostels and B&Bs within a short walk of the tournament site. There are many more a short drive away. Rates for alternate hotels range from \$90/night. Camping is also available 25 minutes from the playing site at Gold Stream Provincial Park and other private campgrounds nearby. |
| Volunteers  | At least 20 dedicated volunteers with a variety of skills and experience (computer, TD, organizational skills, hospitality.)  |
| Transportation  | Victoria is serviced by numerous airlines with direct flights from Toronto, Calgary, Edmonton, Kelowna, Vancouver and connections through those cities from any other commercial airport in Canada. There is frequent direct shuttle service between the airport and hotels. There are ferries every hour from Vancouver (Tsawwassen ferry terminal). Reservations are recommended. Victoria Harbour is also accessible by Helicopter and Sea Plane from Vancouver harbour and airport.<br><br><b>Free</b> pickup and drop off will be provided to players and their families from the airport and ferry on July 20/21 and July 24 by prior arrangement with the 2009 CYCC transport committee. A bus option will be coordinated for Vancouver players.   |
| Other   | Summer is a great time to visit Victoria. Long days and Sunshine are guaranteed. Average daytime high temperatures are 20 to 25 degrees C. Five minute walk to Beacon Hill Park and 15 minutes to beaches. Make your trip to the CYCC in Victoria a family vacation and spend a few extra days to enjoy the mountains and the ocean. Remember, Victoria is on an island in the Pacific!   |

**Chess Federation of Canada  
2009 Canadian Youth Chess Championship  
Budget**

| Income               | Account                             | Based on Entries |               |               |               |
|----------------------|-------------------------------------|------------------|---------------|---------------|---------------|
|                      |                                     | 100              | 150           | 200           | 250           |
|                      | Entry Fees                          | 15,000           | 22,500        | 30,000        | 37,500        |
|                      | Sponsorship (minimum expected)      | 1,000            | 1,000         | 1,000         | 1,000         |
|                      | <b>Total Income</b>                 | <b>16,000</b>    | <b>23,500</b> | <b>31,000</b> | <b>38,500</b> |
|                      |                                     |                  |               |               |               |
| Expenses             | Account                             |                  |               |               |               |
|                      | Tournament Hall Rental              | 4,000            | 4,000         | 5,000         | 6,000         |
|                      | Medals                              | 300              | 300           | 300           | 300           |
|                      | Score Sheets, duplicate             | 300              | 300           | 300           | 300           |
|                      | TD Fees                             | 400              | 400           | 400           | 400           |
|                      | Player Airport Shuttle              | 600              | 600           | 700           | 850           |
|                      | Volunteer expenses                  | 700              | 700           | 800           | 850           |
|                      | CFC Rating Fee                      | 50               | 75            | 100           | 125           |
|                      | Souvenirs                           | 800              | 800           | 1,000         | 1,200         |
|                      | Miscellaneous                       | 100              | 100           | 100           | 100           |
|                      | Prof./other Services (Mon Roi etc.) | 1,000            | 1,000         | 1,000         | 1,000         |
|                      | Contribution to CFC for CYCC travel | 10,000           | 15,000        | 20,000        | 25,000        |
|                      |                                     |                  |               |               |               |
|                      | <b>Total Expenses</b>               | <b>18,250</b>    | <b>23,275</b> | <b>29,700</b> | <b>36,125</b> |
|                      |                                     |                  |               |               |               |
| <b>Profit/(Loss)</b> |                                     | <b>-2,250</b>    | <b>225</b>    | <b>1,300</b>  | <b>2,375</b>  |

- Notes**
- 1) \$100 per player will be submitted to the CFC plus 2/3 of any late fees collected.
  - 2) The organizers will guarantee \$100/player contribution to the CFC. Loss (if any) will be covered by the Organizers.
  - 3) The Organizers will receive a maximum of \$50 per player plus 1/3 of any late fees collected .

**Date** 28-Aug-08

## Appendix 2:

### PROCEDURES FOR THE ALLOCATION OF CCA EVENTS

Following the guidelines issued by FIDE with the purpose to regulate the allocation of venues for official events. The Confederation of Chess for America “CCA” is establishing the following procedures for allocating events:

#### 1. Events

##### 1.1.

These procedures will apply to all official events scheduled by CCA.

##### 1.2.

Major CCA events are the Continental Championships Absolute and for Women, the Pan American Youth Festival, Pan American Junior Championship Absolute and for Girls, Regional Youth Championships for Boys and Girls, Pan American Team Championship and Zonal Tournament Absolute and for Women.

##### 1.3.

Additional events scheduled by CCA are considered promotional events.

#### 2. Bids Submission:

##### 2.1.

The National Federation which requested an event shall submit specific details about the event at least three months prior to the CCA General Assembly or

Continental Board Meeting. The proposal must be submitted in writing and include: dates, location, security, specific hotels, site access, prize fund and any other aspect relevant to the proposal.

##### 2.2.

For major CCA events the request should be made two years in advance prior to the celebration of the event. For example, events that are planned to be held in 2011, the request should be made in 2009.

2.3. For promotional CCA events the request should be made one year in advance.

2.4. The request must specify whether the bidder is asking for the option to host an event or if it is a firm proposal. In the case that an event has firm and optional proposals, the firm proposal will be giving priority.

#### 3. Events Allocation

##### 3.1.

CCA will distribute the bids/proposals received to the National Federation or the members of the Continental Board.

##### 3.2.

The CCA's General Assembly or the Continental Board will decide which federations will organize which events.

##### 3.3.

In case that more than one proposal has been submitted for consideration, the final decision will be made by a vote.

##### 3.4.

In case that no bid has been presented for an event, CCA will try to work with the federations to obtain a venue for the event. If this approach does not produce positive results, CCA will consider the possibility of working directly with an organizer and inform the national federations about this situation.

3.5.

Any request for changing venues must be approved by the Continental Board.

4.

Conditions

4.1. The minimum conditions for requesting an event will be:

- a) The official players and participants will be accommodated in best quality hotels offered by the organization. Double rooms will be offered to the official players unless they request otherwise.
- b) The food will be the same for official and extra players/participants. It is preferred that buffet services be offered.
- c) If for logistical reasons the event's meals need to be offered in different locations item (b) shall be strictly enforced.
- d) A daily menu will be published for all the participants to have access to this information.
- e) The quality of the menu offered to the participants will be guaranteed by the organizers.

4.2. Once CCA decides to allocate an event to a national federation, this federation has a deadline of three months to make a deposit for the event allocated. The following sums will be deposited in the UBS Bank in Switzerland:

- a) Pan American Youth Championship 5000 USD
- b) Continental Championship, and Absolute Female USD 1000
- c) Other major events USD 500
- d) All other events a symbolic fee of \$ 100. This amount may be modified depending on future developments.

4.3.

CCA will reimburse the deposit specified in item (4.2) at the end of the event if the National Federation complied with the conditions to host this event. Otherwise the deposit will not be reimbursed.

4.4.

In case that the National Federation does not make a deposit within the three months deadline, it will be considered that this federation has declined the organization of the event.

4.5.

In the event that a National Federation declines organizing an event after paying the deposit. This deposit will not be reimbursed.

5.

Effective Dates

These procedures shall be in effect for CCA official events, starting in the calendar year of 2010. The only exception is the 2009 Pan American Youth Festival.

## **Appendix 3 FIDE Rules Amendment Proposals**

### **THE FIDE LAWS OF CHESS**

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

The English text is the authentic version of the Laws of Chess, which was adopted at the 77th FIDE Congress at Dresden (**Germany**) **November 2008**, coming into force on **1 July 2009**. 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 member federation is free to introduce more detailed rules provided they:

- a. do not conflict in any way with the official FIDE Laws of Chess
- b. are limited to the territory of the federation in question; and
- c. are not valid for any FIDE match, championship or qualifying event, or for a FIDE title or rating tournament.

### **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 pieces alternately on a square board called a 'chessboard'. The player with the white pieces commences the game. A player is said to 'have the move' when his opponent's move has been 'made'.

**(See Article 6.8)**

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 game is drawn.

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



2.1 The chessboard is composed of an 8x8 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



A white queen, usually indicated by the symbol



Two white rooks, usually indicated by the symbol



Two white bishops, usually indicated by the symbol



Two white knights, usually indicated by the symbol



Eight white pawns, usually indicated by the symbol



A black king, usually indicated by the symbol



A black queen, usually indicated by the symbol



Two black rooks, usually indicated by the symbol



Two black bishops, usually indicated by the symbol



Two black knights, usually indicated by the symbol



Eight black pawns, usually indicated by the symbol



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, touching corner to corner, is called a 'diagonal'.

***Proposed Change***

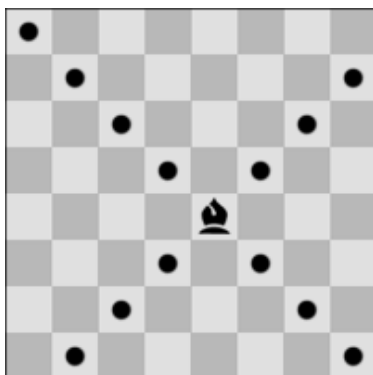
2.4 The eight vertical columns of squares are called 'files'. The eight horizontal rows of squares are called ranks'. A straight line of squares of the same colour, **running from one edge of the board to an adjacent edge**, is called a 'diagonal'.

**Article 3: The moves of the pieces**

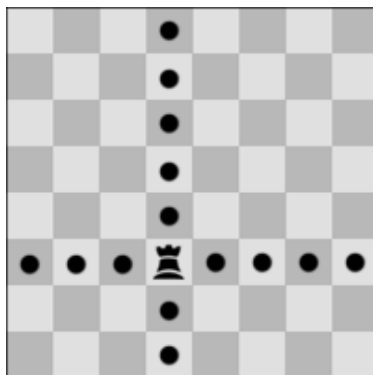
3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour. If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move. A piece is said to attack an opponent's piece if the piece could make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

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

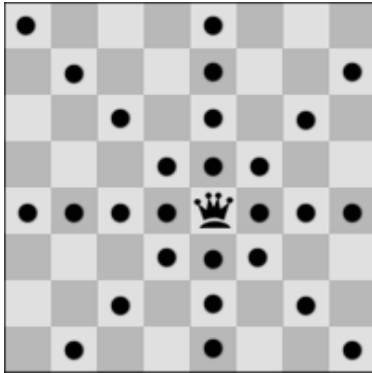
3.2 The bishop may move to any square along a diagonal on which it stands.



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

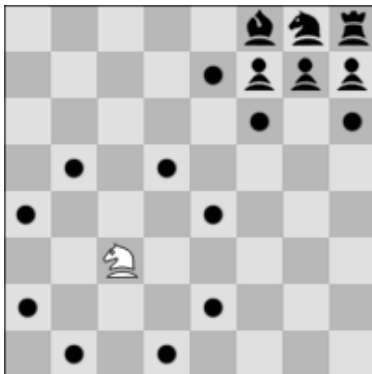


3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands.

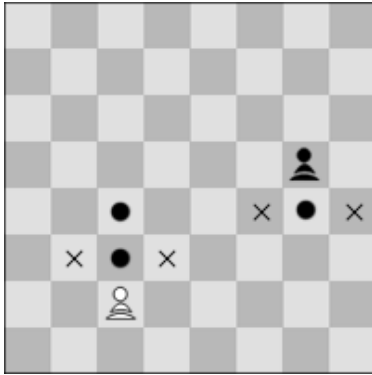


3.5 When making these moves the bishop, rook or queen may not move over any intervening pieces.

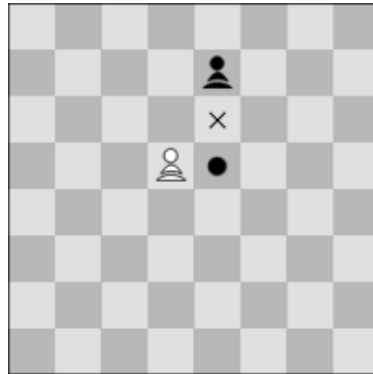
3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.



- 3.7 a. The pawn may move forward to the unoccupied square immediately in front of it on the same file, or  
b. on its first move the pawn may move as in (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.

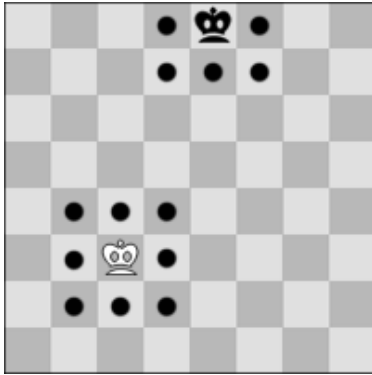


- d. A pawn attacking a square crossed by an opponent's pawn which has advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square. This capture is only legal on the move following this advance and is called an 'en passant'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



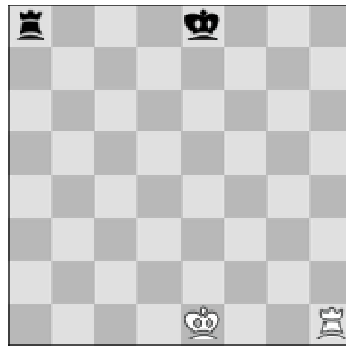
- e. When a pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move **on the same square** for a new queen, rook, bishop or knight of the same colour. The player's choice is not restricted to pieces that have been captured previously. This exchange of a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

- 3.8 a. There are two different ways of moving the king, by:
- i. moving to any adjoining square not attacked by one or more of the opponent's pieces.

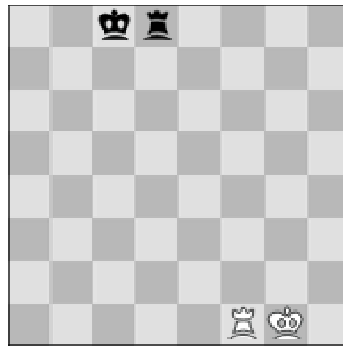


or

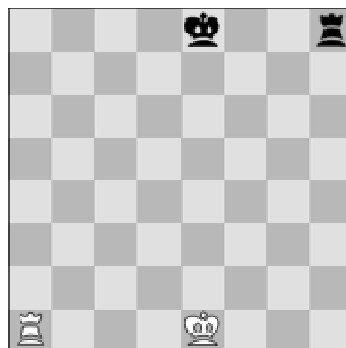
- ii. 'castling'. This is a move of the king and either rook of the same colour **along the player's first rank**, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook, then that rook is transferred to the square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



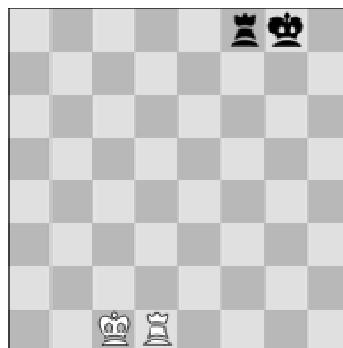
*Before white kingside castling  
Before black queenside castling*



*After white kingside castling  
After black queenside castling*



*Before white queenside castling  
Before black kingside castling*



*After white queenside castling  
After black kingside castling*

***Proposed change: inverting of the order (1) and (2)***

- (1) 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.
  - (2) The right to castle has been lost:
    - a. if the king has already moved, or
    - b. with a rook that has already moved
- 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 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.

**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"), the player having the move may adjust one or more pieces on their squares.
- 4.3 Except as provided in Article 4.2, if the player having the move deliberately touches on the chessboard
- a. one or more of his own pieces, he must move the first piece touched **which** can be moved, or
  - b. one or more of his opponent's pieces, he must capture the first piece touched which 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. deliberately touches his king and 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 or king and rook at the same time, but castling on that side is illegal, the player must make another legal move with his king (**which may include castling on the other side**). 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 can be moved or captured, the player may make any legal move.

4.6 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot then be moved to another square. The move is considered to have been made when all the relevant requirements of Article 3 have been fulfilled

***Proposed Change***

4.6 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 be made. The move is called legal when all the relevant requirements of Article 3 have been fulfilled. If the move is not legal, another move shall be made instead **as per Article 4.5**.

- a. in the case of 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. in the case of 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;
- c. in the case of the promotion of a pawn, when the pawn has been removed from the chessboard and the player's hand has released the new piece after placing it on the promotion square. If the player has released from his hand the pawn that has reached the promotion square, the move is not yet made, but the player no longer has the right to play the pawn to another square.

4.7 A player forfeits his right to a claim against his opponent's violation of Article 4.3 or 4.4 once he deliberately touches a piece.

***Proposed Change***

4.7 A player forfeits his right to a claim against his opponent's violation of Article **4** once he deliberately touches a piece.

**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 a legal move.
  - b. The game is won by the player whose opponent declares he resigns. This immediately ends the game
- 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 legal.

- 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 legal.
- c. The game is drawn upon agreement between the two players during the game. This immediately ends the game. (See Article 9.1)
- d. The game may be drawn if any 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)

## **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.

'Flag fall' means the expiration of the allotted time for a player.

- 6.2
  - a. When using a chess clock, each player must make 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, except in the 'time delay' mode.  
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 time only commences after the fixed 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 time used.
- 6.3 Each time display has a 'flag'. Immediately after a flag falls, the requirements of Article 6.2(a) must be checked.
- 6.4 Before the start of the game the arbiter decides where the chess clock is placed.
- 6.5 At the time determined for the start of the game the clock of the player who has the white pieces is started.
- 6.6 If neither player is present initially, the player who has the white pieces shall lose all the time that elapses until he arrives; unless the rules of the competition specify or the arbiter decides otherwise.



6.7 Any player who arrives at the chessboard more than one hour after the scheduled start of the session shall lose the game unless the rules of the competition specify or the arbiter decides otherwise.

*Note: The actual Article gives the possibility to an organiser to change one hour to any other period, but the organisers did not apply this possibility. Nevertheless, reading the actual discussion it is suggested to change the one-hour period to a shorter period. The proposal is 30 minutes, although it is not a real change. There are different opinions regarding this Article. Let us see what happens in Dresden. By the way, this Article applies also for Rapid and Blitz games. It is possible for Rapid games to fix for instance 5 minutes and for Blitz games 2 minutes.*

- 6.8 a. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock. A player must always be allowed to stop his clock. His move is not considered to have been completed until he has done so, unless the move ends the game. (See Articles 5.1 and 5.2)  
The time between making the move on the chessboard and stopping his own clock and starting his opponent's clock is regarded as part of the time allotted to the player.
- b. A player must stop his clock with the same hand as that with which he made his move. It is forbidden for a player to keep his finger on the button or to 'hover' over it.
- c. The players must handle the chess clock properly. It is forbidden to punch it forcibly, to pick it up or to knock it over. Improper clock handling shall be penalised in accordance with Article 13.4.
- d. 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.

