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OF
CHESS

Effective from 1st July 2014

With Comments for Arbiters and Players
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INTRODUCTION
FIDE Laws of Chess cover over-the-board play. 
The Laws of Chess have two parts: 1. Basic Rules of Play and 2. Competition Rules. 
The English text is the authentic version of the Laws of Chess (which was adopted at the 84th 
FIDE Congress at Tallinn, Estonia) coming into force on 1 July 2014. 
In these Laws the words ‘he’, ‘him’, and ‘his’ shall be considered to 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 a solution to a 
problem dictated by fairness, logic and special factors. FIDE appeals to all chess players and 
federations to accept this view.

A necessary condition for a game to be rated by FIDE is that it shall be played according to the 
FIDE Laws of Chess. 
It is recommended that competitive games not rated by FIDE be played according to the FIDE 
Laws of Chess. 
Member federations may ask FIDE to give a ruling on matters relating to the Laws of Chess.

Comment: It is correctly stated that the Laws cannot cover every situation. Good Arbiters do 
not want Laws which are overly prescriptive, preferring to make the punishment fit the 
crime. This version of the Laws requires some punishments to be declared in advance if 
they differ from the default values given in the Laws.

BASIC RULES OF PLAY

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

Articles 1 to 3 define the object of the game, the layout of the pieces and the moves of the 
pieces. Article 4 describes how to move the pieces and the touch move rule. Article 5 explains 
the ways in which a game can be won or drawn.

Article 1.3 is worth highlighting as it states that if neither player can win then the game is 
automatically a draw. The arbiter can therefore step in, when neither player has mating 
material or there is a blocked position where neither player can make progress, to declare a 
draw.

1.1 The game of chess is played between two opponents who move their pieces on a square 
board called a ‘chessboard’. The player with the light-coloured pieces (White) makes the first 
move, then the players move alternately, with the player with the dark-coloured pieces (Black) 
making the next move. A player is said to ‘have the move’ when his opponent’s move has 
been ‘made’.

1.2 The objective of each player is to place the opponent’s king ‘under attack’ in such a way that 
the opponent has no legal move. The player who achieves this goal is said to have 
‘checkmated’ the opponent’s king and to have won the game. Leaving one’s own king under
attack, exposing one’s own king to attack and also ‘capturing’ the opponent’s king are not allowed. The opponent whose king has been checkmated has lost the game.

1.3 If the position is such that neither player can possibly checkmate the opponent’s king, the game is drawn (see Article 5.2 b).

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

2.1 The chessboard is composed of an 8 x 8 grid of 64 equal squares alternately light (the ‘white’ squares) and dark (the ‘black’ squares). The chessboard is placed between the players in such a way that the near corner square to the right of the player is white.

2.2 At the beginning of the game White has 16 light-coloured pieces (the ‘white’ pieces), Black has 16 dark-coloured pieces (the ‘black’ pieces).

These pieces are as follows:

A white king usually indicated by the symbol K
A white queen usually indicated by the symbol Q
Two white rooks usually indicated by the symbol R
Two white bishops usually indicated by the symbol B
Two white knights usually indicated by the symbol N
Eight white pawns usually indicated by the symbol p
A black king usually indicated by the symbol K
A black queen usually indicated by the symbol Q
Two black rooks usually indicated by the symbol R
Two black bishops usually indicated by the symbol B
Two black knights usually indicated by the symbol N
Eight black pawns usually indicated by the symbol p
2.3  The initial position of the pieces on the chessboard is as follows:

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

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 this 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 square immediately in front of it on the same file, provided that this square is unoccupied, or
   b. on its first move the pawn may move as in 3.7.a or alternatively it may advance two squares along the same file, provided that both squares are unoccupied, or
   c. the pawn may move to a square occupied by an opponent’s piece diagonally in front of it on an adjacent file, capturing that piece.
   d. A pawn occupying a square on the same rank as and on an adjacent file to an opponent’s pawn which has just advanced two squares in one move from its original square may capture
this opponent’s pawn as though the latter had been moved only one square. This capture is only legal on the move following this advance and is called an ‘en passant’ capture.

![Chess Board]

e. When a player, having the move, plays a pawn to the rank furthest from its starting position, he must exchange that pawn as part of the same move for a new queen rook, bishop or knight of the same colour on the intended square of arrival. 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.

| Article 3.7 (e) | Note that it is the player’s responsibility to exchange the pawn for a piece when promoting. The correct procedure is to advance the pawn and then replace it with a piece of the same colour. If the player pushes the pawn but restarts the opponent’s clock before promoting then an illegal move has been played. The player should not ask the opponent to promote for him. Not only could this be seen as distracting the opponent but could lead to problems in situations where the opponent puts on the queen and announces stalemate!! The original player could claim that he had not made that move. The player may change his mind about which piece will replace the pawn until a piece touches the square of promotion; after which the player loses the right to select another piece. Similarly, if a player puts on the replacement piece before advancing the pawn then that is the piece it must be promoted to. See Article 4.6 for details on how promotion can be carried out. |

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

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

![Chess Diagrams]

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

(2) Castling is prevented temporarily:
   [a] if the square on which the king stands, or the square which it must cross, or the square which it is to occupy, is attacked by one or more of the opponent’s pieces, or
   [b] if there is any piece between the king and the rook with which castling is to be effected.

Article 3.8 deals with castling. Please note that castling is a king move. If a player tries to castle and it is found to be illegal then the player must make a king move that is legal. If there is no legal move of the king the player is free to make any move – he is not obliged to move the rook (see 4.4)
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 the square occupied by the king because they would then leave or place their own king in check. No piece can be moved that will either expose the king of the same colour to check or leave that king in check.

3.10 a. A move is legal when all the relevant requirements of Articles 3.1 — 3.9 have been fulfilled.
b. A move is illegal when it fails to meet the relevant requirements of Articles 3.1 — 3.9
c. A position is illegal when it cannot have been reached by any series of legal moves.

Illegal Move/Position – This is new. The definition of an illegal position covers only a very few situations. If one of the players has 2 white squared bishops and 8 pawns then the position is illegal. However, if he only has seven pawns the position could have come about by promotion (even if both players deny that happened!!) so may not be illegal.

Article 4: The act of moving the pieces

4.1 Each move must be made with one hand only.

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

4.3 Except as provided in Article 4.2, if the player having the move touches on the chessboard, with the intention of moving or capturing:
   a. one or more of his own pieces, he must move the first piece touched that can be moved
   b. one or more of his opponent’s pieces, he must capture the first piece touched that can be captured
   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 that 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.

Article 4.3 Note the inclusion of the words ‘with the intention of moving’. If a player’s hand accidently brushes a piece then the player is not obliged to move it. If a player claims that he said he was going to adjust the piece (see 4.2) but the opponent did not hear then his word should normally be taken [unless this is a frequent occurrence with the player]. The player should be warned that he should in future make sure that his opponent is aware that he is adjusting the piece.

The touching does not have to be with a hand, it could be with another piece when attempting to capture it. It is not unusual for an inexperienced player to realise that a capture would be a bad move after the capturing piece has made contact with the piece to be removed. Provided it is clear that the opposing piece was not touched accidently whilst moving to another square, it should be regarded as having been touched with the intention of moving.

A more difficult situation is where a player lifts a piece and moves it to a square which it cannot go to and then claims he meant to move an adjacent piece to that square. The arbiter must then weigh up whether the original piece was the one that it was intended to move.

In normal games the arbiter must always enforce the touch move whether asked to do so or not. (See 4.8 for clarification on this)

4.4 If a player having the move:
a. touches his king and a rook he must castle on that side if it is legal to do so
b. deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3.a
c. intending to castle, touches the king and then a rook, but castling with this rook is illegal, the player must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.
d. promotes a pawn, the choice of the piece is finalised when the piece has touched the square of promotion.

Article 4.4 (b) If the rook is touched first then castling is not permitted and a rook move should be made. (c) should be unlikely as all moves should be made with only one hand.

4.5 If none of the pieces touched in accordance with Article 4.3 or Article 4.4 can be moved or captured, the player may make any legal move.

4.6 The act of promotion may be performed in various ways:
1. the pawn does not have to be placed on the square of arrival,
2. removing the pawn and putting the new piece on the square of arrival may occur in any order. If an opponent’s piece stands on the square of arrival, it must be captured.

Article 4.6 is new and clarifies that the pawn does not have to physically be placed at the end of the board for the promotion to be legal. It is sufficient for that to be a legal move and the replacement piece to be put on the appropriate square.

4.7 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot be moved to another square on this move. The move is considered to have been made in the case of:

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

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

Article 4.8 Some arbiters interpret this as meaning that they should only enforce touch move if requested. This is not the case. However there are often situations where the arbiter is not quite 100% sure that a piece has been touched or that the player has not previously said “j’adoube” or similar. Here the arbiter should not step in unless requested.
4.9. If a player is unable to move the pieces, an assistant, who shall be acceptable to the arbiter, may be provided by the player to perform this operation.

Article 4.9 The Laws now accept disabilities other than of vision need to be catered for if chess is to be all inclusive. See also 6.2e, 8.1e and 12.2f.

Article 5: The completion of the game

5.1 a. The game is won by the player who has checkmated his opponent’s king. This immediately ends the game, provided that the move producing the checkmate position was in accordance with Article 3 and Articles 4.2 — 4.7.

b. The game is won by the player whose opponent declares he resigns. This immediately ends the game.

5.2 a. The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in ‘stalemate’. This immediately ends the game, provided that the move producing the stalemate position was in accordance with Article 3 and Articles 4.2 — 4.7.

b. The game is drawn when a position has arisen in which neither player can checkmate the opponent’s king with any series of legal moves. The game is said to end in a ‘dead position’. This immediately ends the game, provided that the move producing the position was in accordance with Article 3 and Articles 4.2 — 4.7.

c. The game is drawn upon agreement between the two players during the game. This immediately ends the game.

d. The game may be drawn if an identical position is about to appear or has appeared on the chessboard at least three times (see Article 9.2).

e. The game may be drawn if each player has made at least the last 50 moves without the movement of any pawn and without any capture (see Article 9.3).

Article 5.2 (c) Some tournament rules prevent draw offers either at all or before a specified number of moves (see 9.1) without the agreement of the arbiter.

Article 5.2 (d) If a player accepts a ‘draw by repetition’ claim and subsequently discovers that the claim was incorrect then the draw still stands. The player would be deemed to have agreed to the draw. The rules do not cover what happens if this incident was before the allowed prescribed number of moves for a draw offer!

Article 5.2 (e) This article is wrongly assumed by some players only to apply in the endgame. It is relevant throughout the game.
COMPETITION RULES

Article 6: The chessclock

Article 6 This article applies to both analogue and digital clocks and as such can appear overly complicated. Future editions of the Laws may remove analogue clocks to an appendix.

6.1 ‘Chessclock’ means a clock with two time displays, connected to each other in such a way that only one of them can run at one time.
‘Clock’ in the Laws of Chess means one of the two time displays.
Each time display has a ‘flag’.
‘Flag-fall’ means the expiration of the allotted time for a player.

6.2 a. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent’s clock (that is to say, he shall press his clock). This “completes” the move. A move is also completed if:
(1) the move ends the game (see Articles 5.1.a, 5.2.a, 5.2.b, 5.2.c and 9.6), or
(2) the player has made his next move, in case his previous move was not completed.
A player must be allowed to stop his clock after making his move, even after the opponent has made his next move. The time between making the move on the chessboard and pressing the clock is regarded as part of the time allotted to the player.

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

c. The players must handle the chessclock properly. It is forbidden to press it forcibly, to pick it up, to press the clock before moving or to knock it over.
   Improper clock handling shall be penalised in accordance with Article 12.9.

d. Only the player whose clock is running is allowed to adjust the pieces.

e. If a player is unable to use the clock, an assistant, who must be acceptable to the arbiter, may be provided by the player to perform this operation. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to the clock of a player with a disability.
6.3 a. When using a chessclock, each player must complete a minimum number of moves or all moves in an allotted period of time and/or may be allocated an additional amount of time with each move. All these must be specified in advance.

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

In the time-delay mode both players receive an allotted ‘main thinking time’.

Each player also receives a ‘fixed extra time’ with every move. The countdown of the main thinking time only commences after the fixed extra time has expired.

Provided the player presses his clock before the expiration of the fixed extra time, the main thinking time does not change, irrespective of the proportion of the fixed extra time used.

6.4 Immediately after a flag falls, the requirements of Article 6.3 a. must be checked.
6.5 Before the start of the game the arbiter shall decide where the chessclock is placed.

Article 6.5 gives the Arbiter the right to decide on clock placement. The clock must be visible to the Arbiter so that it can be checked to ensure it is working properly and for flag falls where necessary. It is normal to place the clock on White’s left hand side and to have the room set up accordingly. If a clock has to be placed on the other side then it is normally to turn the board round rather than having the clock facing in the opposite direction. Some Arbiters will allow Black to determine the clock position in blitz games.

6.6 At the time determined for the start of the game White’s clock is started.

Article 6.6 determines that the White clock is started at the beginning of the session regardless of who is present. Normally therefore only White is penalised although if the default is 0 then any player not present will lose (see 6.7)

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

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

In Britain the National Associations have said that this default time is automatically amended to 30 minutes for normal games and 10 minutes for Rapidplay games unless the entry form says otherwise. 6.6 (b) gives the Arbiter/Tournament Organiser discretion over the allocation of the time elapsed before either player is present.

The actual start time, rather than the scheduled start time should now be used to determine if a player has defaulted. (The use of the phrase scheduled start time has been removed from the Laws.)
6.8 A flag is considered to have fallen when the arbiter observes the fact or when either player has made a valid claim to that effect.

Article 6.8 The Arbiter should try to be present when a flag falls. This is not always possible. If the players fail to call flag fall until both flags are down then 6.11 should be applied. The fact that one clock has used more time than the other cannot be used as proof that the time on that clock expired first.

6.9 Except where one of Articles 5.1.a, 5.1.b, 5.2.a, 5.2.b, 5.2.c applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by that 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.

Article 6.9 A player whose flag has fallen has not automatically lost even if the required number of moves have not been made. If the position is blocked for example then a draw will be given. A player with king and rook will be given a loss against a player with king and knight because there is a series of legal moves which would lead to mate by the knight, no matter how unlikely this is to occur.

6.10 a. Every indication given by the chessclock is considered to be conclusive in the absence of any evident defect. A chessclock with an evident defect shall be replaced by the arbiter, who shall use his best judgement when determining the times to be shown on the replacement chessclock.
b. If during a game it is found that the setting of either or both clocks is incorrect, either player or the arbiter shall stop the chessclock immediately. The arbiter shall install the correct setting and adjust the times and move-counter, if necessary. He shall use his best judgement when determining the clock settings.

Article 6.10 (a) With analogue clocks it is unusual to have both sides of the clock faulty so any discrepancy in the total time used is likely to be attributable to one clock only. But be aware that this is not always the case.
Examples of possible faults are
• clock not going - Often the clock simply needs wound and this is a useful first course of action.
• both clocks going – subtract time from the errant clock to equal total amount used.
• jammed hands – the minute hand can catch on the hour hand or the flag
• loose hands – it is not too uncommon for a minute hand to slip towards the 6
• spring unwound – normally noticed when trying to rewind as the mainspring will not tighten
• flag not picked up as minute hand approaches 12
• flag stuck in ‘up’ position after minute hand clearly past – tapping the bottom of the clock rather than the top can free the flag
• flag falling ‘too soon’. This can be difficult. If when the clock is turned upside down the flag catches on the minute hand this is usually acceptable evidence that the flag fell before the minute hand reached the end of the flag and the game should continue. If the flag swings freely then the loss on time should be given.
It can also be difficult to decide which side of the clock is at fault within an acceptable time frame. You cannot accurately time both clocks to see which one is running slow for example. when adding time to clocks the arbiter must use his common sense. The arbiter should be careful not to overly penalise a player for something which is not that persons fault so if adding on time a player should not be left with less than 1 minute for each move until the time control. Where there is a total failure of the clock (usually with digitals) the arbiter may wish to look at the players’ scoresheets to see if one or other has been recording the times. This may well give a starting point for your considerations.
Clock setting alterations should not put unfair burdens on the players but neither should it adversely affect the running of the tournament.
Article 6.10 (b) would apply where the wrong setting has been given to digital clocks. For this reason players should be strongly discouraged from doing anything other than elementary resetting of the clock.

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

Article 6.11 (a) If the game continues into the quickplay section then there is no problem with the game continuing. If there is another session of, say, 20 moves in 1 hour following 40 moves in 2 hours then it may be advisable to inform the players that they must still reach move 60 by the next time control and not 20 moves on from where they are.

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

Article 6.12 (a) If a fire alarm rings or there is a lighting failure then the arbiter should announce the suspension of play. “Please pause all clocks” is a useful announcement to make. Try to avoid saying “Stop all clocks” as players have been known to switch them off in that situation. Obviously in the case of a fire alarm the players should be instructed to leave the building. If you have a power cut and there are blind players it is worth explaining to them why the announcement has been made!

Article 6.12 (b) Another case where the clock should be stopped is when a piece has been displaced. Restarting the opponent’s clock (a common practice when using analogue clocks) can cause havoc with digitals in incremental mode and should be discouraged.

Article 6.12 (d) This rule can prevent gamesmanship such as stopping the clocks to seek an arbiter when short of time.

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

Article 6.14 The Arbiter may however consider such additional information when considering an Appendix G (quickplay finish) claim regarding a player not trying to win by normal means. Players often ask friends to record during a time scramble. This is permissible provided it is done out of sight of the player and no information regarding the number of moves played is conveyed.

Article 7: Irregularities

7.1 If an irregularity occurs and the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the chessclock. This includes the right not to change the clock times. He shall also, if necessary, adjust the clock’s move-counter.

Article 7.1 allows the arbiter to leave the clock times as they were at the moment the irregularity was discovered. This is to prevent undue disruption to the tournament schedule.

7.2 a. If during a game it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game shall be played.
b. If during a game it is found that the chessboard has been placed contrary to Article 2.1, the game shall continue but the position reached must be transferred to a correctly placed chessboard.

Article 7.2 the phrase ‘during a game’ includes games sent for adjudication or adjourned. It does not include games which have been sent to an arbiter for a decision under Appendix G Quickplay finishes where no arbiter is present. These games are deemed to have concluded.

Article 7.1 (a) If the illegal position is not discovered for quite some time this could affect the start of future rounds. It is advisable for arbiters, particularly in junior and lower rated events to check the positioning of the kings and queens or bishops and knights before the start of play to avoid any such problems.

Article 7.1 (b) If the board is the wrong way round and the queen is on its own colour then this is dealt with in Article 7.1 (a) and not this one.

7.3 If a game has begun with colours reversed then it shall continue, unless the arbiter rules otherwise.

Article 7.3 Unless this problem is discovered within the first few minutes it is normal for the game to continue. It is up to the arbiter to decide whether the pairing cards/computer should be altered accordingly (most Arbiters would do so).

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

Article 7.4 If a player knocks over a piece when making a move then that player should replace the piece before starting the opponent’s clock; if this is not done it has been common practice for the opponent to restart the player’s clock until he has done so.

However, if the clocks are using an incremental time control, both players will gain time in this situation. The arbiter should be involved in this situation.

Displacing pieces normally only causes problems during time scrambles. The Arbiter may consider giving extra time to the disturbed player.

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

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

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

Article 7.5 If present the Arbiter should step in immediately after a clock press to avoid escalation of the situation. Spectators should bring the situation to the Arbiter’s attention and not to the players. It is preferable that the Arbiter supervises any reconstruction, both to establish, as far as possible, the correct sequence of events and to ensure that the players do not exceed acceptable noise levels.

If the illegal move was caused by a failure to get out of check the Arbiter should ensure that the touched piece is moved if possible to block the check or capture the attacking piece.

Note that now a second illegal move by a player loses.

Additionally if the promoted pawn is not replaced with a piece by the player then it must be replaced by a queen.

