

Dear Grandmaster,

Since the meeting in Prague in May 2002 and the agreement, which followed, there were several proposals and a lot of papers concerning the World Chess Championship at all stages – Matches, a new cycle, time control etc.

Some of the proposals were even presented as such as accepted by a majority of Grandmasters, while in the same time, FIDE got the impression that many Grandmasters did not even know about it.

Based on these facts, we would like to brief you about the proposal of Grandmaster Y. Seirawan, which was presented at the Bled General Assembly and about the ideas of the World Championship Committee regarding the current cycle and the ones to come.

We are bringing to your attention some ideas concerning the time control.

As this proposal is currently brought for a discussion, before taking a final decision, please study it for some time and give us your comments, if any.

Please reply to the FIDE Secretariat in Lausanne, if possible, not later than 15 June 2003.

The World Chess Championship Committee

## PROPOSAL OF GM YASSER SEIRAWAN

The Prague Unity Agreement for the *First Cycle* would have FIDE World Champion Ruslan Ponomarev and the Einstein TV Champion Vladimir Kramnik playing **two matches** in order to retain their current claim to the World Champion title.

- Ruslan Ponomarev would defend his title against Garry Kasparov in a FIDE-sanctioned match scheduled for May/June 2003;
- Vladimir Kramnik would defend his title against the winner of the Dortmund Tournament, in a match scheduled for April/May 2003;
- Peter Leko is the winner of the Dortmund Tournament  
Einstein TV is responsible for organizing this match  
Einstein TV is responsible for the regulations of this match
- The two match-winners would play against one another in October 2003.
- This match would be sanctioned by FIDE and organized in accordance with its regulations;
- The winner of this match would be the undisputed World Champion and FIDE would officially recognize him as such;
- This new, undisputed FIDE World Champion would play in the Second Cycle and be subject to FIDE regulations for the Second Cycle and beyond;
- All participants in the Prague Unity Agreement should **contractually commit** themselves to participating in the First Cycle and especially in the undisputed match. They would also commit themselves to participating in the Second Cycle and would face stiff financial penalties for withdrawing from either the First or the Second Cycle.

2) The principle for the *Second Cycle* is that the defending Champion would likewise have to win **two matches** to retain his title. Thus the World Champion would be seeded into the **Semi-Final stage** of the Second Cycle.

3) The principle for the *Third Cycle* is that the defending World Champion would have to win **three matches** to retain the title. Thus the World Champion would be seeded into the **Quarter-Final stage** of the Third Cycle. This would also be the case for the *Fourth Cycle* and beyond.

4) The final guiding principle is that the Second Cycle of the FIDE World Championship should be as **open and inclusive** as possible. For the Second Cycle and beyond, the following structure is envisaged:

- A large double-knockout elimination **qualification** event;
- **Candidate** elimination matches;
- A **World Championship** Match;
- A **two-year** cycle.

To accommodate the chess calendar, as well as the two-year cycle time-limit, the qualification event and the Candidate Matches would have to be *shorter in duration* than the lengthy traditional World Championship and Candidate Matches.

These principles were uppermost in the minds of the members of the GM Steering Committee throughout their deliberations.

The double-match elimination qualifier was supported as the format to determine Candidate players who are not seeded. Below is Annex B of the Prague Agreement, which outlines a 128-player qualification event.

#### FIDE WORLD QUALIFIER

(Attachment Annex B)

The FIDE World Qualifier Tournament, will be a 128 Player, <b>double match elimination</b> event. For the second cycle, 5 players qualify to Candidate Match Play.	Start	128		
	Round 1	64	64	
	Round 2	32	32 + 32 = 64	32 players eliminated
	Round 3	16	16 + 32 = 48	24 players eliminated
	Round 4	8	8 + 24 = 32	16 players eliminated
	Round 5	4	4 + 16 = 20	10 players eliminated
	Round 6	2	2 + 10 = 12	6 players eliminated
	Round 7	1 + 1	6	6 players eliminated
	Round 8		3	3 players eliminated
Qualifiers 2		3	Total	5 Qualifiers

Concept by GM Alexander  
Khalifman.

In the double-elimination qualification event, all matches would be of two games, played at the professional time-control. Tie-breaks would be the same as those **currently** used. The exception would be that for the Championship match-up (in round 7) between the two remaining undefeated players, a four-game match would be contested. (Both players qualify for the Candidate Matches.)