6.9 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.

6.10 Except where Article 5.1 or one of the Articles 5.2(a), (b) and (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, **even with the most unskilled counterplay.**

- 6.11 **a.** Every indication given by the clocks is considered to be conclusive in the absence of any evident defect.  
A chess clock with an evident defect shall be replaced. The arbiter shall replace the clock and use his best judgement when determining the times to be shown on the replacement chess clock.

*Proposed New Article*

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

**arbiter shall install the correct setting and adjust the times and move counter, He shall use his best judgement when determining the correct settings.**

- 6.12 If both flags have fallen and it is impossible to establish which flag fell first then
- a. the game shall continue if it happens in any period of the game except the last period.
  - b. the game is drawn if it happens in the period of a game in which all the remaining moves must be completed.
- 6.13
- 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 instance when promotion has taken place and the piece required is not available.

***Proposed Change***

- b. **A player may stop the clocks only in order to seek the arbiter's assistance.**
- c. The arbiter shall decide when the game is to be restarted in either case.
- d. If a player stops the clocks in order to seek the arbiter's assistance, the arbiter shall determine if the player had any valid reason for doing so. If it is obvious that the player has no valid reason for stopping the clocks, the player shall be penalised according to Article 13.4.

6.14 If an irregularity occurs and/or 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 clocks. He shall also, if necessary, adjust the clock's move counter.

6.15 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.

**Article 7: Irregularities**

- 7.1
- 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 played.
  - b. If during a game it is found that ~~the only error is that~~ the chessboard has been placed contrary to Article 2.1, the game continues but the position reached must be transferred to a correctly placed chessboard.
- 7.2 If a game has begun with colours reversed, then it shall continue, unless the arbiter rules otherwise.
- 7.3 If a player displaces one or more pieces, he shall re-establish the correct position on his own time. If necessary, either the player or his opponent shall stop the clocks and

ask for the arbiter's assistance. The arbiter may penalise the player who displaced the pieces

- 7.4 a. If during a game it is found that an illegal move, including failing to meet the requirements of the promotion of a pawn or capturing the opponent's king, 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. The clocks shall be adjusted according to Article 6.14. Article 4.3 applies to the move replacing the illegal move. The game shall then continue from this reinstated position.
- b. After the action taken under Article 7.4(a), for the first two illegal moves by a player the arbiter shall give two minutes extra time to his opponent in each instance; for a third 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.**

7.5 If during a game it is found that pieces have been displaced from their squares, 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 clocks shall be adjusted according to Article 6.14. The game shall then continue from this reinstated position.

### **Article 8: The recording of the moves**

- 8.1 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 E), on the 'scoresheet' 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. 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. Both players must record the offer of a draw on the scoresheet. (Appendix E13)  
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.
- 8.2 The scoresheet shall be visible to the arbiter throughout the game.
- 8.3 The scoresheets are the property of the organisers of the event.
- 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 he is not obliged to meet the requirements of Article 8.1. Immediately after one flag has fallen the player must update his scoresheet completely before moving a piece on the chessboard.
- 8.5 a. If neither player is required to keep score under Article 8.4, the arbiter or an assistant should try to be

present and keep score. In this case, immediately after one flag has fallen, the arbiter shall stop the clocks. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.

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

c. If no complete scoresheet 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 and the number of moves made, if this information is available, before reconstruction takes place.

8.6 If the scoresheets 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.

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

#### **Article 9: The drawn game**

- 9.1
- a. A player wishing to offer a draw shall do so after having made a move on the chessboard and before stopping his clock and starting the opponent's clock. An offer at any other time during play is still valid, but Article 12.6 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.
  - b. The offer of a draw shall be noted by each player on his scoresheet with a symbol (See Appendix E13).
  - c. A claim of a draw under 9.2, 9.3 or 10.2 shall be considered to be an offer of a draw.

##### *Proposal 1 new article*

- d. **The rules of the competition may specify that players cannot agree a draw in less than a specified number of moves or at all, without the agreement of the arbiter or his representative.**

##### *Proposal 2 new article*

- d. **Players are not allowed to propose a draw. They can claim a draw in positions mentioned in 9.2 and 9.3. In all other positions players cannot agree a draw without the agreement of the arbiter or his representative.**

*Note :If Proposal 2 shall be accepted, we have to change (delete?) 9.1(a).*

9.2 The game is drawn, upon a correct claim by the 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 on his scoresheet 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 as in (a) and (b) are considered the same, 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.

Positions are not the same if a pawn that could have been captured en passant can no longer be captured in this manner. ~~or if the right to castle has been changed temporarily or permanently.~~

**When a King is in check, it only loses its castling rights after it is moved.**

- 9.3 The game is drawn, upon a correct claim by the player having the move, if
- a. he writes his move on his scoresheet, and declares to the arbiter his intention to make this move which shall result in the last 50 moves having been made by each player without the movement of any pawn and without any capture, or
  - b. the last 50 consecutive moves have been made by each player without the movement of any pawn and without any capture.

9.4 If the player makes a move without having claimed the draw he loses the right to claim, as in Article 9.2 or 9.3, on that move.

***Proposed Change***

9.4 If the player **starts his opponent's clock, without having claimed the draw**, he loses the right to claim, as in Article 9.2 or 9.3, on that move.

9.5 If a player claims a draw as in Article 9.2 or 9.3, he shall immediately stop both clocks. He is not allowed to withdraw his claim.

***Proposed Change***

9.5 If a player claims a draw as in Article 9.2 or 9.3, he **may** stop both clocks. 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 three minutes to the opponent's remaining time. Additionally, if the claimant has more than two minutes on his clock the arbiter shall deduct half of the claimant's remaining time up to a maximum of three minutes. If the claimant has more than one minute, but less than two minutes, his remaining time shall be one minute. If the claimant has less than one minute, the arbiter shall make no adjustment to the claimant's clock. Then the game shall continue and the intended move must be made.

***Proposed Change***

**b.If the claim is found to be incorrect, the arbiter shall add three minutes to the opponent's thinking time. Then the game shall continue. If the claim was based on an intended move, this move must be made as according to Article 4.**

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

### **Article 10: Quickplay Finish**

10.1 A 'quickplay finish' is the phase of a game when all the (remaining) moves must be made in a limited time.

10.2 If 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 stop the clocks and summon the arbiter.

- a. If the arbiter agrees the opponent is making no effort to win the game by normal means, or that it is not possible to win by normal means, then 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 **immediately** after a flag has fallen. He shall declare the game drawn if he agrees that the final position cannot be won by normal means, or that the opponent 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 time.
- d. The decision of the arbiter shall be final relating to 10.2(a), (b) and (c).

**Note:** *There is a proposal to delete Article 10.2(d)*

### **Article 11: Scoring**

**Proposed Change:**

#### **Article 11: Points**

11.1 Unless announced otherwise in advance, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits scores no points (0) and a player who draws his game scores a half point ( $\frac{1}{2}$ ).

### **Article 12: The conduct of the players**

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

12.2 a During play the players are forbidden to make use of any notes, sources of information or advice, or

- analyse on another chessboard.
- b. It is **strictly** forbidden to bring mobile phones or other electronic means of communication, not authorised by the arbiter, into the playing venue. If a player's mobile phone **makes a sound** in the playing venue during play, that player shall lose the game. The score of the opponent shall be determined by the arbiter.

*Proposed Change*

- b. **It is forbidden to bring mobile phones, which are not completely switched off or other electronic means of communication in the playing venue without the permission of the arbiter. The arbiter shall declare the game lost for the player who does so and determine the score of the opponent.**
- 12.3 The scoresheet shall be used only for recording the moves, the times of the clocks, the offers of a draw, matters relating to a claim and other relevant data.
- 12.4 Players who have finished their games shall be considered to be spectators.
- 12.5 Players are not allowed to leave the 'playing venue' without permission from the arbiter. The playing venue is defined as the playing area, rest rooms, refreshment area, area set aside for smoking and other places as designated by the arbiter. The player having the move is not allowed to leave the playing area without permission of the arbiter.
- 12.6 It is forbidden to distract ~~or annoy~~ the opponent in any manner whatsoever. This includes unreasonable claims or unreasonable offers of a draw.

*Proposed addition*

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

- 12.7 Infraction of any part of the Articles 12.1 to 12.6 shall lead to penalties in accordance with Article 13.4.
- 12.8 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.
- 12.9 If both players are found guilty according to Article 12.8, the game shall be declared lost by both players.

*Proposed new article*

**12.10 In the case of 10.2d or Appendix D a player may not appeal against the decision of the arbiter. Otherwise a player may appeal against any decision of the arbiter, unless the rules of the competition specify otherwise.**

*Note: It depends on what we shall decide regarding Article 10.2d and Appendix D*

### **Article 13: The role of the arbiter (see Preface)**

- 13.1 The arbiter shall see that the Laws of Chess are strictly observed.
- 13.2 The arbiter shall act in the best interest of the competition. He should ensure that a good playing environment is maintained and that the players are not disturbed. He shall supervise the progress of the competition.
- 13.3 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.
- 13.4 The arbiter can apply one or more of the following penalties:
- a. warning,
  - b. increasing the remaining time of the opponent,
  - c. reducing the remaining time of the offending player,
  - d. declaring the game to be lost,
  - e. reducing the points scored in **the** game by the offending party,
  - f. increasing the points scored in **the** game by the opponent to the maximum available for that game,
  - g. expulsion from the event.
- 13.5 The arbiter may award either or both players additional time in the event of external disturbance of the game.
- 13.6 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.
- 13.7 a. Spectators and players in other games are not to speak about or otherwise interfere in a game. If necessary, the arbiter may expel offenders from the playing venue. **If a spectator observes an irregularity, he may only inform the arbiter.**
- b. **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.

### **Article 14: FIDE**

14. Member federations may ask FIDE to give an official decision about problems relating to the Laws of Chess.

### **APPENDICES.**

#### **A. Adjourned games**



- A1. 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 scoresheet, put his scoresheet and that of his opponent in an envelope, seal the envelope and only then stop his clock without starting the opponent's clock. Until he has stopped the clocks, 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 scoresheet 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.
- A2. The following shall be indicated upon the envelope:
- the names of the players
  - the position immediately before the sealed move
  - the time used by each player
  - the name of the player who has sealed the move
  - the number of the sealed move
  - the offer of a draw, if the proposal is current.
  - the date, time and venue of resumption of play.
- A3. The arbiter shall check the accuracy of the information on the envelope and is responsible for the safekeeping of it.
- A4. 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.
- A5. 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.
- A6. 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.
- A7. The envelope shall be opened only when the player who must reply to the sealed move is present.
- A8. Except in the cases mentioned in Article 6.10 and 9.6, the game is lost by a player whose recording of his sealed move
- is ambiguous, or
  - is recorded such that its true significance is impossible to establish, or
  - is illegal.
- A9. If, at the agreed resumption time
- the player having to reply to the sealed move is present, the envelope is opened, the sealed move made on the chessboard and his clock 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 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 scoresheet, seal his scoresheet 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.

A10. The player shall lose the game if he arrives at the chessboard more than one hour late for the resumption of an adjourned game (unless the rules of the competition or the arbiter decides otherwise).

However, if the player who made the sealed move is the late player, the game is decided otherwise, if:

- a. the absent player has won the game by virtue of the fact that the sealed move is checkmate, or
- b. the absent player has produced a drawn game by virtue of the fact that the sealed move is stalemate, or a position as described in Article 9.6 has arisen on the chessboard, or
- c. the player present at the chessboard has lost the game according to Article 6.10.

- A11. a. If the envelope containing the sealed move is missing, the game shall continue from the 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 makes the move he states he sealed on the chessboard.
- b. If it is impossible to re-establish the position, the game is annulled and a new game must be played.

A12. 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.

A13. The duration of each resumption session shall be controlled by the arbiter's timepiece. The starting time and finishing time shall be announced in advance.

## **B. Rapidplay**

- B1. A 'Rapidplay' game is one where either all the moves must be made in a fixed time from 15 to 60 minutes; or the time allotted + 60 times any increment is from 15 to 60 minutes.

### *Proposed change*

A 'Rapidplay' game is one where either all the moves must be made in a fixed time **at least 15 minutes but less than 60 minutes for each player;** or the time allotted + 60 times any increment is **at least 15 minutes, but less than 60 minutes for each player.**

B2. Play shall be governed by the FIDE Laws of Chess, except where they are overridden by the following Laws of Rapidplay.

B3. Players do not need to record the moves.

*Proposed addition:*

**B4. Where there is adequate supervision of play, (one arbiter for at most three games) the Competition Rules shall apply. Where supervision is inadequate the following shall apply:**

B5. Once each player has completed three moves, no claim can be made regarding incorrect piece placement, orientation of the chessboard or clock setting.  
In the case of reverse king and queen placement castling with this king is not allowed.

B6. The arbiter shall make a ruling according to Article 4 (The act of moving pieces), only if requested to do so by one or both players.

B7. An illegal move is completed once the opponent's clock has been started. The opponent is then entitled to claim that the player completed an illegal move before the claimant has made his move. Only after such a claim, shall the arbiter make a ruling. However, if both Kings are in check or the promotion of a pawn is not completed, the arbiter shall intervene, if possible.

**B8. If there is an increment 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.**

- B9.**
- a. **If there is no increment,** the flag is considered to have fallen when a player has made a valid claim to that effect. The arbiter shall refrain from signalling a flag fall, **even after both flags have fallen.**
  - b. To claim a win on time, the claimant must stop both clocks and notify the arbiter. For the claim to be successful the claimant's flag must remain up and his opponent's flag down after the clocks have been stopped. **If after a claim it is found that both flags have fallen the arbiter shall declare the game drawn.**

**C. Blitz**

C1. *A 'blitz' game is one where all the moves must be made in a fixed time of less than 15 minutes for each player; or the allotted time + 60 times any increment is less than 15 minutes.*

**C2. Where there is adequate supervision of play, (one arbiter for one game) the Competition Rules shall apply. Where supervision is inadequate the following shall apply:**

C3. Play shall be governed by the Rapidplay Laws as in Appendix B except where they are overridden by the following Laws of Blitz.

- C4. Articles 10.2 and B7 do not apply.
- C5. An illegal move is completed once the opponent's clock has been started. The opponent is entitled to claim a win before he has made his own move. However, if the opponent cannot checkmate the player's king by any possible series of legal moves even with the most unskilled counterplay, then the claimant is entitled to claim a draw before he has made his own move. Once the opponent has made his own move, an illegal move cannot be corrected unless mutually agreed without intervention of an arbiter.

**D. Quickplay finishes where no arbiter is present in the venue.**

- D1. Where games are played as in Article 10, 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
- a. that his opponent cannot win by normal means, and/or
  - b. that his opponent has been making no effort to win by normal means.  
In (a) the player must write down the final position and his opponent verifies it.  
In (b) the player must write down the final position and submit an up-to-date scoresheet. The opponent shall verify both the scoresheet, which should be completed immediately after the claim was made and the final position.  
The claim shall be referred to an arbiter whose decision shall be final.

**E. 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. Scoresheets using a notation system other than algebraic may not be used as evidence in cases where normally the scoresheet 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**

- E1. In this description, "piece" means a piece other than a pawn.
- E2. Each piece is indicated by the first letter, a capital letter, of its name. Example: K = king, Q = queen, R = rook, B = bishop, N = knight. (In the case of the knight, for the sake of convenience, N is used.)
- E3. For the first letter 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.
- E4. Pawns are not indicated by their first letter, but are recognised by the absence of such a letter. Examples: e5, d4, a5.

- E5. The eight files (from 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.
- E6. 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 and 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.
- E7. 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.

|          |           |           |           |           |           |           |           |           |
|----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| <b>8</b> | <b>a8</b> | <b>b8</b> | <b>c8</b> | <b>d8</b> | <b>e8</b> | <b>f8</b> | <b>g8</b> | <b>h8</b> |
| <b>7</b> | <b>a7</b> | <b>b7</b> | <b>c7</b> | <b>d7</b> | <b>e7</b> | <b>f7</b> | <b>g7</b> | <b>h7</b> |
| <b>6</b> | <b>a6</b> | <b>b6</b> | <b>c6</b> | <b>d6</b> | <b>e6</b> | <b>f6</b> | <b>g6</b> | <b>h6</b> |
| <b>5</b> | <b>a5</b> | <b>b5</b> | <b>c5</b> | <b>d5</b> | <b>e5</b> | <b>f5</b> | <b>g5</b> | <b>h5</b> |
| <b>4</b> | <b>a4</b> | <b>b4</b> | <b>c4</b> | <b>d4</b> | <b>e4</b> | <b>f4</b> | <b>g4</b> | <b>h4</b> |
| <b>3</b> | <b>a3</b> | <b>b3</b> | <b>c3</b> | <b>d3</b> | <b>e3</b> | <b>f3</b> | <b>g3</b> | <b>h3</b> |
| <b>2</b> | <b>a2</b> | <b>b2</b> | <b>c2</b> | <b>d2</b> | <b>e2</b> | <b>f2</b> | <b>g2</b> | <b>h2</b> |
| <b>1</b> | <b>a1</b> | <b>b1</b> | <b>c1</b> | <b>d1</b> | <b>e1</b> | <b>f1</b> | <b>g1</b> | <b>h1</b> |
|          | <b>a</b>  | <b>b</b>  | <b>c</b>  | <b>d</b>  | <b>e</b>  | <b>f</b>  | <b>g</b>  | <b>h</b>  |

- E8. Each move of a piece is indicated by (a) the first letter 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.
- E9. When a piece makes a capture, an x is inserted between (a) the first letter of the name of the piece in question and (b) the square of arrival. Examples: Bxe5, Nxf3, Rxd1.  
When a pawn makes a capture, the file of departure must be indicated, then an x, then the square of arrival. Examples: dxe5, gxf3, axb5. In the case of an "en passant" capture, the square of arrival is given as the square on which the capturing pawn finally rests and "e.p." is appended to the notation. Example: exd6 e.p.
- E10. 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 the square of departure, and (c) the square of arrival.
  2. If both pieces are on the same file: by (a) the first letter of the name of the piece, (b) the rank of the square of departure, and (c) the square of arrival.
  3. If the pieces are on different ranks and files, method (1) is preferred.
- In the case of capture, an x must be inserted between (b) and (c).  
Examples:

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.