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

Article 7.6 If present the Arbiter should step in immediately to avoid escalation of the situation. Spectators should bring the situation to the Arbiter’s attention and not to the players. It is preferable that the Arbiter supervises any reconstruction, both to establish, as far as possible, the correct sequence of events and to ensure that the players do not exceed acceptable noise levels. Reconstruction should often be carried out on another board.

If the illegal move was caused by a failure to get out of check the Arbiter should ensure that the touched piece is moved if possible to block the check or capture the attacking piece.

Article 8: The recording of the moves

8.1 a. In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation (Appendix C), on the ‘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 or adjourning a game according to Appendix E.1 a.

b. The scoresheet shall be used only for recording the moves, the times of the clocks, offers of a draw, matters relating to a claim and other relevant data.

c. A player may reply to his opponent’s move before recording it, if he so wishes. He must record his previous move before making another.

d. Both players must record the offer of a draw on the scoresheet with a symbol (=).
e. If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by the player to write the moves. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to a player with a disability.

**Article 8.1** makes the use of Descriptive Notation illegal. The nature of the event and age of the participant may determine what action, if any, is taken. Also illegal is the habit of using algebraic in a foreign language e.g. German. This is only allowed if that is the normal language of the player (See Appendix C.3) or the language of the area where the event is held.

Many players still record the move before playing it, this is not allowed. A quiet word with the player after the game (or on a complaint by the opponent) is often enough. Should the player be constantly doing this and altering the move then this is equivalent to using written notes and should be punished more severely.

Players often complain that this rule is stupid but an advantage of it is that the Arbiter knows immediately if a player is ‘blitzing’. Before this rule the arbiter would need to wait an additional move before being certain that the player was not recording in the correct way.

If a player is failing to record, a tap on the scoresheet is often enough to jog their memory.

**8.2** The scoresheet shall be visible to the arbiter throughout the game.

**Article 8.2** The scoresheet must be visible to the Arbiter during the game. It does not have to be visible to the opponent. It is normally deemed acceptable to put a barrier (often the player’s hand) between the scoresheet and the opponent. This may make it more difficult for the Arbiter. Normally the Arbiter should be able to see the number of moves played if standing to the side or to the rear of the player. Putting a hand or cup over the moves would therefore not be acceptable nor would putting the scoresheet on the player’s knee under the table.

**8.3** The scoresheets are the property of the organiser of the competition.

**Article 8.3** Some players try to prevent their opponent using their scoresheet to complete or correct a scoresheet. Provided it is the opponent’s turn to move the Arbiter can insist on the scoresheet being made available as it does not belong to the player.

There are also copyright issues but these are beyond the scope of this document.

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

**Article 8.4** This legislates for a player who, having less than 5 minutes, stopped recording and was subsequently awarded extra time, thus taking them above the 5 minute mark; this player does not have to try to fill in the missing moves before continuing.

Note that the Law says LESS than 5 minutes. Some players stop recording when a digital clocks show 5 minutes which depending on the type of clock and setting could mean 5 minutes 59 seconds remain. They should only stop recording when the clock shows 4 minutes 59 seconds. The Arbiter must ensure that a player continues to record whilst appropriate.

After a flagfall it is normal for the player to update his scoresheet on his own move.
8.5 a. If neither player keeps score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after a flag has fallen the arbiter shall stop the chessclock. Then both players shall update their scoresheets, using the arbiter’s or the opponent’s scoresheet.

b. If only one player has not kept 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 that 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, whose clock was running and the number of moves made/completed, 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 or completed.

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.

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**Article 8.6** Often when reconstructing there is disagreement over the number of times a position has been repeated. This can be a difficult situation for the Arbiter and emphasises the importance of being there to record time scrambles. In the absence of the arbiter it is normal to give the player the benefit of the doubt over the number of moves made.

Where both players have agreed that the time control has been reached but not on how many moves have been played the smaller number of agreed moves is to be taken.

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**Article 8.7** Not all tournaments use duplicate scoresheets allowing this article to be carried out exactly. If results slips are used it is best the players sign these at the end indicating the agreed result rather than filling them in at the beginning leaving the result blank. If a wrong result is handed in that result can stand (especially if only brought to the arbiters attention several rounds later). Though it will normally be corrected.

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**Article 9: The drawn game**

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

b. However, if the rules of a competition allow a draw agreement the following shall apply:

1. A player wishing to offer a draw shall do so after having made a move on the chessboard and before pressing his clock. An offer at any other time during play is still valid but Article 11.5 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.

2. The offer of a draw shall be noted by each player on his scoresheet with the symbol (=).
A claim of a draw under Article 9.2 or 9.3 shall be considered to be an offer of a draw.

Article 9.1 (b) (1) explains the procedure for offering a draw. Note that if a draw offer is made by a player before making a move the opponent is entitled to wait for the move to be played before accepting or declining. The draw offer cannot be withdrawn. This article also makes it illegal to offer a conditional draw. These were common when adjournments took place where a player might say “If you have sealed ..... then I offer a draw”. This could be seen as a method of getting information about the sealed move.

Article 9.1 (b) (2) Many players do not record the offer of a draw but it can be helpful to an arbiter if this is done. If a player claims that his opponent is distracting him by constantly offering draws but he has not noted this on the scoresheet then that greatly weakens the claim.

Article 9.1 (b) (3) This can often save the arbiter some work. Many players do not realise that a claim by repetition under Appendix G is also a draw offer. It is good practice for an arbiter to ask the opponent if he accepts the draw offer before doing anything else. It is surprising how often this ends the game.

9.2 The game is drawn, upon a correct claim by a player having the move, when the same position for at least the third time (not necessarily by a repetition of moves):
   a. is about to appear, if he first writes his move, which cannot be changed, on his 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 are considered the same if and only if the same player has the move, pieces of the same kind and colour occupy the same squares and the possible moves of all the pieces of both players are the same. Thus positions are not the same if:
   (1) at the start of the sequence a pawn could have been captured en passant.
   (2) a king or rook had castling rights, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.

Article 9.2 It is important that the arbiter establishes which player is to move. Often incorrect draw claims are made because the player has made the move and therefore loses the right to claim. A player who has sealed his move has also lost the right to claim.

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

Article 9.3 The comments for 9.2 also apply here.

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

9.5 If a player claims a draw under Article 9.2 or 9.3, he or the arbiter shall stop the chessclock (see Article 6.12 b). He is not allowed to withdraw his claim.
   a. If the claim is found to be correct, the game is immediately drawn.
   b. If the claim is found to be incorrect, the arbiter shall add two minutes to the opponent’s remaining thinking time. Then the game shall continue. If the claim was based on an intended move, this move must be made in accordance with Articles 3 and 4.
9.6 If one or both of the following occur(s) then the game is drawn:
   a. the same position has appeared, as in 9.2b, for at least five consecutive alternate moves by each player.
   b. any consecutive series of 75 moves have been completed by each player without the movement of any pawn and without any capture.

9.7 The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves. This immediately ends the game, provided that the move producing this position was in accordance with Article 3 and Articles 4.2 — 4.7.

**Article 9.5b** The time penalty for an incorrect claim is now 2 minutes and standardises the time penalties in standard play.

**Article 9.6** is new and adds extra responsibilities onto the arbiter. The arbiter can now declare a game drawn if either of the above conditions apply.

*In the case of 9.6a this will require the arbiter to observe the same position coming up 5 times in 8 moves. Repeating the position every three moves is not covered by this rule.*

*In the case of 9.6b the arbiter has a more difficult job. He may have to look at a scoresheet to find how many moves have already been played without a capture or pawn move. However the info on the scoresheet may not be obvious as captures no longer have to be indicated by x.*

*An unlucky arbiter may have to count moves and watch for repetition at the same time.*

**Article 10: Points**
10.1 Unless the rules of a competition specify otherwise, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits, scores no points (0), and a player who draws his game scores a half point (½).
11.3 a. During play the players are forbidden to use any notes, sources of information or advice, or analyse any game on another chessboard.
b. During play, a player is forbidden to have a mobile phone and/or other electronic means of communication in the playing venue. If it is evident that a player brought such a device into the playing venue, he shall lose the game. The opponent shall win.
The rules of a competition may specify a different, less severe, penalty.
The arbiter may require the player to allow his clothes, bags or other items to be inspected, in private. The arbiter or a person authorised by the arbiter shall inspect the player and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9.
c. Smoking is permitted only in the section of the venue designated by the arbiter.

Article 11.3 has undergone significant revision.
11.3a Players who use scorebooks with their previous games in them leave themselves open to accusations that they have consulted notes (a previous game). For this reason some events ban their use.
11.3b This makes it an offence to have a mobile phone or other method of electronic communication in the playing VENUE (not just the hall), regardless of whether it is switched off or not. The default penalty is the loss of the game but the tournament may have a less severe penalty. The least severe penalty is a warning. To enforce this rule vigorously would require tournament organisers to provide secure storage. The Laws of Chess also now allow a player to be searched. Arbiters should be careful that to make such a request may be breaking national laws.
The Laws no longer specify what can be written on the scoresheet.
See the advice for arbiters document from the CAA.

11.4 Players who have finished their games shall be considered to be spectators.
11.5 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw or the introduction of a source of noise into the playing area.

Article 11.5 allows the arbiter to warn players who wear noisy shoes or jangle coins/keys that they are breaking the laws. If a player claims that his opponent is constantly offering draws this claim should be supported by the evidence of his scoresheet, (=) appearing frequently.

11.6 Infraction of any part of Articles 11.1 — 11.5 shall lead to penalties in accordance with Article 12.9.
11.7 Persistent refusal by a player to comply with the Laws of Chess shall be penalised by loss of the game. The arbiter shall decide the score of the opponent.

Article 11.7 Persistent refusal to obey the Laws shall lead to the loss of the game. This implies that several offences must be committed or the same offence repeated several times before a loss is given. Obviously the Arbiter has some discretion and a serious offence may be penalised in this way without it being persistent (12.9(f)).
11.8 If both players are found guilty according to Article 11.7, the game shall be declared lost by both players.

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

Article 11.9 is a new Law which lets players know what good arbiters have always done. Arbiters should note that whilst it is acceptable to tell a player how to capture en passant, for example, it is not acceptable to answer “Can I take this pawn?”

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

Article 11.10 allows a player to sign the scoresheet and still appeal. Previously players were refusing to sign for fear of doing so would prevent an appeal being possible.

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

Article 12 outlines the duties and responsibilities of an arbiter. In short the arbiter should try to ensure that a tournament progresses smoothly. If penalties have to be imposed it is done appropriately and according to the Laws. On occasion players do not appreciate that the arbiter is working in the best interests of the event which may conflict with the actions of that player. The presence of an arbiter can defuse situations before they materialise.

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

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

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

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

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

12.6 The arbiter must not intervene in a game except in cases described by the Laws of Chess. He shall not indicate the number of moves completed, 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.

[Article 12.6 This gives restrictions on the role of the Arbiter. It can be difficult when a player asks you to confirm that the required number of moves have been played and you cannot say. Even more frustrating is the situation which arises from time to time when the players in the game you are watching have reached the time control but another board hasn’t. You cannot leave the first board to watch the second as this would be seen as giving advice.]
12.7 If someone observes an irregularity, he may inform only the arbiter. Players in other games are not to speak about or otherwise interfere in a game. Spectators are not allowed to interfere in a game. The arbiter may expel offenders from the playing venue.

Article 12.7 Spectators calling flag fall in a blitz game is probably the most serious problem that an Arbiter will come across in normal circumstances. Expelling the spectator does not solve the problem of what to do with the game which has been prematurely ended. There may be no ideal solution in these circumstances. It may well be that giving one player the win and the other the draw is the least bad option in that situation. Such a result should be exceptional. In general the total points awarded should not exceed the maximum available to one player.

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

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

Article 12.9 lists the sanctions that an Arbiter can impose. These are in increasing level of severity. 12.9g is a new sanction which might tie into some good cause appeal.

APPENDICES

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

App A.1 If a game lasts for 1 hour or more then the normal Laws of Chess apply. If the game is 10 or less minutes then Blitz rules apply.

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

App A.2 The lack of a game score will restrict the opportunities to claim a draw by repetition or the 50 moves rule.

A.3 The Competition Rules shall apply if
   a. one arbiter supervises at most three games and
   b. each game is recorded by the arbiter or his assistant and, if possible, by electronic means.
A.4 Otherwise the following apply:

a. From the initial position, once ten moves have been completed by each player,

(1) no change can be made to the clock setting, unless the schedule of the event would be adversely affected.

(2) no claim can be made regarding incorrect set-up or orientation of the chessboard. In case of incorrect king placement, castling is not allowed. In case of incorrect rook placement, castling with this rook is not allowed.

b. An illegal move is completed once the player has pressed his clock. If the arbiter observes this he shall declare the game lost by the player, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim a win, provided the opponent has not made his next move.

However, the game is drawn if the position is such that the opponent cannot checkmate the player’s king by any possible series of legal moves. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.

c. To claim a win on time, the claimant must stop the chessclock and notify the arbiter. For the claim to be successful, the claimant must have time remaining on his own clock after the chessclock has been stopped. However, the game is drawn if the position is such that the opponent cannot checkmate the player’s king by any possible series of legal moves.

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

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App A.4 has changed considerably from the previous version.

A.4a allows for initial errors in piece placement and clock settings to be corrected until Black has completed his 10th move. An incorrect clock setting can be changed after this but only if it would affect the tournament schedule. E.g. if the clock had been set for 15 hours rather than 15 minutes!

A.4b allows for a claim of a win if the opponent has made an illegal move. The player loses his right to claim after making, not completing, his move.

A.4c The arbiter is now allowed to call flag fall.

A.4d is an attempt to deal with illegal positions arising during a rapidplay game. A.4b allows the arbiter to step in if he sees an illegal move so this only applies when an initial illegal move has not been seen as it was completed.

Consider the following situations:

(a) A player moves his pawn to the far end of the board and says “Queen”. He then starts his opponent’s clock. The arbiter declares the game lost.

(b) The arbiter arrives at the board. One king is already in check. The player completes a move checking the other king. The arbiter must wait until the next move is completed. If the position is still illegal he will declare the game drawn.

(c) A player has ‘promoted’ a pawn without changing it to another piece (queen). When the arbiter arrives this “queen” has already moved. If the pawn/queen moves again in sight of the arbiter he can declare the game lost if the move is not legal for a pawn!
A.5 The Rules for a competition shall specify whether Article A.3 or Article A.4 shall apply for the entire event.

Appendix B. Blitz
B.1 A ‘blitz’ game is one where all the moves must be completed in a fixed time of 10 minutes or less for each player; or the allotted time plus 60 times any increment is 10 minutes or less.
B.2 The penalties mentioned in Articles 7 and 9 of the Competition Rules shall be one minute instead of two minutes.
B.3 The Competition Rules shall apply if
   a. one arbiter supervises one game and
   b. each game is recorded by the arbiter or his assistant and, if possible, by electronic means.
B.4 Otherwise, play shall be governed by the Rapidplay Laws as in Appendix A.4.

Appendix C. Algebraic notation
FIDE recognises 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 of this requirement.

Description of the Algebraic System
C.1 In this description, ‘piece’ means a piece other than a pawn.
C.2 Each piece is indicated by an abbreviation. In the English language it is the first letter, a capital letter, of its name. Example: K=king, Q=queen, R=rook, B=bishop, N=knight. (N is used for a knight, in order to avoid ambiguity.)
C.3 For the abbreviation of the name of the pieces, each player is free to use the 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 recommended.
C.4 Pawns are not indicated by their first letter, but are recognised by the absence of such a letter. Examples: the moves are written e5, d4, a5, not pe5, Pd4. pa5.
C.5 The eight files (from left to right for White and from right to left for Black) are indicated by the small letters, a, b, c, d, e, f, g and h, respectively.
C.6 The eight ranks (from bottom to top for White and from top to bottom for Black) are numbered 1, 2, 3, 4, 5, 6, 7, 8, respectively. Consequently, in the initial position the white pieces and pawns are placed on the first and second ranks; the black pieces and pawns on the eighth and seventh ranks.
C.7 As a consequence of the previous rules, each of the sixty-four squares is invariably indicated by a unique combination of a letter and a number.
C.8 Each move of a piece is indicated by a) the abbreviation of the name of the piece in question and b) the square of arrival. There is no hyphen between a) and b). Examples: Be5, NB, Rdl. In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.

C.9 When a piece makes a capture, an x may be inserted between a) the abbreviation of the name of the piece in question and b) the square of arrival. Examples: Bxe5, Nxf3, Rxdl, see also C10. When a pawn makes a capture, the file of departure must be indicated, then an x may be inserted, then the square of arrival. Examples: dxe5, gxf3, axb5. In the case of an ‘en passant’ capture, ‘e.p.’ may be appended to the notation. Example: exd6 e.p.

C.10 If two identical pieces can move to the same square, the piece that is moved is indicated as follows:
1. If both pieces are on the same rank: by a) the abbreviation of the name of the piece, b) the file of departure, and c) the square of arrival. 
2. If both pieces are on the same file: by a) the abbreviation of the name of the piece, b) the rank of the square of departure, and c) the square of arrival.
If the pieces are on different ranks and files, method 1 is preferred.
Examples:
   a. There are two knights, on the squares gl and el, and one of them moves to the square f3: either Ngf3 or Nef3, as the case may be.
   b. There are two knights, on the squares g5 and gl, and one of them moves to the square f3: either N5f3 or Nlf3, as the case may be.
   c. There are two knights, on the squares h2 and d4, and one of them moves to the square f3: either Nhxf3 or Ndf3, as the case may be.
   d. If a capture takes place on the square B. the notation of the previous examples is still applicable, but an x may be inserted: l) either Nxg3 or Nxh4, 2) either Nxf7 or Nxf3, 3) either Nhxh3 or Nfxh3, as the case may be.

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

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

C.13 Abbreviations
   0-0 = castling with rook hl or rook h8 (kingside castling)
   0-0-0 = castling with rook al or rook a8 (queenside castling)
   x = captures
   + = check
   ++ or # = checkmate
   e.p. = captures ‘en passant’
   The last four are optional.
Sample game:

Appendix D. Rules for play with blind and visually disabled players

D.1 The organiser, after consulting the arbiter, shall have the power to adapt the following rules according to local circumstances. In competitive chess between sighted and visually disabled (legally blind) players either player may demand the use of two boards, the sighted player using a normal board, the visually disabled player using one specially constructed. This board must meet the following requirements:
   a. measure at least 20 cm by 20 cm,
   b. have the black squares slightly raised,
   c. have a securing aperture in each square,

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

D.2 The following regulations shall govern play:

1. The moves shall be announced clearly, repeated by the opponent and executed on his chessboard. When promoting a pawn, the player must announce which piece is chosen. To make the announcement as clear as possible, the use of the following names is suggested instead of the corresponding letters:
   A - Anna
   B - Bella
   C - Cesar
   D - David
   E - Eva
   F - Felix
   G - Gustav
   H - Hector

Unless the arbiter decides otherwise, ranks from White to Black shall be given the German numbers
   1 - eins
   2 - zwei
   3 - drei
   4 - vier
   5 - fuenf
   6 - sechs
   7 - sieben
   8 - acht

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

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

2. On the visually disabled player’s board a piece shall be considered ‘touched’ when it has been taken out of the securing aperture.

3. A move shall be considered ‘made’ when:
   a. in the case of a capture, the captured piece has been removed from the board of the player
whose turn it is to move
b. a piece has been placed into a different securing aperture
c. the move has been announced.
Only then shall the opponent's clock be started.
As far as points 2 and 3 are concerned, the normal rules are valid for the sighted player.
A specially constructed chessclock for the visually disabled shall be admissible. It shall incorporate the following features:
a. a dial fitted with reinforced hands, with every five minutes marked by one raised dot, and every 15 minutes by two raised dots, and
b. a flag which can be easily felt; care should be taken that the flag is so arranged as to allow the player to feel the minute hand during the last 5 minutes of the full hour.
c. optionally, a means of announcing audibly to the visually disabled player the number of moves.