The Quarter-Final Candidate Matches would be six-game matches, played at the professional time-control. In case of a 3-3 tie, two additional games of professional chess would be played. In case of a 4-4 tie, tie-breaks would be used. The tie-breaks for the Candidate Matches would be **different** from those used for the tie-breaks in the qualifier. Candidate Match tie-breaks would be:

- Four games of Rapid Chess, at 25 minutes + 10 seconds a move;
- Two games of Blitz Chess, at five minutes per player, no bonus;
- Sudden death Blitz Games; the players play blitz games until a game is won. The players do not have a chance to even the score.

(6 + 2 (Professional games) + tie-breaks)

The Semi-Final Candidate Matches would be eight-game matches. In case of a 4-4 tie, two additional games of professional chess would be played. In case of a 5-5 tie, tie-breaks would be used.

(8 + 2 (Professional games) + tiebreaks)

The FIDE Championship Match would be of twelve games. In case of a 6-6 tie, two additional games of professional chess would be played. In case of a 7-7 tie, tie-breaks would be used.

(12 + 2 (Professional games) + tie-breaks)

In no FIDE Candidate Match or World Championship Match would any player have draw odds.

## Second Cycle

As we know, unifying the World Championship has caused enormous disruption to the world's top chess-players. As the First Cycle involves four players competing for the ultimate title, it is reasonable that some allowance should be made to accommodate them for the Second Cycle. The question was how to treat the two players who would lose the Championship Matches in the First Cycle. Should they be seeded into the Second Cycle and the Candidate Matches, or not? There were two proposals discussed:

Second Cycle Plan 1:

- The two losers of the First Cycle Championship Matches are seeded into the Second Cycle of Candidate Matches. This would give the following:
- **Eight qualifiers** from the double elimination qualification event;
- The two losers of the First Cycle join the eight qualifiers;
- These **ten** players play Quarter-Final Candidate Matches, thereby eliminating five players;

- The **five** successful players are joined by the loser of the undisputed match;
- These **six players** play Quarter-Final Candidate Matches, thereby eliminating three players;
- The defending World Champion joins the three remaining players, and they play Semi-Final Candidate Matches, thereby eliminating two players;
- The two winners play a World Championship Match;
- In the Third Cycle, **seven** players qualify from the double-elimination tournament;
- The defending World Champion joins the seven qualifiers, and Quarter-Final Matches are then played.

In this plan, for one time only a new set of Candidate Matches are played (ten players). The second plan would place the two losing players in the qualification event:

### **Second Cycle Plan 2:**

- **Five** players qualify from the double-elimination tournament;
- The five qualifiers are joined by the loser of the undisputed Championship Match. (The two losers of the Championship Matches would have to compete in the qualification tournament.);
- These **six players** play Quarter-Final Candidate Matches, thereby eliminating three players;
- The defending World Champion joins the three remaining players, and they play Semi-Final Candidate Matches, thereby eliminating two players;
- The two winners play a World Championship Match.

### **Third Cycle:**

- In the Third Cycle, **seven** players qualify from the double-elimination tournament;
- The defending World Champion joins the seven qualifiers, and Quarter-Final Matches are then played;
- This cycle becomes the established procedure from then on.

As you see, the difference between the two plans depends entirely upon how we accommodate the two players who have been eliminated in the First Cycle's Championship Matches. In Plan 1, these players avoid having to play the qualifier, whereas in Plan 2 they would have to play in the double-round elimination qualifier.

(On a private, personal note, and independently of the Committee's discussions, as a professional player it would be easy for me to say, "Too bad, you are now one of us, join the qualifier." However, because unifying the chess world is such a sensitive matter I would be willing to see the current four players collectively seeded into the Second Cycle of Candidate Matches if this meant that all the players would contractually commit themselves to supporting the Unity Plan.)

Obviously, if the Prague Unity Agreement is not implemented, the Cycle for Plan 2 is the most sensible course of action.

## **PROPOSAL OF THE WORLD CHESS CHAMPIONSHIP COMMITTEE**

Taking into consideration the proposal of Grandmaster Y. Seirawan and several other Grandmasters' ideas we would like to present the following formula for the new cycles of World Chess Championship.

### **Formula for two years cycle World Chess Championship.**

The World Chess Championship cycle includes several tournaments: National Championships > Zonal Tournaments and Continental Championships > World Chess Cup (the 128 players knockout tournament) > Last Chance Super tournament > World Chess Championship Finals.

#### A) Zonals and Continental Chess Championships.

From these events the following number of players qualify for the World Cup:

Europe – 46

Asia – 19

Americas – 19

Africa – 6

Minimum prize fund: USD 350, 000

Europe – USD 120, 000

Asia – USD 80, 000

Americas – USD 80, 000

Africa – USD 70, 000

#### B) World Chess Cup.

128 participants - World Champion + 3 semifinalists from previous World Championship, 2 World Junior U-20 Champions, 90 players from Continental Championships, 20 best rated players, 6 FIDE President nominees, 6 from Internet Championship.