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.

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.

If a capture takes place on the square f3, the previous examples are changed by the insertion of an x: (1) either Ngxf3 or Nexf3, (2) either N5xf3 or N1xf3, (3) either Nhxf3 or Ndx3, as the case may be.

- E11 If two pawns can capture the same piece or pawn of the opponent, the pawn that is moved is indicated by (a) the letter of the file of departure, (b) an x, (c) the square of arrival. Example: If there are white pawns on squares c4 and e4 and a black pawn or piece on the square d5, the notation for White's move is either cxd5 or exd5, as the case may be.
- E12 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, f8N, b1B, g1R.
- E13 The offer of a draw shall be marked as (=).

Essential abbreviations:

|         |   |
|---------|---|
| 0-0     | castling with rook h1 or rook h8 (kingside castling)  |
| 0-0-0   | castling with rook a1 or rook a8 (queenside castling) |
| x       | captures  |
| +       | check   |
| ++ or # | checkmate   |
| e.p.    | captures "en passant"                                 |

**It is not mandatory to record the check, the checkmate and capturing on the scoresheet.**

Sample game: 1. e4 e5 2. Nf3 Nf6 3. d4 exd4 4. e5 Ne4 5. Qxd4 d5 6. exd6 e.p. Nxd6 7. Bg5 Nc6 8. Qe3+ Be7 9. Nbd2 0-0 10. 0-0-0 Re8 11. Kb1(=)

## **F. Rules for play with Blind and Visually Handicapped Players**

- F1. Tournament directors shall have the power to adapt the following rules according to local circumstances. In competitive chess between sighted and visually handicapped players (legally blind) either player may demand the use of two chessboards, the sighted players using a normal chessboard, the visually handicapped player using one specially constructed. The specially constructed chessboard must meet the following requirements:
- at least 20 by 20 centimetres;
  - the black squares slightly raised;
  - a securing aperture in each square;
  - every piece provided with a peg that fits into the securing aperture;

- e. pieces of Staunton design, the black pieces being specially marked.

F2 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 **or Alfred**  
B-Bella **or Benjamin**  
C-Cesar **or Charles**  
D-David **or David**  
E-Eva or **Edward**  
F-Felix **or Frederick**  
G-Gustav **or George**  
H-Hector **or Harry**

Ranks from white to black shall receive the German numbers:

1-eins **or one**  
2-zwei **or two**  
3-drei **or three**  
4-vier **or four**  
5-fuenf **or five**  
6-sechs **or six**  
7-sieben **or seven**  
8-acht **or eight**

Castling is announced “Lange Rochade” (German for long castling) or “**Castling Queen side**” and “Kurze Rochade” (German for short castling) or **Castling King side.**

The pieces bear the names: Koenig **or King**, Dame **or Queen**, Turm **or Rook**, Laeufer **or Bishop**, Springer **or Knight**, Bauer **or Pawn.**

2. On the visually handicapped player’s chessboard a piece shall be considered “touched” when it has been taken out of the securing aperture.
3. A move shall be considered “executed” when:
  - a. in the case of a capture, the captured piece has been removed from the chessboard of the player whose turn it is to move;
  - b. a piece is placed into a different securing aperture;
  - c. the move has been announced.Only then the opponent’s clock shall be started.  
As far as points 2 and 3 are concerned the normal rules are valid for the sighted player.
4. A specially constructed chess clock for the visually handicapped 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.
- 5. The visually handicapped player must keep score of the game in Braille or longhand or record the moves on a tape recorder.
- 6. A slip of the tongue in the announcement of a move must be corrected immediately and before the clock of the opponent is started.
- 7. If during a game different positions should arise on the two chessboards, they must be corrected with the assistance of the controller 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.
- 8. If, when such differences occur and the two game scores are found to differ, the moves shall be retraced to the point where the two scores agree and the controller shall readjust the clock accordingly.
- 9. The visually handicapped player shall have the right to make use of an assistant who shall have any or all of the following duties:
  - a. Make either player's move on the chessboard of the opponent.
  - b. Announce the moves of both players.
  - c. Keep the game score of the visually handicapped player and start his opponent's clock, (keeping rule 3.c in mind).
  - d. Inform the visually handicapped player only at his request of the number of moves completed and the time used up by both players.
  - e. Claim the game in cases where the time limit has been exceeded and inform the controller when the sighted player has touched one of his pieces.
  - f. Carry out the necessary formalities in cases where the game is adjourned. If the visually handicapped 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 9a and b.

**G. There is a proposal to add the Rules for Random Chess960 If it is agreed we can discuss the rules of it.**

**Chess960 Rules**

**G1** 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.

**G2 Starting position requirements**



- a. 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:
- b. The king is placed somewhere between the two rooks.  
The bishops are placed on opposite-colored squares.  
The black pieces are placed equal-and-opposite to the white pieces.
- c. The starting position can be generated before the game either by a computer program or using dice, coin, cards, etc.

### **G3 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**

##### *Proposal 1:*

- 1. 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:
- 2. Double-move castling: By on one turn making a move with the king and a move with the rook.
- 3 Transposition castling: By transposing the position of the king and the rook.
- 4 King-move-only castling: By making only a move with the king.
- 5 Rook-move-only castling: By making only a move with the rook.

##### *Proposal 2:*

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 to ending position, and then the king be placed on his final square.

After castling, the rook and king's final positions are exactly the same positions as they would be in standard chess.

*This part could be added to clarify things:*

*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**

Note: To avoid any misunderstanding, it may be useful to state "I am about to castle" before castling.

Note: In some starting positions, the king or rook (but not both) do not move during castling.

Note: In some starting positions, castling can take place as early as the first move.

Note: 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.

Note: 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.

## Appendix 4:

### Proposal for New Version of FIDE Rating Regulations

Proposal for New Regulations to be discussed before and in Dresden Congress 2008  
Comments sent will be included in the document at least once a week.

Send comments to [mikko.markkula@pp.inet.fi](mailto:mikko.markkula@pp.inet.fi)

The text is from FIDE web site, and should be the correct current version.

*Red italic* is to mark corrections and clarifications of the present regulations

*Blue italic* is to mark proposals and comments of Mikko Markkula

*Green Italic* is to mark proposals and comments by other people (name in comment)

### FIDE Rating Regulations

Approved by the 1982 General Assembly, amended by the General Assemblies of 1984 through 2004.

#### 0.0 Introduction

The basic data for measurement of chess performances must be broad and ample. Play will be rated by

FIDE when it takes place in a FIDE registered competition and meets all the following requirements.

0.1 The following regulations shall be altered by the General Assembly upon recommendation of the Qualification Commission.

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.

*Comment/proposal by MM*

*Why not January 1?*

0.2 In principle, all important events should be rated. All top level tournaments may be rated by FIDE

even if no rating report is submitted by the federation of the territory in which the event is held.

*Comment/proposal by MM*

*Tournaments organized by a private organizer in another federation's territory, who should report, who should pay?*

*It is clear that all important tournaments have to be rated, but who is responsible for costs?*

*Pre-registration does not work reliably now. Pre-registration should be possible only by federation rating officers, the reporting possible only on registered tournaments.*

#### 1.0 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.

Examples of ways in which 1.11 can be achieved include:

All the moves in two hours.

40 moves in 75 minutes, followed by all the moves in 15 minutes but each time a player makes a move an extra 30 seconds is added to his clock time.

40 moves in 90 minutes, followed by all the moves in 30 minutes.

*Comment/proposal by MM*

*I propose to have same rules for players at all playing strengths. Instead I propose to have different K*

*coefficients for games played at different playing rates.*

*If both players have at least 2 hours for 60 moves, with the minimum base time of at least 60 minutes,*

*then full coefficients are used.*

*If both players have at least 1h30min for 60 moves, with the minimum base time of at least 60 minutes,*

*then the coefficients multiplied by 0.8 are used.*

*If both players have at least 60 minutes for 60 moves, then the coefficients multiplied by 0.5 are used.*

*If both players have at least 15 minutes for 60 moves, then the coefficients multiplied by 0.3 are used.*

*This would mean deleting separate rapid chess ratings, and combine all measurements of games played at different rates.*

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 is recommended to be 40 moves. Players benefit from uniformity here.

*Comment/proposal by MM*

*If the playing time is of the format base + increment/move + additional time at a certain time, 60 minutes is the minimum base time.*

## **2.0 Laws to be followed:**

2.1 Play must take place according to the FIDE Laws of Chess.

2.2 Smoking is banned in FIDE-rated events. Smoking is not permitted in the playing hall for the duration of the tournament. This applies to everyone present - players, officials, media representatives and spectators.

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 outdoors.

*Comment/proposal by MM*

*This belongs to Tournament Rules, not here.*

### **3.0 Number of rounds per day:**

3.1 No more than three rounds per day and a total playing time of no more than 12 hours.

*Comment/proposal by MM*

*If faster games are allowed, see my proposal after 1.1, then the number of rounds per day can be higher,*

*12 hours limit may stay, although with incremental time, a round that is planned to last maximum 6 hours*

*may get longer, then two rounds may be more than 12 hours.*

### **4.0 Duration of the event:**

4.1 A period not greater than 90 days.

4.11 leagues may be rated which last for a period greater than 90 days.

*Comment/proposal by MM*

*For example club tournaments can be approved, although they last, for example, from autumn to spring.*

*These tournaments have to be pre-registered and pre-approved.*

*The ratings used for calculations in these cases may be those at the start of the tournament, or those*

*valid at the time of each game. The rating server needs some modification to use different ratings for the*

*same player during the long tournament.*

### **5.0 Unplayed games**

5.1 Whether these occur because of forfeiture or any other reason, they are not counted.

*Comment/proposal by MM*

*If the walkover is caused by medical or other acceptable reasons, then it is clear that the game should*

*not be rated, just a no-show should be penalized by loss of rating, it is another story, whether the winner*

*by w.o. should gain points?*

### **6.0 Composition of the tournament**

6.1 If an unrated player scores zero or half in his first event, his score and that of his opponents

against him are disregarded.

*Comment/proposal by MM*

*This may be necessary in round-robin tournaments, but 0,5/3 in a Swiss may be a good result. If in a*

*round-robin tournament one player scores 0, and is removed from the table, it may cause that the next*

*player has 0 and is also removed, and so on.*

*Ra-736 is a very low performance rating (result 0), if cumulative rating for new players is used, it could be included.*

6.2 The results in events involving preliminaries and finals or play-offs are pooled.

*Comment/proposal by MM*

*I prefer the wording "may be pooled". This has no significance now that We is calculated game by game*

*and not using opponents' average ratings.*

6.3 In a round robin tournament at least one-third of the players must be rated.

6.31 If the event has less than 10 players, at least 4 must be rated.

6.32 In a double round tournament with unrated participants, there must be at least 6 players, 4

of whom must be rated.

6.33 National Championships played as round robins shall be rated if at least 3 men (or 2

women in events exclusively for women) participants had official FIDE Ratings before the

beginning of the tournament.

*Comment/proposal by MM*

*Is the iteration method for round-robin still necessary? I would like to know how many round-robin*

*tournaments with fewer than 50 percent rated players are rated annually. Should we give up the different*

*handling of round-robins and Swisses?*

6.4 In a Swiss or team event (except Scheveningen matches), only the games against rated

opponents are counted. Scheveningen tournaments/matches in which more than one unrated

player participates will not be rated.)

*Comment/proposal by MM*

*If Scheveningen matches are approved to be rated, the system is the same as for Swiss tournaments.*

*Comment/proposal by MM*

*For the moment, a rated player has no risk concerning the ratings when playing against an unrated*

*player, this has clearly caused "selling" draws and even full points in situation when a rated player has*

*lost the chances to get a prize in the tournament.*

*I propose to have all games rated, using the rating floor for unrated players, or, if the unrated player has*

*a better provisional, but not published rating, that rating, corrected with the result of the new player in the*

*tournament, requires at least three rated opponents.*

*It means that first ratings for unrated and previously provisionally rated players are calculated. Then, for*

*the ratings for the previously rated players, these ratings for unrated or provisionally rated players are*

*used.*

For rated players, all games against rated opponents are counted.

For unrated players, results are only counted if the player meets at least three rated opponents

in the event.

In the case of a round robin tournament where one or more games are unplayed, the results of the tournament are to be reported for rating as for a Swiss system tournament.

*Comment/proposal by MM*

*Should we give up the different handling of round-robins and Swisses?*

6.5 Where a match is over a specific number of games, those played after one player has won shall not be rated.

*Comment/proposal by MM*

*I would like to have statistics of rated matches from the past years to see how many they are.*

## **7.0 Registration of events to be rated**

7.1 As in B.03. Events not pre-registered will not be rated.

*Comment/proposal by MM*

*The pre-registration with all the required data is now a bit problematic, it should be possible to register a tournament, and only after the tournament is started, it is known whether the tournament has multiple groups, whether it is a round-robin, or Swiss and so on.*

*The basic parameters of a tournament to be rated must be pre-registered, if a tournament is registered, then the results, or information that the tournament was cancelled, have to be reported.*

## **8.0 Submission of reports**

8.1 As in B.01 article 7, except 7.2 is ignored where inapplicable.

*Comment/proposal by MM*

*This article refers to a now non-existent article.*

*The problem with late submissions is a separate issue. It may harm players' rights, for example, titles approved conditionally on rating. Titles based on rating (for example, FM) may be decided at the publication of a rating list, then a tournament submitted late can change the rating and so on.*

*The dead line of tournaments must be clearly defined: for example, tournaments that are finished at the latest 15 days before the list date, are included in the list, provided that the results are submitted to ratings at the latest 7 days before the list date. If the tournaments of the period are submitted by at the latest 7 days before the list date, then there is no penalty. If the results are submitted later, then the results are late for the list, and there is a substantial penalty.*

*Official FIDE events can be included in the list even if they finish one day before the list date, that has to be clearly communicated to the participants at the start of the tournament.*

## **9.0 Official FIDE Rating List:**

9.1 The Qualification Commission shall prepare a list four times a year which incorporates the rated

play during the rating period into the previous list. This shall be done using the rating system

formula based on the percentage expectancy curve and derived from the normal distribution

function of statistical and probability theory.

9.11 The list published 1.1 is used for events commencing 1.1-31.3.

The list published 1.4 is used for events commencing 1.4-30.6.

The list published 1.7 is used for events commencing 1.7-30.9

The list published 1.10 is used for events commencing 1.10-31.12.

9.12 The following data concerning each player whose rating exceeds 1400 as of the current list:

*Comment/proposal by MM*

*Instead of fixed figure, use "floor"*

FIDE title, Federation, Current Rating, ID Number, Number of games rated in the rating period and Birthdate.

*Comment/proposal by MM*

*Now only Year of Birth.*

The current value of k for the player and over how many games this has been played when

k = 25 (see 10.52).

*Comment/proposal by MM*

*K value is not shown, neither is the number of games shown for players with K=25.*

9.13 The closing dates for receipt of information for a particular list are usually one month

before the publication of that list.

9.13a Rated play received after the closing date will not normally be included in computation for the rating list in question.

*Comment/proposal by MM*

*See the comment in 8.1. The rules must be clear, no decision afterwards.*

9.14 A rating for a player new to the list shall be published only if it meets the following criteria:

9.14a If based on results obtained under 6.3., a minimum of 9 games.

*Comment/proposal by MM*

*Do we need the iteration? The number of games should be higher, for example, 14, or even 24.*

9.14b If based on results obtained under 6.4., a minimum of 9 games played against rated opponents.

*Comment/proposal by MM*

*The number of games should be higher, for example, 14, or even 24.*

9.14c The condition of 9 games need not be met in one tournament: results from other events, played within the same or next 7 rating periods, are pooled to obtain the initial rating.

*Comment/proposal by MM*

*I prefer cumulative calculation, instead of weighted average.*

*Comment/proposal by MM*

*Define the rating period, is it 1.1.-31.3. etc, or 1.12.-28.2. etc?*

9.14d

If based on results obtained in the Olympiad, a Continental Team Championship or World

Team Championship, a minimum of 7 games.

9.14e If a player is a member of the IBCA, ICSC or IPCA, a minimum of 7 games.



*Comment/proposal by MM*

*This and other special rules for ratings from the tournaments should be reviewed.*

9.2 Players who are not to be included on the list:

9.21 Players whose ratings drop below 1401 are listed on the next list as 'delisted'.

Thereafter

they are treated in the same manner as any other unrated player.

9.22 Unrated titled players are published in a separate list concurrently with the list of rated

titled players.

9.23 Inactive players are not included on the list but nonetheless are considered rated at their

most recent published rating for rating and title result purposes.

9.23a Players are considered to commence inactivity if they play fewer than 4 rated games in a one year period.

9.2.3b Inactive players are shown on the next 7 rating lists after starting being considered

inactive. Their names are then flagged as inactive in the alphabetical section of the rating list and removed from the national federation's lists which would contain only the list of active players.

9.2.3c A player regains his activity if he plays at least 4 rated games in a one year period and he is then listed on the next list.

9.2.3d For the purposes of the FIDE rating list ranking of top players, a player who is inactive over a 12 month period of inactivity on the rating list will no longer appear on the top list.

*Comment/proposal by MM*

*Use the expression "current floor" instead of a fixed figure. Change to one figure, floor is now even, here*

*it is floor+1. (9.21)*

*Comment/proposal by MM*

*The information above is generally out of date. It refers to characteristics of a printed list*

9.3 The Qualification Commission shall move to monthly rating lists on 1 July of the year following a

decision to do so by the Presidential Board. The above regulations shall be amended as follows:

The list published on the 1<sup>st</sup> of the month shall be effective between the first and the last day of that month.

9.31 The name of each player whose rating exceeds 1400 shall be published.

*Comment/proposal by MM*

*Use "floor" instead of a fixed figure*

9.32 The closing date for receipt for information will normally be the end of the month, 30 days

before the next list.

