



FMJD

Annexes

The annexes written in English are juridical superior to other translations.
Each federation should make a copy available to its members, either systematically or on demand,
in its own language and updated.

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Annex 1

Official FMJD rules for international draughts

1. The game and the players

- 1.1 Draughts is a mind sport between two players.
- 1.2 The people engaging this sport are defined as the players.
- 1.3 Draughts can be played on an amateur as well on a professional basis.

2. The material

- 2.1. International draughts is played on a square board, divided into 100 equal squares, alternately black and white. This board is a draught board.
- 2.2. The game is played on the dark squares of the board. Thus, 50 squares are active.
- 2.3. The skewed lines formed by the dark squares are the diagonals. So, there are 17 diagonals. The longest diagonal, which joins two corners of the board and comprises 10 squares, is called the long diagonal.
- 2.4. The board must be placed between the two players in such a way that the long diagonal starts at the left-hand side of each player. This way, the first square at the left hand, for each player is a dark square.
- 2.5. Thus, positioned between the players, the board features the following items:
 - 2.5.1. Bases: the side of the board facing each player, which are the promotion lines;
 - 2.5.2. Sides: the squares at the side of the board, thus the first and/or the last column;
 - 2.5.3. Rows: horizontal lines with 5 dark squares;
 - 2.5.4. Columns: vertical lines with 5 dark squares.
- 2.6. The dark squares are as a convention, without actual writing numbers on the board, numbered from 1 to 50. This numbering follows the rows, from left to right, starting at the first square of the upper row and ending at the last square of the lowest row, with the following results:
 - 2.6.1. The numbers on the bases or promotion rows are numbered 1 through 5, and 46 through 50;
 - 2.6.2. The 5 squares of the sides, or the first and the last columns, are numbered at the left 6-16-26-36-46 and at the right 5-15-25-35-45;

- 2.6.3. The squares at the end of the long diagonal are numbered 5 and 46 and are called the corners of the board.
- 2.7. International draughts is played with 20 white or light-coloured men, and 20 black or dark coloured men.
- 2.8. At the start of the game, the 20 black men are put on the squares with the numbers 1 to 20 and the 20 white men on those numbered 31 to 50. The squares with the numbers 21 to 30 are empty, or free.

3. The movement of the piece

- 3.1. A piece can be either a man or a king.
- 3.2. A man and a king have different ways of moving and capturing. The movement of one piece, either a man or a king, is called a “move”.
- 3.3. The first move of a game is always for the player with the white men. The players play one move, each one at his turn, with their own pieces.
- 3.4. A man has to move, forwards over a diagonal, towards an empty square of the next row.
- 3.5. A king is a man, which reaches and stops at one of the squares of the promotion line nearest to his adversary and is crowned with a man of the same colour.
- 3.6. When a player reaches the promotion line both players may crown the man which stops at the promotion line. However, if the opponent does not do this it is the obligation of the player to crown his man as part of his move. Not crowning a man promoted to King is considered an irregular move.
- 3.7. A man promoted to King stays a King even if it is not crowned. Both players have the right to crown the man at a later moment (opposed to article 5.4). Playing with a King which is not yet crowned is an irregular move.
- 3.8. A king can move only after the opponent has played.
- 3.9. A king moves forwards and backwards over the successive free squares of the diagonal he occupies; thus, he can come to rest, passing over free squares, on a distant free square.
- 3.10. The move of a piece is finished when the player has released the piece after moving it.
- 3.11. Whenever a player, who has the move, touches one of his playable pieces, he has to play with that piece, provided a legal move is possible.

- 3.12. As long as a piece during a move has not been released, the player can put it on another free square, if that is possible.
- 3.13. The player who has the move, and wishes to place his men more neatly on the squares, has to announce beforehand and clearly to his opponent, stating “I adjust” (or “j’adoube”)
- 3.14. It is considered incorrect, when a player who does not have the move, touches or adjusts one or more of his men or of his opponent.

4. The capture

- 4.1. Capturing a piece of the opponent can be done both forwards and backwards. A capture counts as one complete move. One cannot capture one’s own pieces.
- 4.2. Whenever a man meets, diagonally, a piece of the opponent behind which is a free square, he is obliged to jump over the opponent’s piece and occupy that free square. That particular piece of the opponent is taken from the board. This total operation is the capture by a man.
- 4.3. When a king encounters, on the same diagonal, either close or in the distance, a piece of the opponent behind which one or more squares are empty, he is obliged to jump over it and occupy a free square by choice. This total operation is the capture by a king.
- 4.4. A capture has to be clearly indicated and executed in this order. Absence of a clear indication is incorrect, and rectification can be requested by the opponent. The capture is considered finished when all the opponent’s captured pieces have been lifted from the board.
It is obligatory to make the move and take the captured pieces from the board with one and the same hand. Using two hands for making the move and taking the captured pieces is incorrect, and rectification can be requested by the opponent.
- 4.5. When in the course of a capture, a man meets, diagonally, another piece of the opponent behind which is an empty square, he is obliged to jump that second piece too, even a third piece and so on, and occupy the empty square behind the last piece taken. The captured pieces are then lifted from the board, in the ascending or descending order of the capture. This total operation is a multiple capture by a man.
- 4.6. Whenever a king, during a capture, meets, either on the same diagonal or on one of the perpendicular diagonals, a piece of the opponent behind which are one or more empty squares, he is obliged to pass over that second piece, if needed turning a corner towards the piece that can be taken, even a third, and so on, and finally occupy one square by

choice behind the last piece captured on the same diagonal. The captured pieces of the opponent are then lifted from the board, in the ascending or descending order of the capture. This total operation is a multiple capture by a king.

- 4.7. In the course of a multiple capture, it is forbidden to jump over one's own pieces.
- 4.8. In the course of a multiple capture, it is permitted to pass over the same empty square more than once, but it is forbidden to pass over the same piece of the opponent more than once.
- 4.9. A multiple capture has to be indicated clearly, putting the capturing piece down on the empty square after each jump and putting that piece on the final square. Absence of a clear indication is incorrect, and rectification can be requested by the opponent.
- 4.10. The move of a piece during a multiple capture is considered finished when the player has released his capturing piece after or during the course of the move.
- 4.11. The opponent's pieces can only be lifted from the board after the completion of the multiple capture. The pieces are taken from the board after the move itself, and in the ascending or descending order of the capture, without stops in between. Taking the pieces in another order or without order is considered incorrect and rectification can be requested by the opponent.
- 4.12. The taking of the pieces from the board is considered finished, when the player has taken all captured pieces or when he has clearly stopped during this operation.
- 4.13. The capture of the largest number of pieces has priority and is obligatory. In the application of this rule, the king has no priority or obligation. A king, like a man, counts as one piece.
- 4.14. If a choice exists between captures of equal numbers of pieces, a player is free to choose any of these possibilities, be it with a man or with a king.
- 4.15. Confirming article 3.5., a man who passes during a multiple capture, over a square of his opponent's promotion row, but ends on another row, remains a man at the end of the capture.
- 4.16. If a man captures with a man one man of the opponent, he may also do this in the following order: first removing the man of the opponent and then executing the jump.

5. Irregularities

- 5.1. If during a game, the board is noted to be wrongly positioned regarding article 2.4., the game is annulled, and has to restart.
- 5.2. Compliance with article 2.8 has to be checked before the start of the game. For each irregularity noted during the game, article 5.4. below holds.
- 5.3. Each piece on a white square is inactive. It can be put into action only with the permission of the opponent.
- 5.4. If a player has committed one of the following irregularities, his opponent has the right to decide whether that irregularity must be rectified, or on the contrary, must be allowed to stand.
 - 5.4.1. Playing two moves consecutively;
 - 5.4.2. Moving a man or a king in an irregular way;
 - 5.4.3. Touching one of one's pieces and then moving another one;
 - 5.4.4. Taking back a move played;
 - 5.4.5. Moving a piece of the opponent;
 - 5.4.6. Playing a piece when a capture is possible;
 - 5.4.7. Taking without reason one of the pieces from the board, either of the opponent or one's own;
 - 5.4.8. Capture by a piece, of less or more than the number of possible pieces to capture;
 - 5.4.9. Stopping during a multiple capture (released piece, see article 4.10);
 - 5.4.10. Irregularly lifting a piece, during an unfinished multiple capture.
 - 5.4.11. Taking, after a multiple capture, less pieces from the board, than captured;
 - 5.4.12. Taking, after a capture, pieces that have not been jumped.
 - 5.4.13. Stopping, during a multiple capture, in taking the pieces;
 - 5.4.14. Taking, after a capture, one or more of one's own pieces.
 - 5.4.15. Promoting a man to King without crowning him.
 - 5.4.16. Playing with a King which is not yet crowned.
 - 5.4.17. Using two hands for making the move and taking the captured pieces.
- 5.5. If by accident the position on the board is changed, this fact is not considered an irregularity provided it is noted at the same time.
- 5.6. If a player refuses to comply with the Official Game Rules, his opponent has the right to force his compliance.

- 5.7. If a player makes a move after his opponent has committed an irregularity or has refused to comply with the Official Game Rules, that move indicates an acceptance of the situation. Then a rectification can no longer be obtained.
- 5.8. A partial rectification of an irregularity or a refusal cannot be tolerated.

6. The draw

- 6.1. A game is considered a draw when the same position occurs for the third time, with the same player having to move.
- 6.2. If during 25 successive moves for each player, only the kings have moved, without any man moving or without any capture, the game is considered drawn.
- 6.3. If only three kings remain, two kings plus a man, one king and two men, against one king, both players may play another 16 moves maximum. When during these 16 moves a piece is taken the maximum of 16 moves remains valid. After these 16 moves the game shall be considered a draw with exception for the following situation: with the last move of these 16 moves the position on the board is changed into a position which is lost for the opponent according to article 7.2.2 or 7.2.3 : he cannot move because all his pieces are blocked or because he has no more pieces; in that case this will take precedence and the game will be declared lost for the opponent.
- 6.4. The end game with two kings, one king and a man, or one king against one king will be considered a draw when the players have each played another five moves maximum.

7. The result

- 7.1. There are two possible results at the end of a game:
- 7.1.1. A win for one of the opponents, and, by consequence, a loss for the other;
- 7.1.2. A draw when neither of the players has been able to win.
- 7.2. A player wins when his opponent:
- 7.2.1. resigns with or without reason;
- 7.2.2. has the move but cannot move a piece, as all are blocked;
- 7.2.3. has no pieces left;
- 7.2.4. refuses to comply with the rules.
- 7.3. A draw is obtained when neither player can win or:
- 7.3.1. both players agree to a draw by mutual consent;
- 7.3.2. the rules for draws in article 6 apply;

8. Notation

- 8.1. The active squares are numbered 1 to 50, according to article 2.6., so it is possible to note the moves of the pieces, move by move, both for the white and the black pieces, and thus replay or transcribe a whole game.
- 8.2. The transcription of the moves has to follow the following convention:
 - 8.2.1. The number of the starting square, followed by the arrival square;
 - 8.2.2. The two numbers may be separated by a hyphen (-) in the case of a simple move;
 - 8.2.3. The two numbers may be separated by a cross (x) in case of a capture.

9. Conventional signs

- 9.1. For clarity's sake, the conventional signs used are the following:
 - 9.1.1. to indicate a move: - ;
 - 9.1.2. to indicate a capture: x ;
 - 9.1.3. to qualify a strong move: ! ;
 - 9.1.4. to qualify a very strong move: !! ;
 - 9.1.5. to qualify a weak move: ? ;
 - 9.1.6. to qualify a very weak move: ?? ;
 - 9.1.7. to indicate a move that seems to be weak but in fact turns out to be strong: ?! ;
 - 9.1.8. to indicate a move that seems to be strong but in fact turns out to be weak: !? ;
 - 9.1.9. a forced move, with any other move resulting in a loss: * ;
 - 9.1.10. to indicate a win: + ;
 - 9.1.11. to indicate a draw: = ;
 - 9.1.12. to indicate, after the last move played during a game, the number of men won: +1, +2 etc.
 - 9.1.13. to indicate, in the same fashion, the number of men lost: - 1, -2 etc. ;
 - 9.1.14. the sign a.l. (ad libitum) indicates choice in a capture with the same result.

10. Time control

- 10.1. It may be arranged, for a game, that each player has to play a certain number of moves in a given time.
- 10.2. In that case it is obligatory for all players:
 - 10.2.1. to use a playing clock
 - 10.2.2. to transcribe the whole game move by move.

- 10.3. It may be arranged, for a game, that each player has a certain time till the end of the game.
- 10.4. In that case, it is obligatory to use a playing clock, without the obligation to record the moves.
- 10.5. The description and the rules of use for the clock are treated in the Rules for Competitions.

11. Variations of the game

- 11.1. There may be variations in the way to play a draughts game:
 - 11.1.1. normal games on a board, between two face-to-face opponents;
 - 11.1.2. normal games on a board, between a player who faces simultaneously a certain number of players;
 - 11.1.3. games played by correspondence between two players who send, alternately, the moves played;
 - 11.1.4. games between a player who does not look at a board, and also does not record the game, and a player who does have a board;
 - 11.1.5. games between a player who does not look at a board, and also does not record the game, and simultaneously a certain number of players who do have a board;
 - 11.1.6. games played with a blind player (or between blind players) who have a board with pieces in relief at their disposal;
 - 11.1.7. normal games on a board, between two players of unequal force, with the strongest one starting with a handicap of one or more pieces less.
- 11.2. For these variations, with the exception of what is cited under article 11.1.1., specific rules and regulations are given
- 11.3. For the variations cited in article 11.1.3 through 11.1.5 the board is supposed to be placed between the two players.

Annex 2

Official regulations for the organization of official FMJD competitions

1. List of official FMJD competitions

- 1.1. Individual competitions on the 100 squares
 - 1.1.1. World Championships as well as world championships for women, juniors (boys and girls), cadets (boys and girls), mini cadets (boys and girls), hopes (boys and girls), veterans 60+, clubs and disabled.
 - 1.1.2. World title match, and world title match women
 - 1.1.3. Continental championships
- 1.2. Team competitions 100 squares
 - 1.2.1. World team championship
 - 1.2.2. World cup for continental teams
 - 1.2.3. Olympiads
 - 1.2.4. Continental team championships
- 1.3. Individual competitions 64 squares.

For 64 the same competitions as for 100 are official FMJD competitions, as given in article 1.1 and 1.2.

2. Organizational procedures

- 2.1. All official competitions are played under the auspices of the FMJD.
For the World Championship and the World Championship Women the following planning schedule holds:
 - The qualification rules must be ready at the General Assembly 2 years before the tournament.
 - The qualification tournaments have to be finished 6 months before the World Championship
 - Publication of the participant list: 6 months before the tournament
 - Publication of the regulations for the tournament: 3 months before the tournament
 - Publication of the reserve list: 5 months before the tournament

Changes in the regulations of the World Championship and World Championship women can only be done by the General Assembly

2.1a. Organization place, sponsor place and make even place.

For each official FMJD tournament, the organizing federation has the right for an extra place called the organization place and an extra place called the sponsor place. The organization place will be assigned by the federation. The sponsor place will be assigned by the sponsor of the event in cooperation with the federation and the organization committee with the restriction that it must be a player who can play at the level of the competition. Preferably the sponsor should minimally pay the prize money for the tournament, but at least 50 % of the prize money to have this right.

2.2. The organizing national federations should not be in debt to the FMJD.

2.3. The official tournament calendars, with the allotment to the organizing federations, are established by the General Assembly of the FMJD, till the next General Assembly. Official tournaments for which there is not yet candidate for the General Assembly may be allotted by the FMJD Council.

2.4. The organizing federation has to confirm its agreement, in case of allotment, at least one year before the competition concerned, and transfer in the three months after the General Assembly the Guarantee Fund.

2.5. The national federations have to comply with the rules and regulations of draughts and of the FMJD for the organization of official competitions allotted to them. If a federation organizes an official title tournament, or an authorized FMJD tournament, it has to use the official rules of the FMJD as well as its rules for the competition.

2.5a. Continental championships

- A continental confederation is more or less independent. They have the right to organize a continental championship as they like it.
- Only if the continental championship is organized following the rules and regulations of the FMJD there is a right for automatic titles and for title norms.
- A qualification tournament for the World Championship has to be organized following the rules and regulations of the FMJD.

2.6. The fact that a national federation delegates a player to an official competition implies complete and unequivocal acceptance of the details of the FMJD rules, and of the Specific Rules of the competition.

2.7. The federations who delegate one or more players to official competitions have to comply with the rules set by the Executive Board of the FMJD.

2.8. Lodging costs. Referee costs. Medical costs

The national federation that organizes an official competition pays for the following items:

- a. Meals and lodging of the participants at the championships of minors, girls and boys (juniors, cadets, mini-cadets, hopes)
- b. Meals and lodging of the main referee and his assistants as well as travel costs (round trip) to the competition venue for the assistant referees
- c. Also, the organizers of the relevant federation make an effort cover all risks on accidents, illness and hospitalization for the members of the Organizing Committee, the arbiters and the participants of the competition, during the whole competition.

2.9. Travel costs

Travel costs of the participants to the venue of the competition, round trip, all costs of coaches and representatives are not for the organizing federation to cover.

2.10. The national federation, which has taken the responsibility for an official international competition, must arrange to raise the national flags and perform the national anthems of those players who have won the competition.

2.11. Appeal Jury

For World Championships the council of FMJD installs an appeal jury of at least three members, at least one from the Council of the FMJD.

For continental championships it is a task of the continental confederation to install an Appeal Jury.

This jury has to answer, respecting fully the rules, any appeal (written in French or English, with a copy for the Main Referee) by a player against a sanction or decision of the Main Referee. The protest must be accompanied with the sum of 50 € as a deposit from the signatory. The deposit must be handed to the Chairman of the appeals committee. If the appeal is granted, the sum shall be returned immediately. If the appeal is refused, the deposit is forfeited to the FMJD.

The decision of the Appeal Jury is final.

2.12. Protocol of opening ceremony

Each organizing federation should respect the following protocol, during the opening ceremony:

- a. Opening speech
- b. Presentation of players, who have to be apart from the audience, one by one in an individual competition, or by team, with a short mention of the highest titles.

- c. At the call of their names, the players line up, and the player called takes a step forward and greets the public, the officials and the organizers;

2.13. Protocol of closing ceremony

- a. The players are again lined up and separated from the audience;
- b. The announcement of the tournament results by the main referee;
- c. Handing over of the prizes on a podium (three places)
- d. Performance of the national anthem of the winner and raising of flags.

2.14. Prizes

For each individual competition, the FMJD gives three medals (gold, silver, bronze) to the first three, as well as a diploma.

In team competitions, the number of golds, silver and bronze medals will be proportional to the number of players in the three best teams. Also, a diploma shall be handed to the winning federation. Finally, a diploma as a sign of gratitude shall be given to the organizing federation.

2.15. Reporting the tournament

It is obligatory to use the official FMJD software Draughts Arbiter Pro for reporting the tournament

3. Technical rules

For each competition the following items have to be treated in its Specific Rules (SR):

- The FMJD establishes the type of competition (round robin tournament, Swiss tournament), the list of participants in the case of world titles, or the continental confederation in the case of continental competitions
- The organizer states the place, date, the venue and eventually the prizes (in gifts or in money)

This SR has to be drawn up according to the general Regulations in the Annexes 1-18 of the FMJD.

Any change at the last minute that renders the implementation of this SR impossible, will be dealt with by the Main Referee, after consulting for advice the organizer.

For these competitions, the following rules are binding;

- a. Minimum number of rounds: 7
- b. In a round robin tournament players of the same federation have to encounter each other in the first half of the tournament.