The visually disabled player must keep score of the game in Braille or longhand, or record the moves on a recording device.
A slip of the tongue in the announcement of a move must be corrected immediately and before the clock of the opponent is started.
If during a game different positions should arise on the two boards, they must be corrected with the assistance of the arbiter and by consulting both players' game scores. If the two game scores correspond with each other, the player who has written the correct move but made the wrong one must adjust his position to correspond with the move on the game scores. When the game scores are found to differ, the moves shall be retraced to the point where the two scores agree, and the arbiter shall readjust the clocks accordingly.

The visually disabled player shall have the right to make use of an assistant who shall have any or all of the following duties:
a. making either player’s move on the board of the opponent
b. announcing the moves of both players
c. keeping the game score of the visually disabled player and starting his opponent's clock (keeping point 3.c in mind)
d. informing the visually disabled player, only at his request, of the number of moves completed and the time used up by both players
e. claiming the game in cases where the time limit has been exceeded and informing the arbiter when the sighted player has touched one of his pieces
f. carrying out the necessary formalities in cases where the game is adjourned.
If the visually disabled player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned in points 9.a and 9.b.

Appendix E. Adjourned games

App E sees the return to the Laws of the instructions for an adjourned game.

E. 1. a. If a game is not finished at the end of the time prescribed for play, the arbiter shall require
the player having the move to ‘seal’ that move. The player must write his move in
unambiguous notation on his scoresheet, put his scoresheet and that of his opponent in an
envelope, seal the envelope and only then stop the chessclock.
Until he has stopped the chessclock 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.

App E. 1 This describes the sequence of events in sealing a move. Because the player retains the right to change his move until the clocks are stopped, he must seal the envelope himself as the last stage of the process. Both scoresheets should be put in the envelope so that they cannot be altered and so that they are available in case of a dispute. Because clocks do not run exactly accurately, or may have had to be stopped previously, the arbiter has to add up the times shown on the clocks to make sure that the time control has been reached. Where incremental times are used adjournments are even more rare and calculating the elapsed time more difficult.

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

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

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

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

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

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

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

E.9. If, at the agreed resumption time:
   a. the player having to reply to the sealed move is present, the envelope is opened. the sealed move is made on the chessboard and his clock is started.
   b. the player having to reply to the sealed move is not present, his clock shall be started; on his arrival, he may stop his clock and summon the arbiter; the envelope is then opened and the sealed move is made on the chessboard, his clock is then restarted.
   c. the player who sealed the move is not present, his opponent has the right to record his reply on the 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.

E.10. Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise. However, if the sealed move resulted in the conclusion of the game, that conclusion shall still apply.
E.11. If the rules of a competition specify that the default time is not zero, the following shall apply:
If neither player is present initially, the player who has to reply to the sealed move shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.

E.12. a. If the envelope containing the sealed move is missing, the game shall continue from the adjourned position, with the clock times recorded at the time of adjournment. If the time used by each player cannot be re-established, the arbiter shall set the clocks. The player who sealed the move shall make the move he states he sealed on the chessboard.
b. If it is impossible to re-establish the position, the game shall be annulled and a new game shall be played.

E.13. If, upon resumption of the game, either player points out before making his first move that the time used has been incorrectly indicated on either clock, the error must be corrected. If the error is not then established the game shall continue without correction unless the arbiter decides otherwise.

E.14. The duration of each resumption session shall be controlled by the arbiter’s timepiece. The starting time shall be announced in advance.

Appendix F. Chess960 Rules

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

F.2 Starting-position requirements
The starting position for Chess960 must meet certain rules. White pawns are placed on the second rank as in regular chess. All remaining white pieces are placed randomly on the first rank, but with the following restrictions:
a. the king is placed somewhere between the two rooks, and
b. the bishops are placed on opposite-coloured squares, and
c. the black pieces are placed opposite the white pieces.
The starting position can be generated before the game either by a computer program or using dice, coin, cards, etc.

F.3 Chess960 castling rules
a. Chess960 allows each player to castle once per game, a move by potentially both the king and rook in a single move. However, a few interpretations of standard chess rules are needed for castling, because the standard rules presume initial locations of the rook and king that are often not applicable in Chess960.
b. How to castle
In Chess960, depending on the pre-castling position of the castling king and rook, the castling manoeuvre is performed by one of these four methods:
1. double-move castling: by making a move with the king and a move with the rook, or
2. transposition castling: by transposing the position of the king and the rook, or
3. king-move-only castling: by making only a move with the king, or
4. rook-move-only castling: by making only a move with the rook.
Recommendations

1. When castling on a physical board with a human player, it is recommended that the king be moved outside the playing surface next to his final position, the rook then be moved from its starting position to its final position, and then the king be placed on his final square.

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

Clarification

Thus, after c-side castling (notated as 0-0-0 and known as queen-side castling in orthodox chess), the king is on the c-square (cl 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 0-0 and known as king-side castling in orthodox chess), the king is on the g-square (gl for white and g8 for black) and the rook is on the f-square (fl for white and f8 for black).

Notes

1. To avoid any misunderstanding, it may be useful to state “I am about to castle” before castling.

2. In some starting positions, the king or rook (but not both) does not move during castling.

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

4. All the squares between the king's initial and final squares (including the final square) and all the squares between the rook's initial and final squares (including the final square) must be vacant except for the king and castling rook.

5. In some starting positions, some squares can stay filled during castling that would have to be vacant in standard chess. For example, after c-side castling 0-0-0, it is possible to have a, b, and/or e still filled, and after g-side castling (0-0), it is possible to have e and/or h filled.

Appendix G. Quickplay Finishes

Quickplay finishes are now relegated to the appendices. With this move FIDE is trying to encourage greater use of incremental time controls. If an event is not using incremental times it must declare that this appendix applies (it is the default option in Britain) or a loss on time will normally equate to a loss.

G.1 A ‘quickplay finish’ is the phase of a game when all the remaining moves must be completed in a finite time.

G.2 Before the start of an event it shall be announced whether this Appendix shall apply or not.

G.3 This Appendix shall only apply to standard play and rapidplay games without increment and not to blitz games.

G.4 If the player having the move has less than two minutes left on his clock, he may request that a time delay or cumulative time of an extra five seconds be introduced for both players, if possible. This constitutes the offer of a draw. If refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue.

App G.4 is totally new. It is designed to allow players to reach a conclusion to the game without it being decided by the arbiter. It could be used by tournaments where only a few digital clocks are available. A tournament should indicate if this is an available option.

G.5 If Article G.4 does not apply and the player having the move has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall summon the arbiter and may stop the chessclock (see Article 6.12 b). He may claim on the basis that his opponent cannot win by
normal means, and/or that his opponent has been making no effort to win by normal means a. If the arbiter agrees that the opponent cannot win by normal means, or that the opponent has been making no effort to win the game by normal means, he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.
b. If the arbiter postpones his decision, the opponent may be awarded two extra minutes and the game shall continue, if possible, in the presence of an arbiter. The arbiter shall declare the final result later in the game or as soon as possible after the flag of either player has fallen. He shall declare the game drawn if he agrees that the opponent of the player whose flag has fallen cannot win by normal means, or that he was not making sufficient attempts to win by normal means.
c. If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes.

G 6 The following shall apply when the competition is not supervised by an arbiter:
A player may claim a draw when he has less than two minutes left on his clock and before his flag falls. This concludes the game.
He may claim on the basis:
(1) that his opponent cannot win by normal means, and/or
(2) that his opponent has been making no effort to win by normal means.
In (1) the player must write down the final position and his opponent must verify it.
In (2) the player must write down the final position and submit an up-to-date scoresheet. The opponent shall verify both the scoresheet and the final position.
The claim shall be referred to the designated arbiter.

Players are no longer prevented by the Laws from making an appeal against the Arbiter’s decision on this matter.

Glossary of terms in the Laws of Chess

Although included with the Laws these definitions are subject to change at any time outwith the normal revision period.

The number after the term refers to the first time it appears in the Laws.
adjourn: 8.1. Instead of playing the game in one session it is temporarily halted and then continued at a later time.

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

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

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

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

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

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

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

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

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

board: 2.4. Short for chessboard.

Bronstein mode: 6.3b. See delay mode.

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

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

cellphone: See mobile phone.

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

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

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

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

chess set: The 32 pieces on the chessboard.

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

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

clock: 6.1. One of the two time displays.

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

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

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

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

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

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

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

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

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

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

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

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

exchange: 1. 3.7e. Where a pawn is promoted. Or 2. Where a player captures a piece of the
same value as his own and this piece is recaptured. Or 3. Where one player has lost a
rook and the other has lost a bishop or knight.

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

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

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

Fischer mode: See cumulative mode.

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

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

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

handicap: See disability.

I adjust: See j'adoube.

illegal: 3.l0a. A position or move that is impossible because of the Laws of Chess.

impairment: See disability.

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

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

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

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

legal move: See Article 3.10a.

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

mate: Abbreviation of checkmate.

minor piece. Bishop or knight.

mobile phone: 11.3b. Cellphone.


move: 1.1. 1. 40 moves in 90 minutes, refers to 40 moves by each player. Or 2. having the
move refers to the player’s right to play next. Or 3. White’s best move refers to the
single move by White.
move-counter: 6.10b. A device on a chessclock which may be used to record the number of times the clock has been pressed by each player.

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

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

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

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

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

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

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

points: 10. Normally a player scores 1 point for a win, ½ point for a draw, 0 for a loss. An alternative is 3 for a win, 1 for a draw, 0 for a loss.

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

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

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

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

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

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

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

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

resigns: 5. lb. Where a player gives up, rather than play on until mated.

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

result: 8.7. Usually the result is 1-0, 0-1 or ½ - ½. In exceptional circumstances both players may lose (Article 11.8), or one score ½ and the other 0. For unplayed games the scores are indicated by +/- (White wins by forfeit), -/+ (Black wins by forfeit), +/- (Both players lose by forfeit).

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

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

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


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

standard play: G.3. A game where each player’s thinking time is at least 60 minutes.

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

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

supervise: 12.2e. Inspect or control.
time control: 1. The regulation about the time the player is allotted. For example, 40 moves in 90 minutes, all the moves in 30 minutes, plus 30 seconds cumulatively from move 1. Or 2. A player is said ‘to have reached the time control’, if, for example he has completed the 40 moves in less than 90 minutes.

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

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

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

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

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

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

75-move rule: 9.6b. The game is drawn if the last 75 moves have been completed by each player without the movement of any pawn and without any capture.
Ratings Bureau
How South African ratings are calculated

Following are the Rules and Regulations for the calculation and updating of South African ratings which came into force on 01 October 2013. In this document, the terms “he” and “his” also refer to “she” and “her”.

Age groups and Sections

Tournament age groups and sections will be defined as follow:

1. **u8**: A player who has not yet reached the age of 8 years on 31 December of the previous year.
2. **u10**: A player who has not yet reached the age of 10 years on 31 December of the previous year.
3. **Beginner**: For beginners:
   - Regardless of age, and
   - Where at least 66% (rounded upward) of the players do not have ratings, and
   - Is the lowest section/group of a tournament
4. **Other**: All other sections not covered by points 1, 2 & 3 (above).
5. **U8 and u10 groups may be combined.**

Time control and type of Ratings

1. There are 3 types of ratings. The minimum time control for each is:
   1.1 **Normal**: At least 60/60 (60 minutes per player).
   1.2 **Rapid**: At least 10/10 but less than 60/60.
   1.3 **Blitz**: Anything less than 10/10.
2. For u8, u10 and Beginners, the minimum time control for updating Normal ratings will be 30/30.
3. The original (base) time and excluding any increments per move, is used to determine the type of ratings to be updated.

   Example 1: The time control for a tournament is 60/60 with an increment of 30 seconds added per move. Only the 60/60 part is taken into account, discarding the 30 seconds per move. Thus, Normal ratings will be updated.
Example 2: The time control for a tournament is 45/45 with an increment of 30 seconds added per move. Only the 45/45 part is taken into account, discarding the 30 seconds per move. Thus, Rapid ratings will be updated.

4 Where a tournament has multiple time controls, the fastest of these will be used to determine the type of ratings to be updated.

Example 1: The time control for the first 2 rounds of a tournament is 60/60. The time control for the other rounds is 90/90. 60/60 is the lesser value, so Normal ratings will be updated.

Example 2: The time control for the first 2 rounds of a tournament is 45/45. The time control for all other rounds is 60/60. 45/45 is the lesser value, so Rapid ratings will be updated.

K-Factor (K)

1 K is a “stabiliser” and determines the degree by which a player’s rating changes. The higher the K-factor, the greater the rating change, and vice versa.

2 An unrated player does not have a K-factor. His K-factor is determined once he receives his first official rating.

3 Normal Ratings are classed into 5 groups. Each group has a different K-factor value. A player’s K-factor may decrease but never increase. That is, once a player’s rating goes into a higher rating group, his K-factor will decrease and remain this even though his rating drops into a lower rating group.

4 Normal ratings
   - K=10: Rating 2300+
   - K=15: Rating 2000-2299
   - K=20: Rating 1800-1999
   - K=30: Rating 1400-1799
   - K=35: Rating below 1400 (1399 or less)

Example 1: A player’s rating is 1990 and his current K-factor is 20. His new published rating is 2010. His new K-factor is 15.

Example 2: A player’s rating is 1810 and his current K-factor is 20. His new published rating is 1780. His K-factor remains 20 even though his rating dropped into the 1400-1799 group.

5 Rapid ratings: K=30 regardless of rating.

6 Blitz ratings: K=40 regardless of rating.
60% Rule

1. Only tournaments with a minimum of 5 rounds will be rated. For braille tournaments the minimum is 4 rounds.

2. A player may only gain rating points if he has played at least 60% (rounded upwards) of the total number of scheduled tournament rounds.
   Meaning: if a player’s rating is supposed to go up (has a positive rating gain) then he will only receive these points if he has played at least 60% of the total number of rounds. The player will still drop rating points if his rating change is negative even though he has played at least 60% of the number of rounds.

3. A player WILL drop rating points (if his adjustment is negative) if he has played less than 60% of the number of tournament rounds.

4. Rounds where a player received a Bye or won on default will be considered as a “played game” but will not be taken into account for rating purposes.

   Example 1: In a 5-round tournament a player played 3 “actual” games, received a Bye and won a game on default. He is considered to have played 5 games (100%) but only the 3 “actual games” will be used to update his rating.

   Example 2: In a 5-round tournament a player played 2 “actual” games, won a game on default, received a Bye and lost a game on default. He is considered to have played 4 games (80%) but only the 2 “actual” games will be used to update his rating.

Activity

For the purpose of calculating CHESSA Grand Prix Points.

1. All games vs. unrated opponents will count towards activity.

2. All games where a player won a game on default (opponent did not arrive) or where the player received a Bye (1 or ½ points) will count towards activity.

3. Games where a player did not play (gave notice of such) and/or where a player lost a game on default (did not arrive for the game) and/or where the player requested a ½-point-Bye will NOT count towards activity.

Rating of unrated and new players

1. An unrated player will only receive an official rating once he has played at least 20 rated games (per rating type).

2. All games (regardless if the opponent is rated or not) will count towards the calculation of his first rating.
**Games vs. unrated opponents**

1. **Rated player vs. unrated opponent:** For u8, u10 and Beginner groups, games vs. unrated opponents will be rated. The unrated opponent will be assigned a temporary rating before proceeding. However, for all other groups/sections, games vs. unrated opponents will not be taken into account for updating ratings.

2. **Unrated player vs. unrated opponent:** All games will be rated, regardless of the age group, section, etc.

**How unrated players will be treated when rating tournaments**

Before any tournament is rated, unrated players will be assigned a temporary rating and is equal to the unrated player’s tournament performance. This is NOT an official rating and is only used to update the ratings of the opponents (taking all the above regulations into account).

The procedure is as follows:

1. Calculate the average rating of the rated players and floor the answer to the nearest factor of 100. E.g. if the average is 1234 then the floor is 1200. E.g. if the average is 987 then the floor is 900.

2. If all players are unrated then the floor will be assigned manually and is: (a) 500 for u8, and (b) 600 for u10 and Beginner.

3. Assign the floor (temporarily) to all unrated players (treat them as if they were rated) and recalculate the average rating of all the players. Floor this answer and assign the new value to all unrated players.

4. Repeat this process until the floor converges (does not change anymore).

5. Calculate the performance rating of each unrated player (see below) using the actual ratings of his rated opponents and the floor for his unrated opponents.

6. The tournament is then rated using these “temporary” ratings.

**Example:**

There are 10 players in a tournament.

<table>
<thead>
<tr>
<th>Player</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>1142</td>
</tr>
<tr>
<td>B</td>
<td>1083</td>
</tr>
<tr>
<td>C</td>
<td>1011</td>
</tr>
<tr>
<td>D</td>
<td>987</td>
</tr>
<tr>
<td>E</td>
<td>845</td>
</tr>
<tr>
<td>F</td>
<td>0</td>
</tr>
<tr>
<td>G</td>
<td>0</td>
</tr>
<tr>
<td>H</td>
<td>0</td>
</tr>
<tr>
<td>I</td>
<td>0</td>
</tr>
<tr>
<td>J</td>
<td>0</td>
</tr>
</tbody>
</table>
The average rating of the rated players is:

\[
Average = \frac{1142 + 1083 + 1011 + 987 + 845}{5} = 1013.6
\]

The floor is 1000.

The table now becomes:

<table>
<thead>
<tr>
<th>Player</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>1142</td>
</tr>
<tr>
<td>B</td>
<td>1083</td>
</tr>
<tr>
<td>C</td>
<td>1011</td>
</tr>
<tr>
<td>D</td>
<td>987</td>
</tr>
<tr>
<td>E</td>
<td>845</td>
</tr>
<tr>
<td>F</td>
<td>1000</td>
</tr>
<tr>
<td>G</td>
<td>1000</td>
</tr>
<tr>
<td>H</td>
<td>1000</td>
</tr>
<tr>
<td>I</td>
<td>1000</td>
</tr>
<tr>
<td>J</td>
<td>1000</td>
</tr>
</tbody>
</table>

The new average is:

\[
Average = \frac{1142 + 1083 + 1011 + 987 + 845 + 1000 + 1000 + 1000 + 1000 + 1000}{10} = 1006.8
\]

The floor is 1000.

We now stop the process as the last 2 floors have the same value. So, we assign 1000 to each unrated player and will use these to calculate their performance ratings.
1 **Performance rating (P) for rated players**

\[ P = A + 400 \left( \frac{W - L}{N} \right) \]

- \( P \) = Performance rating
- \( A \) = Average opponent rating
- \( W \) = Number of won games (excluding byes and defaults)
- \( L \) = Number of lost games (excluding defaults)
- \( N \) = Number of games played (excluding byes and defaults)

2 **Performance rating for unrated players (Pu)**

A player’s percentage score is first calculated (excluding all byes and defaults) and is rounded off to the nearest integer.

- If the player scores > 50%: \( P_u = A + 30 \left( S - \frac{N}{2} \right) \)
- If the player scores = 50%: \( P_u = A \)
- If the player scores < 50%: \( P_u = A + D_p \)

- \( P_u \) = Performance rating
- \( A \) = Average opponent rating
- \( S \) = Score (excluding byes and defaults)
- \( N \) = Number of games played (excluding byes and defaults)
- \( D_p \) = Difference (see Table 1 below)

3 **Weighed performance rating (Pw) (all players)**

\[ P_w = \frac{\sum_{i=1}^{n} P_i N_i}{\sum_{i=1}^{n} N_i} \quad \text{or} \quad P_w = \frac{P_1 N_1 + P_2 N_2 + \cdots + P_n N_n}{N_1 + N_2 + \cdots + N_n} \]

- \( P_w \) = Weighed performance rating
- \( P \) = Tournament performance
- \( N \) = Number of games played (excluding byes and defaults)

In simpler terms:

**Step 1:** For each tournament, multiply the player’s performance rating with the number of games he has played. Then add all these answers together.