*Comment/proposal by MM*

*See the proposal for dead lines in Article 8.*

9.33 Players whose rating drops below 1401 will be listed in the next list as 'delisted'.

Thereafter they will be treated in the same manner as any other unrated player.

*Comment/proposal by MM*

*Use "floor" instead of a fixed figure*

## **10.0 The working of the FIDE Rating System**

The FIDE Rating system is a numerical system in which percentage scores are converted to rating differences and vice versa. Its function is to produce scientific measurement information of the best statistical quality.

10.1 The rating scale is an arbitrary one with a class interval set at 200 points. The tables that follow show the conversion of percentage score 'p' into rating difference 'd<sub>p</sub>'. For a zero or 100% score d<sub>p</sub> is necessarily indeterminate. The second table shows conversion of difference in rating 'D' into scoring probability 'P<sub>D</sub>' for the higher 'H' and the lower 'L' rated player respectively. Thus the two tables are effectively mirror-images.

*Comment/proposal by MM*

*0 % = -736, 100 % = +736.*

(a) The table of conversion from percentage score, p, into rating differences, d<sub>p</sub>

| P   | d <sub>p</sub> | p   | d <sub>p</sub> | p   | d <sub>p</sub> | p   | d <sub>p</sub> | p    | d <sub>p</sub> |      |      |
|-----|----------------|-----|----------------|-----|----------------|-----|----------------|------|----------------|------|------|
| 1.0 | .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  |      |
| .84 | 284            | .67 | 125            | .50 | 0              | .33 | -125           | .16  | -284           |      |      |

(b) Table of conversion of difference in rating, D, into scoring probability P<sub>D</sub>, for the higher, H, and the lower, L, rated player respectively.

| D     | P <sub>D</sub> | D   | P <sub>D</sub> | D   | P <sub>D</sub> | D       | P <sub>D</sub> |     |         |     |     |
|-------|----------------|-----|----------------|-----|----------------|---------|----------------|-----|---------|-----|-----|
| Rtg   | Dif            | H   | L              | 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 |
| 26-32 | .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 over 735 1.0 .00

84-91 .62 .38 189-197 .75 .25 329-344 .88 .12

10.2 Determining the Rating 'R<sub>u</sub>' in a given event of a previously unrated player.

10.21 If an unrated player scores less than one point in his first rated event, his score is disregarded.

First determine the average rating of his competition 'R<sub>c</sub>'.

(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<sub>c</sub>' is also the tournament average 'R<sub>a</sub>' determined as follows:

(i) Determine the average rating of the rated players 'R<sub>ar</sub>'.

(ii) Determine p for each of the rated players against all their opponents. Then determine d<sub>p</sub> for each of these players. Then determine the average of these d<sub>p</sub> = 'd<sub>pa</sub>'.

(iii) 'n' is the number of opponents.

$$R_a = R_{ar} - d_{pa} \times n / (n+1)$$

*Comment/proposal by MM*

*Do we need the iteration? I prefer the same procedure for round-robins and Swisses.*

10.22 If he scores 50%, then R<sub>u</sub> = R<sub>c</sub>

10.23 If he scores more than 50%, then R<sub>u</sub> = R<sub>c</sub> + 12.5 for each half point scored over 50%

10.24 If he scores less than 50% in a Swiss or team tournament: R<sub>u</sub> = R<sub>c</sub> + d(p)

10.25 If he scores less than 50% in a round-robin: R(u) = R(c) + d(p) x n/(n+1).

*The formulas are partially incorrect:*

*10.23 in round-robin R<sub>c</sub> should be R<sub>a</sub>.*

*10.25 should read R<sub>u</sub>=R<sub>c</sub>+d(p) x n/(n+1)*

*Comment/proposal by MM*

*The asymmetry of the correction term in results under 50% and over 50% is not fair. The results should*

*be cumulated (until at least 9 games) by calculating the average of all opponents so far, and the results*

*against all opponents.*

*Example: A player scores 3 points out of 4 against 4 rated players with the average of 2100, his rating*

*from this tournament is 2125, in the next tournament, he plays against 4 games again against the same*

*average of players and scores 1 out of 4, from this tournament his rating is 1907, according to the*

*present system, his cumulative rating would be 2016, it should be 2100, as it would be with the*

*cumulative method.*

10.3 The Rating R<sub>n</sub> which is to be published for a previously unrated player is then determined by

taking the weighted average of all his R<sub>u</sub> results. e.g. A player has R<sub>u</sub> results of 2280 over 5

games, 2400 over 10 games and 2000 over 5 games:

$$R_n = [ 2280 \times 5 + 2400 \times 10 + 2000 \times 5 ] / 20 = 2270.$$

*Comment/proposal by MM*

*I prefer cumulative calculation instead of weighted average.*

10.31 Where a player's first result(s) is less than 1401, or the FIDE rating floor at the time of the

event, the result(s) is ignored.

*Comment/proposal by MM*

*Is this OK? If a player thinks he will get a low initial rating, it is better to lose on purpose to avoid bad*

*initial rating. Use "floor", no exact figures, the same figures not 1400 and 1401, as it is now.*

10.32  $R_n$  for the FIDE Rating list (FRL) is rounded off to the nearest 1 or zero.

10.33 Only  $R_n \geq 1401$ , or the FIDE rating floor at the time of the event, are considered.

*Comment/proposal by MM*

*Use "floor", no exact figures, the same figures not 1400 and 1401, as it is now.*

10.4 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.

10.5 Determining the rating change for a rated player:

*Comment/proposal by Stewart Reuben*

*10.51 For unrated players,  $R_u$  as determined in 10.22 is used. In Swisses,  $R_u$  is not used to determine*

*ratings of other unrated players.*

*10.52 For each game played against a rated player, determine the difference in rating between the*

*player and his opponent,  $D$ . A difference in rating of more than 350 points shall be counted for rating*

*purposes as though it were a difference of 350 points (compare 10.55).*

10.51. For each game played against a rated player, determine the difference in rating between the

player and his opponent,  $D$ .

A difference in rating of more than 350 points shall be counted for rating purposes as though it were a difference of 350 points (compare 10.54).

*Comment/proposal by MM*

*Increase it to 400 or remove the limit totally.*

(a) Use table B.02.10.1 (b) to determine the player's score probability PD.

(b)  $\Delta R = \text{score} - PD$ . 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.

10.52.  $K$  is the development coefficient.

$K = 25$  for a player new to the rating list until he has completed events with a total of at least 30 games.

$K = 15$  as long as a player's rating remains under 2400.

$K = 10$  once a player's published rating has reached 2400, and he has also completed events with a total of at least 30 games. Thereafter it remains permanently at 10.

*There is some confusion about when the  $K$  is changed, there have been cases where player has had*

*erroneously games rated, resulting his  $K$  to be changed, the correction has been difficult.*

*The wording*

*does not clearly say whether the coefficient changes in the middle of a period, or only after the rating has*

*been published.*

*Comment/proposal by Stewart Reuben*

*Varying  $K$  is currently under review.*

*Comment/proposal by MM*

Minimum  $K$  should be 20 (see Elo's theoretical document),  $K$  should be dependent of the number of games the player has played (Elo's theory).  $K$  could be dependent on the rating at the start of the tournament.

$K$  may vary based on playing speed, see comment after 1.1.

10.53  $R_n$  is rounded off to the nearest 1 or 0

*Comment/proposal by Stewart Reuben*

10.54 Scheveningen tournaments/matches are not rated if more than one unrated player participates.

*Comment/proposal by MM*

This is already in 6.4

10.54. 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.

*Comment/proposal by Stewart Reuben*

10.55a Where this is the first event for an unrated player who scores 0 or  $\frac{1}{2}$ , then the results of this player are ignored.

*Comment/proposal by MM*

See my comment in 6.1.

What follows shows the methodology.

*Comment/proposal by MM*

The example assumes that iteration is still used.

player Rate W p dp Rc Ru Rc

new

Ru

new

D PD We Kchg

A 2600 8 .89 351 2320 2336 234 .79 7.11 +8.9

B 2500 7 .78 220 2331 2354 156 .71 6.39 +6.1

C U 7 2348 2411 2351 2414

D 2400 6 .67 125 2342 2344 56 .58 5.22 +7.8

E U 6 2348 2386 2348 2386

F 2150 4 .44 -43 2370 2359 -209 .23 2.07 +28.95

G 2300 3 .33 -125 2353 2353 -53 .43 3.87 -13.05

H U 2 2348 2150 2337 2139

I U 1 2348 2032 2305 1989

J 2300 1 .11 -351 2353 2353 -53 .43 3.87 -43.05

$R_{ar} = 2600 + 2500 + 2400 + 2150 + 2300 + 2300$  divided by 6

**$R_{ar} = 2375$**

$d_{pa} = 351 + 220 + 125 - 43 - 125 - 351$  divided by 6

**$d_{pa} = 29.5$**

$R_a = 2375 - 29.5 \times 9/10$

**$R_a = 2348$**

For Player C  $R_u = 2348 + 5 \times 12.5 = 2411$

For Player E  $R_u = 2348 + 3 \times 12.5 = 2386$

For Player H  $R_u = 2348 - 220 \times 0.9 = 2150$

For Player I  $R_u = 2348 - 351 \times 0.9 = 2032$

However, Player I is more than 350 points below players A, B, C, D, E.

Player H is more than 350 points below A.

**Player C**, I counts as  $2061.2061-2032=29.29/9=3$   $R_c(\text{new})= 2351$

**Player E**, I counts as 2036  $R_c(\text{new})= 2348$

**Player H**, A counts as 2500  $R_c(\text{new})= 2337$

**Player I**, A, B, C, D, E, counts as 2382  $R_c(\text{new})= 2305$

Then the  $\Delta R$  for each of the rated players for each game is determined using  $R_u(\text{new})$  as if an established rating.

F was a poor choice of player for the tournament. He dragged down the average rating too much. If a

player rated 2380 or higher had replaced him, C would achieve a better rating even with one point less.

This is because, for unrated players with plus scores the average rating of the field is extremely

important. Had I's expected score been so poor, he should not have been chosen, everybody suffered.

### **11.0 Reporting Procedures**

11.1 Results should be submitted as in B.01.7. Article 7.2 is ignored where irrelevant.

*Comment/proposal by MM*

*The article refers to a non-existing article in B.01.*

*See my earlier comments on dead lines.*

11.2 The principal information to be reported for a round robin tournament can be found on the

FIDE website. It consists of:

11.21 Identification of the event, including exact dates of beginning and end.

11.22 Specification of the time limit.

11.23 The complete cross-table. This must list the players in final rank order, together with full

first names, titles, federation affiliation and rating. Any change from that appearing on the

current FRL, such as a change in name following marriage, must be carefully annotated.

For

each player, his results against each opponent must be given as 1, 1/2 (or 0.5) or 0. Any result

arising from an unplayed game shall be marked with "+", "-" or "=" where a full point, zero or

half a point have been awarded respectively. An explanation must be given where appropriate.

Any unusual circumstances in the event must also be described.

11.3 The principal information to be reported for a Swiss or team tournament is conveniently grouped

on forms 2 and 3, to be found in the FIDE Handbook or on the web site. It consists of the material listed in 11.2. and also the colour played in a given game. A full cross-table of the

event must also be included.

11.31 Alternatively a computer generated table can be submitted as a rating report. This must

show  $R_{ar}$ ,  $n$  and  $W$ . For unrated players where  $n$  is less than 3, zero should be entered in the  $R_{ar}$  column.

A column for  $W-W_e$  should also be included (i.e. the rating increment before application of  $K$ ). For an unrated player who meets at least 3 rated opponents, his  $R_u$  should be

given even if this is less than 1601.

*Comment/proposal by MM*

*Use the floor, now 1400.*

A federation wishing to submit results in this form should consult the Rating Administrator beforehand so that there can be test runs of the program.

11.4 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.

11.5 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.

## **12.0 Monitoring the Operation of the Rating System**

12.1 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.

12.2 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.

12.3 Part of the responsibilities of the Rating System Administrator is to detect any drift in the rating

scale.

## **13.0 The requirements for the FIDE Rating System Administrator**

13.1 A sufficient knowledge of statistical probability theory as it applies to measurements in the physical

and behavioural sciences.

13.2 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.

13.3 To be able to advise and assist any FIDE member federation in the establishment of a national

rating system

13.4 To display a level of objectivity comparable to that of an FIDE Arbiter.

#### **14.0 Some comments on the Rating system**

14.1 The following formula gives a close approximation to tables 10.1a/b.

$P = 1/(1 + 10^{-[D/400]})$ . However the tables are used as shown.

14.2 Tables 10.1a/b are used precisely as shown, no extrapolations are made to establish a third significant figure.

14.3 K is used as a stabilising influence in the system. When K = 10, the rating turns over in

approximately 75 games, K = 15, 50 games, K = 25 it is 30 games.

14.4 The system has been devised to enable players to verify their ratings readily.

#### **15.0 Rapid Ratings**

a. Players who have reached a minimum ELO of 1600 shall be rated under the rapid rating list.

b. The value of the K factor shall be determined by the rating administrator.

c. To differentiate the ratings from rapid chess games from ratings obtained from normal chess

games, the ratings from rapid games shall be denoted by the first 3 digits.

*Comment/proposal by Stewart Reuben*

*The regulations for this type of chess are under review currently.*

*Comment/proposal by MM*

*See my comment in 1.1.*

#### **16.0 Inclusion in the Rating Lists.**

16.1 To be included in the FRL or FIDE Rapidplay Rating list, a player must be a member of national

chess federation which is a member of FIDE. That is, the federation must not be temporarily or

permanently excluded from membership.

16.2 It is the responsibility of national federations to inform FIDE if players should not be included in the

FRL, FRRL.

16.3 Any player excluded either from rating list because he is unable to obtain membership of a national

federation, may apply to FIDE for special dispensation to be included.



## Appendix 5:

### Proposal for New Version of International Title Regulations of FIDE

Proposal for New Regulations to be discussed before and in Dresden Congress 2008  
Comments sent will be included in the document at least once a week.

Send comments to [mikko.markkula@pp.inet.fi](mailto:mikko.markkula@pp.inet.fi)

The text is taken from FIDE web site and QC minutes, should be the current correct version.

*Red italic* is to mark corrections and clarifications of the present regulations

*Blue italic* is to mark proposals and comments of Mikko Markkula

*Green italic* is to mark proposals and comments by other people (name in comment)

### International Title Regulations of FIDE

As approved by the 1982 General Assembly and amended by the General Assemblies of 1984 to 2004.

#### 0.0 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 Titles and Ratings Committee and then by the Qualification Commission.

0.21 Any such changes shall only be made every fourth year, commencing from 2004 (unless Committee and Commission agree 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

FIDE Titles and Ratings Committee:

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), Honorary Grandmaster (HGM), Honorary Master (HM).

*The list of titles should be reviewed. In 2002 there was a proposal to remove HGM and HM titles. After*

*Executive Board and General Assembly the titles were kept in the list. After July 1, 2003 only one*

*HGM title has been awarded, even that caused a long debate in the QC.*

*In 2007 there was a discussion about two proposed HGM titles in Antalya. FIDE has the opinion to*

*give up awarding HGM and HM titles.*

*In the discussion also a new title above the GM title was proposed.*

*Comment/proposal by Stewart Reuben:*

*Elite GM, see later, performance requirement 2801, rating requirement 2700, the results are valid only*

*for players winning the tournament (if tied, up to three), or clear second place.*

*Comment/proposal by MM*

*If HGM and HM titles are removed from the list, I propose to have a possibility to award GM, IM, WGM*

*and WIM titles to players with a long successful career, although the requirements for the title are not*

*completely fulfilled. The title can be awarded with a wide majority in the QC, other special*

*requirements, for example, age and high rating could be imposed. This would help some players to*

*get the respect they deserve and usually have in their own countries.*

0.32 Titles for chess composition, the judging unit being the Permanent Commission of FIDE

for Chess Compositions: Grandmaster of Solving (GS), International Master of Solving (IMS), FIDE Master of Solving (FMS); Grandmaster of Composing (GMC), International Master of Composing (IMC), FIDE Master of Composing (FMC); International Judge of Chess Composition (IJCC).

0.33 Titles for correspondence chess, the judging unit being the International Correspondence Chess Federation (ICCF).

0.34 Chess Instructor Title, the judging unit being the FIDE Trainer's Committee.

0.35 International Organizer (IO) Title, the judging unit being the FIDE Organizer's Committee.

0.36 Titles awarded for meritorious activity other than practical play. Such titles have the object of bestowing honours and shall be awarded by the General Assembly.

*Comment/proposal by MM*

*This article does not belong here, see the introduction in 0.3.*

0.4 The titles are valid for life from the date awarded or registered.

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 Commission and final action by the General Assembly.

*Comment/proposal by MM*

*The title is officially valid from the date all requirements are met, it is the application, if the title is based*

*on an application (not automatic title), has been published on FIDE web or other official FIDE documents*

*for at least 60 days, the first and last day published included.*

*The title can be used for results by opponents only in tournaments starting after the confirmation.*

*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 The Award of Titles

0.51 Titles in 0.31 are awarded for specific results in specific Championship events; or are awarded on achieving a rating as laid down in these regulations. Such titles are registered by the Chairman of the Qualification Commission on advice by the FIDE Office;

or are awarded by the General Assembly on recommendation by the Qualification Commission that the candidate meets the requirements.

0.52 The Presidential Board or Executive Board may award titles under 0.31, or 0.34 in clear

cases only, after consultation with the appropriate chairman.

0.53 For 0.33, the ICCF both judges and awards the titles; upon receiving the report of the

award, the General Assembly shall confirm the title.

0.54 The date a title is awarded is the date of the last norm or the date of fulfilling the necessary rating.

*Comment/proposal by MM*

*See comments after 0.41*

0.6 Members of the Qualification Commission are:

0.61 Elected by the General Assembly for the same period of office as the FIDE President.

They shall include president or chairman, a vice-chairman, a secretary and five experts.

0.62 Members due to their office: The Presidential Board, the Zone Presidents of FIDE and

the FIDE Rating System Administrator.

0.63 The Commission usually makes its decisions in the sessions immediately preceding the

opening of the General Assembly.