- c. For team competitions, the composition of each team, unchangeable and signed by the captain, has to be handed in a sealed envelope to the Main referee, and all the players have to have the nationality of the country.
- d. In the case of a tie for the first place, a deciding match is needed for a world or continental title, of which the details (number of games and/or rapid games) have to be cited in the SR. In an official FMJD tournament where all criteria for tie breaking mentioned in Annex 3 article 5.11 are equal for the first place or for places with rights for qualification a tie break has to be played which may include normal, rapid and/or blitz games but which ends with the "Lehmann-Georgiev" tie break. See Annex 3 article 5.10.
- e. In case of a match (world title or for a lower place) the organizer has to state whether he will stop the match when a decision has been reached.
- f. The age limits for youth:
 - Juniors: maximum age at December 31 of the year of the competition is 19 years
 - Cadets: maximum age at December 31 of the year of the competition is 16 years
 - Mini Cadets: maximum age at December 31 of the year of the competition is 13 years
 - Hopes: maximum age at December 31 of the year of the competition is 10 years

The SR must be in attendance at the playing hall during the whole competition.

Annex 3

Official FMJD competition regulations

1. Competition and players

- 1.1. A competition is a sportive event. In the course of the competition, the players strive for one or more prizes.
- 1.2. The players, on a one to one basis, the one with the white men, the other with the black men, play individually according to their own talent and skill. The games are played according to a predetermined schedule, at an indicated venue, at a given time, in accordance with the Game Regulations.
- 1.3. A competition between two players is called a match. A competition between more players is called a championship or tournament according to whether or not the title of champion is at stake.
- 1.4. The organization of a competition is delegated to a committee of competent persons; the direction of a competition is delegated to a referee, who can be seconded (see Annex IV).

2. Rights and duties of players.

- 2.1. The proper outcome of a competition is made possible by granting the players certain rights, but also demanding of them certain duties. The players are expected to be conversant with the rules and regulations of the competitions in which they participate, including, if applicable, of the Special Regulations. These regulations consist of:
 - General regulations, and if applicable the special rules (Annex 12-18), which are Internal Regulations of the FMJD
 - The specific regulations for each competition, which must be brought to the players' knowledge at a convenient time, either personally or through their national federations.
- 2.2. Rights of players: the players have the right to:
 - 2.2.1. be informed about the regulations of the competition;
 - 2.2.2. be able to play the competition in all tranquillity.
 - 2.2.3. address the referee personally regarding any question relevant to their game;
 - 2.2.4. address the organizing committee, either personally or through an intermediary
 - 2.2.5. appeal – non suspensive – to the Appeal Jury or the main referee , in writing, in French or English, with a copy to the Main Referee, against a sanction or a decision of a referee. If there is an appeal Jury their decision is final. If there is no appeal jury in the

tournament the appeal should be directed to the main referee who will decide, if necessary, after consultation with the organisers of the tournament and/or with external specialists. His decision is final.

2.2.6. walk around in the playing area.

2.3. Duties of the players: the players have the duty to:

2.3.1 strictly respect the regulations

2.3.2 answer questions of the referee and follow his directions;

2.3.3 ignore the counsels and advice of other people;

2.3.4 play till the end of the competition.

2.4. Prohibitions: the players are, during the competition, forbidden to:

2.4.1. address anyone, with the exception of the referee and the service personnel;

2.4.2. use another draught board or written or printed material that may be relevant to their game, with the exception of numbered diagrams to help keeping a record of their game;

2.4.3. leave their board when it is their move, save in the case mentioned in article 7.8.

2.4.4. touch the squares of the board or point to them, in order to help their concentration;

2.4.5. disturb their opponent when he is thinking;

2.4.6. disturb a game in progress;

2.4.7. take an advice about their game;

2.4.8. analyse a game in progress;

2.4.9. analyse a finished game in the playing area;

2.4.10. behave in any way which may upset the smooth running of the competition;

2.4.11. walk beyond the playing area with the exception of going to the toilet or get something to drink;

2.4.12. stay too long at the side of a game in progress.

2.4.13. (Electronic doping) carry with them and / or use any kind of electronic devices (like mobile phones, handheld computers, pocket computers, wireless communication devices, etc.), unless it is evident for the referee that these devices could not be of any benefit for the game (like simple watches).

2.5. Sanctions.

a. with a verbal comment which may also be given by an assistant referee

The following sanctions should only be given by the main referee, according to his judgment on the seriousness of the infringement:

b. with a written official warning which is also publicized

- c. with a time, penalty and/or some extra time for the opponent who may be disturbed by a player's behaviour
- d. with loss of the game (if necessary, for both players)
- e. with disqualification from the competition

2.5a. Procedure for irregular moves

In case a player makes an irregular or illegal move his opponent has the following possibilities:

- accept the irregularity and go on with the game
- not accept the irregularity but immediately push his clock and demand correction from the opponent
- the preferred action of his opponent is to call the referee for assistance. Because the referee cannot be at his board immediately the players have the right to stop both clocks.

When the referee is at the board, he will ask both players what happened and then decide what should be done.

Apart from the normal actions of the referee like making an observation or giving a warning the referee may also decide to give a time penalty for the player who made the irregular move and may decide to add time for his opponent.

The time penalty should at least be equal to the time per move from the time schedule of the game if the game is played with a Fischer time schedule.

2.6. Exclusions

All refusals to respect the regulations, or to obey a referee, qualify for a decision for exclusion by the referee.

3. The playing hall and the material.

3.1. A playing hall has to comply with the following conditions:

3.1.1. there must be sufficient room, air and light;

The light intensity on the playing table should be 500 (minimum) to 700 lux

3.1.2. there must be a normal temperature;

The temperature in the playing room should be between 20 and 23 degrees Celsius.

Depending on the level of the competition the referee may be more flexible or less flexible with the conditions for light and temperature.

3.1.3. there must be silence;

3.1.4. the playing area must be fenced in and apart from the area reserved for the public.

- 3.1.5. the tables must be stable, and there must be enough tables to enable each game to be played at a separate table. The tables must be numbered;
- 3.1.6. each playing table must conform to the following minimum dimensions: width between 75 cm and 90 cm, and the length at least 100 cm.
- 3.1.7. The chairs must match the tables in height, and there must be enough chairs to enable every player to have their own chair.
- 3.1.8. Each referee must have a table and a chair at his disposal;
- 3.1.9. Snack bars and toilets must not be too far from the playing area; the players must not be obliged to mingle with the public for these services.

- 3.2. The playing board
The playing board must conform to the following demands:
 - 3.2.1. It must have a playing surface of between 35x 35 cm and 45 x 45 cm.
 - 3.2.2. The surface must not be overly shiny.
 - 3.2.3. The difference between the light and dark squares must be clear; the colours must not be too white and must contrast with the colours of the men.

- 3.3. (reserved)

- 3.4. The playing men
The playing men must satisfy the following conditions:
 - 3.4.1. The 40 men must be identical in form and dimension;
 - 3.4.2. Their diameter must be between 7 mm to 14 mm less than the side of a square; otherwise, on an international draughts board of 45 x 45 cm, men can be used of a diameter between 38 and 31 mm.
 - 3.4.3. The thickness of the men must be between $\frac{1}{4}$ and $\frac{1}{5}$ of its diameter;
 - 3.4.4. The 20 white men and the 20 black men must be, respectively, of the same colour;
 - 3.4.5. Their colours should contrast with the colours of the board and not be overly shiny.

- 3.5. Availability of the materials
On each table a board must be set out, with men ready for the start of a game. Two additional boards and sets of men must be at the disposal of the Main Referee.

- 3.6. The clock and time control
In order to limit and control the time for thought and making the moves, a special control clock with double action and double face is used.

- 3.7. A control clock must meet the following criteria:
 - 3.7.1. both clocks must work properly;

- 3.7.2. it must be possible to stop both clocks at the same time;
- 3.7.3. it must not be possible for both clocks to run at the same time;
- 3.7.4. the stopping of one clock must immediately start the other clock;
- 3.7.5. the passing of the minute hand over 12 must be indicated by a flag or an arrow; in case of an electronic clock, the passage of the allotted time for a player must be indicated on his screen in a clear and permanent fashion. In case of time overrunning, the electronic clock has to indicate unequivocally which player has overrun his time in the first instance.
- 3.7.6. The flag must begin to rise after the 58th minute and fall precisely at the 60th minute. These indications should be very precise and visible. In case of an electronic clock, the screen has to indicate precisely the minutes and seconds left before the next time control, at least two minutes before that control.
- 3.7.7. Each of the clock face must have a diameter of at least 80 mm. In the case of an electronic clock, each screen must measure at least 15 mm by 45 mm.
- 3.7.8. Clocks must be stable and easy to handle.
- 3.8. Getting the clock ready.

A clock has to be placed on each playing table, parallel to the left side of the board when viewed from the white side, and equidistant from the bases. This position may be modified at the discretion of the referee.

Two reserve clocks, in working order, must be permanently at the disposal of the referee.
- 3.8.1. The minute hands of each clock must be put at the 12 with the flag high and close to falling. Each screen must indicate 0 hours minus some seconds. In case of an electronic clock each screen will indicate 0 hours or the time remaining till the first-time control. At each time control, the screen will indicate 0 hours or the time remaining till the following time control.
- 3.9. Notation forms

In order to keep a record of each game, a notation form is made available for each player.
- 3.10. These notation forms must meet the following criteria:
 - 3.10.1 make double notation possible
 - 3.10.2 be placed on a support at the side of each board, for each player;

- 3.11. Placement of the players:
The order of encounters between players in round robin tournaments is determined by the tournament table in which the players have drawn their lots. In Swiss tournaments this order depends on the provisional ranking of the players.
- 3.12. Before the start of each game, the playing materials must be in perfect condition and meet the required standards.
- 3.13. It is forbidden to use the material designated for the competition for other purposes than for the official games.

4. Start of each game

4.1. Preparation period

Each player must be allowed a time of 15 minutes to prepare himself for the game. It is advisable to have silence in the playing hall during this time, lest the players are distracted. Those who wish to prepare beforehand, should be able to do so.

4.2. Photographs, television

During the preparation period and for a maximum of 10 minutes into the official game time, flash photography is permitted.

An official television company may receive permission to operate, under the following conditions:

- The equipment should be placed in such a way to generate a minimum amount of disturbance for the players;
- No player should be in a critical phase of a game;
- The filming should be as short as possible.

4.3. The referee must assign each player his place. No change of place is permitted without approval by the referee

4.4. Start of the game

At the indicated hour, whether the players are present or not, the referee must give the sign to start the games by starting the clocks of those players having the white pieces; in case the black player is absent, his clock will be put into motion. From that moment on, both players are not allowed to stop both clocks, except in the case of an irregular move (see article 2.5a), with loss of the game as a sanction, nor can they put the game clock at the other side of the board or change the position of the hands of the clock.

If a player arrives late by no fault of his own, the referee may restore the hands of his clock to the starting position.

4.5. Start of the game when both players are late.

When two players of one board are both absent, the referee starts the clock of the player with the white pieces. If one of the two players arrives, the referee divides the time passed equally between the two clocks, and then restarts the white clock; in case the black player is still absent, his clock will be put into motion; at his arrival, the referee puts the white clock into motion.

4.6. Error in colours.

If after both players have made a move it is discovered that the players have played with the wrong colours the game must continue. The result of the game stands.

5. Towards the result of the game.

5.1. (reserved)

5.2. coming too late for a game

A player may not come at his board too late. If he comes at his board too late his game will be declared lost for him. The special regulations of a tournament will define what is too late.

These regulations may specify a delay time from 0 minutes to 60 minutes.

If the time is not specified, then this is 60 minutes.

The Special Regulations of a tournament will mention the consequences for a player coming too late at his draughts board if the delay time is less than 60 minutes. These may be:

1. An official warning
2. A fine for the player coming too late
3. Direct loss of the game
4. Other penalties to be decided by the direction of the tournament.

If the delay time is 60 minutes a player who comes too late directly loses the game.

5.3. Proposal for a draw

Before a proposal for a draw can be made, at least 40 moves must have been made by each player. A player wishing to propose a draw has to do so in his own clock time, by performing the following three operations immediately one after the other:

- a. Make his move
- b. Propose a draw, without giving a comment;

c. Put his opponent's clock in motion.

The proposal remains valid as long as the opponent has not answered; making a move implies a negative answer. After having received a negative answer, the same player should not repeat his proposal before his opponent has made a similar proposal.

5.4. Equal end game

In order to establish a regulatory draw in an end game, the referee has to be called.

The referee may also decide about a regulatory draw on his own initiative without any claim of the player. When he remarks that there is a regulatory draw situation it is his duty to end the game.

5.5. Protests

All protests about anomalies, incorrect actions or irregularities have to be addressed to the referee.

5.6. Game points

In a standard competition points are allotted to each game result:

5.6.1. 2 points are allotted for a win

5.6.2. 1 point is allotted for a draw;

5.6.3. 0 points are allotted for a loss.

5.6a. A competition may also use alternative counting systems with other results for win and draw and/or with results for each round depending on the combined results of a normal game and/or rapid and blitz games.

Some examples: the plus-remise and the Beijing counting system.

In the plus remise system a plus remise is awarded to the player who cannot win the game but has a lasting advantage of at least 3 men at the end of the game (where a King counts for 2 men). The result is written as 1+ - 1-

In the Beijing counting system each round consists of a normal game, a rapid game, a blitz game and an LG tiebreak.

A player who wins the normal game gets a result of 12-0. If the normal game is a draw a rapid game is played. A player who wins the rapid game gets a result of 9-3. If the rapid game ends in a draw a blitz game is played.

The winner of the blitz game gets a result 8-4. If the blitz game ends in a draw an LG tiebreak is played (see article 5.10). The winner of this tiebreak gets a result 7-5.

Other counting methods are also accepted.

However, for rating calculations the results of the game(s) in a round will be counted using the standard game points of article 5.6.

If the tournament regulations do not mention any alternative counting system, then the standard counting system of article 5.6 has to be used.

5.7. Forfeiting result

When a player is absent, or when he cannot play the scheduled game for whatever reason, his scheduled opponent receives the number of forfeit points belonging to winning the game.

The same holds for a player who is more than ONE hour late at his board.

5.8. Forfeiting result for two players

When two players are absent or unable to play the game scheduled between the two of them for whatever reason, the result of that game will be zero – zero.

5.9. Withdrawing from the competition

When a player withdraws from the competition, for whatever reason, he proceeds as follows:

A. In a round robin tournament:

- a. If he has not played more than half of the scheduled games, his results on the final table are cancelled and he will not be classified;
- b. If he has played more than half of the games, his results will remain on the final table and he will be classified. The non-played games will be considered forfeit losses and indicated as with an F (for Forfeit) or R (for Regulatory) behind the result on the final tournament table.

B. In a Swiss tournament:

The results of a player who has withdrawn will stand and he will be classified according to the games he played.

5.10. Final classification and tie breaking

At the end of the competition, a classification is drawn up by adding up the points each of the players have obtained. The first place is given to the player who has the largest number of points, the other places are given in descending order.

The special regulations of the tournament have to mention what will happen if players end with the same score. This may be done by making use of the tie breaking decisions of article 5.11 and / or using tie breaking games to come to a decision.

Tie breaking games may be normal games, rapid or blitz games, depending on the type of competition.

A special form of a tie breaking game is the Lehmann-Georgiev tie break: both players get a limited time for an unlimited number of games plus some seconds extra for each move

with the use of the electronic clock and the Fischer system. Also, the delay system may be used (see article 6.1)

Such a Lehmann-Georgiev tie breaking game is played until one of the players wins a game or until the time of one of the players is expired as marked by the falling of the flag or the special signal on the electronic clock. When a game is ended in a draw a next game starts with the remaining time on the clock for both players.

5.10a. Final classification and tie breaking using alternative counting methods

When alternative counting methods are used (see article 5.6a) the tournament regulations have to mention if and how the tie breaking rules will be different from the standard rules in the article 5.11.

5.11. Tie breaking decisions

5.11.1. Individual competitions

5.11.1.1. Tie breaking: in normal games or rapid games (see Annex VI) according to the rules laid down in the particular regulations of that competition.

5.11.1.2. If no special regulations have been decided the following criteria must be applied in the following order:

5.11.1.2.1. For **round robin tournaments**:

1. the largest number of victories
2. the result between the tied players
3. the best result obtained in the order of the classification.

5.11.1.2.2a. For **Swiss System tournaments on Solkoff**:

1. Short Solkoff Truncated
2. Solkoff plus
3. Solkoff Baliakin
4. Full Solkoff Truncated

5.11.1.2.2b. For **Swiss System tournaments on rating**:

The highest average rating of the opponents

All these systems are presented in detail in **Annex 5 point 3.1**.

Other options are also possible if defined in the Specific Rules (SR) of the competition.

5.11.2. Team competitions

5.11.2.1. Tie breaking: as above for the individual competitions

5.11.2.2. If no previous agreement has been made, the following criteria must be applied in the following order:

- 5.11.2.2.1. For round robin tournaments:
1. The largest number of individual points
 2. The largest number of points at the first board, if needed at the second etc.
- 5.11.2.2.2. For Swiss system tournaments:
as above for individual competitions in Swiss system (article 5.11.1.2.2.)

When all tie breaking criteria of article 5.11 are equal or when no decision can be made on the basis of the tie break rules the places are shared, unless the tournament regulations specify otherwise.

6. Notation and the use of the game clock

6.1. Rate of play

Time schedules may be fixed time schedules or time schedules with extra time for each move.

Fixed time schedules are time schedules with a fixed time for the whole game or with a fixed time for a number of moves, like 2 hours for 50 moves plus 1 hour for every subsequent 25 moves.

Time schedules with extra time per move are usually Fischer time schedules but also delay systems (also called Bronstein time schedule) may be used.

With the Fischer system a player gets some extra time for each move. In the delay system the player also gets extra time for each move, but he cannot build up time by playing quickly, like he can do with the Fischer time schedule.

Time schedules with extra time are generally Fischer time schedules but in the tournament regulations also time schedules with delay time may be used.

Some standard time schedules for international competitions:

- a.) default system for official FMJD competitions: Fischer system with 1 hour and 20 minutes (or more, but maximum 2 hours) + 30 seconds for each move.
- b.) Players Committee preference: 90 min for the first 45 moves, followed by 30 min for the rest of the game with an addition of 30 seconds starting from 46th move.
- c.) Old standard system: 2 hours for the first 50 moves followed by 1 hour for each subsequent 25 moves. If the first 50 moves have been made in less than 2 hours, the time not used must be credited to the player and added to his time for the next moves.
- d.) 5 hours round: 2 hours / 50 moves + 30 minutes till the end

Other time schedules are also acceptable with preference for time schedules with extra time per move with the Fischer system. Any combination of basis time and Fischer time is allowed under the following conditions:

The minimum added time per move with the Fischer system is 30 seconds for normal games. This may be less for semi-rapid, rapid and blitz games.

The total time for both players for a normal game should be minimum 2 hours for the first 60 moves.

The Annexes 9 and 10 about rating and titles will exactly define which total time for the first 60 moves of the game will be acceptable for the games to count for rating and for titles.

In playing time schedules ending with a fixed time to end the whole game it is preferred to give a minor addition of extra seconds Fischer system per move from the moment that the flag falls after this fixed time.

If the tournament is played with a fixed time schedule and if electronic clocks are available, it will be obligatory to use a system with extra Fischer seconds. Only when there are no electronic clocks available will it be allowed to play with a fixed time schedule without Fischer seconds at the end of the game.

6.1.1. Special regulations for games with fixed time schedule without Fischer seconds

In the case of a fixed time schedule without Fischer seconds at the end of the game the following special regulations are valid:

6.1.1.a: Regulation-draw

If only three kings remain, two king plus a man, or one king and two men, against one king, or only two kings, one king and a man, or one king against one king the game shall be considered a draw unless the game has an obvious continuation and the player can demonstrate the win. This end game will not be played and is called a regulation draw.

6.1.1.b: Time Shortage

Any player who has one minute or less left on his clock, in the endgame phase with a maximum of 8 pieces total for white and black, has the right to claim a draw if his position is clearly superior.

6.2. Obligation to record

Each player must keep a record of all the moves in every game. (except for those cases dealt with in articles 6.12 to 6.14 below.) The recording may be done by an assistant, but only if there is good reason, at the discretion of the referee.