**Step 2:** Calculate the players total number of tournament games played.

**Step 3:** Divide the answer in step 1 by the answer in step 2.

**NB!** In all cases, the performance may not drop below 100. If it does, adjust it to 100.
Using Weighted Performance (Pw) to adjust/award ratings

1 **Unrated players:** For each type of rating, an unrated player will receive his first published rating once he has played 20 rated games. This rating is determined by calculating the Pw of his tournaments that make up the 20+ games. NB! Normal, Rapid and Blitz games are not mixed but counted separately for each type of rating.

**Example:** An unrated player has the following results.

- Tournament 1: Pw=1234, N=5
- Tournament 2: Pw=1482, N=7
- Tournament 3: Pw=1050, N=6
- Tournament 4: Pw=1506, N=9

\[
P_w = \frac{P_1N_1 + P_2N_2 + \cdots + P_nN_n}{N_1 + N_2 + \cdots + N_n}
= \frac{(1234 \times 5) + (1482 \times 7) + (1050 \times 6) + (1506 \times 9)}{5 + 7 + 6 + 9}
= \frac{36398}{27}
= 1348
\]

So his first published rating will be 1348.

2 **Rated players:** After each 5 tournaments a player's Pw is calculated. If Pw is greater than the player's latest published rating, his rating is adjusted upwards equal to the value which is the difference between Pw and his current rating but to a maximum of 150 points.

**Example 1:** A player's new rating is 1600. His Pw is calculated as 1700. The difference is 100. His rating is adjusted to 1700 (1600+100).

**Example 2:** A player's new rating is 1600. His Pw is calculated as 1900. The difference is 300. His rating is adjusted to 1750 (1600+150).

**Example 3:** A player's new rating is 1600. His Pw is calculated as 1500. No adjustment is made because Pw is less than his rating.

3 **For both rated and unrated players:** Pw is only calculated at the end of the month and after the new set of ratings were calculated.
Difference in rating (D)

1. D is calculated by subtracting the opponent’s rating from the player’s own rating. Thus, \( D = \text{Player rating} – \text{Opponent rating} \)

2. For the higher rated player, D may not be more than +400. If it is, treat D as +400 (as if the opponent was only rated 400 rating points less).

3. For the lower rated player, D may not be less than -736. If it is, treat D as -736 (as if the opponent was rated 736 rating points higher).

Example

Player A is rated 2000.
Player B is rated 1200.

For player A: \( D = 2000-1200 = 800 \). Because D>400 we treat Player B as if he is rated 1600 (2000-400).
For player B: \( D = 1200-2000 = -800 \). Because D<-736 we treat Player A as if he is rated 1936 (1200+736).

NB! The above is only used for updating ratings. When calculating performance ratings, the actual opponent ratings are used.

Number of rounds per tournaments

Only tournaments with a minimum of 5 rounds will be rated. For Braille tournaments, the minimum is 4 rounds.

When ratings are updated

New ratings are calculated on the last day of each month (based on tournaments received in that month) and published on the first day of the next month.

A player’s current rating will be used to calculate his overall rating change for that month, regardless of the number of tournaments he participated in. E.g. a player’s rating is 1500. For each and every tournament he played in that month, his rating change will be calculated based on his current 1500 rating. The total rating change for that month will then be added to his current rating to determine his new rating.
Table 1

For calculating the Dp value of unrated players (see “Performance rating for unrated players”).

<table>
<thead>
<tr>
<th>%</th>
<th>Dp</th>
<th>%</th>
<th>Dp</th>
<th>%</th>
<th>Dp</th>
<th>%</th>
<th>Dp</th>
<th>%</th>
<th>Dp</th>
</tr>
</thead>
<tbody>
<tr>
<td>49</td>
<td>-7</td>
<td>39</td>
<td>-80</td>
<td>29</td>
<td>-158</td>
<td>19</td>
<td>-251</td>
<td>9</td>
<td>-383</td>
</tr>
<tr>
<td>48</td>
<td>-14</td>
<td>38</td>
<td>-87</td>
<td>28</td>
<td>-166</td>
<td>18</td>
<td>-262</td>
<td>8</td>
<td>-401</td>
</tr>
<tr>
<td>47</td>
<td>-21</td>
<td>37</td>
<td>-95</td>
<td>27</td>
<td>-175</td>
<td>17</td>
<td>-273</td>
<td>7</td>
<td>-422</td>
</tr>
<tr>
<td>46</td>
<td>-29</td>
<td>36</td>
<td>-102</td>
<td>26</td>
<td>-184</td>
<td>16</td>
<td>-284</td>
<td>6</td>
<td>-444</td>
</tr>
<tr>
<td>45</td>
<td>-36</td>
<td>35</td>
<td>-110</td>
<td>25</td>
<td>-193</td>
<td>15</td>
<td>-296</td>
<td>5</td>
<td>-470</td>
</tr>
<tr>
<td>44</td>
<td>-43</td>
<td>34</td>
<td>-117</td>
<td>24</td>
<td>-202</td>
<td>14</td>
<td>-309</td>
<td>4</td>
<td>-501</td>
</tr>
<tr>
<td>43</td>
<td>-50</td>
<td>33</td>
<td>-125</td>
<td>23</td>
<td>-211</td>
<td>13</td>
<td>-322</td>
<td>3</td>
<td>-538</td>
</tr>
<tr>
<td>42</td>
<td>-57</td>
<td>32</td>
<td>-133</td>
<td>22</td>
<td>-220</td>
<td>12</td>
<td>-336</td>
<td>2</td>
<td>-589</td>
</tr>
<tr>
<td>41</td>
<td>-65</td>
<td>31</td>
<td>-141</td>
<td>21</td>
<td>-230</td>
<td>11</td>
<td>-351</td>
<td>1</td>
<td>-677</td>
</tr>
<tr>
<td>40</td>
<td>-72</td>
<td>30</td>
<td>-149</td>
<td>20</td>
<td>-240</td>
<td>10</td>
<td>-366</td>
<td>0</td>
<td>-800</td>
</tr>
</tbody>
</table>

To use the table, calculate the player’s percentage score, find the value in the table and read the number to the immediate right.

E.g. A player’s percentage score is 26. His Dp is -184.

Table 2

For rated players only. Used to calculate a player’s expected score (We).

<table>
<thead>
<tr>
<th>D</th>
<th>H</th>
<th>L</th>
<th>D</th>
<th>H</th>
<th>L</th>
<th>D</th>
<th>H</th>
<th>L</th>
<th>D</th>
<th>H</th>
<th>L</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-3</td>
<td>0.50</td>
<td>0.50</td>
<td>92-98</td>
<td>0.63</td>
<td>0.37</td>
<td>198-206</td>
<td>0.76</td>
<td>0.24</td>
<td>345-357</td>
<td>0.89</td>
<td>0.11</td>
</tr>
<tr>
<td>4-10</td>
<td>0.51</td>
<td>0.49</td>
<td>99-106</td>
<td>0.64</td>
<td>0.36</td>
<td>207-215</td>
<td>0.77</td>
<td>0.23</td>
<td>358-374</td>
<td>0.90</td>
<td>0.10</td>
</tr>
<tr>
<td>11-17</td>
<td>0.52</td>
<td>0.48</td>
<td>107-113</td>
<td>0.65</td>
<td>0.35</td>
<td>216-225</td>
<td>0.78</td>
<td>0.22</td>
<td>375-391</td>
<td>0.91</td>
<td>0.09</td>
</tr>
<tr>
<td>18-25</td>
<td>0.53</td>
<td>0.47</td>
<td>114-121</td>
<td>0.66</td>
<td>0.34</td>
<td>226-235</td>
<td>0.79</td>
<td>0.21</td>
<td>392-411</td>
<td>0.92</td>
<td>0.08</td>
</tr>
<tr>
<td>26-32</td>
<td>0.54</td>
<td>0.46</td>
<td>122-129</td>
<td>0.67</td>
<td>0.33</td>
<td>236-245</td>
<td>0.80</td>
<td>0.20</td>
<td>412-432</td>
<td>0.93</td>
<td>0.07</td>
</tr>
<tr>
<td>33-39</td>
<td>0.55</td>
<td>0.45</td>
<td>130-137</td>
<td>0.68</td>
<td>0.32</td>
<td>246-256</td>
<td>0.81</td>
<td>0.19</td>
<td>433-456</td>
<td>0.94</td>
<td>0.06</td>
</tr>
<tr>
<td>40-46</td>
<td>0.56</td>
<td>0.44</td>
<td>138-145</td>
<td>0.69</td>
<td>0.31</td>
<td>257-267</td>
<td>0.82</td>
<td>0.18</td>
<td>457-484</td>
<td>0.95</td>
<td>0.05</td>
</tr>
<tr>
<td>47-53</td>
<td>0.57</td>
<td>0.43</td>
<td>146-153</td>
<td>0.70</td>
<td>0.30</td>
<td>268-278</td>
<td>0.83</td>
<td>0.17</td>
<td>485-517</td>
<td>0.96</td>
<td>0.04</td>
</tr>
<tr>
<td>54-61</td>
<td>0.58</td>
<td>0.42</td>
<td>154-162</td>
<td>0.71</td>
<td>0.29</td>
<td>279-290</td>
<td>0.84</td>
<td>0.16</td>
<td>518-559</td>
<td>0.97</td>
<td>0.03</td>
</tr>
<tr>
<td>62-68</td>
<td>0.59</td>
<td>0.41</td>
<td>163-170</td>
<td>0.72</td>
<td>0.28</td>
<td>291-302</td>
<td>0.85</td>
<td>0.15</td>
<td>560-619</td>
<td>0.98</td>
<td>0.02</td>
</tr>
<tr>
<td>69-76</td>
<td>0.60</td>
<td>0.40</td>
<td>171-179</td>
<td>0.73</td>
<td>0.27</td>
<td>303-315</td>
<td>0.86</td>
<td>0.14</td>
<td>620-735</td>
<td>0.99</td>
<td>0.01</td>
</tr>
<tr>
<td>77-83</td>
<td>0.61</td>
<td>0.39</td>
<td>180-188</td>
<td>0.74</td>
<td>0.26</td>
<td>316-328</td>
<td>0.87</td>
<td>0.13</td>
<td>736+</td>
<td>1.00</td>
<td>0.00</td>
</tr>
<tr>
<td>84-91</td>
<td>0.62</td>
<td>0.38</td>
<td>189-197</td>
<td>0.75</td>
<td>0.25</td>
<td>329-344</td>
<td>0.88</td>
<td>0.12</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

How to use the table:

1. Calculate D for each player and find the difference in the column marked “D”.
2. For the higher rated player, read the value to the immediate right which is in the “H” column.
3. For the lower rated player, read the value to the immediate right which is in the “L” column.
Example 1
Player A is rate 1345. Player B is rated 1234.
For Player A: D=1345-1234=111. His We is 0.65.
For Player B: D=1234-1345=-111. His We is 0.35.
This means, because of the rating difference (D), Player A is expected to score 0.65 and Player B 0.35 points from their game.

Example 2
Player A is rated 2000.
Player B is rate 1000.
For Player A: D=2000-1000=1000. Because D>400 we use D=400. This gives We=0.92.
For Player B: D=1000-2000=-1000. Because D<-736 we use D=-736. This gives We=0.00.

Summary: How to calculate the tournament performance rating of an unrated player.

1. Calculate the average rating of all the rated players and floor the answer.
2. Assign this floor to each of the unrated players and recalculate the average rating of ALL players (taking this floor into account for each of the unrated players). Floor the answer and assign the new value to each of the unrated players.
3. Repeat step 2 until the last two floor values are the same. Assign this final answer to each of the unrated players.
4. Calculate the temporary performance rating of each of the unrated players by using the actual ratings of the rated opponents and the final floor value (obtained in step 3). Use the formulae as discussed in “Performance rating for unrated players”.
5. Calculate an unrated player’s tournament performance rating by using the actual rating of the rated opponents and the temporary performance rating (obtained in step 4) of the unrated opponents. **NB! - Use the performance rating for rated players.**

Summary: How to calculate the rating change of a rated player.

1. Calculate the difference in rating (D) for each game the player has played.
2. Calculate his expected score (We) for each of these games.
3. Calculate the difference (SWe) between his actual score (S) and We for each of these games. SWe = S-We.
4. Add all the SWe values together.
5. Multiply the final answer in step 4 with the player’s K-factor. This will produce his rating change for that tournament.
Example 1: Calculate the tournament performance ratings of unrated players (regardless of the age group, section, etc.)

The following example has been constructed to illustrate the method used.

<table>
<thead>
<tr>
<th>No.</th>
<th>Player</th>
<th>Rating</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>Scr</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A</td>
<td>923</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>B</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0.5</td>
<td>0.5</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>C</td>
<td>847</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>D</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0.5</td>
<td>0.5</td>
<td>1</td>
<td>2.5</td>
</tr>
<tr>
<td>5</td>
<td>E</td>
<td>0</td>
<td>0</td>
<td>0.5</td>
<td>1</td>
<td>0.5</td>
<td>0</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>F</td>
<td>1011</td>
<td>0</td>
<td>0.5</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1.5</td>
<td></td>
</tr>
</tbody>
</table>

**STEP 1:** Calculate the average rating of the rated players (Ar) and floor the answer (F).

\[
A_r = \frac{923 + 847 + 1011}{3} = 927
\]

F = 900

**STEP 2:** Assign this floor to all the unrated players and recalculate the average of all the players. Then floor the answer.

\[
A_r = \frac{923 + 847 + 1011 + 900 + 900 + 900}{6} = 913.5
\]

F = 900

Because the last two floors have the same value, we terminate the process and award 900 to each unrated player.

<table>
<thead>
<tr>
<th>No.</th>
<th>Player</th>
<th>Rating</th>
<th>Scr</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A</td>
<td>923</td>
<td>4</td>
</tr>
<tr>
<td>2</td>
<td>B</td>
<td>900</td>
<td>3</td>
</tr>
<tr>
<td>3</td>
<td>C</td>
<td>847</td>
<td>2</td>
</tr>
<tr>
<td>4</td>
<td>D</td>
<td>900</td>
<td>2.5</td>
</tr>
<tr>
<td>5</td>
<td>E</td>
<td>900</td>
<td>2</td>
</tr>
<tr>
<td>6</td>
<td>F</td>
<td>1011</td>
<td>1.5</td>
</tr>
</tbody>
</table>

**STEP 3:** Calculate the temporary performance rating for each of the unrated players, using the actual ratings of the rated opponents and the floor for each of the unrated opponents.

Calculate the percentage score for each of the unrated players.
Player B has a %>50. So we use the formula $P_u = A + 30\left(S - \frac{W}{2}\right)$

Thus, $P_u = \frac{923 + 847 + 900 + 911 + 1011}{5} + 30\left(3 - \frac{5}{2}\right) = 916.2 + 30(0.5) = 916.2 + 15 = 931$

Player D has a %=50. So we use the formula $P_u = A$

$P_u = \frac{923 + 900 + 847 + 900 + 1011}{5} = 916$

Player E has a %<50. So we use the formula $P_u = A + D_p$

$P_u = \frac{923 + 900 + 847 + 900 + 1011}{5} + (-72) = 916.2 - 72 = 844$

We now substitute these performances back into the original tournament table and use them to update the ratings of the rated players.

<table>
<thead>
<tr>
<th>No.</th>
<th>Player</th>
<th>Rating</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>Scr</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A</td>
<td>923</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>2</td>
<td>B</td>
<td>931</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0.5</td>
<td>0.5</td>
<td>3</td>
</tr>
<tr>
<td>3</td>
<td>C</td>
<td>847</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>4</td>
<td>D</td>
<td>916</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0.5</td>
<td>1</td>
<td>2.5</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>E</td>
<td>844</td>
<td>0</td>
<td>0.5</td>
<td>0.5</td>
<td>0</td>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>F</td>
<td>1011</td>
<td>0</td>
<td>0.5</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1.5</td>
<td></td>
</tr>
</tbody>
</table>

**STEP 4:** Calculate an unrated player’s tournament performance rating by using the actual rating of the rated opponents and the temporary performance ratings (obtained in step 3) of the unrated opponents. **NB!** - Use the performance rating formula for rated players.

<table>
<thead>
<tr>
<th>Player B</th>
<th>Player D</th>
<th>Player E</th>
</tr>
</thead>
<tbody>
<tr>
<td>$A = \frac{923 + 847 + 916 + 844 + 1011}{5} = 908.2$</td>
<td>$A = \frac{923 + 931 + 847 + 844 + 1011}{5} = 911.2$</td>
<td>$A = \frac{923 + 931 + 847 + 916 + 1011}{5} = 925.6$</td>
</tr>
<tr>
<td>W = 2 L = 1</td>
<td>W = 2 L = 2</td>
<td>W = 1 L = 2</td>
</tr>
<tr>
<td>$P = 908.2 + 400\left(2 - \frac{1}{5}\right) = 988$</td>
<td>$P = 911.2 + 400\left(2 - \frac{2}{5}\right) = 911$</td>
<td>$P = 925.6 + 400\left(1 - \frac{2}{5}\right) = 846$</td>
</tr>
</tbody>
</table>

These are then the performance ratings that will be used to calculate the unrated players’ weighed performances in order to determine their eventual first official ratings.
Example 2: Calculate the rating change of a rated player in a tournament where unrated players participate (only applicable to u8, u10, u8 & u10, Beginner sections) where games vs. unrated opponents are rated

Use the example and data obtained in Example 1. **NB! We do NOT use the final tournament performances of unrated players.** The K-factor for each rated player is 35.

<table>
<thead>
<tr>
<th>No.</th>
<th>Player</th>
<th>Rating</th>
<th>K</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>Scr</th>
</tr>
</thead>
<tbody>
<tr>
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<td>0</td>
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</tr>
<tr>
<td>3</td>
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<td>847</td>
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<td>0</td>
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</tr>
<tr>
<td>4</td>
<td>D</td>
<td>916</td>
<td>-</td>
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<td>0</td>
<td>1</td>
<td>0.5</td>
<td>1</td>
<td>2.5</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>E</td>
<td>844</td>
<td>-</td>
<td>0</td>
<td>0.5</td>
<td>1</td>
<td>0.5</td>
<td>0</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>F</td>
<td>1011</td>
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<td>0</td>
<td>0</td>
<td>1</td>
<td>1.5</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**STEP 1:** Calculate the difference in rating (D) for each game the player has played.

<table>
<thead>
<tr>
<th>Opp</th>
<th>Rat</th>
<th>D</th>
<th>We</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>931</td>
<td>-8</td>
<td>0.49</td>
</tr>
<tr>
<td>C</td>
<td>847</td>
<td>+7</td>
<td>0.60</td>
</tr>
<tr>
<td>D</td>
<td>916</td>
<td>+7</td>
<td>0.51</td>
</tr>
<tr>
<td>E</td>
<td>844</td>
<td>+79</td>
<td>0.61</td>
</tr>
<tr>
<td>F</td>
<td>1011</td>
<td>-88</td>
<td>0.38</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Opp</th>
<th>Rat</th>
<th>D</th>
<th>We</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>923</td>
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<td>B</td>
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**STEP 2:** Calculate his expected score (We) for each of these games.

<table>
<thead>
<tr>
<th>Opp</th>
<th>Rat</th>
<th>D</th>
<th>S</th>
<th>SWe</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>931</td>
<td>-8</td>
<td>0.49</td>
<td>0.51</td>
</tr>
<tr>
<td>C</td>
<td>847</td>
<td>+76</td>
<td>0.60</td>
<td>0.60</td>
</tr>
<tr>
<td>D</td>
<td>916</td>
<td>+7</td>
<td>0.51</td>
<td>1</td>
</tr>
<tr>
<td>E</td>
<td>844</td>
<td>+79</td>
<td>0.61</td>
<td>0.39</td>
</tr>
<tr>
<td>F</td>
<td>1011</td>
<td>-88</td>
<td>0.38</td>
<td>1.62</td>
</tr>
</tbody>
</table>

**STEP 3:** Calculate the difference (SWe) between his actual score (S) and We for each of these games. SWe = S - We. Then add the SWe scores together.