Replacements – World Champion, semi finalists, World Junior U-20 Champions can be replaced only from the rating list, Continental and Zonal qualifiers will be replaced by continental and zonal players.

Knockout system; the players continue playing until 16 places are decided.

Minimum prize fund – USD 1, 724.000

### Prizes

		\$		\$
1 <sup>st</sup> Round	64 x	6000	=	384.000
2 <sup>nd</sup> Round	32 x	10000	=	320.000
3 <sup>rd</sup> Round	16 x	18000	=	288.000
16 <sup>th</sup> Place	1 x	22000	=	22.000
15 <sup>th</sup> Place	1 x	24000	=	24.000
14 <sup>th</sup> Place	1 x	26.000	=	26.000
13 <sup>th</sup> Place	1 x	28000	=	28.000
12 <sup>th</sup> Place	1 x	30000	=	30.000
11 <sup>th</sup> Place	1 x	32000	=	32.000
10 <sup>th</sup> Place	1 x	34000	=	34.000
9 <sup>th</sup> Place	1 x	36000	=	36.000
8 <sup>th</sup> Place	1 x	40000	=	40.000
7 <sup>th</sup> Place	1 x	45000	=	45.000
6 <sup>th</sup> Place	1 x	50000	=	50.000
5 <sup>th</sup> Place	1 x	55000	=	55000
4 <sup>th</sup> Place	1 x	60000	=	60.000
3 <sup>rd</sup> Place	1 x	70000	=	70.000
2 <sup>nd</sup> Place	1 x	80000	=	80.000
Winner	1 x	100.000	=	100.000
<b>Total:</b>				<b>1, 724.000</b>

C) Last Chance Super Tournament.

10 participants – the loser of the World Championship final match, 6 best rated players and the 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> places from the World Chess Cup.

Replacements – 6 best-rated players are replaced by the rating list. The loser of the World Championship final match and the 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> places from the World Chess Cup are replaced by the 9<sup>th</sup>, 10<sup>th</sup>, 11<sup>th</sup> etc. from the World Chess Cup respectively.

Round robin tournament.

Minimum prize fund: USD 50, 000

Prizes:

8 <sup>th</sup> place	- USD 5, 000
7 <sup>th</sup> place	- USD 6, 000
6 <sup>th</sup> place	- USD 7, 000
5 <sup>th</sup> place	- USD 8, 000
4 <sup>th</sup> place	- USD 10, 000
3 <sup>rd</sup> places	- USD 14, 000
<b>Total:</b>	<b>USD 50, 000</b>

D) World Chess Championship finals.

8 participants – World Champion, 5 places from the World Chess Cup, 2 first places from the Last Chance Super Tournament.

Replacements – World Champion can only be replaced by the loser of the last World Championship final match and if necessary, the loser – by the winner of the World Chess Cup. 5 qualifiers from the World Chess Cup are replaced by the World Cup participants, 2 qualifiers from the Last Chance Super Tournament are replaced by the Last Chance Super Tournament players.

**Note:**

1. In case World Champion becomes the World Cup winner he (she) will participate in the World Championship finals from semi final stage and the next 4 players (from the World Cup) will qualify for the quarterfinal matches together with the 2 winners of the Last Chance Super Tournament.
2. In this case “quarter finals” have 3 matches, and the 3 winners join World Champion for the semi finals:

**Matches System:**

The qualifiers are arranged in the following order:

World Champion – N1

World Cup Winner – N2

And then by rating

**Quarterfinal Matches:**

N1 vs N8 – equals Match 1

N2 vs N7 – equals Match 2

N3 vs N6 – equals Match 3

N4 vs N5 – equals Match 4

Semi final matches – Winner of 1<sup>st</sup> match vs Winner of 4<sup>th</sup> match

Winner of 2<sup>nd</sup> match vs Winner of 3<sup>rd</sup> match

Final match – Winners of respective matches

3. In case World Champion is also the winner of the World Chess Cup, the 6 players in the “quarterfinal” are ordered by rating, and the matches are:

1 vs 6

2 vs 5

3 vs 4

In the semi final World Champion plays the winner of the match N3 (3 vs 4) and the winners of the other two matches meet each other.

Minimum prize fund: USD 2, 000, 000.