6.3. The record

The record of the moves must conform to Article 8.2. of Annex I. The record must be kept up to date as each move is made and must be clearly legible. Of course, the record of exchange capture can be kept after the completion of the captures.

6.4. The recording forms, for the referee.

The referee must be able to see the recording forms and know how many moves have been made at all times. The recording forms have to be on the playing table continually, well in view for the referee.

6.5. Verification of the recording

If a player wishes to verify his record of a game by comparing it with that of his opponent, he must do it in his own playing time, provided his opponent agrees.

6.6. Starting the clock at the beginning of the game.

As soon as the referee, at the proper time, starts the clock for the player with the white pieces, (article 4.4. supra), the latter plays his first move and waits till his flag falls (if it has not fallen already) before he presses the button to stop his clock and start his opponent's clock. The player with the black pieces then plays his first move and also waits for his flag to fall (if it has not already fallen) and before stopping his clock and starting white's clock. In case of an electronic clock, as soon as the referee has started the clock in action at the side of the player with the white pieces, the latter can stop his clock and start his opponent's clock as soon as he has played his first move.

6.7. Starting the opponent's clock

When a player has made his move, it is up to him to stop his own clock, and as a consequence, start his opponent's clock, with the same hand with which he has made his move. With regards to counting the moves in case the flag has fallen the move is only considered finished at the moment the player stops his clock. For all other purposes the completion of the move is defined in annex 1 article 3.10 and article 4.4.

A player always has the right to stop the clock directly after his move. His opponent may not prevent the player to stop the clock.

6.8. Forgetting to operate the clock

As each player is responsible for his own use of time, nobody can intervene when a player forgets to stop his clock and start his opponent's clock; only the latter may draw his attention to it. Yet, the referee may ask the players who is to move.

6.9. Malfunctioning clocks

If during the course of a game, a clock appears to be not working properly, the referee must replace it with a sound clock.

6.10. Functioning of the flag

Any protest or comment on the functioning of the flag must be made before the time control; Once the flag has fallen no appeal can be accepted.

In case of an electronic clock, any protest and comment on the functioning of the control signal must be made before the time control. Once the time control has passed no appeal can be accepted.

6.11. Exceeding the allotted time

The expiry of playing time is marked by the falling of the flag. (Or the time signal in the case of an electronic clock). With regards to counting the moves in case the flag has fallen the last move made is only considered completed when the player has stopped his clock. Any player whose time has expired before completion of the required number of moves, has lost the game.

When the referee remarks that the flag has fallen before completion of the required number of moves it is his duty to end the game, even in the absence of any claim of a player.

6.12. Time trouble

A player is said to be in ‘time trouble’ when he has 5 minutes or less to go before his flag falls, or in the case of an electronic clock before the time signal will occur. This is valid for the time control during the game after a number of moves given in the rate of play, or at the final time control at the end of a game with a time schedule ending with a fixed time to end the whole game.

However, if the game is played with the Fischer system with 30 seconds or more for each move, the player is said never to be in time trouble.

6.13. Recording during time trouble.

Any player in time trouble is not obliged to continue recording the game. However, once his flag has fallen, or in the case of an electronic clock the time signal has occurred, he must record the moves made during his time trouble, if possible, with the help of the referee. This must be done during his own playing time. If this takes more than 5 minutes, the referee may postpone this till after the game, after the formalities described in article 6.19, infra.

6.14. Time trouble for both players.

If both players are in time trouble, then both must bring their records up to date after the fall of both flags. The time taken to do this must be shared equally between the two players. If the moves cannot be recalled, then the record must be abandoned. If this takes more than 5 minutes, the referee may postpone this till after the game, after the formalities described in article 6.19, *infra*.

6.15. Verifying the number of moves made

Each of the players must be able to prove that the necessary number of moves has been made in the allotted time. The time needed for this verification, is eventually attributed to the player who is amiss. If both players are unable to prove they have made the necessary number of moves, after the 5 minutes used for this try per player, the game must be continued from the position where it was interrupted for the verification and the recording should start at the 51st move, or of the 76th move etc.. The recording must start again at this point. If the referee is sure to know the number of moves played, he proceeds with the measures described in the articles 6.13, 6.14 *supra*, whichever is the case.

6.16. Time used by the referee to verify the number of moves

If, by reason of the playing conditions, the verification by the referee of the number of moves played, has to be done in another spot, the time for the transport will not be counted.

6.17. Time used for an appeal to the referee

Any player appealing to the referee for a draw must leave his clock running whilst his appeal is being considered. If his flag falls before the referee makes his decision, then in the case of a draw being awarded the fallen flag must be overlooked, otherwise the game is lost.

6.18. Time used for the rectification of an irregularity

The time needed for the rectification of an irregularity by the referee is measured by the referee and counted as the time spent by the player who is amiss, whatever the consequence.

6.19. A player who has lost, must stop his clock immediately.

6.20. Completing the recording forms immediately after the end of the game.

Directly after the game each of the two players must record the time used and the result of the game on his recording form. The record of moves must be brought up to date if possible. The originals of the two notation forms, correctly signed by each, eventually corrected or rewritten, if needed, will be handed to the referee.

7. Interruption

7.1. Games must not normally be interrupted.

7.2. Exceptional instances of interruption

If the conditions of the playing venue are not satisfactory for any reason it may be necessary to interrupt the competition. The competition must be resumed as soon as the problems have been dealt with.

7.3. Minimal availability of the playing venue

The playing venue must be available without interruption for each round of the competition. If this is not the case, an availability of six hours per round is minimal.

7.4. Venue available for less than six hours.

If the venue is available for just six hours, the possibility of interrupting games must be planned for. Interrupted games must be continued as soon as possible at another venue if necessary, with the agreement of the organizing committee, and without disturbing the playing schedule.

7.5. Interruption of games

In case of a venue which is available for less than six hours, games must not be interrupted before the time control at the 75-th move.

7.6. Procedure for interrupting games

The referee must follow the following procedure:

7.6.1. the player with the black pieces must be the one to make a move.

7.6.2. the referee must note the position in the presence of and with the agreement of both players. The time for doing this must not be counted with the playing time of either player.

7.6.3. the player with the white pieces must before leaving note the time on his recording form, and hand it to the referee

7.6.4. after time for thought, the player with the black pieces, must secretly write down his next move on his recording form

7.6.5. the referee must then stop the clock, and the latter player must note the time spent on completing his recording form and then hand it under cover to the referee

7.6.6. the diagram with the position in question and the two recording forms must be put in an envelope which the referee must seal and keep in his possession until the game is resumed.

7.6.7. the last move under cover, made by the player with the black pieces must be legal. If not, he must forfeit the game.

7.7. Procedure for the restart of an interrupted game

At the restart of an interrupted game, the referee proceeds as follows:

7.7.1. He must open of the sealed envelope

7.7.2. He must hand back the recording form to each player

7.7.3. He must set up the position noted on the diagram, and set the clocks to the agreed times, to the satisfaction of the players;

7.7.4. The player with the black pieces must make the move he wrote on his recording form and restart the clock for the player with the white pieces.

7.8. Waiving the prohibition to leave a game

The prohibition mentioned in article 2.4.3. above may be waived at the 50th, 75th etc move for either player, but their clock must continue to run whilst they are away from the table.

8. Officials, press and public

8.1. Office of the organisation committee

The office of the organisation committee, where officials meet, must be separate from the playing area.

8.2. Press room

The space reserved for sports journalists must be separate from the playing area.

8.3. Playing area and public area.

In connection with Annex 3.1.4. above, it is important to remember that:

- The playing area is where the action is.
- The area reserved for the spectators is a quiet area.
- Spectators can only enter the playing area with the permission of the referee.
- A player who has ended his game has the same rights as a spectator.

8.4. The press

The organisers must give complete and up to date information to the press who share the same rights and obligations as any other member of the public

8.5. Special permits

People authorized to enter the playing area, must wear a special badge, and must conduct themselves in accordance with the regulations. They have the same rights and obligations as the players

8.6. Access to the playing area during time trouble.

During the period when the players might be in time trouble the number of people admitted to the playing area must to be reduced to a strict minimum. Only the Main Referee has the authority to admit or prohibit the presence of specific people in the playing area.

8.7. Behaviour of the public

In the public area, everyone must behave themselves in a reasonable way. In particular members of the public must:

- Not give advice or make comments to the players
- Not engage conversation with the players
- Not disturb ongoing games, or interfere in any way with the games
- Not analyse ongoing games by using draughts boards however small;
- Keep a complete silence
- Not make gestures or give signs to the players, or make low voiced or whispered comments;
- Help make sure that the competition proceeds under the best possible conditions.

8.8. Commentaries on games

Ongoing games can be shown on a large demonstration board, in a special room, on condition that no analysis about what might happen in the game is made. Commentaries about what has already happened are allowed.

Annex 4

The referee

1. The referee

- 1.1. The referee may operate alone, or with assistants. In the latter case, the referee is called the Main Referee and his assistants are called Assistant Referees.
- 1.2. The function of the referee (either alone or as main referee) is to run the competition.
- 1.3. The function of assistant referees is to assist the Main Referee. They are responsible to him.
- 1.4. The duty of the referee is to ensure that everyone conforms to the rules and regulations. This includes spectators as well as players.
- 1.5. The role of the referee is not limited to the competition itself, but also before and after the competition, and not only during the games, but also before and after the games.
- 1.6. The referee has the right to intervene in any dispute, even in the absence of voiced complaints. However, this right to intervene does not imply the authority to decide on the two cases implied in article 5.4 of Annex I and in article 6.8 of Annex III.

2. The role of the referee

The role of the referee is implementation of the rules and regulations as laid down in the annexes of the FMJD. The list below is for purposes of precise implementation.

The referee must:

- 2.1. Be in possession, through the organizer, of the Specific Regulations for the competition in good time before the opening of the competition.
- 2.2. Delete any part of these Specific Regulations that changes or contradicts the general FMJD rules and regulations.
- 2.3. Have the official list of players, title holders and reserves, signed by the organizer, at the latest half an hour before the opening ceremony of the tournament or the drawing of lots.
- 2.4. Have at his disposal a board for posting his official communications.
- 2.5. Ensure that the Specific Regulations are permanently on display.
- 2.6. Ensure that the final list of prizes is displayed at the latest on the day when the last round of the first half of the competition is played.

- 2.7. Make sure that this list is clear and correct.
- 2.8. Wear a visible sign of his function. (e.g. a badge.)
- 2.9. Always have an assistant at hand who is authorized to take decisions.
- 2.10. Direct the placing of the players in the next round.
- 2.11. Start the clocks or give the order to do so.
- 2.12. Be the only one who may stop a clock or may give the order to do so. Exception in case of an irregular move, Annex 3, article 2.5a
- 2.12a. Decide what to do when a player calls for his assistance in case of an irregular move.
- 2.13. Periodically supervise the correct functioning of the clocks during the games.
- 2.14. Check that players are recording the games.
- 2.15. Take it upon himself to record the moves played, when players are in time shortage and may have ceased recording.
- 2.16. Exert himself to settle any conflict between players.
- 2.17. The referee decides in the following cases:
 - 2.17.1. Indicate the loss of a game for any player who fails to make the necessary number of moves in the allotted time.
 - 2.17.2. Decide on the draw result of a game when he concludes that the game is drawn according to the regulations of the game, Annex 1, articles 6.1 to 6.4. This may be after a claim of a player or at the initiative of the referee. When the referee remarks that there is a regulatory draw situation it is his duty to end the game.
- 2.18. Decide on the loss of the game for any player who arrives at his board more than one hour late.
- 2.19. Interpret any sentence in the regulations the interpretation of which is contested.
- 2.20. Decide on any issue not covered by the regulations.
- 2.21. Collect the top copies of the recording forms.
- 2.22. Ensure that the table of results is kept up to date.
- 2.23. Assume responsibility for the pairings, either by computer or by hand.
- 2.24. Supervise the announcement of the pairings.
- 2.25. Direct the adjournment procedures.

- 2.26. Be the one who presents the final results of the competition in the final ceremony, after consultation with the organizer.
- 2.27. Draw up a report on the organization and results of the competition.
- 2.28. Describe, if needed on a separate piece of paper, the anomalies, incidents, claims for extra penalties, and draw up proposals to improve the situation in the future.
- 2.29. Keep himself informed on the follow-up of these claims and proposals.

3. Appointment of the referee

For all official FMJD competitions and record attempts:

- 3.1. The Main Referee is appointed by the FMJD Executive Board, in consultation if possible, with the organizing federation. If proposed by the latter, he must hold the title of International Referee.
- 3.2. The FMJD Executive Board can delegate this right to the one of its Tournament Directors.
- 3.3. Each Assistant Referee is appointed by the organizing federation unless the FMJD Tournament Director decides otherwise.
- 3.4. The FMJD considers it advisable that referees operate out of their own country and encourages national federations to establish contacts with other federations for this purpose.

4. Promotion of referees

4.1. Referee titles

There are three kinds of referees recognized by the FMJD.

4.1.1. Technical FMJD-referee

A referee who may act as assistant in a FMJD-tournament without the right to take decisions.

4.1.2. FMJD referee

A referee who may be main referee at an international tournament or assistant referee at an official FMJD tournament.

4.1.3. International referee

A referee who can lead an official FMJD tournament.

- 4.2. For promotion to the rank of referee the following conditions have to be met by the candidate:

- 4.2.1. Technical FMJD referee - a thorough knowledge of the FMJD regulations.
- 4.2.2. FMJD referee
 - 4.2.2.1. A thorough knowledge of the FMJD regulations.
 - 4.2.2.2. Fluency in at least one official FMJD language.
 - 4.2.2.3. Proved active as national referee and as assistant or main referee in an international tournament.
- 4.2.3. International referee
 - 4.2.3.1. A thorough knowledge of the FMJD regulations.
 - 4.2.3.2. Being able to speak at least two official FMJD languages.
 - 4.2.3.3. Proved active minimum 3 times as an FMJD referee in international tournaments with positive reports of the main referee with the International Referee title.
- 4.3. The promotion procedure is as follows:
 - 4.3.1. A proposal for promotion is addressed to the Technical Committee of the FMJD, or to the Executive Board of the FMJD.

The proposal can be done by:

 - 4.3.1.1. the national federation of the candidate,
 - 4.3.1.2. A confederation,
 - 4.3.1.3. The Technical Committee of the FMJD

Remark: When a confederation or the Technical Committee propose a new nomination, then the opinion of the national federation should also be asked.
 - 4.3.2. Scrutiny of the proposal by the technical committee of the FMJD.
 - 4.3.3. Report of that committee to the Executive Board of the FMJD.
 - 4.3.4. Decision by the Executive Board.
 - 4.3.5. Ratification by the General Assembly of the FMJD.
 - 4.3.6. Presentation of a diploma to the candidate.
 - 4.3.7. The ‘International referee’ will receive a referee badge from the FMJD. Each International referee must be provided with an up to date copy of the Internal Regulations of the FMJD with annexes by his national federation, and if necessary, translated by the latter. The international referees are ranked according to seniority, experience, performance etc.

5. Independence of the referee

- 5.1. The referee must be completely impartial at all times.
The functions of organizer and referee are complementary.
- 5.2. The main referee must consult with the organizing committee if he has to object any measure that goes against the general regulations. He must not be a formal member of that committee.
- 5.3. The authority of the referee is guaranteed by the FMJD, who will penalize any attitude that may diminish the authority of the referee.
- 5.4. The referee must command respect, if necessary by applying penalties as laid down in the rules.
- 5.5. The costs of the referee must be paid. He should be paid according to the terms laid down by the FMJD. (The availability and use of information technology by the referee has to be implemented under conditions to be discussed between him and the organizer).

Annex 5

Swiss system

1. Introduction

The Swiss system is a tournament system to use when the number of players is so large that it is not possible to play a round robin system. The essence of the system is that in each round as much as possible players are paired who have the same or almost the same score.

A player cannot play more than one time against the same opponent.

There are many versions of the Swiss system, depending on the way in which the final result is defined for players with the same score and depending on the way in which the pairing for all rounds is defined.

Apart from the essence of the system all details may be chosen freely by a tournament organization. For official FMJD tournaments the preferred systems are FMJD Swiss system on rating and FMJD Swiss system on truncated Solkoff, unless the FMJD Tournament Director decides otherwise.

In the tournament regulations the number of rounds and the version of the Swiss system to be used should be mentioned including any special details used.

If the number of participants is much less or much more than expected when the regulations were written the main referee, after consultation with the organization, has the right to change the number of rounds if it leads to a considerable improvement of the relation between number of players and the number of rounds

2. Aspects of versions of the Swiss system

The versions of the Swiss system may differ in a number of aspects relating to the final order of the players and the pairing:

1. The final order of the players with the same score.
2. The order of the players to be used for the pairing in the first round.
3. The order of the players to be used for the pairing in next rounds.
4. The system of pairing in a group of players with the same score.
5. The method to use for an odd number of players in a group.
6. The method by which players who cannot be paired within their own score group are paired with a next group.
7. The importance of “colour preference”: players having to play with white or black.
8. The importance of “floats”: players with an opponent with a higher or a lower score.

3. Details of the aspects

3.1. The final order of the players with the same score.

There are several systems in use to order players with the same score:

- a. Solkoff or Buchholz: the sum of scores of all opponents
- b. Solkoff median: the sum of scores of all opponents minus the highest score minus the lowest score
- c. Short Truncated Solkoff: The sum of scores of all opponents minus the lowest score
- d. Full Truncated Solkoff: The sum of scores of all opponents minus the lowest score; if this is equal the sum of all opponents minus the 2 lowest scores Etc.
- e. Solkoff plus: the sum of the opponents Solkoff
- f. Solkoff Baliakin: the sum of the opponents scores multiplied by their Solkoff
- g. Sonnenborn Berger: the sum of 2 times the scores of the players against who the game was won plus the sum of scores of the players against who the game was drawn.
- h. Average opponent rating: the average rating of all opponents
- i. Tournament performance rating of the player, see appendix D.
It is even possible to let the tournament performance rating be the first decisive factor for the final result and not the total score!!
- j. Own rating of the player
- k. Number from drawing of lots

In some systems some of these methods are combined, as examples:

- Solkoff median and if equal Solkoff truncated
- Solkoff truncated and if equal Solkoff plus
- Solkoff truncated and if equal Solkoff Baliakin
- Short Solkoff truncated and if equal Solkoff plus and if equal Solkoff Baliakin and if Equal Full Solkoff truncated (new FMJD standard since 2019)
- Solkoff and if equal Sonnenborn Berger.

3.2. The order of the players to be used for the pairing in the first round.

To be able to pair the players in the first round the following methods are used to make an order:

- a. Drawing of lots
- b. Own rating

3.3. The order of the players to be used for the pairing in next rounds.

To be able to make a pairing between players with the same score in the next rounds the following ordering methods are used:

- a. Solkoff followed by Sonnenborn-Berger
- b. Own rating
- c. Numbers from drawing of lots
- d. Average opponents rating

3.4. The system of pairing in a group of players with the same score.

In a group of players with the same score and an even number of players the following pairing methods are used:

- a. Pairing two half groups: the players of the first half of the group are paired against the players of the second half of the group. As an example: if there are 6 players, ordered as 1,2,3,4,5,6 the pairing is: 1-4, 2-5 and 3-6.
- b. Pairing highest player against lowest. As an example, with 6 players: 1-6, 2-5, 3-4
- c. Pairing by drawing of lots

To be able to minimize the differences in average rating within a score group the FIDE has defined the Dubov Swiss pairing method which is a combination of 3b and 3c with 2b:

The player with the highest average opponents rating plays against the player with the lowest own rating.

3.5. The method to use for an odd number of players in a group.

To reach a group with an even number of players one player is moved to the next group.

This may be

- a. the first player of the group.
- b. the last player of the group.
- c. a player chosen at random from the group.

There may be conditions such as: if there is no good pairing possible in the remaining group then another player may be moved to the next group. It is important that within one score-group the maximum possible number of pairings is made.

3.6. The method by which players are paired who cannot be paired within their own score group.

- a. A player from a higher group plays against the first player of the next group
- b. A player from a higher group plays against the lowest player of the next group

If the pairing in the higher group was not complete and if more players are moved down to the next group this same principle is used for the players moved down, starting at the highest to move down.