<table>
<thead>
<tr>
<th>Opp</th>
<th>Rat</th>
<th>D</th>
<th>S</th>
<th>SWe</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>931</td>
<td>-8</td>
<td>0.49</td>
<td>0.51</td>
</tr>
<tr>
<td>C</td>
<td>847</td>
<td>+76</td>
<td>0.60</td>
<td>0.60</td>
</tr>
<tr>
<td>D</td>
<td>916</td>
<td>+7</td>
<td>0.51</td>
<td>1</td>
</tr>
<tr>
<td>E</td>
<td>844</td>
<td>+79</td>
<td>0.61</td>
<td>0.39</td>
</tr>
<tr>
<td>F</td>
<td>1011</td>
<td>-88</td>
<td>0.38</td>
<td>1.62</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Opp</th>
<th>Rat</th>
<th>D</th>
<th>S</th>
<th>SWe</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>931</td>
<td>-8</td>
<td>0.49</td>
<td>0.51</td>
</tr>
<tr>
<td>C</td>
<td>847</td>
<td>+76</td>
<td>0.60</td>
<td>0.60</td>
</tr>
<tr>
<td>D</td>
<td>916</td>
<td>+7</td>
<td>0.51</td>
<td>1</td>
</tr>
<tr>
<td>E</td>
<td>844</td>
<td>+79</td>
<td>0.61</td>
<td>0.39</td>
</tr>
<tr>
<td>F</td>
<td>1011</td>
<td>-88</td>
<td>0.38</td>
<td>1.62</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Opp</th>
<th>Rat</th>
<th>D</th>
<th>S</th>
<th>SWe</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>931</td>
<td>-8</td>
<td>0.49</td>
<td>0.51</td>
</tr>
<tr>
<td>C</td>
<td>847</td>
<td>+76</td>
<td>0.60</td>
<td>0.60</td>
</tr>
<tr>
<td>D</td>
<td>916</td>
<td>+7</td>
<td>0.51</td>
<td>1</td>
</tr>
<tr>
<td>E</td>
<td>844</td>
<td>+79</td>
<td>0.61</td>
<td>0.39</td>
</tr>
<tr>
<td>F</td>
<td>1011</td>
<td>-88</td>
<td>0.38</td>
<td>1.62</td>
</tr>
</tbody>
</table>
STEP 4: For each player, multiply his total SWe with his K-factor to obtain his rating change for that tournament.

Player A: Rating change = 1.41 x 35 = 49.35
Player C: Rating change = 0.04 x 35 = 1.4
Player F: Rating change = -1.80 x 35 = -63.0

Example 3: Calculate the rating change of a rated player in a tournament where unrated players participate (excluding u8, u10, u8 & u10, Beginner sections) where games vs. unrated opponents are NOT rated

Use the example and data obtained in Example 2 but IGNORE all games vs. unrated opponents.

<table>
<thead>
<tr>
<th>No.</th>
<th>Player</th>
<th>Rating</th>
<th>K</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>Scr</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A</td>
<td>923</td>
<td>35</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
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<td>4</td>
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<td>B</td>
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<td>-</td>
<td>1</td>
<td>1</td>
<td>0.5</td>
<td>0.5</td>
<td>3</td>
</tr>
<tr>
<td>3</td>
<td>C</td>
<td>847</td>
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<td>0</td>
<td>1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>4</td>
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<td>0</td>
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<td>1</td>
<td>0.5</td>
<td>1</td>
<td>2.5</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>E</td>
<td>844</td>
<td>-</td>
<td>0.5</td>
<td>1</td>
<td>0.5</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>F</td>
<td>1011</td>
<td>35</td>
<td>0</td>
<td>0.5</td>
<td>0</td>
<td>1</td>
<td>1.5</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

STEP 1: Calculate the difference in rating (D) for each game the player has played.

<table>
<thead>
<tr>
<th>Opp</th>
<th>Rating</th>
<th>D</th>
<th>We</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td>847</td>
<td>+76</td>
<td>0.60</td>
</tr>
<tr>
<td>F</td>
<td>1011</td>
<td>-88</td>
<td>0.38</td>
</tr>
</tbody>
</table>

STEP 2: Calculate his expected score (We) for each of these games.

<table>
<thead>
<tr>
<th>Opp</th>
<th>Rating</th>
<th>D</th>
<th>We</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td>847</td>
<td>+76</td>
<td>0.60</td>
</tr>
<tr>
<td>F</td>
<td>1011</td>
<td>-88</td>
<td>0.38</td>
</tr>
</tbody>
</table>

STEP 3: Calculate the difference (SWe) between his actual score (S) and We for each of these games. SWe = S - We. Then add the SWe scores together.

<table>
<thead>
<tr>
<th>Opp</th>
<th>Rating</th>
<th>D</th>
<th>We</th>
<th>S</th>
<th>SWe</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td>847</td>
<td>+76</td>
<td>0.60</td>
<td>0</td>
<td>-0.60</td>
</tr>
<tr>
<td>F</td>
<td>1011</td>
<td>-88</td>
<td>0.38</td>
<td>1</td>
<td>0.62</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>0.02</td>
<td></td>
</tr>
</tbody>
</table>
**STEP 4:** For each player, multiply his total SWe with his K-factor to obtain his rating change for that tournament.

Player A: Rating change = 0.02 x 35 = 0.7  
Player C: Rating change = 1.32 x 35 = 46.2  
Player F: Rating change = -1.34 x 35 = -46.9
REAL EXAMPLE 1 (all players rated)

The following example is based on the actual results of the 2013 Western Province Closed Championships (B-Section). These results are used solely for the purpose of explain the rating system where all players are rated. We also assume that all games were played (no defaults).

<table>
<thead>
<tr>
<th>No.</th>
<th>Place</th>
<th>K</th>
<th>Name</th>
<th>Rating</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
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<td>20</td>
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<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td></td>
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<td>1938</td>
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<td>1</td>
<td>1</td>
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<td>1</td>
<td>1</td>
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<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
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<td>1833</td>
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<td>1</td>
<td>0</td>
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<td>1</td>
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<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
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<td>0</td>
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<td>1</td>
</tr>
<tr>
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<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

STEP 1: For each player, calculate the rating difference (D), expected score (We) and score difference (SWe) for each game played.

<table>
<thead>
<tr>
<th>No.</th>
<th>Opp</th>
<th>S</th>
<th>D</th>
<th>We</th>
<th>SWe</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
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<td>0.63</td>
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<td>-0.34</td>
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<tr>
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<td>12</td>
<td>0.52</td>
<td>0.48</td>
</tr>
<tr>
<td>4</td>
<td>1775</td>
<td>1</td>
<td>70</td>
<td>0.60</td>
<td>0.40</td>
</tr>
<tr>
<td>5</td>
<td>1797</td>
<td>1</td>
<td>48</td>
<td>0.57</td>
<td>0.43</td>
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<tr>
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<td>1739</td>
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<td>0.64</td>
<td>0.36</td>
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<td>7</td>
<td>1278</td>
<td>1</td>
<td>400</td>
<td>0.92</td>
<td>0.08</td>
</tr>
</tbody>
</table>

The rating change for each player is:

Salimu: \(2.04 \times 20 = +40.8\)

Davies: \(1.26 \times 20 = +25.2\)

James: \(0.02 \times 20 = -0.40\)

Ntho: \(0.15 \times 20 = +3.0\)

Fredericks: \(0.70 \times 30 = +21.0\)

Willenberg: \(-1.50 \times 20 = -30\)

Brown: \(-1.98 \times 30 = -59.4\)

Behm: \(0.81 \times 35 = +28.35\)
## REAL EXAMPLE 2 (not all players rated – assume this is an u10 section)

The following example is based on the actual results of the 2013 Western Province Closed Championships (X-Section). These results are used solely for the purpose of explain the rating system where some players are rated. We also assume that all games were played (no defaults).

<table>
<thead>
<tr>
<th>No.</th>
<th>K</th>
<th>Name</th>
<th>Rating</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
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<td>CHATEAU, CLIFTON</td>
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<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>0</td>
<td>JANSEN, BEUNAY</td>
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<td>0</td>
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<td>1</td>
<td>1</td>
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<td>0</td>
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</tr>
<tr>
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</tr>
<tr>
<td>4</td>
<td>35</td>
<td>STADLER, CHRISTOFF</td>
<td>417</td>
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</tr>
<tr>
<td>5</td>
<td>35</td>
<td>STADLER, LALI</td>
<td>621</td>
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<td>0</td>
<td>0</td>
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<td>1</td>
<td>1</td>
</tr>
<tr>
<td>6</td>
<td>35</td>
<td>GANI, RIYAAZ</td>
<td>627</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>7</td>
<td>0</td>
<td>JACOBS, TERRENCE</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>½</td>
</tr>
<tr>
<td>8</td>
<td>0</td>
<td>AFRICA, WARRICK</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>½</td>
<td>½</td>
</tr>
</tbody>
</table>

**STEP 1:** Calculate the average rating of the rated players and floor the answer.

\[
\text{Average} = \frac{417 + 621 + 627}{3} = 555
\]

Floor = 500

**STEP 2:** Tread all unrated players as 500 and recalculate the average rating of ALL players. Floor the answer.

\[
\text{Average} = \frac{500 + 500 + 500 + 417 + 621 + 627 + 500 + 500}{8} = 520
\]

Floor = 500.

The process no stops and we assign 500 to each unrated player.

<table>
<thead>
<tr>
<th>No.</th>
<th>K</th>
<th>Name</th>
<th>Rating</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>CHATEAU, CLIFTON</td>
<td>500</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>0</td>
<td>JANSEN, BEUNAY</td>
<td>500</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>0</td>
<td>GAVIN, DEAN</td>
<td>500</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>35</td>
<td>STADLER, CHRISTOFF</td>
<td>417</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>5</td>
<td>35</td>
<td>STADLER, LALI</td>
<td>621</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>6</td>
<td>35</td>
<td>GANI, RIYAAZ</td>
<td>627</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>7</td>
<td>0</td>
<td>JACOBS, TERRENCE</td>
<td>500</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>½</td>
</tr>
<tr>
<td>8</td>
<td>0</td>
<td>AFRICA, WARRICK</td>
<td>500</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>½</td>
<td>½</td>
</tr>
</tbody>
</table>

**STEP 3:** Calculate the temporary performance rating for each of the unrated players, using the actual ratings of the rated opponents and the floor for each of the unrated opponents.

Calculate the percentage score for each of the unrated players.

<table>
<thead>
<tr>
<th>No.</th>
<th>Player</th>
<th>Rating</th>
<th>Scr</th>
<th>%</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Chateau</td>
<td>500</td>
<td>6</td>
<td>86</td>
</tr>
<tr>
<td>2</td>
<td>Jansen</td>
<td>500</td>
<td>5</td>
<td>71</td>
</tr>
<tr>
<td>3</td>
<td>Gavin</td>
<td>500</td>
<td>5</td>
<td>71</td>
</tr>
<tr>
<td>4</td>
<td>Jacobs</td>
<td>500</td>
<td>1.5</td>
<td>21</td>
</tr>
<tr>
<td>5</td>
<td>Africa</td>
<td>500</td>
<td>0.5</td>
<td>7</td>
</tr>
</tbody>
</table>
Chateau has a %>50. So we use the formula \( P_u = A + 30 \left( S - \frac{N}{2} \right) \)
Thus, \( P_u = \frac{500 + 500 + 417 + 621 + 627 + 500 + 500}{7} + 30 \left( 6 - \frac{7}{2} \right) = 523.57 + 30(2.5) = 523.57 + 75 = 599 \)

Jansen has a %>50. So we use the formula \( P_u = A + 30 \left( S - \frac{N}{2} \right) \)
Thus, \( P_u = \frac{500 + 500 + 417 + 621 + 627 + 500 + 500}{7} + 30 \left( 5 - \frac{7}{2} \right) = 523.57 + 30(1.5) = 523.57 + 45 = 569 \)

Gavin has a %>50. So we use the formula \( P_u = A + 30 \left( S - \frac{N}{2} \right) \)
Thus, \( P_u = \frac{500 + 500 + 417 + 621 + 627 + 500 + 500}{7} + 30 \left( 5 - \frac{7}{2} \right) = 523.57 + 30(1.5) = 523.57 + 45 = 569 \)

Jacobs has a %<50. So we use the formula \( P_u = A + D_p \)
\( P_u = \frac{500 + 500 + 417 + 621 + 627 + 500 + 500}{7} + (-230) = 523.57 - 230 = 294 \)

Africa has a %<50. So we use the formula \( P_u = A + D_p \)
\( P_u = \frac{500 + 500 + 417 + 621 + 627 + 500 + 500}{7} + (-422) = 523.57 - 422 = 102 \)

We now substitute these performances back into the original tournament table and use them to update the ratings of the rated players.

<table>
<thead>
<tr>
<th>No.</th>
<th>K</th>
<th>Name</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>CHATEAU, CLIFTON</td>
<td>599</td>
</tr>
<tr>
<td>2</td>
<td>0</td>
<td>JANSEN, BEUNAY</td>
<td>569</td>
</tr>
<tr>
<td>3</td>
<td>0</td>
<td>GAVIN, DEAN</td>
<td>569</td>
</tr>
<tr>
<td>4</td>
<td>35</td>
<td>STADLER, CHRISTOFF</td>
<td>417</td>
</tr>
<tr>
<td>5</td>
<td>35</td>
<td>STADLER, LALI</td>
<td>621</td>
</tr>
<tr>
<td>6</td>
<td>35</td>
<td>GANI, RIYAAZ</td>
<td>627</td>
</tr>
<tr>
<td>7</td>
<td>0</td>
<td>JACOBS, TERRENCE</td>
<td>294</td>
</tr>
<tr>
<td>8</td>
<td>0</td>
<td>AFRICA, WARRICK</td>
<td>102</td>
</tr>
</tbody>
</table>

**STEP 4:** Calculate the rating change of the rated players taking ALL opponent ratings into account.

**Stadler C, R=417, K=35**

<table>
<thead>
<tr>
<th>No.</th>
<th>Opp</th>
<th>S</th>
<th>D</th>
<th>We</th>
<th>SWe</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>599</td>
<td>0</td>
<td>-182</td>
<td>0.26</td>
<td>-0.26</td>
</tr>
<tr>
<td>2</td>
<td>569</td>
<td>0</td>
<td>-152</td>
<td>0.30</td>
<td>-0.30</td>
</tr>
<tr>
<td>3</td>
<td>569</td>
<td>1</td>
<td>-152</td>
<td>0.30</td>
<td>0.70</td>
</tr>
<tr>
<td>4</td>
<td>621</td>
<td>1</td>
<td>-204</td>
<td>0.24</td>
<td>0.76</td>
</tr>
<tr>
<td>5</td>
<td>627</td>
<td>1</td>
<td>-210</td>
<td>0.23</td>
<td>0.77</td>
</tr>
<tr>
<td>6</td>
<td>294</td>
<td>1</td>
<td>123</td>
<td>0.67</td>
<td>0.33</td>
</tr>
<tr>
<td>7</td>
<td>102</td>
<td>1</td>
<td>315</td>
<td>0.86</td>
<td>0.14</td>
</tr>
</tbody>
</table>

Stadler C: \( 2.14 \times 35 = +74.9 \)

**Stadler L, R=621, K=35**

<table>
<thead>
<tr>
<th>No.</th>
<th>Opp</th>
<th>S</th>
<th>D</th>
<th>We</th>
<th>SWe</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>599</td>
<td>0</td>
<td>22</td>
<td>0.53</td>
<td>-0.53</td>
</tr>
<tr>
<td>2</td>
<td>569</td>
<td>0</td>
<td>52</td>
<td>0.57</td>
<td>-0.57</td>
</tr>
<tr>
<td>3</td>
<td>569</td>
<td>0</td>
<td>52</td>
<td>0.57</td>
<td>-0.57</td>
</tr>
<tr>
<td>4</td>
<td>417</td>
<td>0</td>
<td>204</td>
<td>0.76</td>
<td>-0.76</td>
</tr>
<tr>
<td>5</td>
<td>627</td>
<td>1</td>
<td>-6</td>
<td>0.49</td>
<td>0.51</td>
</tr>
<tr>
<td>6</td>
<td>294</td>
<td>1</td>
<td>327</td>
<td>0.87</td>
<td>0.13</td>
</tr>
<tr>
<td>7</td>
<td>102</td>
<td>1</td>
<td>400</td>
<td>0.92</td>
<td>0.08</td>
</tr>
</tbody>
</table>

Stadler L: \( -1.71 \times 35 = -59.85 \)

**Gani, R=627, K=35**

<table>
<thead>
<tr>
<th>No.</th>
<th>Opp</th>
<th>S</th>
<th>D</th>
<th>We</th>
<th>SWe</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>599</td>
<td>0</td>
<td>28</td>
<td>0.54</td>
<td>-0.54</td>
</tr>
<tr>
<td>2</td>
<td>569</td>
<td>0</td>
<td>58</td>
<td>0.58</td>
<td>-0.58</td>
</tr>
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<td>417</td>
<td>0</td>
<td>210</td>
<td>0.77</td>
<td>-0.77</td>
</tr>
<tr>
<td>5</td>
<td>621</td>
<td>0</td>
<td>6</td>
<td>0.51</td>
<td>-0.51</td>
</tr>
<tr>
<td>6</td>
<td>294</td>
<td>1</td>
<td>333</td>
<td>0.88</td>
<td>0.12</td>
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<tr>
<td>7</td>
<td>102</td>
<td>1</td>
<td>400</td>
<td>0.92</td>
<td>0.08</td>
</tr>
</tbody>
</table>

Gani: \( -2.78 \times 35 = -97.3 \)
**STEP 5:** Calculate tournament performance ratings of the unrated players by using the actual rating of the rated opponents and the temporary performance ratings of the unrated opponents. **NB! - Use the performance rating formula for rated players.**

<table>
<thead>
<tr>
<th></th>
<th>Chateau</th>
<th>Jansen</th>
<th>Gavin</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>( \frac{569 + 569 + 417 + 621 + 627 + 294 + 102}{7} ) = ( A ) = 457</td>
<td>( \frac{599 + 569 + 417 + 621 + 627 + 294 + 102}{7} ) = ( A ) = 461.29</td>
<td>( \frac{599 + 569 + 417 + 621 + 627 + 294 + 102}{7} ) = ( A ) = 461.29</td>
</tr>
<tr>
<td></td>
<td>W = 6</td>
<td>W = 5</td>
<td>W = 5</td>
</tr>
<tr>
<td></td>
<td>L = 1</td>
<td>L = 2</td>
<td>L = 2</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>( P = 457 + 400 \left( \frac{6 - 1}{7} \right) ) = 743</td>
<td>( P = 461.29 + 400 \left( \frac{5 - 2}{7} \right) ) = 633</td>
<td>( P = 461.29 + 400 \left( \frac{5 - 2}{7} \right) ) = 633</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>Jacobs</th>
<th>Africa</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>( \frac{599 + 569 + 569 + 417 + 621 + 627 + 102}{7} ) = ( A ) = 500.57</td>
<td>( \frac{599 + 569 + 569 + 417 + 621 + 627 + 294}{7} ) = ( A ) = 528</td>
</tr>
<tr>
<td></td>
<td>W = 1</td>
<td>W = 0</td>
</tr>
<tr>
<td></td>
<td>L = 5</td>
<td>L = 6</td>
</tr>
<tr>
<td></td>
<td>( P = 500.57 + 400 \left( \frac{1 - 5}{7} \right) ) = 272</td>
<td>( P = 528 + 400 \left( \frac{0 - 6}{7} \right) ) = 185</td>
</tr>
</tbody>
</table>
REAL EXAMPLE 3 (all players are unrated)

The following example is based on the actual results of the 2013 Western Province Closed Championships (Y-Section). These results are used solely for the purpose of explain the rating system where all players are unrated. We also assume that all games were played (no defaults).