Prizes:

Quarter final losers: 4 x 100, 000 =	USD 400, 000
Semi final losers: 2 x 200, 000 =	USD 400, 000
Finalist: 1 x 400, 000 =	USD 400, 000
World Champion: 1 x 800, 000 =	USD 800, 000
<b>Total:</b>	<b>USD 2, 000, 000</b>

**Total minimum prize fund:** USD 4, 124.000 (four million one hundred twenty four thousands).

**Some remarks about the new cycle.**

1. The knockout system tournament so far the World Chess Championship, will be called the World Chess Cup and will be as explained, a qualification event for the World Championship final stages.
2. In order to minimize the element of luck (or lack of luck) illness or so, there is a further chance for the top players called “Last Chance Super Tournament”. We believe it gives a better solution than double knockout system, where a player or players may not be able to participate or be in bad form. Altogether, at least 15 top players have at least 2 chances for qualifying to the final matches, except World Champion , who is already there.
3. According to the Prague documents and the decision of the Bled General Assembly, in the next cycle, World Champion has to play only 2 matches and the loser of the final reunification match only 3 matches. Accordingly, the next cycle will be organized in the following system:

E) The Next Cycle:

1. World Chess Cup – 128 participants. 5 players will qualify for the candidates' matches.
2. Places 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup>, 9<sup>th</sup> and 10<sup>th</sup> in the World Chess Cup will qualify for the Last Chance Super Tournament.
3. Last Chance Super Tournament – 10 participants: 5 from the World Chess Cup, 5 by rating.

Replacements: rating players – by rating list, others – by the World Chess Cup players.

4. From the Last Chance Super Tournament 3 players will qualify for the Candidates' matches.
5. World Chess Championship matches – 10 players: the first 5 from the World Chess Cup, first 3 from the Last Chance Super Tournament and the 2 losers of the “Reunification project”.

Matches system: The World Chess Cup winner is ranked N1, the rest are ranked in rating order. Matches 1 vs 10, 2 vs 9 etc.

6. The 5 winners of these matches will join the loser of the final reunification match and will play the quarterfinal matches.

Matches system: the loser of the final reunification match is ranked N1, the winner of match N1 is ranked N2, the winner of match N2 is ranked N3 etc. Matches: N1 vs N6, N2 vs N5 etc.

7. World Chess Championship semi final matches – 4 players: 3 winners of the quarterfinal matches will join World Champion.

Matches system: World Champion is ranked N1, the winner of quarterfinal matches (match N1) is ranked N2, the winner of match N2 is ranked N3 etc.

Matches: N1 vs N4, N2 vs N3.

8. The two winners of semifinal matches will qualify for the World Chess Championship final match.

9. The winner of the World Chess Championship final match shall become World Chess Champion.

Minimum prize fund – USD 2, 160,000.

## Prizes:

5 losers of 1 <sup>st</sup> stage candidate matches x USD80, 000 =	USD 400, 000
3 losers of quarterfinal matches x USD 120, 000 =	USD 360, 000
2 losers of semifinal matches x USD 200, 000 =	USD 400, 000
1 runner up x USD 400, 000 =	USD 400, 000
World Champion x USD 600, 000 =	USD 600, 000
<b>Total:</b>	<b>USD 2, 160, 000</b>

F). The Time control.

FIDE would like to keep on with the time control, which has been used **for all** previous knockout World Championships, when playing the knockout World Chess Cup, while using the other time control (As shown in A), for the final stages of the World Championship. In the table attached – A and C are the current time controls, B and D are suggested as the new ones.

	<b>Time control &amp; moves</b>	<b>30m.</b>	<b>40m.</b>	<b>50m.</b>	<b>60m.</b>	<b>70m.</b>	<b>80m.</b>	<b>90m.</b>	<b>100m.</b>
A	40 moves – 120`, 20 moves– 60` -15` +30`` for the rest of the game.	120`	120`	180`	180`	200`	205`	210`	215`
B	30 moves – 60` +60``, 30 moves - 30`+60``, -15` + 30`` for the rest of the game.	90`	130`	140`	150`	170`	175`	180`	185`
C	90` + 30`` for the whole game	105`	110`	115`	120`	125`	130`	135`	140`
D	60 moves – 70`+60``, -5`+30`` for the rest of the game	100`	110`	120`	130`	140`	145`	150`	155`

**Some comments:**

1. One (1) extra minute per move (instead of 30 seconds) significantly improves the level of the game in its critical stage.

2. With the B system, it is obvious that 60 moves games will be played in 6 hours instead of 7, but for the first 40 moves players will have 130 minutes instead of 120 minutes.

Also, time pressure for the first session of the game (30 moves) is now significantly avoided.

The only phase of the game, where the players might have problems of the time pressure is between moves 50-60, in comparison with the current A system.

3. With the D system, compared to C again, it is a significant improvement (1 minute instead of 30 seconds).

4. We would like to have your comments on using systems B and D for the World Chess Championship.