As an example: suppose 3 players A,B and C are moved down from the higher group with the order A,B,C in that higher group and suppose the players in the lower group are ordered 1,2,3,4,5,6 then:

- With method a we will have the pairing A-1, B-2, C-3
- With method b we will have the pairing A-6, B-5, C-4

3.7. The importance of “colour preference”: players having to play with white or black.

It is permitted to let the colour preference of players influence the pairing, instead of just the colour allocation after the pairing has been made, provided that the maximum number of games to be paired within a score group is not influenced. The following methods are used:

- a. No colour preference: the pairing is made following the pairing rules and when the pairing is made the colour is attributed to the players in such a way that as much as possible an even division of colours is reached.
- b. Weak colour preference: if a player has played 2 times more with one colour and he should play again with this colour then the pairing in a group may be changed to give the player the other colour.
- c. Strong colour preference: after each round (especially after each odd round) the players in a score group are separated in two subgroups: players who should play with white and players who should play with black and the first pairing criterion will be that the players from one subgroup play against the players of the other subgroup.

3.8. The importance of “floats”: players with an opponent with a higher or a lower score.

Now and then it is necessary that a player is paired against a player with a higher score (a so called “up-float”) or a lower score (a so called “down-float”). The pairing in a score group may be changed if the pairing would lead to a situation where the player, who

played against an opponent with a higher score in one or both of the previous 2, has to play anew to a player with a higher score (or a player who played to an opponent with a lower score in one or both of the previous 2 rounds has to play anew against a player with a lower score).

4. Some general details

4.1. The method to use if the total number of players is odd.

In case the total number of players in the tournament is odd an extra dummy player is added to the tournament.

The last player of the lowest Group is paired with this dummy player and gets a “bye” (pause) and receives two points. A player cannot get more than one “bye” in a tournament. To avoid a bad pairing in the second round the player who has a bye in the first round is paired in the second round as if he had zero points.

If the rating plays a role in the tournament the dummy has the lowest rating in the tournament minus 1.

4.2. How to deal with a player leaving the tournament after having played a number of rounds.

A player who leaves the tournament after having played a number of rounds keeps his position in the classification. The player is not paired anymore in the remaining rounds of the tournament. When the number of players was even a dummy player is added to the tournament and treated as described in point 9. If there was already a dummy player in the tournament this dummy player is not paired anymore in the remaining rounds.

4.3. How to pair if one or more games are not (yet) played.

When one or more games are not yet played and it is necessary to make the pairing for the next round the game(s) not played are considered to be a draw, only for pairing purposes. Two paired players, who did not play their game, may be paired together in a future round.

4.4. The number of rounds in relation to the number of players.

There are many theories about what the number of rounds should be.

It depends on the total number of players.

It may depend on the number of players who get rights from the tournaments.

All what is said in this regulation is that the number of rounds should not be too large in relation with the number of players. If the number of rounds comes too close to 50 % of the number of players, then there may appear problems in the pairings for the last rounds.

5. Some well-known standard systems.

5.1. FMJD Swiss on rating

- The final order between players with the same score is decided by 3.1h : the average rating of the opponents.
- The order in the pairing group for the first round is 3.2b: own rating.
- The order in the pairing group for the next rounds is 3.3b: own rating.
- The pairing system is 3.4a: pairing in two half groups.
- In case of a group with an odd number of players 3.5b is used: the player with the lowest own rating is moved to the next group
- This moved player plays according to 3.6a: to the highest rating in the next group
- The FMJD Swiss on rating is preferably played with using “floats”, see point 3.8.
- The FMJD Swiss on rating is preferably played without colour preference (see p.3.7).
If the referee or the organization decides that it is necessary to play with colour preference it should be written in the tournament regulations.

5.1a. FMJD Swiss system on rating, players committee preference

This version is a variant of the FMJD Swiss on rating with the following differences:

- In a pairing group the player with the highest average opponents rating is paired against the player with the lowest own rating.
- In case of a group with an odd number of players the player with the highest own rating goes to the next group and plays against the player with the highest own rating in that group.

5.2. standard FMJD Swiss (on Solkoff)

- The final order between players with the same score is decided by 3.1c followed by 3.1e, followed by 3.1f, followed by 3.1d: Short Solkoff truncated and if equal Solkoff Plus and if equal Solkoff Baliakin and if equal Full Solkoff truncated
- The order in the pairing group for the first round is 3.2a: number from drawing of lots.
- The order in the pairing group for the next rounds is 3.3a: Solkoff plus SB.

- The pairing system is 3.4a: pairing in two half groups.
- In case of a group with an odd number of players 3.5b is used: the lowest player (lowest Solkoff and SB) is moved to the next group
- This moved player plays according to 3.6a: to the highest player in the next group (highest Solkoff and SB)
- If the pairing is made with a computer program which does not support this option it is also allowed to let the first player of the higher group play against the last player of the lower group, as in the KNDB Swiss system on Solkoff.

5.2a. FMJD Swiss on truncated Solkoff

- The final order between players with the same score is decided by 3.1d: Full truncated Solkoff.
- All other rules are the same as for standard FMJD Swiss

5.2b. FMJD Swiss on median Solkoff

- The final order between players with the same score is decided by 3.1b followed by 3.1d: Solkoff median followed by Full truncated Solkoff.
- All other rules are the same as for standard FMJD Swiss

5.3. KNDB Swiss on Solkoff

- The final order between players with the same score is decided by 3.1a followed by 3.1g: Solkoff followed by Sonnenborn-Berger.
- The order in the pairing group for the first round is 3.2a: number from drawing of lots.
- The pairing in the first round is 1-2, 3-4, etc. or random (not important)
- The order in the pairing group for the next rounds is 3.3a: Solkoff followed by Sonnenborn-Berger.
- The pairing system is 3.4b: highest against the lowest.
- In case of a group with an odd number of players 3.5a is used: the highest player (highest Solkoff and Sonnenborn-Berger) is moved to the next group
- This moved player plays according to 3.6b: to the lowest player in the next group (lowest Solkoff and Sonnenborn-Berger)

6. Acceleration methods

There are several acceleration methods in which in the first rounds the rating differences in the games for the first round(s) will not be too large.

6.1. Method with 4 groups

For the first round the players are divided in 4 groups in the order of the players ratings. Then the players of the first group play against the players of the second group and the players of the third group play against the players in the fourth group, in the order of their ratings.

For the next rounds, as long as the first group is larger than the number of rounds to be played, the same method is used with the division of the players with equal score in 4 groups and pairing the first group against the second and the third group against the fourth group.

Of course, when playing a Swiss system tournament with many players and large differences in rating, it is also possible to create more groups and let players from group 1 play against group 2, group 3 against group 4, group 5 against group 6 etc.

6.2. Haley system

For the first round the players are divided in four groups and paired as in method 1.

In the second round the players of the first two groups get two extra points, only for pairing purposes, and then the players with 4 points are paired with each other, then the players with 3 points, then the players with 2 points etc.

Players who are paired with 3 or 4 points are players from the first two groups and players with 1 or 0 points are players from the third and fourth group whereas only in the group of 2 points there are players from all groups: players from the first two groups who have lost their first game or players from the last 2 groups who have won their first game.

Appendix A. Detail description of FMJD Swiss system on rating

a. Start of the tournament: find all ratings

Before the start of the tournament the ratings of all players are collected. Depending on the kind of tournament these may be FMJD ratings or national ratings.

For players who do not have a rating a rating estimate has to be made by the referee and/or the organization. If possible, the FMJD formulae should be used to calculate FMJD ratings from national ratings. For a number of countries FMJD has published calculations on its website to calculate from national rating to FMJD rating or vice versa.

Only if it is not possible to find an estimate based on any rating of the player the referee should make an estimate as good as possible.

It is possible to ask the player himself if he can give an estimate or to ask other players if they can estimate how strong the player is.

b. Pairing for the first round

For the pairing of the first round all players are ordered on their own rating.

The group of players is divided in two halves: the group A of players with the highest rating and the group B of players with the lowest rating. Both groups ordered on the own rating of the players.

Then the pairing for the first round is made in which the strongest player of group A plays against the strongest player of group B, the second strongest player of group A against the second strongest of group B Etc.

To avoid difficulties in colour for next rounds player A1 plays with white against player B1, player A2 player with black against player B2, player A3 plays with white etc.

Schematically:

A1 – B1

B2 – A2

A3 – B3

B4 – A4

etc.

c. Forming score groups for a next round

After each round the players are grouped into score groups of players with the same score.

As much as possible players in the same score group will be paired against each other.

The players in each score group are ordered on their own rating.

d. Pairing in a score group

If there is an odd number of players in a score group, then depending on the version of the FMJD Swiss on rating there are the following rules:

- For the standard FMJD Swiss on rating the player with the lowest own rating is paired with the next lower score group and plays against the player with the highest own rating in that group.
- For the players preference version of the FMJD Swiss on rating the player with the highest own rating is paired with the next lower score group and plays against the player with the highest own rating in that group.

However, if the tournament is played with using “floats” this pairing may be changed: if the player in the higher score group already had a “down float” in one or both of the previous 2 rounds then the next higher player in the score group is selected to play against a player of a next score group.

This holds also for the player from the lower score group: if he already has had an “up-float” in one or both of the previous 2 rounds the next lower player from the lower score group is selected to play against the player of the higher score group.

If no good pairing is possible between the subgroup A and B it is acceptable to move down another player to have a better pairing between subgroup A and subgroup B.

For the pairing in the group all remaining players with the same score are ordered on their own rating.

The group of players is divided into two halves: the group A of players with the highest rating and the group B of players with the lowest rating. Both groups are ordered on the own rating of the players.

Then the pairing for the round is made in which the strongest player of group A plays against the strongest player of group B, the second strongest player of group A against the second strongest of group B Etc, just like the pairing for the first round. After the pairing is made the colours are given to the players in such a way that an even distribution of colours to all players is reached as much as possible.

When the tournament is played with weak colour preference then the pairing may be adjusted when it leads to a pairing where it is impossible to give a correct colour to both players. For instance, if both players played two times more with white it is not possible to give them both a correct colour. In principle the pairing is made until a problem of colours is reached. Then the player of the higher group is paired against a next player from the lower group against who it is possible to attribute colours to both players.

If necessary, the whole pairing may be changed to get good colour attributions.

However, when it is not possible to give all games in a score group a good colour attribution then it is not allowed to move 2 or more players to another score group.

When the tournament is played with strong colour preference then in odd rounds the colour preference is the first criterion in the pairing process: the group of players with the same score is divided in a group W of players who should play with white and a group B of players who should play with black.

In principle the players of group W play with white against the players of group B.

As much as possible the pairing principle of the Swiss system on rating should be obeyed: the group of players with the highest rating play against the group of players with the lowest rating.

It is not easy or even impossible to give all rules in detail how to act if there are problems with colour preference and/or with floats.

Most times computer programs are used to make the pairings of a Swiss system tournament and different programs use slightly different approaches to solve these issues.

e. The final result

The final classification is in the order of the highest score of the players and for players with the same score the classification is in order of the highest average rating of the opponents.

Appendix B. Detail description of FMJD Swiss system on Solkoff

The variants of the Swiss system on Solkoff only differ in the tie break rules for players with the same score in the final classification.

a. Start of the tournament: drawing of lots

Before the start of the tournament the organization or the referee draws lot numbers for all players, or let the players draw a lot number.

b. Pairing for the first round

For the pairing of the first round the players are ordered on their lot number.

The group of players is divided in two halves: the group A of players with the lowest numbers and the group B of players with the highest numbers. Both groups ordered on lot number.

Then the pairing for the first round is made in which the first player of group A plays against the first player of group B, the second player of group A against the second player of group B.

As there is no relation between the strength of the players and the lot numbers all players from group A may play with white.

Schematically:

A1 – B1

A2 – B2

A3 – B3

etc.

c. Forming score groups for a next round

After each round the players are grouped into score groups of players with the same score.

As much as possible players in the same score group will be paired against each other.

The players in each score group are ordered on their Solkoff and SB.

d. Pairing in a score group

If there is an odd number of players in a score group, the player with the lowest Solkoff and SB is paired with the next lower score group and plays against the player with the highest Solkoff and SB in that group.

However, if the tournament is played with using “floats” this pairing may be changed: if the player in the higher score group already had a “down float” in one or both of the previous 2 rounds then the next higher player in the score group is selected to play against a player of a next score group.

This holds also for the player from the lower score group: if he already has had an “up-float” in one or both of the previous 2 rounds the next lower player from the lower score group is selected to play against the player of the higher score group.

If no good pairing is possible between the subgroup A and B it is acceptable to move down another player to have a better pairing between subgroup A and subgroup B.

For the pairing in the group all remaining players with the same score are ordered on their Solkoff and SB.

The group of players is divided into two halves: the group A of players with the highest Solkoff and SB and the group B of players with the lowest Solkoff and SB. Both groups are ordered on the Solkoff and SB of the players.

Then the pairing for the round is made in which the highest player of group A plays against the highest player of group B, the second highest player of group A against the second highest of group B Etc, just like the pairing for the first round. After the pairing is made the colours are given to the players in such a way that an even distribution of colours to all players is reached as much as possible.

When the tournament is played with weak colour preference then the pairing may be adjusted in case it led to a pairing where it is impossible to give a correct colour to both players. For instance, if both players played two times more with white it is not possible to give them both a correct colour. In principle the pairing is made until a problem of colours is reached. Then the player of the higher group is paired against a next player from the lower group against who it is possible to correctly attribute colours to both players.

If necessary, the whole pairing may be changed to get good colour attributions.

However, when it is not possible to give all games in a score group a good colour attribution then it is not allowed to move 2 or more players to another score group.

When the tournament is played with strong colour preference then in odd rounds the colour preference is the first criterion in the pairing process: the group of players with the same score is divided in a group W of players who should play with white and a group B of players who should play with black.

In principle the players of group W play with white against the players of group B.

As much as possible the pairing principle of the Swiss system on Solkoff should be obeyed: the group of players with the highest Solkoff and SB play against the group of players with the lowest Solkoff and SB.

It is not easy or even impossible to give all rules in detail how to act if there are problems with colour preference and/or with floats.

Most times computer programs are used to make the pairings of a Swiss system tournament and different programs use slightly different approaches to solve these issues.

e. The final result

The final classification is in the order of the highest score of the players and for players with the same score the classification is, depending on the Swiss system version in use:

- For the standard FMJD Swiss system (on Solkoff): in order of the highest Short Solkoff truncated (see article 3.1c) and if equal Solkoff Plus (see article 3.1e) and if equal Solkoff Baliakin (see article 3.1f) and if equal Full Solkoff truncated (see article 3.1d)
- For the FMJD Swiss system on truncated Solkoff: in order of the highest Full Solkoff truncated. See article 3.1.b.
- For the FMJD Swiss system on median Solkoff: in order of the highest Solkoff median and, if equal, the highest Full Solkoff truncated. See article 3.1.b and 3.1.d.

Appendix D. Tournament performance rating

Introduction

The tournament performance rating may be used as tie-break criterion between players with the same score, or even as first criterion more important than the final score, to decide about the final result.

The easy way to calculate the tournament performance rating is by using the average rating of the opponents but given the theory of probability behind the ELO rating system it is mathematically not fully correct way to do this.

The performance belonging to an average rating may be something a bit different from the average performance, especially when there is a large variation in the ratings of the opponents.

The tournament performance rating should be calculated on a game by game basis.

Definition

The tournament performance rating is that rating for which the expected result of the player, calculated opponent by opponent, equals the realized result of the player.

Annex 6

Rapid and blitz games

1. Definition

A game is considered accelerated when the time that is allowed for each player for the whole game is not more than 30 minutes.

There are two categories of accelerated games.

- A. The rapid game, where each player is allowed a time between 15 and 30 minutes inclusive for the whole game, or when electronic clocks and the Fischer system are used between 15 and 30 minutes for the first 60 moves.
- B. The blitz game, where each player is allowed a time between 5 and 15 minutes inclusive for the whole game, or when electronic clocks and the Fischer system are used between 5 and 15 minutes for the first 60 moves.

2. Other Annexes

Apart from the exceptions given below in this Annex, the normal regulations hold.

3. Tie breaking.

If tie breaking involves playing decisive games, these must be at the same rate of play or faster than those of the competition.

4. Recording Games and Use of Clocks

Recording games is optional, but the use of clocks is obligatory.

For official FMJD tournaments the use of electronic clocks and the Fischer system is obligatory.

5. The draw

When the players do not record the games the 40 moves rule is not valid. The players may agree upon a draw only if the number of men for each player is 10 or less.

6. Rights of the players

Any player wishing to call the referee for assistance has the right to stop the clocks while his complaint is being considered (contrary to Annex III article 4.4).

Any player who wishes to claim a regulatory draw (see Annex I article 6) may do so. The referee will decide if the claim is correct and if so, he will end the game.

7. Rights and duties for the referee

- 7.1. If the playing time is expired, as marked by the falling of the flag (or the time signal in the case of an electronic clock.), the referee will end the game declaring the game lost for the player who exceeded the allotted time.
- 7.2. In the endgame phase the referee will keep track of the moves made in such a way that he is able to check the validity of a claim for a regulatory draw.

The following articles (8 through 11) are only valid when not using electronic clocks with the Fischer System, but **only using a given time for the whole game.**

8. Regulation-draw

During rapid or blitz games, if only three kings remain, two king plus a man, or one king and two men, against one king, or only two kings remain, one king and a man, or one king against one king the game shall be considered a draw unless the game has an obvious continuation and the player can demonstrate the win. This end game will not be played and is called a regulation draw.

9. Time Shortage

In rapid or blitz games, any player who has one minute or less left on his clock, in the endgame phase with a maximum of 8 pieces total for white and black, has the right to claim a draw if his position is clearly superior.

10. Setting of the clock

At the start of the game, each clock must be set in such a way that the flag falls at six o'clock when the allotted time has elapsed.

11. Irregularities

If both flags have been fallen the game is considered a draw.

Annex 8

Regulations for simultaneous games

A. Regulations for normal simultaneous matches

1. Definition

A simultaneous match consists of one player called the ‘expert’ who plays a certain number of games with several opponents all at the same time.

2. Rules of the game

The official FMJD rules for International Draughts must be observed, except for the modification cited in the article 14 below.

3. Rules for the competition

The official FMJD competition regulations must be observed, except as regards the notation and the use of clocks and with the modifications and exceptions given in these regulations.

4. Playing area

The playing tables must be arranged in a square or a circle. The inner area is reserved for the expert and the referees. The opponents sit on the outer side of the tables.

5. Placing the boards

There must be as little space as possible between the boards. During the match the open spaces resulting from finished games may be closed up at the discretion of the expert.

6. Procedure

The expert may choose the colour he wishes to play with on all boards. He circulates from one board to the next for each move, always in the same direction he has chosen from the start. The expert imposes therefore himself his tempo.

7. Touching the pieces

It is absolutely forbidden to move or touch the pieces at any board when the expert is not present at that board.

8. Obligation to Move

Each opponent must make a move as soon as the expert arrives at his board.

9. Exchanges and combinations

If after the expert has moved an opponent has only one legal move, then that move must be made immediately. Otherwise the opponent must wait until the expert comes round again.

10. Removal of pieces

Pieces removed from the board must be put in their box or removed from the arena.

11. (reserved)

12 Advice and conversation

Each opponent must play individually. He is forbidden to ask for or receive advice on the game in progress. He is forbidden to speak to the people around him.

13. Temporary absence of a player

Any opponent who is absent from his board at the moment that the expert arrives at his board is deemed to have resigned.

14. Differences in number of pieces.

A game will be declared lost for any player who has two pieces less than his opponent and no king. He will be asked to resign unless he can demonstrate that his position is not lost.

15. Finished games

Any opponent who has finished his game must leave the arena immediately. His place may be taken by another player, thus reducing the distance the expert has to walk.