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>Rating</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>MATSHIDZE, ALUWANI</td>
<td>0</td>
<td>1</td>
<td>½</td>
<td>½</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>MBETE, YONWABISA</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>LOUW, ENRICO</td>
<td>0</td>
<td>¼</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>MAKANJEE, PRAVEER</td>
<td>0</td>
<td>½</td>
<td>0</td>
<td>1</td>
<td>½</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>5</td>
<td>KARAPEN, MARK</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>½</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>6</td>
<td>MATHELELI, MORONGOE</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>7</td>
<td>MAVANGWA, MILLER</td>
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<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>8</td>
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<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

**STEP 1:** Because all players are unrated, we assign a manual floor. If this was an u8 event the floor would have been 500, otherwise it’s 600. For this example, let’s assume this is a Beginner tournament and the floor is 600. Our table will now look like this (the last column indicating each player’s percentage score).

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>Rating</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>Score</th>
<th>%</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>MATSHIDZE, ALUWANI</td>
<td>600</td>
<td>1</td>
<td>½</td>
<td>½</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>6</td>
<td>86</td>
</tr>
<tr>
<td>2</td>
<td>MBETE, YONWABISA</td>
<td>600</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>6</td>
<td>86</td>
</tr>
<tr>
<td>3</td>
<td>LOUW, ENRICO</td>
<td>600</td>
<td>¼</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
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<td>1</td>
<td>4.5</td>
<td>64</td>
</tr>
<tr>
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<td>600</td>
<td>½</td>
<td>0</td>
<td>1</td>
<td>½</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>3.5</td>
<td>50</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>KARAPEN, MARK</td>
<td>600</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>½</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>3.5</td>
<td>50</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>MATHELELI, MORONGOE</td>
<td>600</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>29</td>
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**STEP 2:** Calculate the tournament performance rating for each player. The average opponent rating for each player is obviously 600.

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Matshidze has a %>50. So we use the formula \( P_u = A + 400 \left( \frac{W-L}{N} \right) \)
Thus, \( P = 600 + 400 (\frac{5-0}{7}) = 886 \)

Mbete has a %>50. So we use the formula \( P_u = A + 400 \left( \frac{W-L}{N} \right) \)
Thus, \( P = 600 + 400 (\frac{6-0}{7}) = 943 \)

Louw has a %>50. So we use the formula \( P_u = A + 400 \left( \frac{W-L}{N} \right) \)
Thus, \( P = 600 + 400 (\frac{4-2}{7}) = 714 \)

Makanjee has a %=50. So we use the formula \( P_u = A \)
Thus, \( P = 600 \)

Karapen has a %=50. So we use the formula \( P_u = A \)
Thus, \( P = 600 \)

Karapen has a %<50. So we use the formula \( P_u = A + D_p \)
Thus, \( P = 600 - 158 = 442 \)

Mawangwa has a %<50. So we use the formula \( P_u = A + D_p \)
Thus, \( P = 600 - 158 = 442 \)

Le Roux has a %<50. So we use the formula \( P_u = A + D_p \)
Thus, \( P = 600 - 800 = -200 \)
But because this is less than 100, we set \( P = 100 \).
TYPES of TOURNAMENTS

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

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

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

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

   **3-4 players**
   
   1  2  3
   1 - 4  4 - 3  2 - 4
   2 - 3  1 - 2  3 - 1

   **5-6 players**
   
   1  2  3  4  5
   1 - 6  6 - 4  2 - 6  6 - 5  3 - 6
   2 - 5  5 - 3  3 - 1  1 - 4  4 - 2
   3 - 4  1 - 2  4 - 5  2 - 3  5 - 1

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

   **9-10 players**
   
   1  2  3  4  5  6  7  8  9
   1 - 10  10 - 6  2 - 10  10 - 7  3 - 10  10 - 8  4 - 10  10 - 9  5 - 10
   2 - 9  7 - 5  3 - 1  8 - 6  4 - 2  9 - 7  5 - 3  1 - 8  6 - 4
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The best system for players is a Double Round Robin Tournament, because in such a system all players have to play two games against each opponent, one with white pieces and another one with black pieces. But mainly there is not time enough for it and other systems have to be used.
For Tie-Break systems to be used for Round Robin Tournaments (see chapter „Tie-break Systems“:

2. Swiss Systems

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

a. the Dutch System

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

b. the Lim System

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

c. the Dubov System

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

d. the Burstein System,

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

e. the Olympiad Pairing System used in Olympiad since 2006

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

Using of the Dutch System, step by step

2.1 Score groups

There are two types of score groups:

Homogeneous score groups – all players have equal scores
Heterogeneous score groups – one or more players have higher scores.
A heterogeneous score group of which at least half of the players come down from a higher score group is also treated as though it will be a homogeneous group.
The score groups are sorted according
a. scores
b. ratings
d. alphabetically
The criteria b, c and d correspond to the starting numbers of the players.

2.2 Colour preferences
The colour preference of a player is the difference of colours he has had before the round to be paired (number of played games with white – number of played games with black).
After this calculation we have three kinds of colour preference:
- absolute preference = colour difference is greater than 1 or less than -1, or a player played with the same colour in the two last rounds;
- strong preference = colour difference is unequal to 0; if it is +1 the player should have black, if it is -1 he should have white;
- mild preference = colour difference is 0; the preference being to alternate the colour with respect to the previous round.

2.3 Subgroups
Each score group then is divided into two subgroups, called S1 and S2.
In case of a heterogeneous score group
all players coming from higher score groups are in S1
all the other players are in S2.
After pairings are made for all players in S1, then the pairing of the remaining homogeneous group is restarted.

In case of a homogeneous score group
the higher half of the score group, rounded downwards, is in S1
all other players of the score group are in S2.

2.4 Pairing Principles and definitions
There are some pairing criteria to be followed:
Absolute pairing criteria - these may not be violated, if necessary players will be moved down to a lower score group.
1a. two players shall not meet more than once
1b. a player who has received a point without playing, either through a bye or due to an opponent not appearing in time, shall not receive a bye
2a. No player's colour difference will become >+2 or <-2
2b. No player will receive the same colour three times in row.

Relative pairing criteria - these are in descending priority; they should be fulfilled as much as possible and to comply with these criteria, transpositions or even exchanges may be applied, but no player should be moved down to a lower score group.
3. The difference of the scores of two players paired against each other should be as small as possible and ideally zero
4. As many players as possible receive their colour preference
5. No player shall receive an identical float in two consecutive rounds
6. No player shall have an identical float as two rounds before.
The rules 2a, 2.b, 5 and 6 do not apply when pairing players with a score of over 50% in the last round, if this is helpful to avoid additional floaters.

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

2.5 Colour allocation
After the pairings are made the colours are allocated to all players according to the following criteria:
a. grant both colour preferences
b. grant the stronger colour preference
c. alternate the colours to the most recent round in which they played with different colours = colour history
d. grant the colour preference of the higher ranked player.
A player is higher ranked if he has a higher score or if he has a better starting number.

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

The highest player of S1 is paired versus the highest one of S2, the second highest one of S1 versus the second highest one of S2, and so on, following the absolute criteria. The pairing of the whole score group will be analyzed according to the absolute and relative criteria.
The goal is to have a pairing which has the maximum possible number of pairs fulfilling the colour preference of all players, while additionally all relative criteria are met.

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

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

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

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

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

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

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

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

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

⇒ in case of a homogeneous score group the remaining players are moved down to the next score group; with this score group the procedure will be restarted.

⇒ in case of a heterogeneous score group only players moved down from a higher score group are paired. After that the pairing of the homogeneous remaining group pairings will be started.

⇒ If it is not possible to find a suitable pairing for a players in the score group without violating the absolute pairing criteria in a homogeneous score group, then this player will be floated down;

⇒ in case of the lowest score group and if any exchange of a floater from a higher score group gives not suitable result, then the pairing of the penultimate score group is undone. It will be tried to find another pairing in the penultimate score group which will allow a pairing in the lowest score group. If in the penultimate score group no pairing can be found which will allow a correct pairing for the
lowest score group, then the two lowest score groups are joined into a new lowest score group. Because now another score group is the penultimate one this may be repeated until an acceptable pairing for all players is obtained.

**Bye:** Should the total number of players or teams in a tournament be (or become) odd, one player or one team ends up unpaired and receives a bye.  
In an individual tournament this player is counted to have no opponent, no colour and 1 point.  
In a team tournament this team is counted to have no opponent, no colour, 1 match point and game points equal to 50% of the number of boards in a match. If the number of participating teams is less than twice the number of rounds the team having a bye should be credited with 2 game points instead of only 1 game point.  
A bye is considered to be a down float.

2.8 Publication of pairings  
After a pairing is complete sort the pairing before making them public:  
- the score of the higher ranked player of the pairing involved  
- the sum of the scores of both players of the pairing involved  
- the rank according to criteria for sorting of the higher player of the pairing involved.

2.9 Handling of unplayed games  
For handling of unplayed games there are two different points of view  
 a. for the player himself: for the calculation of Buchholz score or Sonneborn-Berger score in Swiss Tournaments a virtual opponent is used. The tie-break points from this virtual opponent are calculated as follows:  
- at the start of the round this virtual opponent has the same number of points as the real player,  
- then the result of the round is added,  
- finally the virtual opponent is added half a point for each subsequent round.  
For examples see chapter „Tie-break Systems“.

b. for the opponents of a player: to reducing the consequence for the opponents when calculating Buchholz, each result by default of a player is counted as a half point (draw) for the Buchholz of the player’s opponents.
2.10 Final remarks
Byes and pairing not actually played, or lost by one of the players due to arriving late or not at all, will not be taken into account with respect to colours. Such a pairing is not considered to be illegal in future rounds.
Players who withdraw from the tournament will no longer be paired. Players known in advance not to play in a particular round are not paired in that round and score 0. A pairing officially made public shall not be changed unless it violates the absolute pairing criteria.
If either
- result was written down incorrectly, or
- a game was played with the wrong colours, or
- a player's rating has to be corrected
then this will only affect pairing yet to be made.
Players who are absent during a round without notification to the arbiter will be considered to have withdrawn themselves, unless the rules of the tournament state otherwise.

2.11 Manual checking of computer pairings

3. Scheveningen System
The Scheveningen system is mainly used for teams.
In such a team competition each player of one team meets each player of the opposing team. The number of rounds therefore is equal to the number of players in a team.
In a Semi-Scheveningen system the first half of the players of one team meet each player of the first half of the opposing team, the second half of one team play versus the second half of the other team. Example:
Team A and B have eight players each. A1, A2, A3 and A4 play versus B1, B2, B3 and B4. At the same time A5, A6, A7 and A8 play versus B5, B6, B7 and B8. Finally four rounds are necessary

4. Skalitzka System
When using a Round Robin system for three teams it is necessary to organize three rounds and in each round one team is without an opponent.
Skalitzka system gives a possibility to find a ranking for three teams by playing only two rounds and to avoid that a team has no opponent.
Each team has to be composed of an even number of players, all of them ranked in a fixed board order. Before the pairing is made one team is marked by capital letters, then second one by small letters and the third one by figures.
Then the pairings are:

<table>
<thead>
<tr>
<th>round 1</th>
<th>round 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>A - a</td>
<td>1 - A</td>
</tr>
<tr>
<td>b - 1</td>
<td>a - 2</td>
</tr>
<tr>
<td>2 - B</td>
<td>B - b</td>
</tr>
<tr>
<td>C - c</td>
<td>3 - C</td>
</tr>
<tr>
<td>d - 3</td>
<td>c - 4</td>
</tr>
<tr>
<td>4 - D</td>
<td>D - d</td>
</tr>
<tr>
<td>E - e</td>
<td>5 - E</td>
</tr>
<tr>
<td>f - 5</td>
<td>e - 6</td>
</tr>
<tr>
<td>6 - F</td>
<td>F - f</td>
</tr>
</tbody>
</table>

5. **Other systems.**

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

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

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

6. Computer Pairing Programs endorsed by FIDE:

Swiss Master (Nederlandse Schaakbond, NED)
Swiss Manager (Heinz Herzog, AUT)
WinSwiss (Franz-Josef Weber, GER)
VEGA (Luigi Forlano, ITA)
Turnering Service (Harald Heggelung, NOR)
Tournament Director (Neil Hayward, ENG).
A Guide to Applying the FIDE Pairing System
04.1. Swiss System Based on Rating
A. Introductory Remarks and Definitions

A.1 Rating

It is advisable to check all ratings supplied by players. If no reliable rating is known for a player the arbiters should make an estimation of it as accurately as possible before the start of the tournament.
(to convert German INGO or British BCF use rating = 2840 - 8 * INGO = 600 + 8 * BCF)

A.2 Order

For pairing purposes only, the players are ranked in order of, respectively
a. score
b. rating
c. FIDE-title (IGM-WGM-IM-WIM-FM-WFM-no title)
d. alphabetically (unless it has been previously stated that this criterion has been replaced by another one)
The order made before the first round (when all scores are obviously zero) is used to determine the pairing numbers: the highest one gets #1 etc.

A.3 Score brackets

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

A.4 Floats

By pairing a heterogeneous score bracket, players with unequal scores will be paired. To ensure that this will not happen to the same players again in the next round this is written down on the pairing card. The higher ranked player receives a downfloat (▼), the lower one an upfloat (▲).

A.5 Byes

Should the total number of players be (or become) odd, one player ends up unpaired. This player receives a bye: no opponent, no colour, 1 point. A bye is considered to be a downfloat.

A.6 Subgroups

To make the pairing, each score bracket will be divided into two subgroups, to be called S1 and S2.
In a heterogeneous score bracket S1 contains all players moved down from a higher score bracket.
In a homogeneous score bracket S1 contains the higher half (rounding downwards) of the number of players in the score bracket.
The number of players in S1 will be indicated by "p", indicating the number of pairings to be made.
In both cases S2 contains all other players of the score bracket.
In both S1 and S2 players are ordered according to A2.

A.7 Colour differences and colour preferences

The colour difference of a player is the number of games played with white minus the number of games played with black by this player.
After a round the colour preference can be determined for every player.

a. An absolute colour preference occurs when a player's colour difference is greater than 1 or less than -1, or when a player played with the same colour in the two latest rounds. The preference is white when the colour difference is <0 or when the last two games were played with black, otherwise black. In this case the (obligatory) colour is already written down on the score card. (This rule is not in effect when pairing players with a score of over 50% in the last round).
b. A strong colour preference occurs when a player's colour difference is unequal to zero. The preference is white when the colour difference is <0, black otherwise.
c. A mild colour preference occurs when a player's colour difference is zero, the preference being to alternate the colour with respect to the previous game. In this case the colour difference is written down as +0 or -0 depending on the colour of the previous game (white or black respectively).
Before the first round the colour preference of one player (often the highest one) is determined by lot.
A.8 Definition of "x"

The number of pairings which can be made in a score bracket, either homogeneous or heterogeneous, not fulfilling all colour preferences, is represented by the symbol x.

x can be calculated as follows:

w = number of players having a colour preference white.
b = number of players having a colour preference black.
q = number of players in the score bracket divided by 2, rounded upwards.
If b > w then x = b-q, else x = w-q.

A.8 Transpositions and exchanges

a. In order to make a sound pairing it is often necessary to change the order in S2. The Rules to make such a change, called a transposition, are in D1.
b. In a homogeneous score bracket it may be necessary to exchange players from S1 and S2. Rules for exchanges are found under D2. After each exchange both S1 and S2 are to be ordered according to A2.

B. Pairing Criteria

Absolute Criteria
(These may not be violated. If necessary players will be moved down to a lower score bracket.)

B.1

a. Two players shall not meet more than once.
b. A player who has received a point without playing, either through a bye or due to an opponent not appearing in time, shall not receive a bye.

B.2

a. No player's colour difference will become >+2 or <-2.
b. No player will receive the same colour three times in row.

Relative Criteria
(These are in descending priority. They should be fulfilled as much as possible. To comply with these criteria, transpositions or even exchanges may be applied, but no player should be moved down to a lower score bracket.)

B.3

The difference of the scores of two players paired against each other should be as small as possible and ideally zero.

B.4

As many players as possible receive their colour preference. (Whenever x of a score bracket is unequal to zero this rule will have to be ignored. x is deducted by one each time a colour preference cannot be granted.)

B.5

No player shall receive an identical float in two consecutive rounds.

B.6

No player shall have an identical float as two rounds before.
Note: B2, B5 and B6 do not apply when pairing players with a score of over 50% in the last round.

C. Pairing Procedures

Starting with the highest score bracket apply the following procedures to all score brackets until an acceptable pairing is obtained. Afterwards the colour allocation rules (E) are used to determine which players will play with white.

C.1 If the score bracket contains a player for whom no opponent can be found within this score bracket without violating B1 or B2 then:
   if this player was moved down from a higher score bracket apply C12.
   if this score bracket is the lowest one apply C13.
   in all other cases: move this player down to the next score bracket.

C.2 Determine x according to A8.
C.3 Determine \( p \) according to A6.

C.4 Put the highest players in S1, all other players in S2.

C.5 Order the players in S1 and S2 according to A2.

C.6 Pair the highest player of S1 against the highest one of S2, the second highest one of S1 against the second highest one of S2, etc. If now \( p \) pairings are obtained in compliance with B1 and B2 the pairing of this score bracket is considered complete.

   - in case of a homogeneous score bracket: remaining players are moved down to the next score bracket.
   - With this score bracket restart at C1.
   - in case of a heterogeneous score bracket: only players moved down were paired so far. Start at C2 with the homogeneous remainder group.

C.7 Apply a new transposition of S2 according to D1 and restart at C6.

C.8 In case of a homogeneous (remainder) group: apply a new exchange between S1 and S2 according to D2. Restart at C5.

C.9 Drop criterion B6 and B5 (in this order) for downfloats and restart at C4.

C.10 In case of a homogeneous remainder group: undo the pairing of the lowest moved down player paired and try to find a different opponent for this player by restarting at C7.

   - If no alternative pairing for this player exists then drop criterion B6 first and then B5 for upfloats and restart at C2.

C.11 As long as \( x \) is less than \( p \): increase \( x \) by 1. When pairing a remainder group undo all pairings of players moved down also. Restart at C3.

C.12 In case of a heterogeneous group: undo the pairing of the previous score bracket. If in this previous score bracket a pairing can be made whereby another player will be moved down to the current one, and this now allows \( p \) pairing to be made then this pairing in the previous score bracket will be accepted.

C.13 In case of the lowest score bracket: the pairing of the penultimate score bracket is undone. Try to find another pairing in the penultimate score bracket which will allow a pairing in the lowest score bracket. If in the penultimate score bracket \( p \) becomes zero (i.e. no pairing can be found which will allow a correct pairing for the lowest score bracket) then the two lowest score brackets are joined into a new lowest score bracket. Because now another score bracket is the penultimate one C13 can be repeated until an acceptable pairing is obtained.

C.14 Decrease \( p \) by 1 (and if the original value of \( x \) was greater than zero decrease \( x \) by 1 as well). As long as \( p \) is unequal to zero restart at C4. If \( p \) equals zero the entire score bracket is moved down to the next one. Restart with this score bracket at C1.

**D. Transposition and Exchange Procedures**

Example: S1 contains players 1, 2, 3 and 4 (in this sequence); S2 contains players 5, 6, 7 and 8 (in this sequence).

D.1 Transpositions within S2 should start with the lowest players, with descending priority:

   1. 5-6-8-7;
   2. 5-7-6-8;
   3. 5-7-8-6;
   4. 5-8-6-7;
   5. 5-8-7-6;
   6. 6-5-7-8;
   7. 6-5-8-7, etc.