0.64 A Zone President may give his proxy to a representative.

0.65 The method of voting is as stipulated in Art. 4.7, 4.8, and 4.9 of the FIDE Statutes.

0.66 In exceptional circumstances, the Commission may recommend a title by correspondence voting.

*Comment/proposal by MM*

*The whole paragraph should be in FIDE statutes. The QC should consist of experts, as proposed by*

*Leong in the proposal for restructuring the Committees/Commissions.*

*The commissions and committees should be experts panels. The opinions of zones and continents are*

*possible in EB and GA.*

*No federation may have more than member in the commission, the members should, as much as*

*possible, represent different continents and different types of federation (small and big, weak or strong),*

*but first of all, they have to have a thorough knowledge of the regulations, and have sufficient*

*understanding of mathematics and statistics.*

## **1.0 Requirements for titles designated in 0.31**

1.1 Administration

1.11 Play to be governed by the FIDE Laws of Chess and FIDE Tournament Rules

*Comment/proposal by MM*

*The tournament system has to be a fair one. Tournaments where the composition is changed (without*

*FIDE approval) during the tournament or those where players have different conditions in terms of*

*rounds and pairing are not valid.*

1.12 That there be no more than twelve hours play in one day.

*Comment/proposal by MM*

*This restriction is a little unclear for the moment. If there are two rounds per day following the present FIDE time limits (1h30min + 30 minutes at 40 move with 30 seconds increment), there is a chance that in a worst case a player having two long games (over 120 moves) could end with playing more than 12*

*hours. To reject a title result in that case would be unfair.*

*How about different time requirements for GM/WGM and IM/WIM tournaments?*

1.13 That no more than two rounds be played on any one day.

1.14 Without an increment of a minimum of 30 seconds for each move, the minimum time is 2

hours and 30 minutes.

With an increment of a minimum of 30 seconds for each move, the minimum time is 120 minutes in which to complete all the moves, based upon a game lasting 60 moves.

1.14a Examples of standard chess include:

- All the moves in 90 minutes, but for each move a player receives an extra 30 seconds added to his clock time.
- 40 moves in two hours, followed by all the moves in one hour.
- 40 moves in two hours, 20 moves in one hour, followed by all the moves in 30 minutes.
- 40 moves in two hours, 20 moves in one hour, followed by 15 minutes plus 30 seconds per move to finish the game.

*Comment/proposal by MM*

*If time limit is based on a base time and increment at a certain number of moves, the minimum base time*

*should be at least one hour (60 minutes).*

*Then 60 minutes and 60 seconds/move would be valid.*

1.15 The event must be played within a period of 90 days.

An exception may be made for leagues and national team championships, which last for a period greater than 90 days. The Rating List in effect at the start of the competition shall be used for title purposes.

*Comment/proposal by MM*

*I propose that either the list valid at the start of the competition, or ratings valid at the time of the games*

*can be used. There are examples of players raising their rating by more than 150 points from July list*

*one year to April list next year. The opponents playing this rising star at the end would suffer too much.*

1.16 The tournament shall be conducted by an International Arbiter. Failing that, by a FIDE

Arbiter. Failing that, supervised by an International Arbiter.

*Comment/proposal by MM*

*The term "supervised" is obscure. Remove the text after "FIDE Arbiter".*

*In national championships a national arbiter is sufficient?*

1.2 Titles achieved from International Championships:

*Comment/proposal by MM*

*The list of titles awarded automatically (registered) from various tournaments has to be reviewed*

*thoroughly.*

*Some of the titles were very useful and necessary for some federations areas without the chance to*

*have titles otherwise than in zonals/subzonals. Some zones do not have zonal tournaments any longer, and players from these zones do not have this easier possibility. The regulations now allow to have IM/WIM titles in zonals played as round-robin tournaments by achieving 2/3 of the points with at least 9 rounds, there is no requirement for the strength of the tournament. An inconsistent situation is also that in a zonal 2/3 is enough for a title, in a continental championship it is not possible.*

*Expression “qualified over the board” (World Cup/Women World Championship) is unclear. There have been requests to interpret this also so that a player who is nominated by the continental president is “qualified”.*

*Application procedure for these registered (“automatic”) titles: The organizer sends official results to FIDE, FIDE sends them to appropriate commission/committee members who send a list of titles achieved to FIDE. FIDE informs the federations concerned. After the federation has committed to pay the title application fee (= “makes an application”), the title is confirmed.*

1.21 As indicated below, a player may gain a title from such an event or, gain a single title

result (norm). The requirements in 1.42, 1.46, 1.47, 1.48 and 1.49 have to be applied.

*Comment/proposal by MM*

*For the moment, the present regulations allow to have, for example, a GM norm without meeting a single*

*GM. The player can get the title with multiple norms of this kind, it is, not playing a single GM, and still*

*gets the title. Usually, a GM norm needs at least some titled players, but for IM title the player may play*

*all games against untitled players!*

*A point to notice is that there is no rating requirement when the title is achieved as in the table below.*

*There is also a typographical error in the tables. The performance requirement for a norm based on performance (in Olympiad, continental etc.) must be the same as in a normal norm, for the moment, it is 2601 or better, 2451 or better, 2401 or better, and 2251 or better. The text in the table is incorrect,*

*instead of 2600+ it should be 2601+, respectively concerning the other titles.*

*Continental Team Championship is not mentioned in the list, at least in Europe the competition is very*

*strong, and a norm as in Olympiad should be possible.*

*There have been several cases where the silver or bronze has been awarded to all players who tie for*

*2<sup>nd</sup> or 3<sup>rd</sup> place. The regulations were to say that these places should be decided, either by tie-breaks,*

*or by play-offs. Another problem has been that in some competitions there have been disputes about the*

*tie-breaks to be applied. If the tournament gives a registered title or norm, should there be a regulation for tie-breaks?*

The minimum score is 35 % for all titles. The result shown is the minimum required. The term 'norm' is explained in 1.4.

*Comment/proposal by Stewart Reuben*

### ***Elite Grandmaster Title on winning the World Championship***

*Comment/proposal by MM*

*How about Women World Championship Winners?*

### **Grandmaster International Master**

#### **GM IM**

World Championship reaching last 16 qualifying over the board

Women's-World Championship winner finalist

runner up = 9 game-norm

World U-20-Championship gold silver, bronze

1<sup>st</sup> = 9 game norm

World Senior Champ. gold silver

Olympiad or Women's Olympiad 9 or more games 2600+ 9 or more games 2450+

= 20 game norm = 20 game norm

Continental Championship 9 or more games 2600+ 9 or more games 2450+

= 20 game norm = 20 game norm

gold = 9 game norm 1<sup>st</sup>, up to 3

Continental U-20 Champ. gold = 9 game norm 1<sup>st</sup>, up to 3

Continental Women's Champ. 9 or more games 2600+ 9 or more games 2450+

= 20 game norm = 20 game norm

Continental Senior Champ. gold = 9 game norm gold

silver, bronze

= 9 game norm

Arab Championship gold = 9 game norm 1<sup>st</sup>, up to 3

Arab U-20 Champ. gold = 9 game norm 1<sup>st</sup>, up to 3

Centroamerican-Caribbean-U-20 gold = 9 game norm 1<sup>st</sup>, up to 3

Southern American-U-20 gold = 9 game norm 1<sup>st</sup>, up to 3

World U-18 Championship gold = 9 game norm 1<sup>st</sup>, up to 3

World U-16 Championship gold = 9 game norm

Continental U-18 Championship gold = 9 game norm

Continental U-16 Championship gold = 9 game norm

World Girls U-20 Champ. gold = 9 game norm

Commonwealth Championship 1<sup>st</sup>, up to 3

Zonal or sub zonal 1<sup>st</sup>, up to 3

9 or more games 2450+

= 20 game norm

9 or more games

> 66,66 % (b)

*Comment/proposal by Stewart Reuben*

*Delete the last item (9 or more games >66,66% (b))*

IBCA-Championship 1<sup>st</sup>, up to 3

ICSC-Championship 1<sup>st</sup>, up to 3

IPCA-Championship 1<sup>st</sup>, up to 3

## **Women-Grandmaster Women International Master**

### **WGM WIM**

Women's World Championship winner GM title qualifying over the board

finalist IM title

reaching last 8

World Girls U-20 Championship gold silver, bronze

Gold 9 game IM norm

1<sup>st</sup> = 9 game norm

Women's World Senior Champ. gold silver

Olympiad or Women's Olympiad 9 or more games 2400+ 9 or more games 2250+

= 20 game norm = 20 game norm

Women's Continental-Champ. 9 or more games 2400+ 9 or more games 2250+

= 20 game norm = 20 game norm

gold 1<sup>st</sup>, up to 3

Girls Continental U-20 Champ. gold = 9 game norm 1<sup>st</sup>, up to 3

Women's Arab Championship gold = 9 game norm 1<sup>st</sup>, up to 3

Girls U-20 Arab Championship gold = 9 game norm 1<sup>st</sup>, up to 3

Girls Centroamerican-Caribbean

-U-20 Championship gold = 9 game norm 1<sup>st</sup>, up to 3

Girls Southern American

U-20 Championship gold = 9 game norm 1<sup>st</sup>, up to 3

World Girls U-18 Championship gold = 9 game norm 1<sup>st</sup>, up to 3

Women's Commonwealth Champ. 1<sup>st</sup>, up to 3

Girls World U-16 Championship gold = 9 game norm

Girls Continental U-18/16 Champ. gold = 9 game norm

Women's zonal or sub zonal 1<sup>st</sup>, up to 3

9 or more games 2250+

20 game norm (a)

9 or more games

> 66,66 % (b)

*Comment/proposal by Stewart Reuben*

*Delete the last item (9 or more games >66,66% (b))*

Women's IBCA-Championship 1<sup>st</sup>, up to 3

Women's ICSC-Championship 1<sup>st</sup>, up to 3

Women's IPCA-Championship 1<sup>st</sup>, up to 3

## **FIDE Master Candidate Master**

### **FM CM**

Olympiad 9 game > 66,66 % 7 game > 50 %

World or Continental-

Team-Championship 7 game > 66,66 % 7 game > 50 %

World U16/14/12/10 Champ. 1<sup>st</sup>, up to 3 silver, bronze

IBCA-, ICSC-, IPCA-World Ch. silver bronze

IBCA-, ICSC-, IPCA-U20-

World Championship 1<sup>st</sup>, up to 3 silver, bronze

Continental, ASEAN or Arab

U-18/16/14/12/10 Championship 1<sup>st</sup>, up to 3 silver, bronze

America's Regional Youth Festival

U-18/16/14/12/10 1<sup>st</sup>, up to 3

Zonal or sub zonal 9 game > 50 % (c) 9 game > 40 % (c)

World Amateur Championship gold 1<sup>st</sup> = or silver

**Women FIDE Master Women Candidate Master  
WFM WCM**

Olympiad 9 game > 66,66 % 7 game > 50 %  
World- or Continental-  
Team-Championship 7 game > 66,66 % 7 game > 50 %  
World U16/14/12/10 Champ. 1<sup>st</sup>, up to 3 silver, bronze  
IBCA-, ICSC-, IPCA-World Ch. 1<sup>st</sup>, up to 3 silver, bronze  
Continental, ASEAN or Arab  
U-18/16/14/12/10 Championship 1<sup>st</sup>, up to 3 silver, bronze  
America's Regional Youth Girls  
Festival U-18/16/14/12/10 1<sup>st</sup>, up to 3  
Zonal or sub zonal 9 game > 50 % (c) 9 game > 40 % (c)  
World Amateur Championship gold 1<sup>st</sup> = or silver

**Remarks:**

(a) Where such an event is played with preliminaries and finals, the results shall be pooled.  
(b) Such an event must be approved by the Presidential Board. Results are pooled as in (a). Where a zonal is an open Swiss, only the highest scoring or the highest placed on tie-break shall be awarded the title.  
(c) As in (b), but where a zonal is an open Swiss only the two highest scoring or the highest placed on tie-break shall be awarded the title.  
1<sup>st</sup> = shared first place.

1.3 Those titles gained by achieving a published rating at some time or other:

1.31 FIDE Master 2300

1.32 Candidate Master 2200

1.33 Women FIDE Master 2100

1.34 Women Candidate Master 2000

*Comment/proposal by MM*

*Many federations do not pay for FM/WFM titles for their players, this causes a problem for the opponents*

*in subsequent competitions. This has already caused a lot of title results getting missed. Should the*

*FM/WFM title be automatic, and the federation is just charged for them. The federation may then charge*

*the players, if the federation regulations say so.*

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 Continental and World Team Championships.

Only 8 games are required for 8 or 9 round Continental and World Team Championships.

Only 8 games are required for the World Knock-out Championship.

*Comment/proposal by MM*



*Maybe 7 rounds should be allowed in 8 and 9 round team championships, the status of Senior Team (for example in Europe) has to be checked.*

*Comment/proposal by Sevan Muradian*

*The number of games could be as low as 5, if other requirements are met. Then achieving the title would mean gathering more results than two or three.*

1.41c Where a player exceeds the norm requirements by one or more full points, then the length of the tournament is considered to be extended by that number of games when the computing the total number of games.

1.42 Games as follows are not included.

1.42a against opponents who do not belong to FIDE-federations or who belong to federations, which are temporarily excluded when the event starts. (see B.2.9.24)

*Comment/Proposal by Stewart Reuben:*

*Delete the text after FIDE-federations.*

*Comment/proposal by MM*

*When a federation gets to a no-service situation, it causes a major problem for the organizer who is organizing a tournament just after the new list is published. The agreement with the player may have been finished months ago, and the player has nothing to do with the arrears of the federation. There has to be a way to allow a player to participate, possibly to make the player or the organizer to pay an extra chargr.*

1.42b against computers

1.42c 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. However, a player may be scheduled to meet an opponent in the last round. He needs to play, but could afford to lose. Then, if the opponent forfeits, the norm shall still count.

1.42d against unrated players who score zero against rated opponents in round robin tournaments.

*Comment/proposal by MM*

*A funny situation was detected in a senior championship in Finland. There was a player who lost all his games in a round robin tournament, when this player was removed from the cross table, there was another who had lost all his games, removing this player caused the same again, and after that the number of players was insufficient!*

*Are there any ideas to fix this? Or, is there any need to fix?*

1.42e A player may ignore his game(s) against any opponents he has defeated, provided this leaves him with at least 9 games, against the required mix of opponents. Nonetheless, the full cross-table of the event must be submitted.

1.42f A player who has achieved a title result before the last round may ignore all games played subsequently, provided he has met the required mix of opponents.

1.42g Tournaments that make changes to favour one or more players (for example by altering the number of rounds, or providing particular opponents, not otherwise

participating in the event.

#### 1.43 Federations of opponents

At least two federations other than that of the title applicant must be included, except for 1.43a-1.43e.

1.43a The finals (but not preliminaries) of national men's championships and also national women's championships. See 1.43b1.

1.43b National team championships.

1.43b1 Title applications must include at least one tournament based on an event other than 1.43a and/or 1.43b.

*Comment/proposal by MM*

*The wording is a little unclear. National championships are also eligible for normal norms. The idea of this article was to require one "normal result", it is not to have all results played in tournaments with too few foreigners as opponents.*

1.43c 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 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.

Otherwise 1.44 is valid.

1.44 Opponents shall be calculated using rounding up to the next whole number ( for example

$10 \times 22\% = 2.2 = 3$ ):

1.44a A maximum of 60% may come from the applicants federation and a maximum of 66% from one federation.

*Comment/proposal by MM*

*Remove the percent calculation example, it is really misleading. Refer to the tables later.*

#### 1.45 Titles of opponents

1.45a At least 50% of the opponents shall be title-holders as in 0.31, excluding CM and WCM.

*Comment/proposal by MM*

*See my comment after 1.3.*

1.45b For a GM norm at least 3 of the opponents must be GMs.

*Comment/proposal by Stewart Reuben*

*For an EGM or GM norm at least 3 of the opponents must be EGMs or GMs, with at minimum of 35 % of the opponents.*

*Comment/proposal by MM*

*At least 3 of the opponents must be GMs, with the minimum of 35% of the opponents.*

1.45c For an IM norm, at least 2 GMs, 2 IMs and 1 GM, or 3 IMs.

*Comment/proposal by MM*

*At least 3 of the opponents must be IMs (GM=1.5IM), with the minimum of 35% of the opponents.*

1.45d For a WGM norm, 2 GMs, or at least 3 from the following group: GM, IM, WGM, FM.

*Comment/proposal by MM*

*At least 3 of the opponents must be WGMs (GM=1.5WGM, IM=1WGM, FM=1WGM), with the minimum of 35% of the opponents.*

1.45e For a WIM norm, 3 WIMs, or 2 WIMs and at least 1 from the following group: GM, IM, WGM, FM; or at least two from this same group.

*Comment/proposal by MM*

*At least 3 of the opponents must be WIMs (GM=2WIM, WGM=1.5 WIM, IM=1.5WIM, FM=1.5WIM), with the minimum of 35% of the opponents.*

1.45f Multi-round tournaments need a minimum of six players, a players title shall only be counted once.

*Comment/Proposal by Stewart Reuben:*

*Add (article numbering would change after this):*

*1.46 Achievement of an EGM norm*

*For a norm to count, the player must finish 1<sup>st</sup> (or 1<sup>st</sup> up to 3 players) or 2<sup>nd</sup> alone in the tournament*

*and a score greater than 50%.*

*Comment/proposal by MM*

*Only double round robins, no more.*

1.46 Rating of opponents

For an example of percentage rounding see 1.44.

1.46a Maximum 22% of the opponents shall be unrated.

*Comment/proposal by MM*

*This is article is worded incorrectly. The idea was to allow two unrated in 9 opponents, with this wording*

*would mean 1.98, thus only one allowed.*

*Maximum 20 % of (opponents+1) is consistent with the table in 1.7.*

*Refer only to the tables.*

1.46b The Rating List in effect at the start of the tournament shall be used.

*Comment/proposal by MM*

*See my comments after 1.15.*

*Comment/Proposal by Stewart Reuben:*

*Add: (numbering changed)*

*1.47c The Rating of players who belong to federations which are temporarily excluded when the event*

*starts can be determined on applications to the FIDE Office,*

1.46c For the purposes of norms, the minimum rating (adjusted rating floor) for the opponents shall be as follows:

Grandmaster 2250

International Master 2100

Woman Grandmaster 2050

Woman International Master 1900

*Comment/proposal by Stewart Reuben*

*Increase the values with 50 points, for EGM the floor is set to 2500.*

*Comment/proposal by MM*

*The present floor values are too high. To calculate an unrated beginning player as 2250, if a GM result*

*hunter happens to play this unrated player in the first round, is too much.*

*I propose to get to -400 –values, it is decrease the figures by 50 points.*

1.46c1 No more than two opponents shall have their rating raised to this

adjusted rating floor. Where more than two opponents are below the

floor, the rating of the lowest two opponents shall be raised.