16. Performance

The performance of the expert is better if the number and strength of his opponents and the result is higher. Annex 11 describes the recognition of performances and records.

17. Referees

Refereeing should be done by a Main Referee together with as many assistants as required.

18. Infringements

Infringements of the regulations must be dealt with by the referees. Serious or repeated infringements may lead to disqualification of the offender.

B. Regulations for the clock simultaneous matches

1. Definition

A clock simultaneous match consists of one player called the ‘expert’ who plays games with several opponents all at the same time.

2. Rules of the game

The official FMJD rules for International Draughts must be observed.

3. Rules for the competition

The official FMJD competition regulations must be observed, except as specified in these regulations.

4. Playing area

The playing tables must be arranged in a square or a circle. The inner area is reserved for the expert and the referees. The opponents sit on the outer side of the tables.

5. Equipment

The equipment, board, clock and notation form must be placed on each table in accordance with the regulations laid down in Annex 3.

6. Rate of play

The rate of play for the games, both for the expert and his opponents, is 50 moves for the first two hours and 25 moves per subsequent hour.

7. Compulsory Recording

Only the opponents must record the games. The recording forms must be visible at all times for the expert and the referees. At no moment may the notation be suspended.

8. Procedure

The expert may choose the colour he wishes to play with on every board. He circulates from one board to another board of his own choice, depending on where he wants to play a move.

9. Starting the Clocks

At the start of the match, the referee starts the clock for the player with the white pieces at each board in turn from the first until the last board. From then on each player operates the clock as soon as he has made his move. Opponents do not have to wait until the expert arrives at their board.

10. Removal of pieces

Pieces removed from the board must be put in their box or removed from the arena.

11. Advice and conversation

Each opponent must play individually. He is forbidden to ask for or receive advice on the game in progress. He is forbidden to speak to the people around him.

12. Dispute about number of moves played

If there is a dispute about the number of moves played in a particular game whilst play is still going on the other boards, this dispute must be settled between a referee and the opponent well away from the playing area.

13. Request for the referee

The opponent is the only one who is responsible for a correct notation. If the expert was misled about the number of moves made at the moment that his flag falls, the game will be declared lost for his opponent.

14. Dispute and correction

Any dispute about moves must be resolved in the opponent's time, unless he is proven to be correct, in which case the referee will restore his clock back to where it was when the dispute arose.

15. Finished games

Any opponent who has finished his game must leave the arena immediately. His place may be taken by another player, thus reducing the distance the expert has to walk.

16. Temporary absence of a player.

Any opponent who absents himself from his board when he has made his move should put the notation form at the other side of the table, readable for the expert and the referee.

17. Differences in number of pieces.

A game will be declared lost for any player who has two pieces less than his opponent and no king. He will be asked to resign unless he can demonstrate that his position is not lost.

18. Performance

The performance of the expert is better if the number and strength of his opponents and the result is higher. Annex 11 describes the recognition of performances and records.

19. Referees

Refereeing should be done by a Main Referee together with as many assistants as he requires on the basis of one official to 20 players.

20. Infringements

Infringements of the regulations must be dealt with by the referees. Serious or repeated infringements may lead to disqualification of the offender.

C. Regulations for blindfold simultaneous matches

1. Definition

A blindfold simultaneous match consists of one player called the ‘expert’ who plays a certain number of games without seeing any board with several opponents all at the same time.

2. Conditions

The expert must either be blindfolded or be in a position where he cannot see any of the opponents’ boards and has no board himself. He may also be installed in another room.

3. Communication

The expert communicates his moves to opponents via an intermediary, and vice versa.

2. Rules of the game

The official FMJD rules for International Draughts must be observed, except for the modification cited in the articles 14, 15 and 18 below.

3. Rules for the competition

The official FMJD competition regulations must be observed, except as regards the use of clocks and with the modifications and exceptions given in these regulations.

6. Playing area

The playing tables must be arranged in a square or a circle. The inner area is reserved for the referees. The opponents sit on the outer side of the tables.

7. Compulsory Recording

The opponents must record the games. The recording forms must be visible at all times for the referees.

8. Procedure

The expert may choose the colour he wishes to play with on every board. The referee circulates from one board to the next for each move, always in the same direction he has chosen from the start. The tempo is imposed by the expert. Every move at every board the referee or the expert announces the name of the opponent or the board number as agreed beforehand with the expert. The referee announces the move made by the opponent and the expert announces his move which is then repeated by the referee. Only when the move is repeated by the referee and not immediately corrected by the expert the move is considered to be completed and is executed on the board by the referee. Directly after the referee has repeated the move the expert still has the right to correct his move.

9. Touching the pieces

It is absolutely forbidden to move or touch the pieces at any board when the referee is not present at that board.

10. Obligation to Move

Each opponent must make a move as soon as the referee arrives at his board.

11. Exchanges and combinations

If after the expert has moved an opponent has only one legal move than that move must be made immediately. Otherwise the opponent must wait until the expert comes round again.

12. Removal of pieces

Pieces removed from the board must be put in their box or removed from the arena.

13. Advice and conversation

Each opponent must play individually. He is forbidden to ask for or receive advice on the game in progress. He is forbidden to speak to the people around him.

14. Temporary absence of a player

Any opponent who absents himself from his board at the moment that the referee arrives at his board is deemed to have resigned. In special circumstances, to be discussed with the expert, the player is allowed not to be present. He should have made his move and put the

notation form at the other side of the table, readable for the referee. If his move is irregular the opponent is deemed to have resigned.

15. Differences in number of pieces.

A game will be declared lost for any player who has two pieces less than his opponent and no king. He will be asked to resign unless he can demonstrate that his position is not lost.

17. Performance

The performance of the expert is better if the number and strength of his opponents and the result is higher. Annex 11 describes the recognition of performances and records.

18. Referees

Refereeing should be done by a Main Referee together with as many assistants as required.

19. Infringements

Infringements of the regulations must be dealt with by the referees. Serious or repeated infringements may lead to disqualification of the offender. This holds also for the expert.

If he repeatedly makes illegal or impossible moves the game will be declared lost for him. The maximum number of errors allowed is the total number of opponents divided by 4 rounded up to the nearest integer value.

If the expert makes more than 2 errors in one game or more than the maximum number of errors allowed in the total simultaneous match the game where the error occurs will be declared lost for him.

An illegal move has to be replaced by a legal move by the expert. Contrary to annex 1, article 3.11 the expert is not obliged to play the “touched” piece.

If the expert makes an impossible move the referee will inform him about the status of the two fields on the board related to this move. He will inform him about the status of the field from where the impossible move is made and about the field to which the impossible move is made. When it is clear that the expert is thinking to be playing at another board he may correct the move without it being considered an error.

When the expert makes a “notation error” (e.g. giving the notation of a move as if he was playing with black instead of white) this is not considered to be an error

D. Regulations for the edraughts clock simultaneous matches

1. Definition

An edraughts clock simultaneous match consists of one player called the ‘expert’ who plays games on a computer with several opponents also playing on a computer all at the same time. It is not necessary that all players are at the same venue during the event.

2. Rules of the game

The official FMJD rules for International Draughts must be observed, except as specified in these regulations.

3. Rules for the competition

The official FMJD competition regulations must be observed, except as specified in these regulations. There is no obligation to make a notation as the software keeps the notation up to date. All rules regarding the form and size of the tables and the draughts material and clocks in Annex 3 article 3, are not applicable.

4. Equipment

The expert makes his moves on a computer. He may choose a next board to play on based on methods defined in the software. The opponent also makes his moves on a computer.

All rules regarding the form and size of the draughts material and clocks in Annex 3 article 3, are not applicable.

5. Rate of play

The rate of play for the games, both for the expert and his opponents, is 50 moves for the first two hours and 25 moves per subsequent hour.

6. Recording of the moves

There is no obligation to make a notation as the software keeps track of the recording of the moves

7. Procedure

The expert may choose the color he wishes to play with on every board. He circulates from one board to another board of his own choice, depending on where he wants to play a move. The opponent may make his move on any moment he likes and does not need to wait till the expert selects his board.

8. Starting the Clocks

At the start of the match, the referee will start the event in the software, which automatically starts all clocks for the players with the white pieces.

9. Advice and conversation

Each opponent must play individually. He is forbidden to ask for or receive advice on the game in progress. He is forbidden to speak to the people around him.

10. Illegal moves

All rules regarding the illegal move, given in Annex 1 article 5 irregularities and in Annex 3 article 2.5a procedure for irregular moves are not applicable as the computer software prohibits the possibility to make an illegal move.

11. Regulatory draws

The player or referee does not have to claim, or check for, a regulatory draw as given in Annex 1 article 6, as the software checks and decides about a regulatory draw.

12. Differences in number of pieces.

A game will be declared lost for any player who has two pieces less than his opponent and no king. He will be asked to resign unless he can demonstrate that his position is not lost.

13. Performance

The performance of the expert is better if the number and strength of his opponents and the result is higher. Annex 11 describes the recognition of performances and records.

14. Referees

Refereeing should be done by a Main Referee together with as many assistants as he requires on the basis of one official for 20 competitors.

15. Infringements

Infringements of the regulations must be dealt with by the referees. Serious or repeated infringements may lead to disqualification of the offender.

Annex 9

FMJD rating system and its application rules

1. Introduction

1.1. Goal of the rating system.

To assign a rating to each draughts player belonging to a national federation affiliated to the FMJD, participating in official competitions of the FMJD and recognized international and national competitions of the FMJD, according to results realized in these approved competitions.

The FMJD establishes several international rating lists:

- a. the players in international draughts on 100 squares (male and female)
- b. the players in 64 squares draughts (male and female)

1.2. Competitions.

1.2.1. The following competitions are used for ratings calculations:

1.2.1.2. all official competitions of the FMJD (including Confederations)

1.2.1.2. all national championships (also qualification rounds)

1.2.1.3. any other competition announced to the FMJD (office and/or Tournament Director) at least 2 weeks before the 1st round

1.2.2. Additional conditions for the competitions:

1.2.2.1. All games with time control minimum 30 minutes (1-hour total for both players) for the first 60 moves are countable for ratings. The development factor (see article 3.2.3) is:

- (a) 100% (not reduced) for time control minimum 2-hours per player (4-hours total for both players) for the first 60 moves
- (b) 60% for time control minimum 1-hour and 30 minutes per player (3-hours total for both players) for the first 60 moves.
- (c) 40% for time control minimum 1-hour per player (2-hours total for both players) for the first 60 moves.
- (d) 20% for time control minimum 30 minutes per player (1-hour total for both players) for the first 60 moves.

1.2.2.2. Games played as rapid – blitz or superblitz are counted for separate rating list “rapid-blitz”. These are the games with time control below 30 minutes (1-hour total for both players) for the first 60 moves. Development factor is:

- (a) 100% (not reduced) for time control maximum 15 minutes per player (30 minutes total for both players) for the first 60 moves
- (b) 50% for time control above 15 minutes but less than 30 minutes per player (above 30 minutes and less than 1-hour total for both players) for the first 60 moves.

1.2.2.3. General rules of annex 3 are used.

1.2.2.4. Rating service is free if results are delivered in the form defined at art. 4.

1.3. The reporting of competitions.

The reporting of the competition is always the duty and the responsibility of the main referee. It should be done fully according to article 4 of this annex.

If the referee has not fulfilled its obligation, the report must be made by the tournament director of the FMJD, Confederation or Federation, depending on type of the competition.

1.4. Use of the rating system

The role of the General Assembly is to set the policy for the allocation of titles. The role of the rating system is to provide scientific measurements of the best statistical quality that allow the FMJD to give titles of equal value for equal performances.

1.5. National ratings and FMJD ratings

To estimate the strength of a player without rating for use in the Swiss system on rating the national rating of the player may be used. However, this estimated rating does not count for the calculation of rating or title norms for the other players.

If a player has only a national rating, we use this national rating and the formula given below to estimate the FMJD rating of a player.

Only if we have a player without any rating it is up to the referee to make an estimation as good as possible.

The Technical Committee will publish the formulas to calculate the FMJD rating from the national rating every two year by using statistical methods in comparing the ratings for players who have an FMJD rating and a national rating. These formulas will be published regularly on the FMJD website based on basic data received from National Federations.

From August 2019 the following formulas are valid

$$\text{FMJD} = 0,7443 * \text{Belgium} + 460,221 \quad \text{FMJD} = 0,5906 * \text{Netherlands} + 1385,095$$

$$\text{FMJD} = 0,4490 * \text{Poland} + 1016,326 \quad \text{FMJD} = 1,1693 * \text{FMJDblitz} - 347,58$$

2. General Principles

2.1. Principle of the system (ELO system).

The FMJD rating system is a numerical system in which the results in percentages are converted into differences in rating and, conversely, rating differences are converted into probabilities of results

2.2. Base of the system

The base of the system is the Gaussian function of the theory of statistics. It is shown in the conversion table specified in Article 2.3.

2.3. Table to convert results into rating differences (IX-1).

Interpolation formula. The interpolation formula for the rating difference $D(P_r)$ belonging to non-integral percentages P_r is:

$$D(P_r) = D(P_1) + (P_r - P_1) [D(P_{1+1}) - D(P_1)]... \quad P_1 \text{ being the integral number of } P_r$$

[table IX-1] Conversion table from the result in percentage P to the rating difference D (P)

P	D(P)	P	D(P)	P	D(P)	P	D(P)
1,00	935,00	0,75	192,71	0,50	0,00	0,25	-192,71
0,99	664,74	0,74	183,80	0,49	-7,14	0,24	-201,82
0,98	586,85	0,73	175,05	0,48	-14,34	0,23	-211,82
0,97	537,54	0,72	166,54	0,47	-21,48	0,22	-220,57
0,96	500,31	0,71	158,11	0,46	-28,71	0,21	-230,42
0,95	470,00	0,70	149,82	0,45	-35,38	0,20	-240,48
0,94	444,00	0,69	141,65	0,44	-43,14	0,19	-250,80
0,93	421,62	0,68	133,62	0,43	-50,40	0,18	-261,51
0,92	401,51	0,67	125,71	0,42	-57,62	0,17	-272,62
0,91	383,02	0,66	117,82	0,41	-64,97	0,16	-284,14
0,90	366,17	0,65	110,11	0,40	-72,37	0,15	-296,14
0,89	350,37	0,64	102,40	0,39	-79,77	0,14	-308,68
0,88	335,71	0,63	94,80	0,38	-87,28	0,13	-321,80
0,87	321,80	0,62	87,28	0,37	-94,80	0,12	-335,71
0,86	308,68	0,61	79,77	0,36	-102,40	0,11	-350,37
0,85	296,14	0,60	72,37	0,35	-110,11	0,10	-366,17
0,84	284,14	0,59	64,97	0,34	-117,82	0,09	-383,02
0,83	272,62	0,58	57,62	0,33	-125,71	0,08	-401,51
0,82	261,51	0,57	50,40	0,32	-133,62	0,07	-421,62
0,81	250,80	0,56	43,14	0,31	-141,65	0,06	-444,00
0,80	240,48	0,55	35,38	0,30	-149,82	0,05	-470,00
0,79	230,42	0,54	28,71	0,29	-158,11	0,04	-500,31
0,78	220,57	0,53	21,48	0,28	-166,54	0,03	-537,54
0,77	211,05	0,52	14,34	0,27	-175,05	0,02	-586,85
0,76	201,82	0,51	7,14	0,26	-183,80	0,01	-664,74
						0,00	-935,00

P is the result percentage.

D(P) is the rating difference between a player and his opponent(s)

2.4. Conversion table for the expected percentage as function of the rating difference

2.4.1. Formula

The expected percentage as function of the rating difference is calculated with the help of the following formula:

$$P_e = \frac{D(P_e) - D(P_1+1)}{D(P_1+1) - D(P_1)} + P_1$$

P_1 is the percentage for which $D(P_1) \leq D(P_e) \leq D(P_1+1)$

P_1 being the integral number of P_e

2.4.2. Conversion table from the rating difference to the expected percentage result for the higher rated player (H) and the lower rated player (L) is presented in the end of this annex.

An example of how this table was created from the table in article 2.3.

Player rating = 2150, average rating of his opponents = 2050

$$100 - 102,40$$

$$P_e = \frac{100 - 102,40}{102,40 - 94,80} + 0,64 = (-2,4/7,6) + 64 = 63,6842\%$$

3. Application formula of the rating system

3.1. Performance of a player

General Formula.

Evaluation of the performance of a player. The performance rating of a player in a competition (independent from his new rating at the end of the competition) is given by the formula:

$$R_p = R_c + D(P)$$

where:

R_p is the performance rating

R_c is the average rating of the opponents (or average performance)

$D(P)$ is the rating difference based on the percentage of the result as given in table IX-1

Example:

Player rating = 2150, average opponents rating = 2050,

players result = 9 points in 7 games (64,286%)

$$R_p = 2050 + 102,40 + (64,286 - 64) * (110,11 - 102,40) = 2050 + 104,6 = 2155$$

3.2. Calculation of the difference in rating

3.2.1. Calculation of the expected result

The expected result is calculated by the formula:

2 * number of games

$$\mathbf{We = Pe * \frac{\quad}{100}}$$

where Pe is the expected percentage based on the difference in rating between the player and the average rating of the opponents as given in table IX-2.

Example:

Player rating = 2150, average opponents rating = 2050, tournament has 7 rounds.

Pe (from example 2.2.2) 63,6842%

We = 63,6842*2*7/100 = 8,9158

3.2.2. General formula

The change in rating after a performance (competition/event) is given by:

$$\Delta R = 0,5 * K(W - We)$$

where:

ΔR is the change in rating

W is the score of the player in the tournament (not counting regulatory results): 2 for winning, 1 for a draw.

We is the expected result based on the rating difference

K is the development factor

Example:

Player rating = 2150, average opponents rating = 2050,

players result – 9 points in 7 games (64,286%)

$\Delta R = 0,5 * 15 * (9 - 8,9158) = 7,5 * 0,0842 = 0,6315,$

or $\Delta R = 0,5 * 10 * (9 - 8,9158) = 0,421, \dots$

3.2.3. The development factor K

The development factor K is used as stabilizing factor in the system.

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

K = 15 as long as a player's rating remains under 2300

K = 10 once a player's published rating has reached 2300 and remains at that level subsequently, even if the rating drops below 2300.

K may change within one calculation period.

Also tournaments with reduced thinking time are accepted for the FMJD rating system.

If the thinking time is at least 3 hours per game, the development factor K in the rating calculation is reduced to 50 % of the normal factor.

3.3. Calculating the new rating after a period

3.3.1. General formula for players who have played 25 games or more.

The new rating after one or more performances may be calculated by:

$$\mathbf{Rn = Ro + \Sigma\Delta R}$$

where:

R_o is the old rating

R_n is the new rating

$\Sigma\Delta R$ is the sum of the rating changes as calculated by the formulas given in art.3.2.

3.3.2. Special case for a player who did not yet play 25 games

The new rating after one or more performances is equal to the average performance of the player:

For the first result the rating is calculated by the formula in art.3.1.1. $R_p = R_c + D(P)$.

To avoid difficulties with players with 0 % or 100 % the maximum is set to 2400 and the minimum to 1900.

The performance after a next result may be calculated by the linear interpolation formula:

$$\mathbf{R_p = \frac{NP_0 * R_0 + NP_1 * R_1}{NP_0 + NP_1}}$$

where:

R_o = performance rating until the new result

R_1 = performance of the new result as given by formula 3.1.1

NP_o = number of games played until the new result

NP_1 = number of games from the new result

4. Procedure for the report of a competition

4.1. The competition should be reported to the FMJD within 7 days after the last round.

This is the deadline, and as it written in article 1, the main referee is personally responsible for this. For reporting a tournament, the referee needs to use free official FMJD software (Draughts Arbiter PRO [DAP]). There is an icon with FMJD logo called “publishing tournament”. Then a short form should be filled. This is all to be done.

DAP is the only software to be used for World Championships and World Cups.

DAP has also the possibility to import data from a text file (definition at point 11), so this is support for the referee who is using another software tool.