   Hint: put all numbers constructible with the digits 5, 6, 7 and 8 in ascending order.

D.2 When applying an exchange between S1 and S2 the difference between the numbers exchanged should be as small as possible. When differences of various options are equal take the one concerning the lowest player of S1.

<table>
<thead>
<tr>
<th>Exchange one player S1</th>
<th>Exchange two players S2</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 3 2</td>
<td>3+4 2+4 2+3</td>
</tr>
<tr>
<td>5 a c f 6 b e h 7 d g i</td>
<td>5+6 j l o 5+7 k n q 6+7 m p r</td>
</tr>
</tbody>
</table>
The above matrices contain the sequence in which exchanges should be applied.
Exchanging one player: a) 4 and 5; b) 4 and 6; c) 3 and 5; etc. until i) 2 and 7.
Exchanging two players: j) 3+4 with 5+6; k) 3+4 with 5+7; l) 2+4 with 5+6 etc. After each exchange both S1 and S2 should be ordered according to A2.
Remark: if the number of players in a score bracket is odd, S1 contains one player less than S2. So with 7 players S1 contains players 1, 2 and 3, S2 4, 5, 6 and 7. The exchanges needed in that case can be found from the above ones by deducting all numbers in S1 and S2 by 1. The last column of the second matrix has then become obsolete.

E. Colour Allocation Rules

For each pairing apply (with descending priority):

E.1 Grant both colour preferences.
E.2 Grant the stronger colour preference.
E.3 Alternate the colours to the most recent round in which they played with different colours.
E.4 Grant the colour preference of the higher ranked player.
E.5 In the first round all even numbered players in S1 will receive a colour different from all odd numbered players in S1.

F. Final Remarks

F.1 After a pairing is complete sort the pairing before making them public.
The sorting criteria are (with descending priority)
the score of the higher player of the pairing involved;
the sum of the scores of both players of the pairing involved;
the rank according to A2 of the higher player of the pairing involved.
F.2 Byes, and pairing not actually played, or lost by one of the players due to arriving late or not at all, will not be taken into account with respect to colour, Such a pairing is not considered to be illegal in future rounds.
F.3 A player who after five round has a colour history of BWW-B (i.e. no valid game in round 4) will be treated as -BWWB with respect to E3. So WB-WB will count as -WBWB and BWW-B-W as - -BWWBW.
F.4 Because all players are in one homogeneous score bracket before the start of round one and are ordered according to A2 the highest player of S1 will play against the highest player of S2 and if the number of players is odd the lowest ranked player will receive a bye.
F.5 Players who withdraw from the tournament will no longer be paired. Players known in advance not to play in a particular round are not paired in that round and score 0.
F.6 A pairing officially made public shall not be changed unless it violates the absolute pairing criteria (B1 and B2).
F.7 If either
result was written down incorrectly, or
a game was played with the wrong colours, or
a player's rating has to be corrected, then this will only affect pairing yet to be made.
Whether it will affect a pairing already made public but not yet played should be decided by the arbiter.
Unless the rules of the tournament state otherwise:
F.8 Players who are absent during a round without notification to the arbiter will be considered to have withdrawn themselves.
F.9 Adjourned games are considered draws for pairing purposes only.
F.10 In order to make the final standings the following criteria apply (in descending priority):
the highest number of points scored; should this be equal for several participants prize money should be shared;
where it concerns the first place: the best result in games played against each other;
the highest average rating of the opponents;
the drawing of lots.
Doing the Draw – A Practical Exercise

Consider a tournament with 14 players as shown. The players are arranged in descending rating order. Players without an official FIDE Rating can either be included in the position of their national rating or placed at the bottom. This will often depend on the reliability of the information available. In this case the players indicated by * do not have FIDE ratings but have been positioned by their national rating.

When doing a manual pairing each entrant shall be given a pairing card similar to the one shown below. There are many variations of these each with advantages and disadvantages. The opponent’s pin number is entered rather than the name. The colour is indicated by W for White (often written in red ink) and B for Black (in blue or black ink). Byes do not count as a colour (may be indicated by green ink). Floats are indicated by arrows pointing in the appropriate direction. The result of the game is entered (normally 1, ½ or 0 but 3, 1, 0 is another possibility). The Total cell contains the current cumulative score.

<table>
<thead>
<tr>
<th>PIN</th>
<th>Name</th>
<th>Title</th>
<th>National</th>
<th>Rating</th>
<th>FIDE Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>BROWN, Ben</td>
<td>USA</td>
<td>2180</td>
<td>2000567</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Round</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent</td>
<td>9</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Colour</td>
<td>W</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Result</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

In round 1 the top 7 players will be paired against the bottom 7 in order. The colour given to the top rated player may be determined by lot unless the tournament regulations specify otherwise. Colours of the top seeded players will then alternate.

In this case the top seed was given black. The round 1 pairing is therefore:

<table>
<thead>
<tr>
<th>Table</th>
<th>White</th>
<th>Black</th>
<th>Nr</th>
<th>Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Hood, Henry</td>
<td>Andrew, Alan</td>
<td>8-1</td>
<td>0-1</td>
</tr>
<tr>
<td>2</td>
<td>Brown, Ben</td>
<td>Inman, Irene</td>
<td>2-9</td>
<td>1/2</td>
</tr>
<tr>
<td>3</td>
<td>Jones, John</td>
<td>Colins, Callum</td>
<td>10-3</td>
<td>0-1</td>
</tr>
<tr>
<td>4</td>
<td>Dawson, Diane</td>
<td>Kilpatrick, Kevin</td>
<td>4-11</td>
<td>10-3</td>
</tr>
<tr>
<td>5</td>
<td>Lawson, Linda</td>
<td>Edwards, Eric</td>
<td>12-5</td>
<td>0-1</td>
</tr>
<tr>
<td>6</td>
<td>Fox, Findlay</td>
<td>McLean, Martin</td>
<td>6-13</td>
<td>1/2</td>
</tr>
<tr>
<td>7</td>
<td>Nixon, Norman</td>
<td>Green, Gery</td>
<td>14-7</td>
<td>0-1</td>
</tr>
</tbody>
</table>

This will normally be done by placing the cards in order from 1 to 7 in this case moving them to the right to indicate black and to the left to indicate white. The bottom half cards are then placed in order in the gaps provided. The pairings obtained should be marked on the cards.

The round 1 results are as shown giving the player ranking which are also shown.

<table>
<thead>
<tr>
<th>Table</th>
<th>White</th>
<th>Black</th>
<th>Nr</th>
<th>Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Hood, Henry</td>
<td>Andrew, Alan</td>
<td>8-1</td>
<td>0-1</td>
</tr>
<tr>
<td>2</td>
<td>Brown, Ben</td>
<td>Inman, Irene</td>
<td>2-9</td>
<td>1/2</td>
</tr>
<tr>
<td>3</td>
<td>Jones, John</td>
<td>Colins, Callum</td>
<td>10-3</td>
<td>0-1</td>
</tr>
<tr>
<td>4</td>
<td>Dawson, Diane</td>
<td>Kilpatrick, Kevin</td>
<td>4-11</td>
<td>10-3</td>
</tr>
<tr>
<td>5</td>
<td>Lawson, Linda</td>
<td>Edwards, Eric</td>
<td>12-5</td>
<td>0-1</td>
</tr>
<tr>
<td>6</td>
<td>Fox, Findlay</td>
<td>McLean, Martin</td>
<td>6-13</td>
<td>1/2</td>
</tr>
<tr>
<td>7</td>
<td>Nixon, Norman</td>
<td>Green, Gery</td>
<td>14-7</td>
<td>0-1</td>
</tr>
</tbody>
</table>

The results and totals should be marked on the cards.

The column CB in the table opposite indicates the colour balance. Players who had white show +1 those who had black show -1.
Round 2 Pairing

The round 1 results were not kind to the arbiter as there was a surplus of black winners.

<table>
<thead>
<tr>
<th>White</th>
<th>pts</th>
<th>Black</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td></td>
<td></td>
</tr>
<tr>
<td>½</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td></td>
<td></td>
</tr>
<tr>
<td>14</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Arranging the players in order firstly by points and then by pin gives this table.

We have 5 players on 1 point with four hoping for white and only one seeking black. As we have an odd number we will require a downfloat. Player 7 is the obvious candidate as he is in the largest colour group and is the lowest rated player.

Players 1 and 3 are then the ‘top-half’ and should be paired against 4 and 5 respectively. 5 will therefore receive the ‘wrong’ colour.

Player 2 is now upfloated to play 7 (highest and of appropriate colour). 13 should be the downfloat and as 9 can play 6 there is no problem with doing so here.

By the logic used above player 8 upfloats to meet 13. Players 10 and 11 are the top-half and due to meet 12 and 14. To put these in order it is necessary for player 12 to transfer colour.

The cards should be marked to show the pairing made.

Therefore the round 2 pairing is

<table>
<thead>
<tr>
<th>Table</th>
<th>White</th>
<th>Black</th>
<th>Nrs</th>
<th>Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Andrews, Alan</td>
<td>Dawson, Diane</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>2</td>
<td>Collins, Calum</td>
<td>Edwards, Eric</td>
<td>3</td>
<td>5</td>
</tr>
<tr>
<td>3</td>
<td>Green, Gerry</td>
<td>Brown, Ben</td>
<td>7</td>
<td>2</td>
</tr>
<tr>
<td>4</td>
<td>Irwin, Irene</td>
<td>Fox, Findlay</td>
<td>9</td>
<td>6</td>
</tr>
<tr>
<td>5</td>
<td>McLean, Martin</td>
<td>Hood, Henry</td>
<td>13</td>
<td>8</td>
</tr>
<tr>
<td>6</td>
<td>Lawson, Linda</td>
<td>Jones, John</td>
<td>12</td>
<td>10</td>
</tr>
<tr>
<td>7</td>
<td>Kilpatrick, Kevin</td>
<td>Nixon, Norman</td>
<td>11</td>
<td>14</td>
</tr>
</tbody>
</table>

Results for round 2 and resulting leader board are:

The cards should be updated showing the results and new totals.
Round 3 Pairing

<table>
<thead>
<tr>
<th>White</th>
<th>pts</th>
<th>Black</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>1</td>
<td>1½</td>
</tr>
<tr>
<td>2^</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>5</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td></td>
<td>6</td>
</tr>
<tr>
<td>8^</td>
<td>9</td>
<td></td>
</tr>
<tr>
<td>½</td>
<td>11</td>
<td>12</td>
</tr>
<tr>
<td>14</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Again arranging the players in order firstly by points and then by pin gives this table.

Player 1 is the lone leader and we would like to upfloat player 2 to meet him but unfortunately this player had an upfloat in the previous round so we should upfloat 5 instead as he is due the appropriate colour.

Players 2 and 3 can play so are paired together.

In the 1 point score group we have 3 players seeking white and two black. Again we need a downfloat. Player 8 is the obvious choice. But 8 has floated before. However since this was in the opposite direction it does not produce a problem. Pairing top v bottom gives 4v7 and 6v9. This is a problem as 6 has already played 9. Players 7 and 9 therefore swap positions to avoid this problem.

Player 11 is the highest available of the appropriate colour and therefore upfloats to meet 8.

Pairing the ½ points together gives 10v13 and 14v12.

The cards are updated to show this.

Results and leader board for round 3 are shown.

The cards should be updated.
Round 4 Pairing

<table>
<thead>
<tr>
<th>White</th>
<th>pts</th>
<th>Black</th>
<th>Notes</th>
</tr>
</thead>
</table>
| 1v    | 2   | 2.^
| 3     | 4   | 6
| 8^v   | 1½  | 5^   | 10   |
| 12    | 1   | 7-v  | 9    |
| ½     | 11^ | 13-v | 14   |

Again arranging the players in order firstly by points and then by pin gives this table.

Player 1 is still the lone leader. Player 2 floated up two rounds ago so is still prevented, therefore player 4 should be the upfloat but they have already met so 6 must upfloat.

Player 4 should colour transfer giving 4v2 and 3v8 on the two point score group.

The 1½ point group is relatively straightforward 5v10 with 12 downfloating. The obvious upfloat is 7 so 7v12 is a pairing.

We now have the tricky score group (though it is possible to get the correct answer by accident!). We have three white seekers and only one black so we need a transfer. If everything else is the same this will normally be the lowest rated, in this case player 13. However because we are looking for an upfloat 11 might be considered as the best candidate and would be except for the previous upfloat. Because of this upfloat 11 is not chosen to transfer and 13 is.

Having transferred across 13 should upfloat but this leaves 11v14 who have already met. 14 must upfloat giving 9v14 and 11v13.

Had we incorrectly said that 14 is the only black seeker so must go up to play 11 we would get the same answer with much less work. But we would have reached the answer by a wrong method.

Round 5 Pairing

The round 4 results and leaderboard are as given

Mark up the cards and do the round 5 pairing.
Round 5

Round 5 is a relatively straightforward draw. Player 9 cannot be downfloated so 7 must. This is probably the only ‘tricky’ bit. Everything else should fall into place.

<table>
<thead>
<tr>
<th>Table</th>
<th>White</th>
<th>Black</th>
<th>Nrs</th>
<th>Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Collins, Calum</td>
<td>Andrews, Alan</td>
<td>3 - 1</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Brown, Ben</td>
<td>Edwards, Eric</td>
<td>2 - 5</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Fox, Findlay</td>
<td>Dawson, Diane</td>
<td>6 - 4</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Hood, Henry</td>
<td>Inman, Irene</td>
<td>9 - 9</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Jones, John</td>
<td>Green, Gerry</td>
<td>10 - 7</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Lawson, Linda</td>
<td>Kilpatrick, Kevin</td>
<td>12 - 11</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>McLean, Martin</td>
<td>Nixon, Norman</td>
<td>13 - 14</td>
<td></td>
</tr>
</tbody>
</table>
Applying
App G.5

Claims for a draw in the last two minutes – how should the arbiter react?
The Draw Claim

The first thing that an arbiter must do is to make sure that the draw is claimed in accordance with the Laws of Chess.

The player making the claim must be the one who is about to move. A player may not claim when it is the opponent’s move or after he has moved but not stopped his clock. If a player tries to claim at the wrong time then it is permissible to explain the correct procedure to the player but this explanation should not disturb the opponent.

There are two reasons for claiming a draw:

- The opponent has no practical winning chances
- The opponent is not trying to win by normal means (i.e. he is simply trying to run down the player’s time without doing anything constructive).

The Arbiter may wish to enquire from the player as to which of these two reasons is the basis for the claim. Indeed there is an implication in G.5.a that the Arbiter should do this.

How does the Arbiter React?

The reaction of the Arbiter will be based on the position on the board. It may also be based on the strengths of the players involved. For example at beginner level a player may not be able to mate with king and queen v king and the Arbiter in some circumstances may declare that ending drawn.

If the player claiming the draw is ahead on material the Arbiter has two options. The first option is to award the draw immediately. Provided that the person making the claim is sufficiently ahead in material this is a perfectly reasonable decision.

The alternative is to inform the opponent that he has been offered a draw. This is true as the claim of a draw in this situation is also to be deemed an offer of a draw [see Article 9.1.b.(3)]. Should the opponent decline the draw offer or say nothing then it is acceptable for the arbiter to order play to continue. Should the player who claimed the draw subsequently win, then that is the result that is recorded. Should the player run out of time then the arbiter may award the draw unless in the meantime the opponent has offered a draw. If the opponent offers a draw which is not accepted then the player who originally made the claim losses the protection provided by App G.5 and should his flag fall he will be declared lost.

If the position on the board is unclear then the Arbiter should order the game to continue and should attempt to watch the remainder of the game if possible. It may be necessary to ask an assistant to supervise the progress of the game if the Arbiter has several other games to watch.

If the person making the claim is significantly behind on material and has no other compensation, for example a strong attack, then the claim should be rejected. The Arbiter may award the opponent an extra two minutes but this would normally only be done if the opponent was also short of time. The award of extra time is normally only done for a totally frivolous claim of a draw and even then the time may not be added as the time taken to reset the clock may be more advantageous to the player than the additional two minutes is to the opponent.

Making the Decision

If the claim for a draw is based on the opponent having no practical winning chances then the player making the claim must demonstrate over the board that he knows how to draw the game. If the player makes only a few moves then it would be normal to reject the claim. The exception to this is when a claim is made in the last few seconds but is made because the opponent’s position has deteriorated with the last move or two. In general, the earlier a claim is made and the more moves are played after making the claim the more likely it is to succeed.
When making a decision a useful rule of thumb is that if the Arbiter has to give more than a little thought to the outcome then the draw claim should be rejected.

The claim that an opponent is trying to win by time only may be much more difficult to establish. If the opponent is making any progress at all, no matter how little, then the draw claim should be rejected. The really difficult situation is where the opponent is obviously trying to win but does not demonstrate the necessary technique. Here the player must make enough moves to assure the Arbiter that he knows how to defend against all of the opponent’s attempts at winning. If the player’s lack of moves deprives the opponent of an opportunity to try to win then the draw claim is rejected.

There are two obvious reasons why a player may not play quickly enough to justify his case. The first is that he is uncertain of the moves to play, the second is that the position is complicated and deserves considerable thought. Both reasons weaken the claimant’s case.

Whilst nothing can be written in tablets of stone, it is reasonable to say that if in doubt reject the claim. Bear in mind that the decision of the Arbiter should not be such as to bring the game into disrepute.

The Laws of Chess do not allow an appeal against an Arbiter’s decision in this situation. It is therefore important that the Arbiter does everything possible to ensure that the result reached is correct. It is acceptable to consult with another Arbiter before making your decision or even a strong player. In both these cases this should be done, if possible, whilst play is in progress or immediately thereafter. Where a player is involved this player should not have a vested interest in the result of the game in question.

**Positions to Consider**

The following positions are for discussion. Different Arbiters could reach other conclusions in similar positions.

**Position 1.** This is a theoretical draw. However the fact that it is a draw in theory is not enough to award the draw in practice. In this position White must demonstrate that he knows to go to the h1 corner and stay near there. A few more moves should be sufficient to allow the Arbiter to award the draw. The opponent may take a little more convincing however!
Position 2. You would expect most players of any standard to agree this game drawn. However, if Black claims a draw here it is not unreasonable to ensure that he does not play 1 ... Kf4 before awarding the draw. It is reasonable in similar positions to await sufficient moves to be played to satisfy yourself that the player is not going to walk into a skewer.

Position 3. There is no need for White to claim a draw here. No position can be set up which allows Black to get checkmate. If the White flag falls before mate occurs then the result is a draw.

Position 3a is different in that even though White has a bigger advantage than before (R + 2B) it is possible for Black to mate so the claim of a draw should be made before the flag falls. In this situation it is reasonable to expect White to wait until the final second before claiming a draw. In such a situation giving the draw immediately is the correct decision.

The position to the right shows a possible mate. It does not matter how unlikely this position is to occur. The possibility that it can means that White must claim a draw before exhausting his time. If no claim has been made then White loses. Unfortunately many players see a lone knight as not being sufficient material to mate with, overlooking the part their own pieces play.
In **Position 4** Black claims a draw. Whilst White can win this it is very difficult. In this situation when the Arbiter is called in then “Play On” is the obvious decision. The Arbiter may consider it prudent to keep a count of the moves played thereafter. Obviously if more than 50 moves are played then giving a draw is the correct decision. If fewer moves are played but it is obvious that there can be no mate in the moves remaining to 50 then giving the draw is correct. If only 10 or 15 moves are played then Black has denied his opponent the opportunity to win and must therefore lose. It is also possible that White will repeat the position. Here the Arbiter may want to see the same position 4 times rather than three in order to be certain of the repetition before awarding a draw.

**Position 5.** Black to play claims a draw. Note that this position is not blocked. Black’s h-pawn is weak. Certainly not a position to penalize Black for claiming the draw but he is certainly being optimistic. The game should be allowed to continue.

