

Agenda for the FIDE Technical Commission

TEC Meeting, Baku, AZE, September 5, 2016

11:00-13.00

Chairman: Bharat Singh
Secretary: Andrzej Filipowicz

1. Opening by chairman
2. Information regarding the proposed corrections of the subtitle and text of the Separate Chapter of the Technical matters published in the FIDE Handbook & Website as "02. Standards of Chess Equipment for FIDE Tournaments".
3. Guidelines on treatment of school tournaments.
4. Tie-break system in FIDE and Continental events
5. Miscellaneous

Explanation and details

Ad. 2.

Information regarding the final text

During the TEC meeting in Warsaw POL (May 14-15, 2016) the participants discussed of the Separate Chapter of the Technical matters currently published in the FIDE Handbook & Website as - "02. Standards of Chess Equipment for FIDE Tournaments" and made many remarks regarding subtitle and the text.

According to TEC, the title of the Chapter does not match the broad content regarding all matters connected with the technical organization of different tournaments. TEC introduced also many corrections in the text of the chapter. See attached document.

Ad. 3. Guidelines on treatment of school tournaments.

It was prepared by the Polish Chess Federation (FA Magdalena Judek), based on organisation of many school tournaments in last years. The problem was wide discussed in the TEC Meeting in Warsaw. Members of TEC expressed the opinion that it should be very useful for all organisers of school events and must be printed in the Technical Part of the FIDE Handbook - See attached document.

Ad. 4. Tie-break system used in all FIDE World and Continental Events

The TEC prepared the list of tie-breaks used in the FIDE and Continental Events in the 2015-2016 years – see attached document.

The problem of the unification of tie breaks in all World and Continental Championships (team and individual) was discussed in the TEC Meeting in Warsaw.

The TEC opinion **is as follows:**

A) The tie-breaks for the team and individual World and Continental Championships should be unified separately for Swiss and Round-Robin events.

B) The tie-break systems for the Olympiad and the World Championships are well done and should be kept, but tie-break for Olympiad under 16 should be changed.

C) The TEC is in favour to introduce the play-off for the Candidates Tournament. The play off – rapid games for instance G-15'+10" or G-10'+10" (matches of two games and later on the blitz games G-5'+3" until the first winning game. TEC thinks that any tie-break system without play-off games cannot be proper one to appoint the Challenger.

D) For the World Junior Championship, the World Youth Championship (U8-U18) and for the similar Continental event the first tie-break should be Buchholz Cut-1, which is the best tie-break to illustrate the current level of participant of the events. The direct encounter should be used only in round-robin tournaments.

Additional remarks regarding the tie-break system published in the TEC Chapter and other statements in the FIDE Handbook

1) Handling Unplayed Games for Calculation of Buchholz

Following may be removed: This system shall not apply from July 1, 2012 - see attached Chapter of the FIDE Handbook.

2) Recommended Tie-Break Systems

Greater number of wins: Nothing has been mentioned whether to include forfeit as a win or not (it may be better to include). A uniform policy may be followed and TEC may decide.

3) Most Black games may be replaced with number of wins with Black. This may get a lower priority than number of wins.

Actual Tie-break system used in the FIDE World and Continental Events

TEC meeting in Baku, September 5, 2016

TEAM COMPETITIONS

T.1. Olympiad, Tromso 2014 and Baku 2016

1. Number of match points
2. The sum of Sonneborn-Berger points, which are calculated as follows:
match points of each opponent, excluding the opponent who scored the lowest number of match points, multiplied by the number of game points achieved against this opponent;
3. The number of the game points scored;
4. The sum of the match points of all the teams opponents, excluding the lowest one.

For tie-break purposes a bye or an unplayed match:

- a) if the opponent team does not appear on time – are counted as a drawn match against a virtual opponent.
- b) At the start of the round this virtual opponent has the same number of match points and game points as the team present. Then the result of the unplayed match is added (1 matchpoint and 4 gamepoints in case of an unplayed win, 1 matchpoint and 2 gamepoints in case of a bye, 0 matchpoints and 0 gamepoints in case of an unplayed loss) and finally for each subsequent round 1 matchpoint and 2 gamepoints.

Individual medals for Board Prizes - Baku 2016

1. The players performance rating shall be compared. Only players who have played a minimum of 8 games shall be eligible for board prizes.
2. If the performance rating is equal, the tie shall be broken by
 - (a) the number of games,
 - (b) the players performance rating after deducting the result against the lowest rated opponent,
 - (c) the players performance rating after deducting the results against the two lowest rated opponents and so on.

T.2. Olympiad under 16, Poprad SVK 2016

1. Number of match points
2. Number of game points
3. Buchholz (all rounds included).

Individual medals for Board Prizes - Hungary 2014

Player`s performance rating from all their games shall be compared.
Board Numbers 1 to 4 have to play at least 60% of the rounds;
Board Number 5 has to play at least 50% of the rounds.

T.3. World Team Championships 2015 (10 teams – Round-Robin)

1. Number of match points
2. Number of game points
3. The Direct Encounter - scores obtained by the tying teams against each other.
4. Berger system.
5. Board Mount (Berlin system) as follows:
a win on Board 1 = 4 points
a win on Board 2 = 3 points
a win on Board 3 = 2 points
a win on Board 4 = 1 point
In case of drawn games these points are shared.
6. These teams shall play a match against each other at a fast time-rate (15 minutes per player for the entire game); if this match is indecisive, then lots shall be drawn.