For an official FMJD event like World Championship or officially recognised by FMJD like World Cup the main referee should send independently to FMJD office written report about tournament and assistant referees. This can be done also for any other event. This should be sent at ratings@fmjd.org.

The actual addresses should be checked on the FMJD web-site.

- 4.1.1. The report consists of:
- (a) Information about the competition:
 - (b) information about the referee staff (names, contacts - specially emails, languages)
 - (c) basic information about the competition (name, dates, place, sponsors, ...)
 - (d) basic technical facts about the tournament (system, time control, etc.)
 - (e) clear and full information about any special technical cases (winning games by referee decisions etc.)
 - (f) any other remarks if necessary

4.2. Reporting tournament in other form.

The competition should be reported to the FMJD within 7 days after the last round. This should consist of report and results. Rating service for this form of report is not free.

- 4.2.1. The report consists of:
- (a) all information like at point 4.1.1.
 - (b) confirmation of paying rating service

4.2.2. Tournament results

It should be done in one clear table. In individual tournaments it is not useful to send the results round by round.

The following information should be presented in the table:

- 4.2.2.1. FMJD-ID
- 4.2.2.2. First Name
- 4.2.2.3. Surname
- 4.2.2.4. FMJD-title
- 4.2.2.5. FMJD-rating
- 4.2.2.6. federation
- 4.2.2.7. birthday (obligatory for the players without FMJD-ID)

The FMJD-IDs of all players may always be found on the FMJD web site as a text file and a database file.

- 4.2.4. A report must be made in one of official languages of the FMJD. Any Dutch, Polish, German, Italian, ..., Japanese texts are FORBIDDEN.

4.2.5. Other remarks:

4.2.5.1. First Names and surnames always should be presented using only English letters. The maximum length for each – 17 letters.

4.2.5.2. It is forbidden to use short versions like A. Dames or Jacek v/d Big. ALWAYS use full first names and surnames.

Example of a CORRECT presentation of a swiss tournament:

19245 gmi Andrew Svitskovsy jp 2/27 2/32 1/2 2/7 2/3 0/4 2/5 11

17456 Gerd van den Bigger nl 2/29 2/11 1/1 1/6 1/4 2/5 1/3 10

4.3. Period of validity of a rating list

The rating list is valid for a 3-month period. It is valid for the tournament results received in the 3-month period between two lists. The lists are published on January 1, April 1, July 1 and October 1 of each year.

4.4. Period of the validity of a rating

The period for the validity of a rating is from December 15 to March 15 (more or less), from March 15 to June 15, from June 15 to September 15 and September 15 to December 15. All tournaments ended in this period are used to calculate the rating of the following list.

4.5. The deadline for sending the tournament reports

The reports have to be sent to the FMJD within 7 days after the last round of the tournament.

4.6. National ratings official

Every national federation has to assign someone responsible for the coordination with the FMJD and responsible for sending the tournament results to the FMJD. His name has to be given to the FMJD bureau.

4.7. Errors

Incomplete reports, reports not sent or sent too late are not taken into consideration.

5. Procedure of calculations

5.1. Control of the general referee report

After reception of the result, the responsible verifies the general referee report for the validity of the ratings and for the attribution of titles.

5.2. Own rating

This is the rating published on the official rating list valid on the day of the 1st round of the competition. Players without rating (not present on list a, list b or list c) get a rating of 2100 as his own only for calculation of title norms. For exclusively women competition this value is 2000.

5.3. Calculation of the average rating of the opponents

Games with players without rating (not present on list a, list b or list c) are not taken into account. Games which are not played do not count for rating.

5.4. Calculation of the rating changes

After each tournament the responsible for fmjd rating calculates the change in rating Delta R of every participant by using the formula in Article 3.2.1. with the right factor K.

5.5. Calculation of the new rating

The new rating for the next list (see article 3.3) is calculated after the closing date when all tournament results received have been calculated for all players.

6. Official rating list

The FMJD publishes several rating lists:

- a. The official FMJD rating list will be formed from players who are active, i.e.:
 - players with rating above 2350 having played at least 30 games counting for rating in the last 3 years.
 - players with rating below 2351 having played at least 1 game counting for rating in the last 3 years.

- b. The full FMJD rating list consisting of all players with a valid rating

Other special lists may be published also, like lists of youth players etc.

6.1. Frequency of the rating list

Four times in a year the responsible for the rating prepares a new rating list which is published after agreement of the FMJD. The list is published in decreasing order of ratings for all players. All players with a valid rating will be published on an alphabetic list.

6.2. Publication of the rating list

The rating publication has the following parts

- a. the closing date for the period, normally March 15, June 15, September 15, December 15. Only in exceptional cases a tournament reported after this date is taken into consideration.
 - b. the date of application, normally January 1, April 1, July 1, October 1.
 - c. The list of tournaments calculated;
 - d. the rating of all players in the list;
 - f. the number of games valid and calculated for each player since the start of the rating list.
- 6.3. Lists A, B and C
- The players are classified in three categories A, B and C. The players with a rating lower than 2300 and a minimum of 30 games and the players with a rating above 2300 and a minimum of 50 games (for the players with a rating above 2351 minimum 30 played last 3 years) are on list A. The other players who did play in the last three years are put on list B and the other players on list C.
- 6.4. Players who are not active.
- Players who did not play for 3 years will be put on list B and players who did not play for 5 years are put on list C.
- 6.5. Players without rating
- For the calculation of titles players without rating get a rating of 2100. For exclusively women competition this value is 2000.
- The rules for titles are described in Annex 10.

7. Control of the functioning of the rating list

- 7.1. Level of rating
- The level of the rating is arbitrary. Only the differences in rating have a meaning in terms of probabilities.
- 7.2. Validity of the system
- The validity of the system is respected if the same rating expresses the same strength of a player from year to year.
- 7.3. Detection of deviations in the rating system
- The responsible person for the FMJD rating system has the important task to study deviations in the rating system and to preserve the validity of the rating system.
- 7.4. Possible study of changes in the rating system

The detection of changes in the rating system may be made by:

- a. studying the rating of a chosen group of players, e.g. from 25-40 years old, to detect a possible change in the average rating of the group.
- b. studying the average rating of the top 50 players.
- c. studying of the division of ratings for the whole group of players.

8. Competence of the responsible person of the FMJD rating system

8.1. Knowledge of the theory

The responsible needs to have an adequate knowledge of the theory of statistical probabilities in their application to the physical and behavioural sciences.

8.2. Study of changes

He must be able to organize the studies described in article 7.5 and interpret the results and, if necessary, give advice to the Executive Board to take measures to preserve the validity of the rating system.

8.3. Understanding the impact of new players.

He needs to be able to determine the overall composition of all rated players and the direction of change. In particular, he must understand the impact of new players who are progressing on the whole; he must also be sensitive to changes in the value of players based on age.

8.4. Help to federations

He has to be willing to help a national federation that wants to establish a national rating system, comparable with the FMJD rating system.

8.5. Objectivity

In all his activities for the rating system he needs to show the same objectivity as which can be expected from a referee of the FMJD.

9. Summary of abbreviations used

Pr : Realized percentage for a player in a tournament;

D(P) : theoretical difference in rating

N : Number of participants in a tournament;

Rp : Performance rating of the players $R_p = R_c + D(P)$

Rc : Average rating of the opponents

- Rm : Average rating of the participants with $R_u = 2100$ (2000 for the women) for players without rating (only for Annex 10),
- ΔR : Change in rating
- W : Realized score in a tournament (2 points for winning, 1 point for a draw and 0 points for a loss)
- We : Expected score
- Pe : Expected percentage
- K : Development factor
- M : number of opponents
- Rn : New rating
- Ro : Original rating before the start of a tournament
- $\sum \Delta R$: Sum of the rating changes
- Ru : theoretical rating for players without rating, 2100 (2000 for women), only for titles, see Annex 10

10. Application of these regulations

The initial rating has been calculated by using official international competitions since the World Championship in Arco in 1978 and also other recognized international individual and team competitions and national championships since the World Championship in Bamako 1980.

The first rating list of January 1, 1983 serves as starting point of the FMJD rating system. After January 1, 1983, all recognized tournaments have been calculated for the FMJD rating.

After January 1, 1984 also all national championships, finals and semi finals, have been taken into consideration.

The same regulations are valid for the rating list of the players in the section 64.

The first rating list for the section 64 has been calculated after the world Championship 1985 in Lecce. After that date all recognized tournaments have been calculated for the 64 rating list.

The same rules have been used for a number of years for the rating list of the correspondence players since 1987.

11. FMJD official format for tournament data

General remark – use only standard letters like in English alphabet – also any comments etc in English only.

<section Info>

name = text with tournament name maximum length c(30)

played from = DD/MM/YYYY

played to = DD/MM/YYYY

type = possible value here: SWISS, ROUND, TEAMS, OTHER

national championship = Y/N Y-only in case when it is FINAL of National Championship

women championship = Y/N

name of referee = text - maximum length c(25)

place = text with tournament place maximum length c(30)

country = c(3) code (see general remarks about country code) of country

remarks = <remark> free text – not limited </end remark>

winner = text - maximum length c(25) (name of player or team)

</end info>

<section players>

each line contains info about one player in the following form:

fmjd-ID, players number in tournament, local ID, place, points, first name, last name, country, born, sex

example:

11285,7,124,3,12,jacek,pawlicki,pl,02/01/1960,M

comments:

generally – number of commas should be always the same (!) – 9 even some of fields are empty

fmjd-ID – clear n(5) – if no then 0 (zero)

tournament number – n(3) OBLIGATORY

local ID – local ID number c(6) – if no then empty

place – n(3) place in tournament, if team competition, place of team, if individual competition then each number unique !!!, if tournament not finish yet (for example report from part of the season in Dutch NC) then 0 for all

points – n(3) amount of points – OBLIGATORY (very important for general control)

first name – c(17)

last name – c(17)

country – c(3) code of country – see general remark below

born – DD/MM/YYYY obligatory for Youth and veteran competitions

sex – W/M – clear not necessary to fulfil when fmjd-ID exist

</end players>

<section results>

each line contains result of ONE game:

round, tournament number player with white, tournament number of second player, result

example:

1,1,22,2-0

comments:

All fields obligatory

Tournaments numbers – according 2nd field in “Section players”

If pause game (against dummy) – then player number = 0

Results possible:

2-0, 0-2, 1-1

if results based on referee decision then we mark it as follow:

2x0, 0x2, 1x1, or 0x0

</end results>

Country code according to fmjd database - codes based on ISO:

<http://www.iso.org/iso/en/prods-services/iso3166ma/02iso-3166-code-lists/list-en1.html>

[table IX-2] Expected percentage as function of the rating difference

1st column - ratings difference, 2nd column - theoretical result for highest rating, 3rd column - for lowest rating

0	50.0000	50.0000	53	57.3601	42.6399	106	64.4669	35.5331
1	50.1401	49.8599	54	57.4986	42.5014	107	64.5966	35.4034
2	50.2801	49.7199	55	57.6371	42.3629	108	64.7263	35.2737
3	50.4202	49.5798	56	57.7756	42.2244	109	64.8560	35.1440
4	50.5602	49.4398	57	57.9141	42.0859	110	64.9857	35.0143
5	50.7003	49.2997	58	58.0517	41.9483	111	65.1154	34.8846
6	50.8403	49.1597	59	58.1878	41.8122	112	65.2451	34.7549
7	50.9804	49.0196	60	58.3238	41.6762	113	65.3748	34.6252
8	51.1194	48.8806	61	58.4599	41.5401	114	65.5045	34.4955
9	51.2583	48.7417	62	58.5959	41.4041	115	65.6342	34.3658
10	51.3972	48.6028	63	58.7320	41.2680	116	65.7639	34.2361
11	51.5361	48.4639	64	58.8680	41.1320	117	65.8936	34.1064
12	51.6750	48.3250	65	59.0041	40.9959	118	66.0228	33.9772
13	51.8139	48.1861	66	59.1392	40.8608	119	66.1496	33.8504
14	51.9528	48.0472	67	59.2743	40.7257	120	66.2763	33.7237
15	52.0924	47.9076	68	59.4095	40.5905	121	66.4030	33.5970
16	52.2325	47.7675	69	59.5446	40.4554	122	66.5298	33.4702
17	52.3725	47.6275	70	59.6797	40.3203	123	66.6565	33.3435
18	52.5126	47.4874	71	59.8149	40.1851	124	66.7833	33.2167
19	52.6527	47.3473	72	59.9500	40.0500	125	66.9100	33.0900
20	52.7927	47.2073	73	60.0851	39.9149	126	67.0367	32.9633
21	52.9328	47.0672	74	60.2203	39.7797	127	67.1631	32.8369
22	53.0719	46.9281	75	60.3554	39.6446	128	67.2895	32.7105
23	53.2102	46.7898	76	60.4905	39.5095	129	67.4159	32.5841
24	53.3485	46.6515	77	60.6257	39.3743	130	67.5424	32.4576
25	53.4869	46.5131	78	60.7608	39.2392	131	67.6688	32.3312
26	53.6252	46.3748	79	60.8959	39.1041	132	67.7952	32.2048
27	53.7635	46.2365	80	61.0306	38.9694	133	67.9216	32.0784
28	53.9018	46.0982	81	61.1638	38.8362	134	68.0473	31.9527
29	54.0435	45.9565	82	61.2969	38.7031	135	68.1719	31.8281
30	54.1934	45.8066	83	61.4301	38.5699	136	68.2964	31.7036
31	54.3433	45.6567	84	61.5632	38.4368	137	68.4209	31.5791
32	54.4933	45.5067	85	61.6964	38.3036	138	68.5455	31.4545
33	54.6432	45.3568	86	61.8296	38.1704	139	68.6700	31.3300
34	54.7931	45.2069	87	61.9627	38.0373	140	68.7945	31.2055
35	54.9430	45.0570	88	62.0957	37.9043	141	68.9191	31.0809
36	55.0799	44.9201	89	62.2287	37.7713	142	69.0428	30.9572
37	55.2088	44.7912	90	62.3617	37.6383	143	69.1652	30.8348
38	55.3376	44.6624	91	62.4947	37.5053	144	69.2876	30.7124
39	55.4665	44.5335	92	62.6277	37.3723	145	69.4100	30.5900
40	55.5954	44.4046	93	62.7606	37.2394	146	69.5324	30.4676
41	55.7242	44.2758	94	62.8936	37.1064	147	69.6548	30.3452
42	55.8531	44.1469	95	63.0263	36.9737	148	69.7772	30.2228
43	55.9820	44.0180	96	63.1579	36.8421	149	69.8996	30.1004
44	56.1185	43.8815	97	63.2895	36.7105	150	70.0217	29.9783
45	56.2562	43.7438	98	63.4211	36.5789	151	70.1423	29.8577
46	56.3939	43.6061	99	63.5526	36.4474	152	70.2630	29.7370
47	56.5317	43.4683	100	63.6842	36.3158	153	70.3836	29.6164
48	56.6694	43.3306	101	63.8158	36.1842	154	70.5042	29.4958
49	56.8072	43.1928	102	63.9474	36.0526	155	70.6248	29.3752
50	56.9449	43.0551	103	64.0778	35.9222	156	70.7455	29.2545
51	57.0831	42.9169	104	64.2075	35.7925	157	70.8661	29.1339
52	57.2216	42.7784	105	64.3372	35.6628	158	70.9867	29.0133

159	71.1056	28.8944	216	77.5200	22.4800	273	83.0330	16.9670
160	71.2242	28.7758	217	77.6250	22.3750	274	83.1198	16.8802
161	71.3428	28.6572	218	77.7300	22.2700	275	83.2066	16.7934
162	71.4614	28.5386	219	77.8351	22.1649	276	83.2934	16.7066
163	71.5801	28.4199	220	77.9401	22.0599	277	83.3802	16.6198
164	71.6987	28.3013	221	78.0437	21.9563	278	83.4670	16.5330
165	71.8173	28.1827	222	78.1452	21.8548	279	83.5538	16.4462
166	71.9359	28.0641	223	78.2467	21.7533	280	83.6406	16.3594
167	72.0541	27.9459	224	78.3482	21.6518	281	83.7274	16.2726
168	72.1716	27.8284	225	78.4497	21.5503	282	83.8142	16.1858
169	72.2891	27.7109	226	78.5513	21.4487	283	83.9010	16.0990
170	72.4066	27.5934	227	78.6528	21.3472	284	83.9878	16.0122
171	72.5241	27.4759	228	78.7543	21.2457	285	84.0717	15.9283
172	72.6416	27.3584	229	78.8558	21.1442	286	84.1550	15.8450
173	72.7591	27.2409	230	78.9574	21.0426	287	84.2383	15.7617
174	72.8766	27.1234	231	79.0577	20.9423	288	84.3217	15.6783
175	72.9941	27.0059	232	79.1571	20.8429	289	84.4050	15.5950
176	73.1086	26.8914	233	79.2565	20.7435	290	84.4883	15.5117
177	73.2229	26.7771	234	79.3559	20.6441	291	84.5717	15.4283
178	73.3371	26.6629	235	79.4553	20.5447	292	84.6550	15.3450
179	73.4514	26.5486	236	79.5547	20.4453	293	84.7383	15.2617
180	73.5657	26.4343	237	79.6541	20.3459	294	84.8217	15.1783
181	73.6800	26.3200	238	79.7535	20.2465	295	84.9050	15.0950
182	73.7943	26.2057	239	79.8529	20.1471	296	84.9883	15.0117
183	73.9086	26.0914	240	79.9523	20.0477	297	85.0686	14.9314
184	74.0224	25.9776	241	80.0504	19.9496	298	85.1483	14.8517
185	74.1347	25.8653	242	80.1473	19.8527	299	85.2281	14.7719
186	74.2469	25.7531	243	80.2442	19.7558	300	85.3078	14.6922
187	74.3591	25.6409	244	80.3411	19.6589	301	85.3876	14.6124
188	74.4714	25.5286	245	80.4380	19.5620	302	85.4673	14.5327
189	74.5836	25.4164	246	80.5349	19.4651	303	85.5470	14.4530
190	74.6958	25.3042	247	80.6318	19.3682	304	85.6268	14.3732
191	74.8081	25.1919	248	80.7287	19.2713	305	85.7065	14.2935
192	74.9203	25.0797	249	80.8256	19.1744	306	85.7863	14.2137
193	75.0318	24.9682	250	80.9225	19.0775	307	85.8660	14.1340
194	75.1416	24.8584	251	81.0187	18.9813	308	85.9458	14.0542
195	75.2514	24.7486	252	81.1120	18.8880	309	86.0244	13.9756
196	75.3611	24.6389	253	81.2054	18.7946	310	86.1006	13.8994
197	75.4709	24.5291	254	81.2988	18.7012	311	86.1768	13.8232
198	75.5807	24.4193	255	81.3922	18.6078	312	86.2530	13.7470
199	75.6905	24.3095	256	81.4855	18.5145	313	86.3293	13.6707
200	75.8002	24.1998	257	81.5789	18.4211	314	86.4055	13.5945
201	75.9100	24.0900	258	81.6723	18.3277	315	86.4817	13.5183
202	76.0195	23.9805	259	81.7656	18.2344	316	86.5579	13.4421
203	76.1278	23.8722	260	81.8590	18.1410	317	86.6341	13.3659
204	76.2362	23.7638	261	81.9524	18.0476	318	86.7104	13.2896
205	76.3445	23.6555	262	82.0441	17.9559	319	86.7866	13.2134
206	76.4529	23.5471	263	82.1341	17.8659	320	86.8628	13.1372
207	76.5612	23.4388	264	82.2241	17.7759	321	86.9390	13.0610
208	76.6696	23.3304	265	82.3141	17.6859	322	87.0144	12.9856
209	76.7779	23.2221	266	82.4041	17.5959	323	87.0863	12.9137
210	76.8862	23.1138	267	82.4941	17.5059	324	87.1582	12.8418
211	76.9946	23.0054	268	82.5842	17.4158	325	87.2301	12.7699
212	77.0998	22.9002	269	82.6742	17.3258	326	87.3019	12.6981
213	77.2048	22.7952	270	82.7642	17.2358	327	87.3738	12.6262
214	77.3099	22.6901	271	82.8542	17.1458	328	87.4457	12.5543
215	77.4149	22.5851	272	82.9442	17.0558	329	87.5176	12.4824