**Position 6.** Black claims a draw. If Black allows this ending to occur then he must be prepared to make a considerable number of moves to justify his draw claim. It is certainly in the interests of a player short of time to try to avoid endings like this.

The Arbiter however must also be aware that White may try to extend the game artificially by avoiding any progress towards a (drawn) endgame, trying to keep the position alive enough in the hope of being awarded a win on time.
Position 7. Here White claimed a draw. The previous moves were 1 Kd3 Rg3+, 2 Kd4 Rg4+, 3 Kd3 Rg3+, 4 Kd4 Rg5+. Black has no justification for playing these moves other than to use up White’s time. The Arbiter would be correct in awarding the draw in this situation.

Position 8. The following is played 1 Ka2 Qd5+, 2 Ka1 Qh1+, 3 Ka2 Qd5+. At this point White claimed that Black was not trying to win by normal means. The Arbiter ordered the game to continue which it did with 4 Ka1 Rd8 and White’s flag fell.

Whilst Black’s moves were not the most aggressive there is a very strong argument that he was playing moves which would allow White to play weaker moves e.g. if White blocked a check with the queen then the queens could be exchanged to give Black an easy win. When a claim is made the opponent does not have to play the best moves but must play moves which can be seen to seek to improve his position.
Position 9. This type of position can cause problems for the Arbiter. Both sides have winning chances. White has the option of sacrificing a piece for two pawns by capturing on h5 giving him a passed h-pawn. Black also has a sac with Na7, Nb5, Nxa3. Both players are short of time, particularly Black. Black claims that White has been making random moves with his bishop and knight and therefore is making no attempt to win by normal means. If a scoresheet is available the Arbiter may check the veracity of Black's claim. The Arbiter may also have been watching and base his decision on what he has seen. If White has played 3 or 4 'non' moves he should be given the benefit of the doubt, if a dozen or so then Black can be awarded the draw. Between these numbers the clock times and strength of the players may come into the decision making process.

In this case neither player has been recording and the Arbiter was watching another game. The Arbiter has no option but to order the game to continue. The game continues 1 ... Na7, 2 Nxe5 Nb5, 3 Nf6 Nxa3, 4 h5 Nb1, 5 h6 Kf8, 6 f5 a3. White now plays 7 Nd7+ and offers Black a draw. The game continues 7 ... Ke7, 8 h7 a2. At this point Black has declined the draw offer so has lost his protection under 10.2. In other words he now risks a loss on time. White has offered a draw but has not claimed it from the Arbiter. Even though White now has a relatively easy win following Nf6 it is a case of the player whose flag falls loses. If White claims a draw following 9 Nf6 then the opponent should be given the option of accepting and White given the draw if the flag subsequently falls. If White played 9 h8=Q and claimed the draw then it could be argued that Black now has some winning chances. The Arbiter earns his corn with this type of position.
Rules of Thumb for the Arbiter

1) Always gain maximum information, usually by asking the players to play on.

2) If the opponent has prolonged the game, or could only reasonably expect to win on time alone, the draw should be awarded.

3) If the player who makes the claim has himself contributed to his own time trouble, or has been forced to spend time countering his opponent’s good moves, he weakens his claim for a draw.

4) Any benefit of the doubt is given to the opponent of the claimant.

5) Don’t make a decision which brings the game into disrepute.

6) If you are out of your depth, ask for advice before making a decision

David Welch,
Chief Arbiter
English Chess Federation
TIE BREAK SYSTEMS

Tie-Breaks are used to rank players within point groups.

There are many different tie-break systems, some of them popular, some rather obscure. Confusion has been caused by the terminology as same systems are known under different names in different countries. This document looks at systems of FIDE and USCF.

I. PRINCIPLE: Sum of Opposition's Scores
   
   A. Buchholz (FIDE) or Solkoff (USCF)
      This is the sum of opponents' scores. The idea is that the same score is more valuable if achieved against players with better performances in a given tournament. Looks like an ideal tie-breaking method and has been used since the Swiss system was invented. However it has some weaknesses which are addressed by other methods (see Median-Buchholz, Progress, Berger).

   B. Median-Buchholz (FIDE) or Median (USCF) or Harkness (USCF)
      Same as above but discarding the highest and the lowest opposition's scores.
      Its idea is to eliminate distortions in Buchholz values caused by taking into account games against run-away winners and bottom placed players.

   C. KOYA
      The number of points achieved against all opponents who have achieved 50 % or more.

   D. Extended / reduced Koya
      The Koya System can be extended by including score groups with a lower score, or reduced step by excluding players who scored less than a higher scores.

   E. Berger or Sonneborn-Berger (FIDE, USCF)
      This is calculated by adding scores of the opponents who were beaten by a given player and half the scores of the opponents who were drawn with. This has been adopted from round-robin tournaments and is usually used as a secondary method.

II. PRINCIPLE: Player's Progressive Score
   
   A. Progress (FIDE) or Cumulative (USCF)
      Calculated by adding points from a progress table eg if your scores were: Win, Loss, Win, Draw then your progressive scores are 1, 1, 2, 2.5 and your Progress tie-break value is 6.5
      This is an attempt to put a higher value on scores which were achieved by scoring better in the initial rounds than by finishing from behind. It is common knowledge that the latter is usually much easier to achieve.

      The problem is that the order of the Progress tie-breaks is known before the last round (last round scores will change the actual value but not the order within a point group). This may encourage some undesirable tournament "tactics" in the last round.
III. PRINCIPLE: Opposition's Weighted Scores
   A. Berger or Sonneborn-Berger (FIDE, USCF)
      This is calculated by adding scores of the opponents who were beaten by a given player and half the scores of the opponents who she drew with. This has been adopted from round-robin tournaments and is usually used as a secondary method.

IV. PRINCIPLE: Number of Wins
   A. Number of Wins (FIDE)
      Calculated by adding a point for a win and nothing for a loss or a draw. Intended to discourage making quick draws. Popular in 70's and early 80's (particularly in round-robins). In modern Swiss tournaments hardly justified.

   B. Kashdan (USCF)
      Similarly to the "Number of Wins" method rewards agressive play. A player receives 4 tie-break points for a win, 2 for a draw, 1 for a loss and 0 for an unplayed game. If there are no unplayed games this system reduces the "Number of Wins".

      Interestingly Kashdan can be used to calculate main scores rather than just tie-breaks. In virtually all football (soccer) competitions in Europe teams receive 3 points for a win, 1 for a draw and 0 for a loss.

V. PRINCIPLE: Opposition's Ratings
   A. Opposition's Rating Sum (FIDE)
      Sum of the opponents' ratings. Uses the ratings i.e presumed pre-tournament strength of the opponents rather than their performance in a given tournament. Also has the same problem with the last round as 'Progress'.

      This is obviously an ill-conceived method. Ratings have been invented for other purposes.

   B. Average Opposition (USCF)
      Averages the ratings of player's opponents. Effectively identical to FIDE's Opposition's Rating Sum.

   C. Opposition’s Performance (USCF)
      The concept a bit better than Opposition's Ratings but same comment applies.

VI. PRINCIPLE: Other
   A. Result Between Tied Players (USCF)
      Obvious if two tie but the USCF's interpretation of the situation where more than two tie is interesting:

      If more than two tie, all results among tied players should be considered, with rank according to plus or minus, not percentage (3-1) beats (1-0).

      This means that you can apply this tie-break even if not all tied players played each other.

   B. Most Blacks (USCF)
      Number of games played with Black.
C. **Time of loss**
   Among tied players, the player whose first loss came last gets priority. If player A's first loss was in round 4 and player B's first loss was in round 2, player A gets priority.

D. **Tardiness**
   If a player arrives after the first round is paired, the player loses priority.

E. **Speed play-off games**
   The tie is broken by one or more games played with fast time control, or Fast chess.

F. **Single fast game**
   FIDE rules provide for a single fast decisive game. Black gets five minutes on the clock whereas White gets six minutes but must win (i.e. a draw counts as a win for Black). The player who wins the draw of lots may choose which colour he wants.

G. **Coin flip**
   As a last resort, ties are broken by a random process such as a coin flip.
Arbiters & Organisers
Commission

Arbiter Ranking System

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Arbiters & Organisers
Commission
Arbiter Ranking System

1. INTRODUCTION

The following is a Ranking System (referred to as the "Arbiter Grand Prix" or AGPX) to quantify the “activity”, “experience” and “qualification” of arbiters with the aim of "selecting/appointing" arbiters for certain National and/or FIDE rated events held within the borders of RSA.

This system will also be used to "select" arbiters for FIDE rated events only if:
- The event is held outside the borders of RSA.
- FIDE has asked RSA to nominate “x” number of arbiters.

This system (appointing/selecting) is not applicable to arbiters who have received direct appointments/invitations by FIDE for specific FIDE rated events held inside/outside the borders of RSA.

The AGPX will be used to appoint arbiters for the following National events (but not limited too) and is applicable as of 01 May 2014:
- South African Closed (Open Section)
- South African Women’s Closed
- South African Junior Closed
- South African Junior Nationals
- South African Open
- CHESSA Inter Union Team Championship
- CHESSA Inter Club Championship

Anarbiter will receive a GPX regardless of where the event is hosted (within/outside the borders of RSA).

2. EVENTS THAT QUALIFY FOR AGPX

Only events that adhere to all of the following will count towards AGPX:

1. Time control: at least 60/60. For u8, u10 and development tournaments, the time control must be at least 30/30.
2. At least 5 rounds.
3. All arbiters serving at the event are registered/paid members of the AOC for the year in which the tournament is held and this was done before the start of the event.
4. The Chief Arbiter:
   a. National events: qualified as IA, FA, NA or PA.
   b. FIDE events: qualified as IA or FA.
5. The Deputy Chief Arbiter:
   a. National events: qualified as IA, FA, NA or PA.
   b. FIDE events: qualified as IA, FA, NA or PA.
Arbiters & Organisers Commission

3. NUMBER OF ARBITERS PER EVENT

Tournament organisers can appoint as many arbiters as they like but are restricted to the following:

1. One (1) CA regardless of the number of sections, age groups, etc.
2. Maximum two (2) DCAs regardless of the number of sections, age groups, etc.
3. All arbiters must be present (physically) for the duration of the event.

4. REQUIREMENTS WHEN SUBMITTING TOURNAMENT DATA

For events held within the borders of RSA

The following must be submitted by the CA (if the CA is a RSA citizen otherwise the highest appointed or qualified RSA arbiter) **NO LATER THAN 14 CALENDAR DAYS** after the tournament has ended otherwise the tournament will not count towards AGPX and no correspondence will be entered into for any late submissions.

1. Tournament file(s) (submitted to the CHESSA Ratings Bureau).
2. Report of the CA (submitted to the AOC). [Form AOC-05]
3. Individual report of each appointed arbiter (submitted to the AOC). [Form AOC-06]
4. List of arbiters (names, status, qualification, CHESSA id). If this list does not clearly state who the CA, DCA and other arbiters were, ALL arbiters will be treated as “Arbiters” (no arbiter will be given the distinction of CA or DCA) (submitted to the AOC).

For events held outside the borders of RSA

The following must be submitted by the arbiter **NO LATER THAN 14 CALENDAR DAYS** after the tournament has ended otherwise the tournament will not count towards AGPX and no correspondence will be entered into for any late submissions.

1. Name of the tournament (submitted to AOC).
2. Website link where the tournament can be verified (submitted to AOC).
3. Individual report (submitted to AOC).
4. Status at the event (submitted to AOC).

NON COMPLIANCE

If any of the forms or tournament files are not submitted within the 14 day period, negative points will be calculated.
5. WHO (WHICH ARBITERS) TO APPOINT

The following should be used as a guide and adhered to as far as possible and where applicable. Where the minimum percentage (%) cannot be applied (adhered to), the remaining arbiters must be selected from the AGPX as per their rank within the list (starting from the top).

All appointments will be done by the AOC and ratified by CHESSA.

Definitions:

1 Union/Region: one of the twenty one (21) CHESSA affiliated unions/regions.
2 Province: one of the nine (9) RSA provinces.
3 “Starting from the top of the list” means “appointing” an arbiter from the AGPX starting with the arbiter in position one (1) and then going down the list.

Appointment procedure:

1 The Chief Arbiter must be from...
   a. The host Region. If this is not possible...
   b. From the host Province. If this is not possible...
   c. From the AGPX (starting from the top of the list).
2 The 2 DCAs must be from...
   a. One DCA from either the host Region or Province.
   b. One DCA from the AGPX and not from the host Region and Province (starting from the top of the list).
3 Maximum 60% of the other arbiters (excluding the CA and 2 DCAs) should be from the host Province.
4 At least 40% of the other arbiters not from the host Province (excluding the CA and 2 DCAs) must be from the AGPX (starting from the top of the list).

Percentages (%) are always rounded to the nearest integer even if this rounding will result in a number slightly more/less than 60% and 40%.

Example 1: 10 arbiters are required. 1 is CA. 2 are DCA. 7 arbiters remain. 60% of 7 is 4.2 which is rounded to 4. Thus, 4 arbiters from the host Province will be appointed and 3 arbiters from the AGPX.
6. ARBITER ACTIVITY

When appointing arbiters for tournaments (as mentioned in INTRODUCTION), only arbiters who have arbitrated in the following minimum number of tournaments will be considered:

1. Tournaments starting from January (inclusive) to March (inclusive):
   a. At least 1 tournament in the current year and 5 tournaments in the previous year, or
   b. At least 6 tournaments the previous year.
2. Tournaments starting from April (inclusive) to May (inclusive):
   a. At least 2 tournaments in the current year, and
   b. At least 4 tournaments in the previous year.
3. Tournaments starting from June (inclusive) to July (inclusive):
   a. At least 3 tournaments in the current year, and
   b. At least 3 tournaments in the previous year.
4. Tournaments starting from August (inclusive) to September (inclusive):
   a. At least 4 tournaments in the current year, and
   b. At least 2 tournaments in the previous year.
5. Tournaments starting in October (inclusive) to November (inclusive):
   a. At least 5 tournaments in the current year, and
   b. At least 1 tournament in the previous year.
6. Tournaments starting in December:
   a. At least 6 tournaments in the current year.
7. FORMULA AND VARIABLES

The GPX for each arbiter for each event will be calculated using the following formula:

\[ \text{GPX} = (R + AR + P + FN + AS) \times AQ \]

where

- **R** Number of tournament rounds.
- **AR** Average rating of all participants. If the tournament is held in various sections/groups and there are more than 2 sections/groups, the ratings of the players in the weakest group will be ignored. Average rating will be calculated by averaging the averages of the applicable sections.
- **P** Total number of players participating (only counting players who have played at least 1 game).
- **FN** If the tournament is FIDE/National rated.
- **AS** Status of the arbiter at the tournament.
- **AQ** Arbiter’s qualification.

Each of the above variables will be standardized to the following and the subsequent formula for each will be...

**Number of tournament rounds (R)**
- Use 7-rounds as standard
- \( R = \text{rounds/7} \)

**Average rating of all participants (AR)**
- Use 2000 as standard
- \( AR = \text{average rating/2000} \)

**Total number of participants (P)**
- Use 300 as standard
- \( P = \text{players/300} \)

**FIDE/National rated tournament (FN)**
- For FIDE rated events use value of 3 and for National events use value of 1.
- \( FN = \text{value/3} \)

**Arbiter Status (AS)**
- The following values are used: CA=3, DCA=2, A=1
- \( AS = \text{value/3} \)

**Arbiter Qualification (AQ)**
This is a weighing factor and the values assigned are:
IA=2, FA=1.8, NA=1.6, PA=1.4, TS=1.2, SS=1.0

To calculate an arbiter’s GPX for the event, determine the values of the above variables and substitute them into the formula: \( \text{GPX} = (R + AR + P + FN + AS) \times AQ \)

All variables are rounded to 1 decimal place before substituting them into the above formula.
**Example:**

Details of a tournament are:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Number of rounds (R):</td>
<td>6</td>
</tr>
<tr>
<td>Average rating of all the players (AR):</td>
<td>1234.56</td>
</tr>
<tr>
<td>Number of players (P):</td>
<td>203</td>
</tr>
<tr>
<td>FIDE/National rated (FN):</td>
<td>National</td>
</tr>
<tr>
<td>Arbiters and their qualification:</td>
<td></td>
</tr>
<tr>
<td>Arbiter 1 (CA who is FA)</td>
<td>AS=3/3=1.0</td>
</tr>
<tr>
<td>Arbiter 2 (DCA who is FA)</td>
<td>AS=2/3=0.7</td>
</tr>
<tr>
<td>Arbiter 3 (DCA who is NA)</td>
<td>AS=2/3=0.7</td>
</tr>
<tr>
<td>Arbiter 4 (A who is NA)</td>
<td>AS=1/3=0.3</td>
</tr>
<tr>
<td>Arbiter 5 (A who is PA)</td>
<td>AS=1/3=0.3</td>
</tr>
<tr>
<td>Arbiter 6 (A who is TS)</td>
<td>AS=1/3=0.3</td>
</tr>
<tr>
<td>Arbiter 7 (A who is SS)</td>
<td>AS=1/3=0.3</td>
</tr>
</tbody>
</table>

R = 6/7 = 0.9  
AR = 1234.56/2000 = 0.6  
P = 203/300 = 0.7  
FN = 1/3 = 0.3

Arbiter 1:  
GPX = \((0.9 + 0.6 + 0.7 + 0.3 + 1.0) \times 1.8\) = 6.3
Arbiter 2:  
GPX = \((0.9 + 0.6 + 0.7 + 0.3 + 0.7) \times 1.8\) = 5.8
Arbiter 3:  
GPX = \((0.9 + 0.6 + 0.7 + 0.3 + 0.7) \times 1.6\) = 5.1
Arbiter 4:  
GPX = \((0.9 + 0.6 + 0.7 + 0.3 + 0.3) \times 1.6\) = 4.5
Arbiter 5:  
GPX = \((0.9 + 0.6 + 0.7 + 0.3 + 0.3) \times 1.4\) = 3.9
Arbiter 6:  
GPX = \((0.9 + 0.6 + 0.7 + 0.3 + 0.3) \times 1.2\) = 3.4
Arbiter 7:  
GPX = \((0.9 + 0.6 + 0.7 + 0.3 + 0.3) \times 1.0\) = 2.8

The GPX of each arbiter is calculated once the relevant information has been received and the AGPX for the current year is updated.
8. ESTABLISHING THE FIRST AGPX AND SUBSEQUENT LISTS

In order to start an AGPX for 2014, the following was done:

1. All tournaments played in 2013 (that complied with points 1 & 2 of EVENTS THAT QUALIFY FOR AGPX) were considered. The GPX for each arbiter (with his/her title at the time of the tournament) for each tournament was then calculated and these values were then summed to produce a "final GPX" for the arbiter. All arbiters were then ranked according to their final GPXs to produce the final AGPX for the year 2013 ( arbiters ranked highest to lowest based on their final GPX for the year).

2. The final GPX of each arbiter was then converted to a value out of 100 in order to produce a "starting point" (or starting GPX) for 2014. The formula used was:
   \[ \text{GPX} = \frac{100}{T} \times \text{oGPX} \times 10 \]
   
   where...

   \[ T = \text{grand total of all the GPX points of all arbiters for the year.} \]
   \[ \text{oGPX} = \text{an arbiter’s total GPX points for the year.} \]
   
   The final answer is then multiplied by 10.

   **Example:**

   T for the year 2013 was 1915.7. An arbiter’s oGPX for the year 2013 is 76.1. The arbiter’s starting GPX for 2014 is: \[ \text{GPX} = \left( \frac{100}{1915.7} \right) \times 76.1 \times 10 = 39.7 \]

3. All arbiters were then ranked according to their starting GPXs (highest to lowest) and this is then the initial list used for the year 2014.

   When any arbiter joins the AGPX (who does not appear on the current list) he/she is entered to the list with a starting GPX of 0 (zero) and is added to the bottom of the list.

   This same procedure will be followed to produce a new starting list for the year 2015.