*Comment/proposal by MM*

*This floor should be possible only for one player.*

1.46d Unrated opponents not covered by 1.46b shall be considered to be rated at the rating floor level, in 2004 it was 1600.

*Comment/proposal by MM*

*The current floor value and the history of changes in the floor value must be available on the FIDE web*

*site. Now it is impossible to find anywhere.*

1.47 Rating Average of Opponents

1.47a This is the total of the opponents' ratings divided by the number of opponents.

1.46 shall be taken into account.

1.47b Rounding of the Rating Average is made to the nearest whole number. In this instance 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 at least of that shown below:

Minimum level Minimum level

prior to rounding after rounding

GM 2600.5 2601

IM 2450.5 2451

WGM 2400.5 2401

WIM 2250.5 2251

*Comment/Proposal by Stewart Reuben:*

*For EGM, 2800,5, rounded 2801.*

*Comment/proposal by MM*

*See comment in 1.21*

*The figures have to be consistent.*

*I prefer to have 2600 or better, 2450 or better, 2400 or better, 2250 or better.*

Calculation of a Performance Rating (  $R_p$  ):

$R_p = R_a + d_p$  (see B.2.10.1.a)

$R_a$  = rating  $\bar{O}$  of opponents + rating difference „ $d_p$ “ from table 10.1a of FIDE Rating Regulations B.02 (conversion from percentage score „ $p$ “ into rating differences „ $d_p$ “).

*Comment/proposal by MM*

*The table is a bit misleading, it should be cut at 78 %, although 1.49 says what is in the next sentences.*

*All results over that should be treated as 78 %. If a player plays a set of opponents with a rating average*

*of 1981, and scores 9,5/10 (=95%9, the table value 470 gives a performance 2451, although the result is*

*not an IM result, because the minimum average for an IM result is 2251. This has been argued by*

*several federations and players, also some pairing programs have issued incorrect certificates by using*

*the high values of the table*

*Comment/proposal by Stewart Reuben*

*Add values for 100 % (735) and 0% (-735)..*

$p$   $d_p$   $p$   $d_p$   $p$   $d_p$   $p$   $d_p$   $p$   $d_p$   $p$   $d_p$   $p$   $d_p$

1.0 .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  
 .84 284 .67 125 .50 0 .33 -125 .16 -284

1.49 Determining whether a result is adequate for a norm, dependent on the average rating of the opponents.

Chart 1.49a shows the rating range for tournaments up to 19 rounds.

**Tables 1.49a**

These tables have been prepared such that the minimum average rating of the opponents is 2381 for a GM norm, 2231 for a IM norm, 2181 for a WGM norm and 2031 for a WIM norm, and that the minimum score is 35% for all titles.

*Comment/proposal by Stewart Reuben*

*Minimum for EGM result 2581.*

*Comment/proposal by MM*

*At the time of categories, the minimum average for a tournament to have GM results was 2401, respectively the other titles. I propose to consider to raise the levels back to the old levels.*

*The tournaments to have up to 20 players are silly. I propose that the maximum number of games from one tournament should be limited to 13 (or 15).*

**7 rounds, 4 title holders, minimum 6 rated**

Available only for 7 round Continental and World Team Championships

**GM IM WGM WIM**

5½ 2381-2442 2231-2292 2181-2242 2031-2092  
 5 2443-2498 2293-2348 2243-2298 2093-2148  
 4½ 2499-2550 2349-2400 2299-2350 2149-2200  
 4 2551-2600 2401-2450 2351-2400 2201-2250  
 3½ 2601-2650 2451-2500 2401-2450 2251-2300  
 3 2651-2702 2501-2552 2451-2502 2301-2352  
 2½ >=2703 >=2553 >=2503 >=2353

**8 rounds, 4 title holders, minimum 7 rated**

Available only for 8 or 9 round Continental and World Team Championships

**GM IM WGM WIM**

6½ 2381-2407 2231-2257 2181-2207 2031-2057  
 6 2408-2459 2258-2309 2208-2259 2058-2109  
 5½ 2460-2505 2310-2355 2260-2305 2110-2155  
 5 2506-2557 2356-2407 2306-2357 2156-2207

4½ 2558-2600 2408-2450 2358-2400 2208-2250  
4 2601-2643 2451-2493 2401-2443 2251-2293  
3½ 2644-2687 2494-2537 2444-2487 2294-2337  
3 >=2688 >=2538 >=2488 >=2338

**9 rounds, 5 title holders, minimum 7 rated**

**GM IM WGM WIM**

7 2381-2434 2231-2284 2181-2234 2031-2084  
6½ 2435-2475 2285-2325 2235-2275 2085-2125  
6 2476-2520 2326-2370 2276-2320 2126-2170  
5½ 2521-2557 2371-2407 2321-2357 2171-2207  
5 2558-2600 2408-2450 2358-2400 2208-2250  
4½ 2601-2643 2451-2493 2401-2443 2251-2293  
4 2644-2680 2494-2530 2444-2480 2294-2330  
3½ >=2681 >=2531 >=2481 >=2331

**10 rounds, 5 title holders, minimum 8 rated**

**GM IM WGM WIM**

8 2381-2407 2231-2257 2181-2207 2031-2057  
7½ 2408-2451 2258-2301 2208-2251 2058-2101  
7 2452-2490 2302-2340 2252-2290 2102-2140  
6½ 2491-2528 2341-2378 2291-2328 2141-2178  
6 2529-2564 2379-2414 2329-2364 2179-2214  
5½ 2565-2600 2415-2450 2365-2400 2215-2250  
5 2601-2636 2451-2486 2401-2436 2251-2286  
4½ 2637-2672 2487-2522 2437-2472 2287-2322  
4 2673-2710 2523-2560 2473-2525 2323-2360  
3½ >=2711 >=2561 >=2511 >=2361

**11 rounds, 6 title holders, minimum 9 rated**

**GM IM WGM WIM**

9 2381-2389 2231-2239 2181-2189 2031-2039  
8½ 2390-2425 2240-2275 2190-2225 2040-2075  
8 2426-2467 2276-2317 2226-2267 2076-2117  
7½ 2468-2498 2318-2348 2268-2298 2118-2148  
7 2499-2535 2349-2385 2299-2335 2149-2185  
6½ 2536-2564 2386-2414 2336-2364 2186-2214  
6 2565-2600 2415-2450 2365-2400 2215-2250  
5½ 2601-2636 2451-2486 2401-2436 2251-2286  
5 2637-2665 2487-2515 2437-2465 2287-2315  
4½ 2666-2702 2516-2552 2466-2502 2316-2352  
4 >=2703 >=2553 >=2503 >=2353

**12 rounds, 6 title holders, minimum 10 rated**

**GM IM WGM WIM**

9½ 2381-2407 2231-2257 2181-2207 2031-2057  
9 2408-2442 2258-2292 2208-2242 2058-2092  
8½ 2443-2475 2293-2325 2243-2275 2093-2125  
8 2476-2505 2326-2355 2276-2305 2126-2155  
7½ 2506-2543 2356-2393 2306-2343 2156-2193  
7 2544-2571 2394-2421 2344-2371 2194-2221

6½ 2572-2600 2422-2450 2372-2400 2222-2250  
6 2601-2629 2451-2479 2401-2429 2251-2279  
5½ 2630-2657 2480-2507 2430-2457 2280-2307  
5 2658-2687 2508-2537 2458-2487 2308-2337  
4½ >=2688 >=2538 >=2488 >=2338

**13 rounds, 7 title holders, minimum 11 rated  
GM IM WGM WIM**

10½ 2381-2389 2231-2239 2181-2189 2031-2039  
10 2390-2425 2240-2275 2190-2225 2040-2075  
9½ 2426-2459 2276-2309 2226-2259 2076-2109  
9 2460-2490 2310-2340 2260-2290 2110-2140  
8½ 2491-2513 2341-2363 2291-2313 2141-2163  
8 2514-2543 2364-2393 2314-2343 2164-2193  
7½ 2544-2571 2394-2421 2344-2371 2194-2221  
7 2572-2600 2422-2450 2372-2400 2222-2250  
6½ 2601-2629 2451-2479 2401-2429 2251-2279  
6 2630-2657 2480-2507 2430-2457 2280-2307  
5½ 2658-2687 2508-2537 2458-2487 2308-2337  
5 >=2688 >=2538 >=2488 >=2338

**14 rounds, 7 title holders, minimum 11 rated  
GM IM WGM WIM**

11 2381-2407 2231-2257 2181-2207 2031-2057  
10½ 2408-2442 2258-2292 2208-2242 2058-2092  
10 2443-2467 2293-2317 2243-2267 2093-2117  
9½ 2468-2498 2318-2348 2268-2298 2118-2148  
9 2499-2520 2349-2370 2299-2320 2149-2170  
8½ 2521-2550 2371-2400 2321-2350 2171-2200  
8 2551-2571 2401-2421 2351-2371 2201-2221  
7½ 2572-2600 2422-2450 2372-2400 2222-2250  
7 2601-2629 2451-2479 2401-2429 2251-2279  
6½ 2630-2650 2480-2500 2430-2450 2280-2300  
6 2651-2680 2501-2530 2451-2480 2301-2330  
5½ 2681-2702 2531-2552 2481-2502 2331-2352  
5 >=2703 >=2553 >=2503 >=2353

**15 rounds, 8 title holders, minimum 12 rated  
GM IM WGM WIM**

12 2381-2389 2231-2239 2181-2189 2031-2039  
11½ 2390-2425 2240-2275 2190-2225 2040-2075  
11 2426-2451 2276-2301 2226-2251 2076-2101  
10½ 2452-2475 2302-2325 2252-2275 2102-2125  
10 2476-2505 2326-2355 2276-2305 2126-2155  
9½ 2506-2528 2356-2378 2306-2328 2156-2178  
9 2529-2550 2379-2400 2329-2350 2179-2200  
8½ 2551-2579 2401-2429 2351-2379 2201-2229  
8 2580-2600 2430-2450 2380-2400 2230-2250  
7½ 2601-2621 2451-2471 2401-2421 2251-2271  
7 2622-2650 2472-2500 2422-2450 2272-2300  
6½ 2651-2672 2501-2522 2451-2472 2301-2322

6 2673-2695 2523-2545 2473-2495 2323-2345  
5½ >=2696 >=2546 >=2496 >=2346

**16 rounds, 8 title holders, minimum 13 rated**

**GM IM WGM WIM**

12½ 2381-2407 2231-2257 2181-2207 2031-2057  
12 2408-2434 2258-2284 2208-2234 2058-2084  
11½ 2435-2459 2285-2309 2235-2259 2085-2109  
11 2460-2483 2310-2333 2260-2283 2110-2133  
10½ 2484-2505 2334-2355 2284-2305 2134-2155  
10 2506-2535 2356-2385 2306-2335 2156-2185  
9½ 2536-2557 2386-2407 2336-2357 2186-2207  
9 2558-2579 2408-2429 2358-2379 2208-2229  
8½ 2580-2600 2430-2450 2380-2400 2230-2250  
8 2601-2621 2451-2471 2401-2421 2251-2271  
7½ 2622-2643 2472-2493 2422-2443 2272-2293  
7 2644-2665 2494-2515 2444-2465 2294-2315  
6½ 2666-2687 2516-2537 2466-2487 2316-2337  
6 >=2688 >=2538 >=2488 >=2338

**17 rounds, 9 title holders, minimum 14 rated**

**GM IM WGM WIM**

13½ 2381-2398 2231-2248 2181-2198 2031-2048  
13 2399-2416 2249-2266 2199-2216 2049-2066  
12½ 2417-2442 2267-2292 2217-2242 2067-2092  
12 2443-2467 2293-2317 2243-2267 2093-2117  
11½ 2468-2490 2318-2340 2268-2290 2118-2140  
11 2491-2513 2341-2363 2291-2313 2141-2163  
10½ 2514-2535 2364-2385 2314-2335 2164-2185  
10 2536-2557 2386-2407 2336-2357 2186-2207  
9½ 2558-2579 2408-2429 2358-2379 2208-2229  
9 2580-2600 2430-2450 2380-2400 2230-2250  
8½ 2601-2621 2451-2471 2401-2421 2251-2271  
8 2622-2643 2472-2493 2422-2443 2272-2293  
7½ 2644-2665 2494-2515 2444-2465 2294-2315  
7 2666-2687 2516-2537 2466-2487 2316-2337  
6½ >=2688 >=2538 >=2488 >=2338

**18 rounds, 9 title holders, minimum 15 rated**

**GM IM WGM WIM**

14 2381-2407 2231-2257 2181-2207 2031-2057  
13½ 2408-2434 2258-2284 2208-2234 2058-2084  
13 2435-2459 2285-2309 2235-2259 2085-2109  
12½ 2460-2475 2310-2325 2260-2275 2110-2125  
12 2476-2498 2326-2348 2276-2298 2126-2148  
11½ 2499-2520 2349-2370 2299-2320 2149-2170  
11 2521-2543 2371-2393 2321-2343 2171-2193  
10½ 2544-2557 2394-2407 2344-2357 2194-2207  
10 2558-2579 2408-2429 2358-2379 2208-2229  
9½ 2580-2600 2430-2450 2380-2400 2230-2250  
9 2601-2621 2451-2471 2401-2421 2251-2271



8½ 2622-2643 2472-2493 2422-2443 2272-2293  
8 2644-2657 2494-2507 2444-2457 2294-2307  
7½ 2658-2680 2508-2530 2458-2480 2308-2330  
7 2681-2702 2531-2552 2481-2502 2331-2352  
6½ >=2703 >=2553 >=2502 >=2353

**19 rounds, 10 title holders, minimum 15 rated  
GM IM WGM WIM**

15 2381-2398 2231-2248 2181-2198 2031-2048  
14½ 2399-2416 2249-2266 2199-2216 2049-2166  
14 2417-2442 2267-2292 2217-2242 2167-2192  
13½ 2443-2467 2293-2317 2243-2267 2193-2217  
13 2468-2483 2318-2333 2268-2283 2218-2133  
12½ 2484-2505 2334-2355 2284-2305 2134-2155  
12 2506-2520 2356-2370 2306-2320 2156-2170  
11½ 2521-2543 2371-2393 2321-2343 2171-2193  
11 2544-2564 2394-2414 2344-2364 2194-2214  
10½ 2565-2579 2415-2429 2365-2379 2215-2229  
10 2580-2600 2430-2450 2380-2400 2230-2250  
9½ 2601-2621 2451-2471 2401-2421 2251-2271  
9 2622-2636 2472-2486 2422-2436 2272-2286  
8½ 2637-2657 2487-2507 2437-2457 2287-2307  
8 2658-2680 2508-2530 2458-2480 2308-2330  
7½ 2681-2695 2531-2545 2481-2495 2331-2345  
7 >=2696 >=2546 >=2496 >=2346

*Comment/Proposal by Stewart Reuben:*

*The tables created for round robin and double round robin.*

*See at the end.*

1.5 Requirements for award of the title, having achieved norms

1.50a Two or more norms in events covering at least 27 games.

*Comment/Proposal by Stewart Reuben:*

*Number of games at least 30.*

1.50b If a norm is sufficient for more than one title, then it may be used as part of the application for both.

1.50c To have achieved at some time or other a rating as follows:

GM 2500

IM 2400

WGM 2300

WIM 2200

*Comment/Proposal by Stewart Reuben:*

*For EGM, 2700.*

*Comment/proposal by MM*

*There have been discussions to raise these figures, because "too many new grandmasters" are created.*

*The figure was raised late at the end of 1980's. Because of lowering the floor the average ratings of*

*the opponents are often lower than they used to be, the average ratings of the players has not been*

*increased, as claimed by several people. The lower ratings make it more difficult to reach the required*

*performance level, My opinion is that these figures could be kept as they are now.*

1.50c1 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. Title applications based on unpublished ratings shall only be accepted by FIDE after agreement with the Rating Administrator.

*Comment/proposal by MM*

*There have been a lot of cases where old results have appeared after the dead line for a rating period.*

*Because of that I propose that no in the middle of tournament rating can be confirmed before all*

*tournaments to be reported for that period have been received and calculated. The calculations are*

*checked and confirmed by the rating office.*

1.50d A title result shall be valid if it was obtained in accordance with the International Title

Regulations prevailing at the time of the tournament where the norm was obtained.

*Comment/Proposal by Stewart Reuben:*

*Exception: The regulation referring to EGM introduced 1 July 2009 shall valid from 2000 (or other date decided).*

1.50e Title results remain valid for life. Thus there is no time restriction imposed on obtaining norms.

## 1.6 Summary of Title Tournaments Requirements

### Notes

Number of games per day not more than two 1.13

Total thinking time minimum 120 minutes 1.14

Period for the whole event within 90 days 1.15

Administrators in charge International Arbiter 1.16

Number of games minimum 9 1.41b-c

Type of event no individual single matches

Games not included - against computers 1.42

- adjudicated games

- forfeited before play starts

- against players who do not belong to a

federation

- against players from Federations temporarily excluded

*Comment/Proposal by Stewart Reuben:*

*Delete the last item*

Number of GMs, for GM minimum 3 GMs 1.45b

Number of IMs, for IM minimum 3IMs, or 2 GMs

Number of title-holders for WGM min. 3 of GM, IM, WGM, FM 1.45d

Number of WIMs for WIM min. 3, or 2 GM, IM, WGM, FM 1.45e

Minimum performance rating GM 2601, IM 2451

WGM 2401, WIM 2251 1.48

Minimum average rating 2381 for GM, 2231 for IM

2181 for WGM, 2031 for WIM 1.49a

Minimum score 35 % 1.49a

## 1.7 Summary of Requirements for the Number of Opponents

Number of games 9 10 11 12 13 14 15 16 17 18 19

Minimum title holders 5 5 6 6 7 7 8 8 9 9 10

Minimum rated 7 8 9 10 11 11 12 13 14 15 15

Maximum players from  
applicants federation

5 6 6 7 7 8 9 9 10 10 11

Maximum players from  
one federation

6 6 7 8 8 9 10 10 11 12 12

*Comment/Proposal by Stewart Reuben:*

*The tables are in 1.49b proposed by Stewart.*

#### 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.

*Comment/proposal by MM*

*A TRF file has to be submitted to FIDE. That TRF file is used to check the eventual title results.*

#### 1.9 Submission of Reports on Title Tournaments

1.91 Such tournaments must be registered as in B.03.

1.92 The Chief Arbiter of a FIDE registered tournament shall send a rating report of the tournament by registered post or by e-mail to arrive at the FIDE Secretariat not later than 30 days after the end of the event. This must be certified by him as a correct report. All Title Certificates must be signed by the Chief Arbiter. The report must comply with the reporting procedures described in Article 11 of B.02. An additional compulsory requirement for all tournament reports is the submission of data as required by the Qualification Commission detailed in forms 5 and 6 to these Regulations (B 02).