330	87.5895	12.4105	387	91.2153	8.7847	444	94.0000	6.0000
331	87.6614	12.3386	388	91.2693	8.7307	445	94.0385	5.9615
332	87.7333	12.2667	389	91.3234	8.6766	446	94.0769	5.9231
333	87.8052	12.1948	390	91.3775	8.6225	447	94.1154	5.8846
334	87.8771	12.1229	391	91.4316	8.5684	448	94.1538	5.8462
335	87.9490	12.0510	392	91.4857	8.5143	449	94.1923	5.8077
336	88.0198	11.9802	393	91.5398	8.4602	450	94.2308	5.7692
337	88.0880	11.9120	394	91.5938	8.4062	451	94.2692	5.7308
338	88.1562	11.8438	395	91.6479	8.3521	452	94.3077	5.6923
339	88.2244	11.7756	396	91.7020	8.2980	453	94.3462	5.6538
340	88.2926	11.7074	397	91.7561	8.2439	454	94.3846	5.6154
341	88.3608	11.6392	398	91.8102	8.1898	455	94.4231	5.5769
342	88.4291	11.5709	399	91.8643	8.1357	456	94.4615	5.5385
343	88.4973	11.5027	400	91.9183	8.0817	457	94.5000	5.5000
344	88.5655	11.4345	401	91.9724	8.0276	458	94.5385	5.4615
345	88.6337	11.3663	402	92.0244	7.9756	459	94.5769	5.4231
346	88.7019	11.2981	403	92.0741	7.9259	460	94.6154	5.3846
347	88.7701	11.2299	404	92.1238	7.8762	461	94.6538	5.3462
348	88.8383	11.1617	405	92.1735	7.8265	462	94.6923	5.3077
349	88.9065	11.0935	406	92.2233	7.7767	463	94.7308	5.2692
350	88.9748	11.0252	407	92.2730	7.7270	464	94.7692	5.2308
351	89.0399	10.9601	408	92.3227	7.6773	465	94.8077	5.1923
352	89.1032	10.8968	409	92.3725	7.6275	466	94.8462	5.1538
353	89.1665	10.8335	410	92.4222	7.5778	467	94.8846	5.1154
354	89.2297	10.7703	411	92.4719	7.5281	468	94.9231	5.0769
355	89.2930	10.7070	412	92.5216	7.4784	469	94.9615	5.0385
356	89.3563	10.6437	413	92.5714	7.4286	470	95.0000	5.0000
357	89.4196	10.5804	414	92.6211	7.3789	471	95.0330	4.9670
358	89.4829	10.5171	415	92.6708	7.3292	472	95.0660	4.9340
359	89.5462	10.4538	416	92.7205	7.2795	473	95.0990	4.9010
360	89.6095	10.3905	417	92.7703	7.2297	474	95.1320	4.8680
361	89.6728	10.3272	418	92.8200	7.1800	475	95.1650	4.8350
362	89.7361	10.2639	419	92.8697	7.1303	476	95.1980	4.8020
363	89.7994	10.2006	420	92.9194	7.0806	477	95.2309	4.7691
364	89.8627	10.1373	421	92.9692	7.0308	478	95.2639	4.7361
365	89.9259	10.0741	422	93.0170	6.9830	479	95.2969	4.7031
366	89.9892	10.0108	423	93.0617	6.9383	480	95.3299	4.6701
367	90.0493	9.9507	424	93.1063	6.8937	481	95.3629	4.6371
368	90.1086	9.8914	425	93.1510	6.8490	482	95.3959	4.6041
369	90.1680	9.8320	426	93.1957	6.8043	483	95.4289	4.5711
370	90.2273	9.7727	427	93.2404	6.7596	484	95.4619	4.5381
371	90.2866	9.7134	428	93.2851	6.7149	485	95.4949	4.5051
372	90.3460	9.6540	429	93.3298	6.6702	486	95.5279	4.4721
373	90.4053	9.5947	430	93.3744	6.6256	487	95.5609	4.4391
374	90.4647	9.5353	431	93.4191	6.5809	488	95.5939	4.4061
375	90.5240	9.4760	432	93.4638	6.5362	489	95.6269	4.3731
376	90.5834	9.4166	433	93.5085	6.4915	490	95.6598	4.3402
377	90.6427	9.3573	434	93.5532	6.4468	491	95.6928	4.3072
378	90.7021	9.2979	435	93.5979	6.4021	492	95.7258	4.2742
379	90.7614	9.2386	436	93.6425	6.3575	493	95.7588	4.2412
380	90.8208	9.1792	437	93.6872	6.3128	494	95.7918	4.2082
381	90.8801	9.1199	438	93.7319	6.2681	495	95.8248	4.1752
382	90.9395	9.0605	439	93.7766	6.2234	496	95.8578	4.1422
383	90.9988	9.0012	440	93.8213	6.1787	497	95.8908	4.1092
384	91.0530	8.9470	441	93.8660	6.1340	498	95.9238	4.0762
385	91.1071	8.8929	442	93.9106	6.0894	499	95.9568	4.0432
386	91.1612	8.8388	443	93.9553	6.0447	500	95.9898	4.0102

501	96.0185	3.9815	558	97.4149	2.5851	615	98.3614	1.6386
502	96.0454	3.9546	559	97.4352	2.5648	616	98.3742	1.6258
503	96.0723	3.9277	560	97.4555	2.5445	617	98.3871	1.6129
504	96.0991	3.9009	561	97.4758	2.5242	618	98.3999	1.6001
505	96.1260	3.8740	562	97.4960	2.5040	619	98.4128	1.5872
506	96.1528	3.8472	563	97.5163	2.4837	620	98.4256	1.5744
507	96.1797	3.8203	564	97.5366	2.4634	621	98.4384	1.5616
508	96.2066	3.7934	565	97.5569	2.4431	622	98.4513	1.5487
509	96.2334	3.7666	566	97.5772	2.4228	623	98.4641	1.5359
510	96.2603	3.7397	567	97.5974	2.4026	624	98.4770	1.5230
511	96.2871	3.7129	568	97.6177	2.3823	625	98.4898	1.5102
512	96.3140	3.6860	569	97.6380	2.3620	626	98.5026	1.4974
513	96.3409	3.6591	570	97.6583	2.3417	627	98.5155	1.4845
514	96.3677	3.6323	571	97.6786	2.3214	628	98.5283	1.4717
515	96.3946	3.6054	572	97.6988	2.3012	629	98.5411	1.4589
516	96.4214	3.5786	573	97.7191	2.2809	630	98.5540	1.4460
517	96.4483	3.5517	574	97.7394	2.2606	631	98.5668	1.4332
518	96.4752	3.5248	575	97.7597	2.2403	632	98.5797	1.4203
519	96.5020	3.4980	576	97.7800	2.2200	633	98.5925	1.4075
520	96.5289	3.4711	577	97.8002	2.1998	634	98.6053	1.3947
521	96.5557	3.4443	578	97.8205	2.1795	635	98.6182	1.3818
522	96.5826	3.4174	579	97.8408	2.1592	636	98.6310	1.3690
523	96.6095	3.3905	580	97.8611	2.1389	637	98.6439	1.3561
524	96.6363	3.3637	581	97.8814	2.1186	638	98.6567	1.3433
525	96.6632	3.3368	582	97.9016	2.0984	639	98.6695	1.3305
526	96.6900	3.3100	583	97.9219	2.0781	640	98.6824	1.3176
527	96.7169	3.2831	584	97.9422	2.0578	641	98.6952	1.3048
528	96.7438	3.2562	585	97.9625	2.0375	642	98.7080	1.2920
529	96.7706	3.2294	586	97.9828	2.0172	643	98.7209	1.2791
530	96.7975	3.2025	587	98.0019	1.9981	644	98.7337	1.2663
531	96.8243	3.1757	588	98.0148	1.9852	645	98.7466	1.2534
532	96.8512	3.1488	589	98.0276	1.9724	646	98.7594	1.2406
533	96.8781	3.1219	590	98.0404	1.9596	647	98.7722	1.2278
534	96.9049	3.0951	591	98.0533	1.9467	648	98.7851	1.2149
535	96.9318	3.0682	592	98.0661	1.9339	649	98.7979	1.2021
536	96.9586	3.0414	593	98.0790	1.9210	650	98.8108	1.1892
537	96.9855	3.0145	594	98.0918	1.9082	651	98.8236	1.1764
538	97.0093	2.9907	595	98.1046	1.8954	652	98.8364	1.1636
539	97.0296	2.9704	596	98.1175	1.8825	653	98.8493	1.1507
540	97.0499	2.9501	597	98.1303	1.8697	654	98.8621	1.1379
541	97.0702	2.9298	598	98.1432	1.8568	655	98.8750	1.1250
542	97.0904	2.9096	599	98.1560	1.8440	656	98.8878	1.1122
543	97.1107	2.8893	600	98.1688	1.8312	657	98.9006	1.0994
544	97.1310	2.8690	601	98.1817	1.8183	658	98.9135	1.0865
545	97.1513	2.8487	602	98.1945	1.8055	659	98.9263	1.0737
546	97.1716	2.8284	603	98.2073	1.7927	660	98.9391	1.0609
547	97.1918	2.8082	604	98.2202	1.7798	661	98.9520	1.0480
548	97.2121	2.7879	605	98.2330	1.7670	662	98.9648	1.0352
549	97.2324	2.7676	606	98.2459	1.7541	663	98.9777	1.0223
550	97.2527	2.7473	607	98.2587	1.7413	664	98.9905	1.0095
551	97.2730	2.7270	608	98.2715	1.7285	665	99.0010	0.9990
552	97.2932	2.7068	609	98.2844	1.7156	666	99.0047	0.9953
553	97.3135	2.6865	610	98.2972	1.7028	667	99.0084	0.9916
554	97.3338	2.6662	611	98.3101	1.6899	668	99.0121	0.9879
555	97.3541	2.6459	612	98.3229	1.6771	669	99.0158	0.9842
556	97.3744	2.6256	613	98.3357	1.6643	670	99.0195	0.9805
557	97.3946	2.6054	614	98.3486	1.6514	671	99.0232	0.9768

672	99.0269	0.9731	729	99.2378	0.7622	786	99.4487	0.5513
673	99.0306	0.9694	730	99.2415	0.7585	787	99.4524	0.5476
674	99.0343	0.9657	731	99.2452	0.7548	788	99.4561	0.5439
675	99.0380	0.9620	732	99.2489	0.7511	789	99.4598	0.5402
676	99.0417	0.9583	733	99.2526	0.7474	790	99.4635	0.5365
677	99.0454	0.9546	734	99.2563	0.7437	791	99.4672	0.5328
678	99.0491	0.9509	735	99.2600	0.7400	792	99.4709	0.5291
679	99.0528	0.9472	736	99.2637	0.7363	793	99.4746	0.5254
680	99.0565	0.9435	737	99.2674	0.7326	794	99.4783	0.5217
681	99.0602	0.9398	738	99.2711	0.7289	795	99.4820	0.5180
682	99.0639	0.9361	739	99.2748	0.7252	796	99.4857	0.5143
683	99.0676	0.9324	740	99.2785	0.7215	797	99.4894	0.5106
684	99.0713	0.9287	741	99.2822	0.7178	798	99.4931	0.5069
685	99.0750	0.9250	742	99.2859	0.7141	799	99.4968	0.5032
686	99.0787	0.9213	743	99.2896	0.7104	800	99.5005	0.4995
687	99.0824	0.9176	744	99.2933	0.7067	801	99.5042	0.4958
688	99.0861	0.9139	745	99.2970	0.7030	802	99.5079	0.4921
689	99.0898	0.9102	746	99.3007	0.6993	803	99.5116	0.4884
690	99.0935	0.9065	747	99.3044	0.6956	804	99.5153	0.4847
691	99.0972	0.9028	748	99.3081	0.6919	805	99.5190	0.4810
692	99.1009	0.8991	749	99.3118	0.6882	806	99.5227	0.4773
693	99.1046	0.8954	750	99.3155	0.6845	807	99.5264	0.4736
694	99.1083	0.8917	751	99.3192	0.6808	808	99.5301	0.4699
695	99.1120	0.8880	752	99.3229	0.6771	809	99.5338	0.4662
696	99.1157	0.8843	753	99.3266	0.6734	810	99.5375	0.4625
697	99.1194	0.8806	754	99.3303	0.6697	811	99.5412	0.4588
698	99.1231	0.8769	755	99.3340	0.6660	812	99.5449	0.4551
699	99.1268	0.8732	756	99.3377	0.6623	813	99.5486	0.4514
700	99.1305	0.8695	757	99.3414	0.6586	814	99.5523	0.4477
701	99.1342	0.8658	758	99.3451	0.6549	815	99.5560	0.4440
702	99.1379	0.8621	759	99.3488	0.6512	816	99.5597	0.4403
703	99.1416	0.8584	760	99.3525	0.6475	817	99.5634	0.4366
704	99.1453	0.8547	761	99.3562	0.6438	818	99.5671	0.4329
705	99.1490	0.8510	762	99.3599	0.6401	819	99.5708	0.4292
706	99.1527	0.8473	763	99.3636	0.6364	820	99.5745	0.4255
707	99.1564	0.8436	764	99.3673	0.6327	821	99.5782	0.4218
708	99.1601	0.8399	765	99.3710	0.6290	822	99.5819	0.4181
709	99.1638	0.8362	766	99.3747	0.6253	823	99.5856	0.4144
710	99.1675	0.8325	767	99.3784	0.6216	824	99.5893	0.4107
711	99.1712	0.8288	768	99.3821	0.6179	825	99.5930	0.4070
712	99.1749	0.8251	769	99.3858	0.6142	826	99.5967	0.4033
713	99.1786	0.8214	770	99.3895	0.6105	827	99.6004	0.3996
714	99.1823	0.8177	771	99.3932	0.6068	828	99.6041	0.3959
715	99.1860	0.8140	772	99.3969	0.6031	829	99.6078	0.3922
716	99.1897	0.8103	773	99.4006	0.5994	830	99.6115	0.3885
717	99.1934	0.8066	774	99.4043	0.5957	831	99.6152	0.3848
718	99.1971	0.8029	775	99.4080	0.5920	832	99.6189	0.3811
719	99.2008	0.7992	776	99.4117	0.5883	833	99.6226	0.3774
720	99.2045	0.7955	777	99.4154	0.5846	834	99.6263	0.3737
721	99.2082	0.7918	778	99.4191	0.5809	835	99.6300	0.3700
722	99.2119	0.7881	779	99.4228	0.5772	836	99.6337	0.3663
723	99.2156	0.7844	780	99.4265	0.5735	837	99.6374	0.3626
724	99.2193	0.7807	781	99.4302	0.5698	838	99.6411	0.3589
725	99.2230	0.7770	782	99.4339	0.5661	839	99.6448	0.3552
726	99.2267	0.7733	783	99.4376	0.5624	840	99.6485	0.3515
727	99.2304	0.7696	784	99.4413	0.5587	841	99.6522	0.3478
728	99.2341	0.7659	785	99.4450	0.5550	842	99.6559	0.3441

Annex 9 – FMJD rating system and its application rules

843	99.6596	0.3404	874	99.7743	0.2257	905	99.8890	0.1110
844	99.6633	0.3367	875	99.7780	0.2220	906	99.8927	0.1073
845	99.6670	0.3330	876	99.7817	0.2183	907	99.8964	0.1036
846	99.6707	0.3293	877	99.7854	0.2146	908	99.9001	0.0999
847	99.6744	0.3256	878	99.7891	0.2109	909	99.9038	0.0962
848	99.6781	0.3219	879	99.7928	0.2072	910	99.9075	0.0925
849	99.6818	0.3182	880	99.7965	0.2035	911	99.9112	0.0888
850	99.6855	0.3145	881	99.8002	0.1998	912	99.9149	0.0851
851	99.6892	0.3108	882	99.8039	0.1961	913	99.9186	0.0814
852	99.6929	0.3071	883	99.8076	0.1924	914	99.9223	0.0777
853	99.6966	0.3034	884	99.8113	0.1887	915	99.9260	0.0740
854	99.7003	0.2997	885	99.8150	0.1850	916	99.9297	0.0703
855	99.7040	0.2960	886	99.8187	0.1813	917	99.9334	0.0666
856	99.7077	0.2923	887	99.8224	0.1776	918	99.9371	0.0629
857	99.7114	0.2886	888	99.8261	0.1739	919	99.9408	0.0592
858	99.7151	0.2849	889	99.8298	0.1702	920	99.9445	0.0555
859	99.7188	0.2812	890	99.8335	0.1665	921	99.9482	0.0518
860	99.7225	0.2775	891	99.8372	0.1628	922	99.9519	0.0481
861	99.7262	0.2738	892	99.8409	0.1591	923	99.9556	0.0444
862	99.7299	0.2701	893	99.8446	0.1554	924	99.9593	0.0407
863	99.7336	0.2664	894	99.8483	0.1517	925	99.9630	0.0370
864	99.7373	0.2627	895	99.8520	0.1480	926	99.9667	0.0333
865	99.7410	0.2590	896	99.8557	0.1443	927	99.9704	0.0296
866	99.7447	0.2553	897	99.8594	0.1406	928	99.9741	0.0259
867	99.7484	0.2516	898	99.8631	0.1369	929	99.9778	0.0222
868	99.7521	0.2479	899	99.8668	0.1332	930	99.9815	0.0185
869	99.7558	0.2442	900	99.8705	0.1295	931	99.9852	0.0148
870	99.7595	0.2405	901	99.8742	0.1258	932	99.9889	0.0111
871	99.7632	0.2368	902	99.8779	0.1221	933	99.9926	0.0074
872	99.7669	0.2331	903	99.8816	0.1184	934	99.9963	0.0037
873	99.7706	0.2294	904	99.8853	0.1147	935	100.0000	0.0000

Annex 10

FMJD regulations for recognition of international titles

Preamble

The regulation concerns the recognition and ratification of the following titles:

- Candidate FMJD Master (CMF)
- FMJD master (MF);
- International Master (MI);
- International Grandmaster (GMI);
- Candidate FMJD Master Women (CMFF)
- FMJD master women (MFF);
- International Master women (MIF);
- International Grandmaster women (GMIF);

These titles can also be obtained for the international game on the 64 board. They have another abbreviation like CMF 64, MF 64, MI 64, GMI 64,

1. General Remarks

1.1. Attribution of titles

The F.M.J.D. awards to players the titles described in this Annex on proposal of the national federation. This proposal has to be sent including the documents about the referred competitions. The attribution of titles is valid immediately but is presented to and approved by the next General Assembly of the FMJD. The proposal can also be made by the Technical committee of the FMJD.

1.2. Recognition of titles

The F.M.J.D. only recognizes titles that have been awarded conforming to these regulations. Titles and norms can be obtained only in the events also fully counted for rating (time control minimum 4 hours total for both players for the first 60 moves). A player needs to play minimum 7 games to obtain a norm or a title.

1.3. Validity of titles

The titles are valid from the moment of registration and are valid for life.

1.4. Use of titles

Use a title of F.M.J.D. or a classification to infringe the moral principles of the rules of titles or rating of the FMJD may be sanctioned with withdrawing the title on proposal of

the Executive Board of the FMJD and after a final decision of the General Assembly of the FMJD.

2. Types of titles and norms

2.1. The following types of titles are recognized by the FMJD:

2.1.1. Automatic titles: these titles can be obtained automatically by one excellent result in a World Championship or continental Championship (see article 3)

For all conditions for titles and norms a GMI counts only as a GMI if he has a rating of 2300 or higher, and an MI counts only as an MI as he has a rating of 2250 or higher. A GMI with a rating between 2300 and 2250 counts the same as an MI. Below 2250 a GMI and MI count as an MF.

The same condition holds for female titles and norms: A GMIF counts only as a GMIF if she has a rating of 2200 or higher and an MIF counts as an MIF with a rating of 2150 or higher. Below 2150 a GMIF and MIF count as an MFF.