Individual medals for Board Prizes

1. The players' percentage scores from their games,
Players of boards 1 to 4 who take part in at least 60% of the rounds (i.e. at least in 6 games for 9 rounds).
Players of board 5 who take part in at least 50% of the rounds (i.e. at least in 5 games for 9 round
2. The points,
3. Number of games
4. The performance.

T.4. European Team Championship 2015

1. Number of match points
2. The sum of Sonneborn-Berger points, which is calculated as follows:
match points of each opponent, excluding the opponent who scored the lowest number of match points, multiplied by the number of board points scored against each opponent respectively.
3. The number of board points won.
4. The sum of the board points of all team's opponents.
5. The sum of the board points of all opponents defeated plus one half of the board points of all the opponents with which a tied result was achieved.

Individual medals for Board Prizes – European Team Ch. 2015

1. Average rating of the opponents cut-1, (unplayed games, byes are not calculated);
2. Buchholz cut-1,
3. Buchholz,
4. Number of wins
In case of unplayed games, for the calculation of (2), (3) and (4), the current FIDE Tournament Rules shall be applied.

In case there are less than 75% rated players, the following criteria will be applied:

- (a) Buchholz cut-1
- (b) Buchholz,
- (c) Number of wins,

INDIVIDUAL COMPETITIONS

I.1. World Championship match 2016,

- (a) A new drawing of colors, four (4) tie-break games G-25'+10"
- (b) A new drawing of colors and a match of 2 games G-5'+3"
- (c) A new drawing of colors and the second match of 2 games G-5'+3"
- (d) A new drawing of colors and following matches (until 5 matches – total 10 games)) of 2 games G-5'+3"
- (e) Armageddon G-5'-4' and 3"/move from move 61 In case of a draw the player with the black pieces is declared the winner.

I.2. World Cup 2015, knockout-system (classical 2 games, in the final 4 games)

1. A new drawing of colours, two (2) tie-break games shall be played. G 25'+10"
2. A new drawing of colours, a match of 2 games G10'+10"
3. A new drawing of colours, a match of 2 games G-5'+3"
4. Armageddon G-5'-4' and 3"/move from move 61 In case of a draw the player with the black pieces is declared the winner.

I.3. Candidate tournaments (round-robin) Moscow 2016

In case of a tie for the first place

- (a) The results of the games between the players involved in the tie.
- (b) The total number of wins of every player involved in the tie.
- (c) Sonneborn - Berger System.
- (d) A new drawing of colours and a the match of two games G-25'+10" will be held among all players with the same points scored according to tie-break system.
- (e) A new drawing of colours, a match of 2 games G-5'+3"
- (f) A new drawing of colours, the second match of 2 games G-5'+3"
- (g) Armageddon G-5'-4' and 3"/move from move 61 In case of a draw the player with the black pieces is declared the winner.

I.4. World Junior U20 and World Youth (8-18 years) 2016

- (a) Result of direct encounters between the tied players (applies only if all tied players have played each other);
- (b) Buchholz Cut 1
- (c) Buchholz,
- (d) The greater number of games played with black;
- (e) The greater number of wins

I.5. World Senior Championships 2016, men and women 50+ and 65+

- a) Direct Encounter (the results of the players in the same point

- group)
- b) Buchholz (variabel with parameter)
- c) Buchholz
- d) Most black
- e) The number of wins

I.7. Rapid and blitz World Championships 2015

The tie break system (for medals only) is as follows:

- (a) ARCO (Average Rating of Opponents Cut 1)
- (b) Buchholz Cut 1,
- (c) Direct Encounter
- (d) The greater number of games with Black (unplayed games counted as White)

I.8. Individual European Championship 2016

The tie break system

- (a) Results of direct encounters between the tied players (applies only if all tied players have played each other),
- (b) Buchholz Cut 1,
- (c) Buchholz,
- (d) The greater number of games played with black,
- (e) The Greater number of wins.

In the case of unplayed games, for the calculation of tiebreak criteria the current FIDE Tournament Rules shall be applied.

I.9. Individual 2016 European Youth Championship U8-U18

The tie break system

The order of players that finish with the same number of points shall be determined by application of the following tie-breaking procedures in sequence, proceeding from (a) to (b) to (c) to (d) to (e) the extent required:

- (a) Results of direct encounters between the tied players (applies only if all tied players have played each other),
- (b) Buchholz Cut 1,
- (c) Buchholz,
- (d) The greater number of games played with black,
- (e) The Greater number of wins.

I.10. Individual Asian Championship, Tashkent 2016

TIE BREAK

- a) tie-breaks are organized only in the following cases:
- b) to establish the Champion;
- c) to establish qualifiers for the World Cup / Women's World Championship.

Tie break system to make ranking will be calculated in the following order:

- a) Direct Encounter;

- b) More number of victories (forfeits counted);
- c) The average rating of opponents except 1 highest and 1 lowest Opponent;
- d) The Buchholz System Cut 1 (less 1 lowest);
- e) The Median Buchholz System (less 1 highest and 1 lowest).