1.93 For a tournament that was not registered in advance with FIDE only the Federation of

the country where the tournament was held shall send in the result.

1.94 The end of a tournament is the date of the last round and the posting date shall be determined by the postmark on the cover.

1.95 If the Rating Administrator finds that the report is defective to the extent that it has to be

returned for correction, the corrected report must be mailed to the Secretariat within four weeks of the date indicated by the Rating Administrator. Failure to do this will mean that the event was not reported for rating.

1.96 Reports sent in more than six months late will not be accepted for rating or title purposes.

1.97 Federations submitting rating reports must submit all the games played in the tournament together with the report, if available. The games may be submitted either on paper or, preferably, in a standard chess database electronic format.

*Comment/Proposal by Stewart Reuben:*

*Add before the article text:*

*With the exception of EGM, all norms achieved in the past had to be sent to FIDE by 1 July, 2004.*

*After this date they have not been accepted. Pictures of the titled persons shall also be submitted.*

*Comment/proposal by MM*

*To discard old results would be unfair. A lot of titles have been awarded during the last years based on results that never earlier were sent to FIDE. To check these results means a little more work, but hopefully the full history of the amendments to the title regulations will help.*

## **2.0 Regulations for the title International Organizer and FIDE Instructor**

2.1 Requirements for the title of International Organizer. All of the following:

2.11 Expertise in the organization of chess events

2.12 Sufficient knowledge of at least one official FIDE language.

2.13 Experience as organizer of at least five tournaments of a minimum of two different types,

which have been registered with FIDE in accordance with B.03; or experience as organizer of at least two different types of FIDE events.

*Comment/proposal by Stewart Reuben*

*Experience as Chief Organizer (as defined in the FIDE Tournament Rules) of at least five events of a minimum of two different types; or experience as organiser of at least two different types of FIDE events.*

*Comment/proposal by MM*

*The word "tournament" has been misunderstood. A "tournament" may include several groups or sections. The groups or sections organized under a certain organizing body is one tournament.*

2.2 Requirements for the title of FIDE Instructor. All of the following:

The Candidate's application must be supported by a national federation.

Curriculum vitae with evidence of practical experience on the field.

Certification of present activity for not less than three years work (from national or local federation).

Two of the following three:

International Rating of at least 2000

2nd level education

Certificates of attendance at not less than three FIDE (or national registered with FIDE) suitable

seminars, congresses or equivalent.

## **3.0 Requirements for Chess Composition Titles**

as established by the regulations of FIDE PCCC.

## **4.0 Requirements for Correspondence Chess Titles**

as established by the regulations of the ICCF.

## **5.0 Application Procedure**

*Comment/proposal by MM*

*Application procedure for the titles:*

*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) the title by himself/herself.*

*All the certificates have to be signed by the chief arbiter of the tournament and by the federation in the territory of which the tournament was held. The tournaments have to be correctly reported to FIDE, before a result is finally valid, the tournament have to be rated. Tournaments where GM results are possible have to be publicly open. At least the games of the tournament have to be available during the tournament, it is recommended that the top games of the tournament are show as live games. After the tournament all the games have to be available to be checked.*

5.1 Application forms for the titles listed in 0.31 and 0.34 are annexed hereto. They are:  
title Norm Forms Application Forms  
Certificate of Title Result IT1 IT2  
International Organiser IO1 IO2  
Chess Instructor CI2  
Tournament Report Form IT3

5.2 Applications for these titles must be prepared on these forms and all the information required

supplied together with the application:

GM IT2, IT1s, each with cross tables  
IM IT2, IT1s, each with cross tables  
WGM IT2, IT1s, each with cross tables  
WIM IT2, IT1s, each with cross tables  
IO IO2, IO1s  
CI CI2

*Comment/Proposal by Stewart Reuben:*

*Add before the article text:*

*EGM IT2, IT1s, each with cross tables*

5.3 Applications must be submitted to the appropriate judging unit by the federation of the

applicant. The national federation is responsible for the fee.

5.3a There is a 60-day deadline in order for 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 FIDE Congress shall be charged a 100% supplement.

5.3b All title applications together with full details must be posted on the FIDE website for a

minimum of 60 days prior to finalisation. This is in order for any objections to be lodged.

#### **Tables 1.49b**

These tables have been prepared such that the minimum average rating of the opponents is 2581 for an EGM norm, 2381 for a GM norm, 2231 for an IM norm, 2181 for a WGM norm and 2031 for a WIM norm and that the minimum score is 35% for all titles, with the exception of the EGM norm, where the minimum score is greater than 50%.

**Available only for 7 round Continental and World Team Championships  
7 rounds EGM GM IM WGM WIM**

Different opponents from  
egm/gm/im/wgm/wim/fm  
3egm/gm 3 egm/gm 2egm/gm or  
3 im  
3 of egm/gm  
/im/wgm/fm  
3 wim or  
2 of egm/gm  
/im/wgm/fm  
Rating floor for 2 (1)  
players  
2450 2250 2100 2050 1900  
Different opponents of egm/  
gm/im/wgm/wim/fm/wm  
4 4 4 4 4  
Min. number rated 6 6 6 6 6  
Max. From 1 fed. Irrelevant Irrelevant Irrelevant Irrelevant Irrelevant  
Max. From own fed. Irrelevant Irrelevant Irrelevant Irrelevant Irrelevant  
Min. Other feds. Irrelevant Irrelevant Irrelevant Irrelevant Irrelevant  
5½ 2581-2642 2381-2442 2231-2292 2181-2242 2031-2092  
5 2643-2698 2443-2498 2293-2348 2243-2298 2093-2148  
4½ 2699-2750 2499-2550 2349-2400 2299-2350 2149-2200  
4 ≥2751 2551-2600 2401-2450 2351-2400 2201-2250  
3½ 2601-2650 2451-2500 2401-2450 2251-2300  
3 2651-2702 2501-2552 2451-2502 2301-2352  
2½ ≥2703 ≥2553 ≥2503 ≥2353

**Available only for 8 or 9 round Continental and World Team Championships  
8 rounds EGM GM IM WGM WIM**

Different opponents of  
egm/gm/im/wgm/wim/fm/  
wm  
3 egm/gm 3 egm/gm 2 egm/gm  
or 3 im  
3 of egm/gm  
im /wgm/fm  
3 wim or 2  
of egm/gm  
/im/wgm/fm  
Rating floor for 2 (1)  
players  
2450 2250 2100 2050 1900  
Different opponents of  
egm/gm/im/wgm/wim/fm/  
wm  
4 4 4 4 4  
Min. Number rated 7 7 7 7 7  
Max. From 1 fed. Irrelevant Irrelevant Irrelevant Irrelevant Irrelevant  
Max. From own fed. Irrelevant Irrelevant Irrelevant Irrelevant Irrelevant  
Min. other feds Irrelevant Irrelevant Irrelevant Irrelevant Irrelevant  
6½ 2581-2607 2381-2407 2231-2257 2181-2207 2031-2057  
6 2608-2659 2408-2459 2258-2309 2208-2259 2058-2109  
5½ 2660-2705 2460-2505 2310-2355 2260-2305 2110-2155  
5 2706-2757 2506-2557 2356-2407 2306-2357 2156-2207  
4½ ≥2758 2558-2600 2408-2450 2358-2400 2208-2250  
4 2601-2643 2451-2493 2401-2443 2251-2293

3½ 2644-2687 2494-2537 2444-2487 2294-2337

3 ≥2688 ≥2538 ≥2488 ≥2338

\*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 1.46c concerning the rating floor of low rated opponents.

### **9 rounds EGM GM IM WGM WIM**

Different opponents of

egm/gm/im/wgm/wim/fm/

wm

4 egm/gm 4 egm/gm 2 egm/gm

or 3 im

3 of egm/gm

/im/wgm/fm

3 wim or 2

of egm/gm/

im/wgm/fm

Rating floor for 2 (1)

players

2450 2250 2100 2050 1900

Different opponents of

egm/gm/im/wgm/wim/fm/

wm

5 5 5 5 5

Min. Number rated 7 7 7 7 7

Max. From 1 fed. 7 7 7 7 7

Max. From own fed. 6 6 6 6 7

Min. other feds 5 5 5 5 5

7 2581-2634 2381-2434 2231-2284 2181-2234 2031-2084

6½ 2635-2675 2435-2475 2285-2325 2235-2275 2085-2125

6 2676-2720 2476-2520 2326-2370 2276-2320 2126-2170

5½ 2721-2757 2521-2557 2371-2407 2321-2357 2171-2207

5 ≥2758 2558-2600 2408-2450 2358-2400 2208-2250

4½ 2601-2643 2451-2493 2401-2443 2251-2293

4 2644-2680 2494-2530 2444-2480 2294-2330

3½ ≥2681 ≥2531 ≥2481 ≥2331

**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 EGM GM IM WGM WIM**

Different opponents of

egm/

gm/im/wgm/wim/fm/wfm

4 egm/gm

3egm/gm if

DR

4 egm/gm

3egm/gm if DR

2egm/gm or 3

im

3 of

egm/gm/im/

wgm/fm

3 wim or 2 of  
egm/gm/  
im/wgm/fm  
Min. Other feds. 2 2 2 2 2  
Rating floor for 2(1)  
players

2450 2250 2100 2050 1900

**SR DR SR DR SR DR SR DR SR DR**

Different opponents of  
egm/gm/im/wgm/wim/fm/  
wm

5 3 5 3 5 3 5 3 5 3

Min. Number rated 8 4 8 4 8 4 8 4 8 4

Max. From 1 fed. 6 3 6 3 6 3 6 3 6 3

Max. From own fed. 6 3# 6 3# 6 3# 6 3# 6 3#

8 2581-2607 2381-2407 2231-2257 2181-2207 2031-2057

7½ 2608-2651 2408-2451 2258-2301 2208-2251 2058-2101

7 2652-2690 2452-2490 2302-2340 2252-2290 2102-2140

6½ 2691-2728 2491-2528 2341-2378 2291-2328 2141-2178

6 2729-2764 2529-2564 2379-2414 2329-2364 2179-2214

5½ ≥2765 2565-2600 2415-2450 2365-2400 2215-2250

5 2601-2636 2451-2486 2401-2436 2251-2286

4½ 2637-2672 2487-2522 2437-2472 2287-2322

4 2673-2710 2523-2560 2473-2525 2323-2360

3 ≥2711 ≥2561 ≥2511 ≥2361

#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 EGM GM IM WGM WIM**

Different opponents from  
egm gm/im/wgm/wim/fm  
4 egm/gm 4 egm/gm 2egm/gm or  
3 im

3 of egm/gm/

im/wgm/fm

3 wim or 2 of

egm/gm/im/wgm/fm

\*Min. Other feds. 2 2 2 2 2

Rating floor for 2 (1) players 2450 2250 2100 2050 1900

Different opponents of egm/

gm/im/wgm/wim/fm/wfm

6 6 6 6 6

Min. number rated 9 9 9 9 9

\*Max. From 1 fed. 7 7 7 7 7

\*Max. From own fed. 6 6 6 6 6

9 2581-2589 2381-2389 2231-2239 2181-2189 2031-2039

8½ 2590-2625 2390-2425 2240-2275 2226-2267 2040-2075

8 2626-2667 2426-2467 2276-2317 2226-2267 2076-2117

7½ 2668-2698 2468-2498 2318-2348 2268-2298 2118-2148

7 2699-2735 2499-2535 2349-2385 2299-2335 2149-2185

6½ 2736-2764 2536-2564 2386-2414 2336-2364 2186-2214

6 ≥2765 2565-2600 2415-2450 2365-2400 2215-2250

5½ 2601-2636 2451-2486 2401-2436 2251-2286

5 2637-2665 2487-2515 2437-2465 2287-2315

4½ 2666-2702 2516-2552 2466-2502 2316-2352



4 ≥2703 ≥2553 ≥2503 ≥2353

**SR** refers to single round and **DR** to double round events.

### **12 rounds EGM GM IM WGM WIM**

Different opponents of

egm

gm/im/wgm/wim/fm/wfm

5 egm/gm

3egm/gm if DR

5 egm/gm

3egm/gm if DR

2 egm/gm or 3

im

3 of egm/gm

im/wgm/fm

3 wim or 2 of

gm/im/wgm/f

m

Min. Other feds. 2 2 2 2 2

Rating floor for 2 (1)

players

2450 2250 2100 2050 1900

### **SR DR SR DR SR DR SR DR SR DR**

Different opponents of

gm/im/wgm/wim/fm/wfm

6

3 6

3 6

3 6

3 6

3

\*Min. number rated 10 5 10 5 10 5 10 5 10 5

\*Max. From 1 fed. 6 4 6 4 6 4 6 4 6 4

\*Max. From own fed. 6 3# 6 3# 6 3# 6 3# 6 3#

9½ 2581-2607 2381-2407 2231-2257 2181-2207 2031-2057

9 2608-2642 2408-2442 2258-2292 2208-2242 2058-2092

8½ 2643-2675 2443-2475 2293-2325 2243-2275 2093-2125

8 2676-2705 2476-2505 2326-2355 2276-2305 2126-2155

7½ 2706-2743 2506-2543 2356-2393 2306-2343 2156-2193

7 2744-2771 2544-2571 2394-2421 2344-2371 2194-2221

6½ ≥2772 2572-2600 2422-2450 2372-2400 2222-2250

6 2601-2629 2451-2479 2401-2429 2251-2279

5½ 2630-2657 2480-2507 2430-2457 2280-2307

5 2658-2687 2508-2537 2458-2487 2308-2337

4½ ≥2688 ≥2538 ≥2488 ≥2338

#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 EGM GM IM WGM WIM**

Different opponents from egm

gm/im/wgm/wim/fm

5 egm/gm 5 egm/gm 2 egm/gm or

3 im

3 of egm/gm/

im/wgm/fm

3 wim or 2 of  
 egm/ gm/  
 im/wgm/fm  
 \*Min. Other feds. 2 2 2 2  
 Rating floor for 2 (1) players 2450 2250 2100 2050 1900  
 Different opponents of  
 gm/im/wgm/wim/fm/wfm  
 7 7 7 7  
 Min. number rated 11 11 11 11 11  
 Max. From 1 fed. 8 8 8 8 8  
 Max. From own fed. 7 7 7 7 7  
 10½ 2581-2589 2381-2389 2231-2239 2181-2189 2031-2039  
 10 2590-2625 2390-2425 2240-2275 2190-2225 2040-2075  
 9½ 2626-2659 2426-2459 2276-2309 2226-2259 2076-2109  
 9 2660-2690 2460-2490 2310-2340 2260-2290 2110-2140  
 8½ 2691-2713 2491-2513 2341-2363 2291-2313 2141-2163  
 8 2714-2743 2514-2543 2364-2393 2314-2343 2164-2193  
 7½ 2744-2771 2544-2571 2394-2421 2344-2371 2194-2221  
 7 ≥2772 2572-2600 2422-2450 2372-2400 2222-2250  
 6½ 2601-2629 2451-2479 2401-2429 2251-2279  
 6 2630-2657 2480-2507 2430-2457 2280-2307  
 5½ 2658-2687 2508-2537 2458-2487 2308-2337  
 5 ≥2688 ≥2538 ≥2488 ≥2338

**14 rounds EGM GM IM WGM WIM**

Different opponents of  
 egm  
 gm/im/wgm/wim/fm/wfm  
 5 egm/gm  
 3egm/gm if DR  
 5 egm/gm  
 3egm/gm if DR  
 2 egm/gm or 3  
 im  
 3 of egm/gm  
 im/wgm/fm  
 3 wim or 2 of  
 egm/gm  
 /im/wgm/fm  
 Min. Other feds. 2 2 2 2 2  
 Rating floor for 2 (1)  
 players  
 2450 2250 2100 2050 1900  
**SR DR SR DR SR DR SR DR SR DR**  
 Different opponents of  
 gm/im/wgm/wim/fm/wfm  
 6  
 3 6  
 3 6  
 3 6  
 3 6  
 3  
 \*Min. number rated 10 5 10 5 10 5 10 5  
 \*Max. From 1 fed. 7 4 7 4 7 4 7 4  
 \*Max. From own fed. 6 4# 6 4# 6 4# 6 4# 6 4#  
 11 2581-2607 2381-2407 2231-2257 2181-2207 2031-2057

10½ 2608-2642 2408-2442 2258-2292 2208-2242 2058-2092  
 10 2643-2667 2443-2467 2293-2317 2243-2267 2093-2117  
 9½ 2668-2698 2468-2498 2318-2348 2268-2298 2118-2148  
 9 2699-2720 2499-2520 2349-2370 2299-2320 2149-2170  
 8½ 2721-2750 2521-2550 2371-2400 2321-2350 2171-2200  
 8 2751-2771 2551-2571 2401-2421 2351-2371 2201-2221  
 7½ ≥2772 2572-2600 2422-2450 2372-2400 2222-2250  
 7 2601-2629 2451-2479 2401-2429 2251-2279  
 6½ 2630-2650 2480-2500 2430-2450 2280-2300  
 6 2651-2680 2501-2530 2451-2480 2301-2330  
 5½ 2681-2702 2531-2552 2481-2502 2331-2352  
 5 ≥2703 ≥2553 ≥2503 ≥2353

#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 EGM GM IM WGM WIM

Different opponents from egm  
 gm/im/wgm/wim/fm  
 6 egm/gm 6 egm/gm 2 egm/gm  
 or 3 im  
 3 of egm/gm  
 /im/wgm/fm  
 3 wim or 2 of  
 egm/gm/  
 im/wgm/fm

\*Min. Other feds. 2 2 2 2 2

Rating floor for 2 (1) players 2450 2250 2100 2050 1900

Different opponents of  
 gm/im/wgm/wim/fm/wfm  
 8 8 8 8 8

Min. number rated 12 12 12 12 12

Max. From 1 fed. 10 10 10 10 10

Max. From own fed. 9 9 9 9 9

12 2581-2589 2381-2389 2231-2239 2181-2189 2181-2189  
 11½ 2590-2625 2390-2425 2240-2275 2190-2225 2190-2225  
 11 2626-2651 2426-2451 2276-2301 2226-2251 2226-2251  
 10½ 2652-2675 2452-2475 2302-2325 2252-2275 2252-2275  
 10 2676-2705 2476-2505 2326-2355 2276-2305 2276-2305  
 9½ 2706-2728 2506-2528 2356-2378 2306-2328 2306-2328  
 9 2729-2750 2529-2550 2379-2400 2329-2350 2329-2350  
 8½ 2751-2779 2551-2579 2401-2429 2351-2379 2351-2379  
 8 ≥2780 2580-2600 2430-2450 2380-2400 2380-2400  
 7½ 2601-2621 2451-2471 2401-2421 2401-2421  
 7 2622-2650 2472-2500 2422-2450 2422-2450  
 6½ 2651-2672 2501-2522 2451-2472 2451-2472  
 6 2673-2695 2523-2545 2473-2495 2473-2495  
 5½ ≥2696 ≥2546 ≥2496 ≥2496

### 16 rounds EGM GM IM WGM WIM

Different opponents of  
 egm/  
 gm/im/wgm/wim/fm/wfm  
 6 egm/gm  
 3egm/gm if DR  
 6 egm/gm

3egm/gm if DR  
2 egm/gm or 3  
im  
3 of egm/gm  
im/wgm/fm  
3 wim or 2 of  
egm/gm/  
im/wgm/fm  
Min. Other feds. 2 2 2 2  
Rating floor for 2 (1)  
players  
2450 2250 2100 2050 1900  
**SR DR SR DR SR DR SR DR SR DR**  
Different opponents of

egm  
gm/im/wgm/wim/fm/wfm  
8  
4 8  
4 8  
4 8  
4 8  
4

\*Min. number rated 13 6 13 6 13 6 13 6 13 6  
\*Max. From 1 fed. 10 5 10 5 10 5 10 5 10 5  
\*Max. From own fed. 9 4 9 4 9 4 9 4 9 4  
12½ 2581-2607 2381-2407 2231-2257 2181-2207 2031-2057  
12 2608-2634 2408-2434 2258-2284 2208-2234 2058-2084  
11½ 2635-2659 2435-2459 2285-2309 2235-2259 2085-2109  
11 2660-2683 2460-2483 2310-2333 2260-2283 2110-2133  
10½ 2684-2705 2484-2505 2334-2355 2284-2305 2134-2155  
10 2706-2735 2506-2535 2356-2385 2306-2335 2156-2185  
9½ 2736-2757 2536-2557 2586-2407 2336-2357 2186-2207  
9 2758-2779 2558-2579 2408-2429 2358-2379 2208-2229  
8½ ≥2780 2580-2600 2430-2450 2380-2400 2230-2450  
8 2601-2621 2451-2471 2401-2421 2251-2271  
7½ 2622-2643 2472-2493 2422-2443 2272-2293  
7 2644-2665 2494-2515 2444-2465 2294-2315  
6½ 2666-2687 2516-2537 2466-2487 2316-2337  
6 ≥2688 ≥2538 ≥2488 ≥2338

**17 rounds EGM GM IM WGM WIM**

Different opponents from  
egm/gm/im/wgm/wim/fm  
6 egm/gm 6 egm/gm 2 egm/gm  
or 3 im  
3 of egm/gm  
/im/wgm/fm  
3 wim or 2 of  
egm/gm/  
im/wgm/fm  
\*Min. Other feds. 2 2 2 2  
Rating floor for 2 (1) players 2450 2250 2100 2050 1900  
Different opponents of  
gm/im/wgm/wim/fm/wfm  
9 9 9 9  
Min. number rated 14 14 14 14 14

Max. From 1 fed. 11 11 11 11 11  
 Max. From own fed. 10 10 10 10 10  
 13½ 2581-2598 2381-2398 2231-2248 2181-2198 2031-2048  
 13 2599-2516 2399-2416 2249-2266 2199-2216 2049-2066  
 12½ 2617-2642 2417-2442 2267-2292 2217-2242 2067-2092  
 12 2643-2667 2443-2467 2293-2317 2243-2267 2093-2117  
 11½ 2668-2690 2468-2490 2318-2340 2268-2290 2118-2140  
 11 2691-2713 2491-2513 2341-2363 2291-2313 2141-2163  
 10½ 2714-2735 2514-2535 2356-2385 2306-2335 2156-2185  
 10 2736-2757 2536-2557 2386-2407 2336-2357 2186-2207  
 9½ 2758-2779 2558-2579 2408-2429 2358-2379 2208-2229  
 9 ≥2780 2580-2600 2430-2450 2380-2400 2230-2250  
 8½ 2601-2621 2451-2471 2401-2421 2251-2271  
 8 2622-2643 2472-2493 2422-2443 2272-2293  
 7½ 2644-2665 2494-2515 2444-2465 2294-2315  
 7 2666-2687 2516-2537 2466-2487 2316-2337  
 6½ ≥2688 ≥2538 ≥2488 ≥2338

**18 rounds EGM GM IM WGM WIM**

Different opponents of  
 egm  
 gm/im/wgm/wim/fm/wfm  
 7 egm/gm  
 4 egm/gm if  
 DR  
 7 egm/gm  
 4egm/gm if DR  
 2 egm/gm or 3  
 im  
 3 of egm/gm  
 im/wgm/fm  
 3 wim or 2 of  
 egm/gm/  
 im/wgm/fm  
 Min. Other feds. 2 2 2 2 2  
 Rating floor for 2 (1)  
 players  
 2450 2250 2100 2050 1900

**SR DR SR DR SR DR SR DR SR DR**

Different opponents of  
 gm/im/wgm/wim/fm/wfm  
 9  
 5 9  
 5 9  
 5 9  
 5 9  
 5

\*Min. number rated 15 7 15 7 15 7 15 7

\*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 2581-2607 2381-2407 2231-2257 2181-2207 2031-2057  
 13½ 2608-2634 2408-2434 2258-2284 2208-2234 2058-2084  
 13 2635-2659 2435-2459 2285-2309 2235-2259 2085-2109  
 12½ 2660-2675 2460-2475 2310-2325 2260-2275 2110-2125  
 12 2676-2698 2476-2498 2326-2348 2276-2298 2126-2148  
 11½ 2699-2720 2499-2520 2349-2370 2299-2320 2149-2170

11 2721-2743 2521-2543 2371-2393 2321-2343 2171-2193  
10½ 2744-2757 2544-2557 2394-2407 2344-2357 2194-2207  
10 2758-2779 2558-2579 2408-2429 2358-2379 2208-2229  
9½ ≥2780 2580-2600 2430-2450 2380-2400 2230-2250  
9 2601-2621 2451-2471 2401-2421 2251-2271  
8½ 2622-2643 2472-2493 2422-2443 2272-2293  
8 2644-2657 2494-2507 2444-2457 2294-2307  
7½ 2658-2680 2508-2530 2458-2480 2308-2330  
7 2681-2702 2531-2552 2481-2502 2331-2352  
6½ ≥2703 ≥2553 ≥2502 ≥2353

**19 rounds EGM GM IM WGM WIM**

Different opponents from  
egm/gm/im/wgm/wim/fm  
7 egm/gm 7 egm/gm 2 egm/gm  
or 3 im  
3 of egm/gm/  
im/wgm/fm  
3 wim or 2 of  
egm/gm/  
im/wgm/fm

\*Min. Other feds. 2 2 2 2 2

Rating floor for 2 (1) players 2450 2250 2100 2050 1900

Different opponents of  
gm/im/wgm/wim/fm/wfm  
10 10 10 10 10

Min. number rated 15 15 15 15 15

Max. From 1 fed. 12 12 12 12 12

Max. From own fed. 11 11 11 11 11

15 2581-2598 2381-2398 2231-2248 2181-2198 2031-2048  
14½ 2599-2616 2399-2416 2249-2266 2199-2216 2049-2166  
14 2617-2642 2417-2442 2267-2292 2217-2242 2167-2192  
13½ 2643-2667 2443-2467 2293-2317 2243-2267 2193-2217  
13 2668-2683 2468-2483 2318-2333 2268-2283 2218-2133  
12½ 2684-2705 2484-2505 2334-2355 2284-2305 2134-2155  
12 2706-2720 2506-2520 2356-2370 2306-2320 2156-2170  
11½ 2721-2743 2521-2543 2371-2393 2321-2343 2171-2193  
11 2744-2764 2544-2564 2394-2414 2344-2364 2194-2214  
10½ 2765-2779 2565-2579 2415-2429 2365-2379 2215-2229  
10 ≥2780 2580-2600 2430-2450 2380-2400 2230-2250  
9½ 2601-2621 2451-2471 2401-2421 2251-2271  
9 2622-2636 2472-2486 2422-2436 2272-2286  
8½ 2637-2657 2487-2507 2437-2457 2287-2307  
8 2658-2680 2508-2530 2458-2480 2308-2330  
7½ 2681-2695 2531-2545 2481-2495 2331-2345  
7 ≥2696 ≥2546 ≥2496 ≥2346

## Appendix 6:

### 2008 Pan American - Continental Championship Invitation

#### I. INVITATION

The *Confederation of Chess for America (CCA)*, the *United States Chess Federation (USCF)*, and *Chess Educators, LLC* are pleased to invite all National Federations of the Americas to the **2008 Pan American – Continental Championship**.

The **2008 Pan American – Continental Championship** will be held at the **Marriott Boca Raton Hotel**, located in *Boca Raton, Florida* in the United States of America from **November 1-7, 2008**. Please see the schedule for round times.

The **Miami International Airport, Ft. Lauderdale Airport** as well as the **West Palm Beach Airport** are all on the **Tri Rail system** and offer rides to the **Tri Rail station on Palmetto Road** for a nominal fee.

The hotel will provide complimentary transportation from the *Tri Rail station on Palmetto Road to the Hotel*. Please call: **561-392-4600** - for transportation to the Hotel.

The event was planned in *Boca Raton* and to take place *prior* to the **Chess Olympiad in Dresden** to allow players from different countries in the Americas to participate in the **Championship as well as in the Chess Olympiad**.

The *Marriott at Boca Raton* is in an excellent location near **Miami, Ft. Lauderdale** and **West Palm Beach, FL**.

Traveling to **Europe from Miami** is also convenient and should be taken into consideration.

#### II. GENERAL CONDITIONS

This event will be following the *rules and regulations* written in this invitation. In case of any omissions, the

Regulations for the **Pan American- Continental Championship** will be in effect.

These regulations can be found

at [www.fideamerica.com](http://www.fideamerica.com).

#### **ONLY FIDE RULES APPLY FOR THIS EVENT**

**Characteristic:** Each National Federation may register as many players as it wishes. These players must have a *minimum FIDE rating of 2000 or USCF rating of 2100*. All participants must be endorsed by their **FIDE recognized, national federations**.

**Tournament Format:** 9 Rounds, Swiss System.

**Time Control:** The time control shall be *90 minutes for the first 40 moves* followed by *30 minutes for the rest of the game* with an additional *30 seconds per move from move one*.

**Tie Breaks System:** **One player qualifies to the World Cup From This Event**

1. If it's a two players tie for one qualifying place for the World Cup, these two players will play two games, 15 minutes per player with 10 seconds increment from move one. If after these two games, there is still a tie, then they shall play a three games match, 5 minutes per player. If the tie remains, they will play an additional three games match until the tie break is decided.
2. If three or more players tie for one qualifying place for the World Cup, a double round robin tournament shall be played, starting with 25 minutes on the clock, an additional 10 seconds incremental per move. If the tie remains, then the tie-break system of the main Swiss tournament will apply.
3. The tie breaking system of the main Swiss tournament will be as follows:
  - a) The result of their particular game, if applicable.
  - b) Progressive
  - c) Progressive with cuts
  - d) Bucholz
  - e) Drawing of lots
4. The tie break system will not apply for monetary prizes, which must be divided among the players who tie for those places.

#### **TITLES, PRIZES AND OTHER CONDITIONS:**

##### **Titles:**

The **GM, IM, WGM, WIM** titles norms can be earned in internationally rated tournaments played according to FIDE regulations. *Continental Championship's regulations apply for this event.*

##### **PRIZES:**

- 1st Place 4,000.00**
- 2nd Place 3,000.00**
- 3rd Place 2,000.00**
- 4th Place 1,500.00**
- 5th Place 1,000.00**
- 6th Place 900.00**
- 7th Place 800.00**
- 8th Place 700.00**
- 9th Place 600.00**
- 10th Place 500.00**
- 11th Place 200.00**
- 12th Place 200.00**
- 13th Place 200.00**
- 14th Place 200.00**
- 15th Place 200.00**

*Top player 18 years old or younger (age at the time of registration in the tournament) \$300; Top women player \$300; Top player over 50 years old or older (age at the time of registration in the tournament) \$300. No player can*



*win more than one monetary prize, in the event that a player has the option to win two prizes, she or he will have to choose only one prize.*

**Additional Information:**

The following seven players have the right for accommodations in a double room and a \$50 stipend for meals, per day:

**GM Julio Granda** *Peru*

**GM Alexander Ivanov** *USA*

**GM Varuzhan Akopian** *USA*

**GM Darcy Lima** *Brazil*

**IM Eduardo Iturriazaga** *Venezuela*

**GM Fernando Peralta** *Argentina*

**IM Everaldo Matsuura** *Brazil*

**III. COSTS AND CALENDAR**

**Entry fee:** \$175 due by **September 30**. Entry Fees received after September 30 are \$200.

**Make Checks Payable to:** Checks must be payable to **Chess Educators, LLC** and mailed to **P.O. Box 160 New York, NY 10028**.

**On-line Registration:** On line registration will also be available at **ChessEducators.com** as of **August 1st 2008**.

**Deadline for Registration:**

**Hotel registrations for all players should be made directly with the Hotel.**

Information will be provided at

**Chesseducators.com** as of *August 1st 2008*.

The registrations will have to be formalized by the **National Federation** via e-mail **by October 15, 2008**

**Information should include** the players: *Names, FIDE titles, FIDE code, ELO FIDE, Date of Birth, Category and Country.*

**Please send this information to:** **Registrations@chesseducators.com** & **BeatChess@aol.com** .

*Only registrations from the National Federations will be accepted.* The registrations must be *signed* by the

**President or Secretary.** For **U.S. players**, the endorsements will be submitted to the **USCF** office for further approval.

**If you need assistant with a letter for the purpose of applying for a VISA to enter into the United States**

**of America, please request this information to us in advance.**

**DO NOT LEAVE FOR THE LAST MINUTE.**

We will be glad to assist with this process, which should be requested **only by National Federations.**

**Calendar:**

**Daily Schedule Saturday, Nov. 1st**

**Arrival Day**

**Daily Schedule Sunday, Nov. 2nd**

Technical Meeting 9 a.m.  
Opening Ceremony 9:45 a.m.  
Round 1 10 a.m.  
Round 2 5 p.m.  
**Daily Schedule Monday, Nov. 3rd**  
Round 3 10 a.m.  
Round 4 5 p.m.  
**Daily Schedule Tuesday, Nov. 4th**  
Round 5 5 p.m.  
**Daily Schedule Wednesday, Nov. 5th**  
Round 6 10 a.m.  
Round 7 5 p.m.  
**Daily Schedule Thursday, Nov. 6th**  
Round 8 5 p.m.  
**Daily Schedule Friday, Nov. 7th**  
Round 9 10 a.m.  
Play Off (if necessary) 5 p.m.  
Closing Ceremony 5 p.m. (if no play off)  
7 p.m. (if play off)

#### **IV POSTING INFORMATION AND PAIRINGS**

Tournament information and pairings will be available on-line starting on **August 1, 2008.**

*The hotel has internet access in each room.*

The pairings will be published in the *official tournament web site* at:

[www.chesseducators.com](http://www.chesseducators.com)

More information will be posted in the *US Chess Federation Website* at

[uschess.org](http://uschess.org) and the *US Chess Trust*

*Website* at [uschesstrust.org](http://uschesstrust.org).

*In addition, the pairings will be posted at the official hotel.*

#### **V. HOTEL**

**Reservations** must be made directly with the hotel by **October 3, 2008**. Room rate \$120 per night. Rooms are for up to four people, but only with double beds.

For more information please contact **Beatriz Marinello** at [Beatchess@aol.com](mailto:Beatchess@aol.com) and/or

[Beatriz@chesseducators.com](mailto:Beatriz@chesseducators.com)

*We are looking forward to seeing you at this exciting event !*

Please let us know how we can assist you with your travel arrangements and during your stay in **United States of America.**

**Yours for Chess,**

**Bill Hall**

*US Chess Federation*

*Executive Director*

**Beatriz Marinello**

*Tournament Organizer*

**Motions for Final Vote:** none

**Motions for Second Discussion:** none

**Motions for First Discussion:**

**Motion 2009-05:** CYCC Handbook revisions

*Motion 2009-06:* Reconsideration of AGM Membership / Rating Fee motion

*Motion 2009-07 (referred to as Motion # 1)* – Membership Fee revisions

*Motion 2009-08 (referred to as Motion # 2)*– Membership Fee revisions

*Motion 2009-09 (referred to as Motion # 3)* – Junior Rating Fee reduction

**Deadline for submissions to GL#3 is Friday, October 17th, 2008**  
**Responses may be mailed, faxed or E-mailed to the Chess Federation of**  
**Canada, E-1 2212 Gladwin Crescent, Ottawa, ON, K1B 5N1**  
**fax: 613-733-5209, E-Mail: [info@chess.ca](mailto:info@chess.ca)**