2.1.2. Titles through norms: these titles can be obtained by a number of results (norms) in official competitions of the FMJD or competitions approved by the FMJD.

2.2. Types of norms

There are two kinds of norms: black norms and red norms.

Black norms are the standard norms.

Red norms are special norms.

The conditions for obtaining such a red norm are heavier than for black norms.

To obtain a title of MI or GMI at least one of the norms need to be a red norm.

The details are explained in article 4.4

3. Automatic Titles

3.1. World Championship and European Championship with 20 players minimum.

3.1.1. The title of GMI for the players 1, 2 and 3

3.1.2. The title of MI for the players 4, 5 and 6

3.1.3. The title of MF for the players 7, 8 and 9

3.2. World Championship women and European Championship women with 14 players minimum.

3.2.1. The title of GMIF for the players 1 and 2

3.2.2. The title of MIF for the players 3 and 4

- 3.2.3. The title of MFF for the players 5 and 6
- 3.3. World Championship, European and African Championship with 16 players minimum.
 - 3.3.1. The title of GMI for the players 1 and 2
 - 3.3.2. The title of MI for the players 3 and 4
 - 3.3.3. The title of MF for the players 5 and 6
- 3.4. Other Continental Championship with 16 players minimum. Championship of Asia and championship of America
 - 3.4.1. The title of GMI for the player 1
 - 3.4.2. The title of MI for the player 2
 - 3.4.3. The title of MF for the player 3

For a Continental Championship with less than 16 players but minimum 8 players the champion will be MI.
- 3.5. World Championship and European Championship Juniors boys and girls and World Championship and European championship youth until 23 (section 64)
The title of MF(F) for the players 1,2 and 3
If the champion already has the title MF, he / she will get the title MI(F).
- 3.6. Continental Championship juniors Asia, Africa, America
 - 3.6.1. The title of MF(F) for the champion
 - 3.6.2. The title of CMF(F) for the players 2-3
- 3.7. World Championship and European championship cadets
 - 3.7.1. The title of MF(F) for the champion.
 - 3.7.2. The title of CMF(F) for the players 2-3
- 3.8. Continental Championship cadets Asia, Africa, America
The title of CMF(F) for the players 1-3
- 3.9. World Championship and all Continental Championship mini cadets
The title of CMF(F) for the players 1-2
- 3.10. World Championship and all Continental Championship hopes
The title of CMF(F) for the champion
- 3.11. Extended possibilities to get CMF(F) title automatically
 - 3.11.1. 1st place in National Championship
 - 3.11.2. place 1-3 in EC Veterans
 - 3.11.3. Score +2 in any World Cup or continental championship event

- 3.11.3a. Participation in the World Championship (so each participant will play with FMJD title!)
- 3.11.4. Continental championships / World cup events: place above 3 players with GMI(f)/MI(f) title or 5 with MF(f)/MI(f)/GMI(f) title
- 3.11.5 Rating on list a minimum 2120 for cmf or 2020 for cmff
- 3.12. An automatic title is available in all individual official World and Continental championships played under conditions valid for an automatic the title. This will be given to the player who finished above 5 players with the title requested or a higher title.
Examples: score above 2 GMI and 3 MI, give rights to automatic MI title, score above 5 GMI gives rights to GMI title, score above 4 GMI and 1 MF gives rights to MF title etc
- 3.13. For many automatic titles also, an automatic norm will be given, see the table X-1 at the next page and the remarks 3,4,5)

4. Titles through norms

4.1. Results considered:

Results (or norms) acquired in international tournaments of the FMJD or those approved by the FMJD.

4.2. Reference competitions

The norms which are considered for titles acquired by the realization of norms in international competitions must have been fulfilled in a number of the following competitions:

- a official competitions of the FMJD
- b International tournament approved by the FMJD, following the recognition procedure in the internal regulations of the FMJD.
- c team meetings between national federations which are considered to be approved international tournament when they respect the requested reference criteria.

Criteria for approving competitions for titles and norms

[table X-1]				
Tournament	gmi/gmif	mi/mif	mf/mff	cmf/cmff
World Championship ¹	1-3	4-6 ³	7-9 ⁴	10-... ⁵
European Championship with 20 players minimum				
World Championship women	1-2	3-4 ³	5-6 ⁴	7-... ⁵
European Championship women with 14 players minimum				
World Championship / European Championship / African Championship with 16 players minimum	1-2	3-4 ³	5-6 ⁴	
Continental Championship America, Asia with 16 players minimum	1	2 ³	3 ⁴	4-6 ⁵
World Championship and European championship junior boys / girls and youth until 23 (section 64)	-	1 ²	1-2-3 ⁴	
Continental Championship juniors Africa, America, Asia			1 ⁴	2-3 ⁵
World Championship / European Championship cadets			1 ⁴	2-3 ⁵
Continental Championship Cadets Africa, America, Asia				1-3 ⁵
World championship and Continental Championship Mini-Cadets				1-2 ⁵
World championship and Continental Championship Hopes				1 ⁵

(1) For the World Mind Sports Games, the same rules hold as for the World Championship

(2) If already MF/MFF

(3) Plus, one gmi/gmif norm

(4) Plus, one mi/mif norm

(5) Plus, one mf/mff norm

4. Titles through norms

4.1. Results considered:

Results (or norms) acquired in international tournaments of the FMJD or those approved by the FMJD.

4.2. Reference competitions

The norms which are considered for titles acquired by the realization of norms in international competitions must have been fulfilled in a number of the following competitions:

- a official competitions of the FMJD
- b International tournament approved by the FMJD, following the recognition procedure in the internal regulations of the FMJD.
- c team meetings between national federations which are considered to be approved international tournament when they respect the requested reference criteria.

Criteria for approving competitions for titles and norms

The data used to decide about approving international and the performances reached has to be clear and extensive. Approval of an International Tournament is done when the following criteria are met:

- 4.2.1. Two national federations have to be represented apart from the organising federation in such a way that at least one third of the participants are from another federation than the organising federation. An exception is made for the national championships which are also considered to be approved international tournament.
- 4.2.2. In a round robin tournament at least one third of the players plus 3 need to have a rating.
- 4.2.3. A player in a Swiss system tournament may be considered as playing in a round tournament with the sub-group of his opponents.
- 4.2.4. The tournament must have 7 rounds at least.
- 4.2.5. (not necessary for automatic norms see 4.7.1) The national championships played in the round robin form are approved if at least 3 players have a rating at the start of the competition. The national championships played with the Swiss system are approved if at least half of the players have a rating.
- 4.2.6. The tournament must be played following the international regulations for game and competition. The time schedule used has to be one of the official time schedules (see Annex 3, article 6.1). One game is played each day. However now and then 2 games per day are acceptable if these days are not consecutive.

4.2.7. The tournament should be registered and reported according the procedure described in Annex 9 p.1.3.

4.2.8. The tournament and the report will be approved for rating and titles by the Executive Board after advice by the rating director of the FMJD.

4.3. Categories of opponent groups

For each player in a tournament, Swiss system or round robin, the average rating of the group of his opponents is calculated.

All groups of opponents in a tournament are classified as indicated in the table below by the average rating R_m of the opponents. The average rating R_m is the sum of the ratings of the opponents (2100 for male and 2000 for female players without rating) divided by the number of opponents.

The average rating is rounded to the nearest whole number and the fraction 0.5 is rounded upwards to the nearest whole number.

In a competition where a player withdraws from the competition the category and the norms have to be adjusted. However, the games already played may be taken into account.

The opponent group categories and the general table of required scores for the realisation of norms are presented below.

[table X-2] Categories of opponent groups depending on the average rating (R_m)

Cat.	Average Rating (R_m)		Cat.	Average Rating (R_m)	
	open	female		open	female
I	...- 1975	...- 1890	XI	2201-2225	2116-2140
II	1976-2000	1891-1915	XII	2226-2250	2141-2165
III	2001-2025	1916-1940	XIII	2251-2275	2166-2190
IV	2026-2050	1941-1965	XIV	2276-2300	2191-2215
V	2051-2075	1966-1990	XV	2301-2325	2216-2240
VI	2076-2100	1991-2015	XVI	2326-2350	2241-2265
VII	2101-2125	2016-2040	XVII	2351-2375	2266-2290
VIII	2126-2150	2041-2065	XVIII	2376-2400	2291-2315
IX	2151-2175	2066-2090	XIX	2401- ...	2316- ...
X	2176-2200	2091-2115			

Required minimum same as at point 4.5

[table X-3]

General Table with necessary points to realise Norms for International Titles of the FMJD

%	MF MFF	MI MIF	GMI GMIF	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	A
76		IV	X	11	13	14	16	17	19	20	22	23	25	26	28	29	31	32	
73		V	XI	11	12	14	15	17	18	19	21	22	24	25	27	28	30	31	
70	II	VI	XII	10	12	13	14	16	17	19	20	21	23	24	26	27	28	30	
67	III	VII	XIII	10	11	13	14	15	17	18	19	21	22	23	25	26	27	29	
64	IV	VIII	XIV	9	11	12	13	15	16	17	18	20	21	22	24	25	26	27	
60	V	IX	XV	9	10	11	12	14	15	16	17	18	20	21	22	23	24	26	
57	VI	X	XVI	8	10	11	12	13	14	15	16	18	19	20	21	22	23	24	
53	VII	XI	XVII	8	9	10	11	12	13	14	15	16	17	19	20	21	22	23	
50	VIII	XII	XVIII	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
47	IX	XIII	XIX	7	8	9	10	11	12	13	14	15	16	16	17	18	19	20	
43	X	XIV		7	7	8	9	10	11	12	13	13	14	15	16	17	18	19	
40	XI	XV		6	7	8	8	9	10	11	12	12	13	14	15	16	16	17	
36	XII	XVI		6	6	7	8	8	9	10	11	11	12	13	13	14	15	16	
33	XIII	XVII		5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	
30	XIV	XVIII		5	5	6	6	7	8	8	9	9	10	11	11	12	12	13	
27	XV	XIX		4	5	5	6	6	7	8	8	9	9	10	10	11	11	12	
24	XVI			4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	
20	XVII			3	4	4	4	5	5	6	6	6	7	7	8	8	8	9	
	(1)	(2)	(3)	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	(4)
						5	6	6	7	7	8	8	9	9	10	10	11	11	(5)
						5	6	6	7	7	8	8	9	9	10	10	11	11	(6)
						8	9	10	11	12	12	13	14	15	16	16	17	18	(7)
				3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	(8)
				6	6	7	7	7	8	8	8	9	9	9	10	10	10	11	(9)

Remarks:**A: number of games**

(1) 3 MF/MFF

(2) 3 MI/MIF with 2250/2150

or 2 GMI with 2300/2200

(3) 3 GMI/GMIF with 2300/2200

(4) Number of players=number of opponents+1

RED norm: (5) Titleholders or classified with 2210(2110 for women)

(6) foreigners (*)

(7) players with rating

black norm: (8) foreigners (**)

(9) players with rating

(*) foreigners: half of the players in a group for a red norm have to be foreign to the federation with the largest number of players in the group

(**) one third of the players in a group for a black norm have to be foreign to the federation with the largest number of players in the group

4.4. Criteria for black and red norms

The difference between a black norm and a red norm depends on the strength of the group of opponents a player has met in a tournament. It does not depend on the strength of the whole tournament. The result of a player in a Swiss tournament will be counted in the same way as if he had played a round robin tournament with his group of opponents. For the red norm the game rate should be at the level possible for 100% of the development factor (see Annex 9 p.1.2.2.1). For the black norms 60% of the development factor is also acceptable.

4.4.1. Red norms

A player can obtain a red norm when the group of his opponents, including himself realizes the following conditions:

4.4.1.1. The tournament has at least nine rounds.

4.4.1.2. At least half of the players need to have an international title or a rating of 2210 (2110 for women tournaments) or more, as shown in the minima given in the preceding table in relation with the number of participants.

4.4.1.3. At least half of the players should have another nationality as the largest group of players in the tournament.

4.4.1.4. At least 80 % of the players need to have a rating.

4.4.1.5. The tournament should be guided by (preferably) an International referee or by an FMJD referee.

4.4.2. (reserved)

4.4.3. Black norms

A player can obtain a black norm when the group of his opponents, including himself realizes the following conditions:

4.4.3.1. The tournament has at least seven rounds.

4.4.3.2. At least 1/3 of the players should have another nationality as the largest group of players in the tournament.

4.4.3.4. At least 1/3 of the players plus 3 need to have a rating.

4.5. Supplementary conditions for the calculation of results.

4.5.1. Competitions between teams of national federations:

The calculation is made in the same way as for a Swiss system tournament.

4.5.2. For a title norm a won game may be ignored when it has positive consequences for a player's norm. It is up to the player or his federation to ask for the application of this rule. The FMJD will not calculate all possible consequences.

- 4.5.3. GMI norms are valid in competitions where the player has met at least 3 GMI with rating 2300 or higher (GMIF with min. 2200+ for gmif).
- 4.5.4. MI norms are valid in competitions where the player has met at least 3 MI with rating 2250 or higher or has met 2 GMI with rating 2300 or higher (for mif title accordingly 3 mif/2150 2gmif/2200) .
- 4.5.5. For the titles MI and GMI at least one of the norms has to be a red norm.
- 4.5.6. (reserved)
- 4.5.7. MF norms are valid in competitions where the player has met at least 3 MF (3 mff for mff).
- 4.5.8. For the titles in round robin tournaments the category and norms are calculated before the start of the tournament and announced by the referee. However, games not played and counted as regulatory results are not counted for the calculations of norms.
- 4.5.9. In all competitions 3 MF(f) with rating 2210(2110) or more may be counted as 1 MI(F) at 2250(2150) for the realisation of norms for MI(F) or GMI(F).
- 4.5.10. In all competitions 3 MI(F) with rating 2250(2150) or more may be counted as 1 GMI(F) at 2300(2200) for the realisation of a GMI(F) norm.
- 4.5.11. CMF(F) norms
 - 4.5.11.1. Places 2-3 in a National Championship are counted as a cMF(F) norm
 - 4.5.11.2. A place above 3 players with title GMI(F)/MI(F)/MF(F) in any continental/world championships (including youth and veterans) is counted as a norm

4.6. Application of norms & attribution of titles

When a player has obtained the MF title by also realising MI or GMI norms he needs new norms for the title MI and GMI.

However, the already realised MI and GMI norms may be used for the MI or GMI title if the player realises new MF norms. The player may then exchange the already realised MI or GMI norm with the new MF norm in such a way that the MI or GMI norm may be counted for th MI or GMI title.

The same holds for the MI title obtained by one or more GMI norms.

Accordingly, for female titles.

4.7. Automatic Norms

A player can realise an automatic norm without realizing all conditions necessary for a norm by rating:

4.7.1. National Championships:

Every player who realises a score of 65 % or more in a round robin national championship from 7 rounds or more realises an MF(f) norm. When the national championship is played by the Swiss system than only the champion will have an MF(f) norm if he realises a 65 % score.

5. Title of International Grandmaster (GMI)

This title is awarded to player who realises 3 or more norms of GMI in approved international tournaments with at least 40 games in total. At least one of the norms has to be a RED norm. The candidate needs to have a rating of at least 2300 at the moment of realizing his last norm or in the future or in the past.

6. Title of International Master (MI)

This title is awarded to a player who realises 3 or more norms of MI or GMI in approved international tournaments with at least 25games in total. At least one of the norms has to be a RED norm the candidate needs to have a rating of at least 2250 at the moment of realizing his last norm or in the future or in the past

7. Title of FMJD Master (MF)

This title is awarded to all players who realise 3 or more norms of MF or MI or GMI in approved international tournaments with at least 20 games in total.

8. Title of candidate for FMJD Master (CMF)

This title is awarded to a player who realizes two norms of cMF or MF or MI or GMI

9. Women titles

The same regulations are valid for the titles International Grandmaster Women (GMIF), International Master Women (MIF), FMJD Master Women (MFF) and FMJD candidate for Master (cMFF) with rating values respectively: 2200 instead of 2300 and 2150 instead of 2250.

10. (reserved)

11. (reserved)

12. Titles for the 64 section

The titles regarding the international game on the 64 board are awarded by using the same criteria and regulations as those demanded for the international game on the 100 board.

As a consequence, all tables in this Annex and all articles about the attribution of titles or the realisation of norms are equally applicable to the international game on the 64 board.

13. Tie Breaking

Tie breaking in any competition is done by article 5.11 of Annex 3, the official FMJD competition regulations. If a deciding match has to be played in any official FMJD competition the players obtain, before the tie-break, the same title belonging to their performance.

14. Insignias of the FMJD

A silver insignia of the FMJD may be awarded to an International Master on request of the national federation.

A golden insignia of the F.M.J.D. may be awarded to an International Grandmaster on request of the national federation.

The cost of making these insignia has to be paid in advance by the national federation to the treasurer of the FMJD.

15. Procedure

In the publications of the FMJD rating list FMJD publishes norms achieved by the players. A request for attribution of a title should be sent to the FMJD Council by the candidate via his national federation or by the national federation.

Every request consists of the complete name of the candidate, address, birth date and sufficient information to decide about the request for the candidate. The request has to contain a list of norms achieved by the candidate on which results the request for the title is based. The requests for an international title is examined and approved by the Council of FMJD and for confirmation presented to the General Assembly of the FMJD.

The request is only considered after the corresponding fee has been paid to FMJD.

If request will not be accepted, charge will not be refund.

Annex 11

FMJD recognition of special achievements and records

Preamble

The regulation concerns the recognition and ratification of:

- various special achievements in draughts
- records in each of these special achievements.

1. General aspects

The FMJD awards to players, having been proposed by their respective federations, diplomas of recognition of a special achievement or a record.

The proposal must be sent to the office with validating documents.

Diplomas must be ratified at a General Assembly.

2. Events Considered

The following events may be considered if they have been accomplished in the presence of two members of the board of the national federation have to be present.

1. Normal simultaneous games
2. Blindfold Simultaneous games
3. Clock Simultaneous games
4. Edraughts clock simultaneous games

(List to be completed following future suggestions and adaptations)

2a. Procedure for asking recognition for a coming event

Attempts to improve a World Records should be submitted by a national federation for approval by the FMJD in a period of three to six months before the attempt will take place. During the approval process the FMJD will not accept other proposals for the same World Record.

Only national federations can submit proposals for a World Record attempt to the FMJD.

World Records may not be attacked earlier than six months after they are established.

3. Definition of events

See annex 8 for the full definitions of these events.

1. A simultaneous match consists of one player called the ‘expert’ who plays a certain number of games with several opponents all at the same time. The expert circulates from one board to the next for each move, always in the same direction he has chosen from the start. The expert imposes therefore himself his tempo.
2. A clock simultaneous match consists of one player called the ‘expert’ who plays a certain number of games with several opponents all at the same time. The expert circulates from one board to another board of his own choice, depending on where he wants to play a move. The rate of play for the games, both for the expert and his opponents, is 50 moves for the first two hours and 25 moves per subsequent hour.
3. A blindfold simultaneous match consists of one player called the ‘expert’ who plays a certain number of games without seeing any board with several opponents all at the same time. An intermediate circulates from one board to the next for each move, communicated to him by the expert, always in the same direction he has chosen from the start. The expert imposes therefore himself his tempo.
4. An edraughts clock simultaneous match consists of one player called the ‘expert’ who plays a certain number of games with several opponents all at the same time. The expert makes his moves on a computer on a board where he wants to play a move.

The expert may select the next board on which he wants to play choosing between several methods offered by the software. The rate of play for the games, both for the expert and his opponents, is 50 moves for the first two hours and 25 moves per subsequent hour.

4. Criteria for the achievement

- 4.1. For a normal simultaneous event
 - 4.1.1. The number of opponents must be at least 100.
 - 4.1.2. The expert must have scored at least 80% of the possible points;
 - 4.1.3. At least 70% of the opponents must be members of a national federation.
 - 4.1.4. The time duration of the event must be stated.

- 4.2. For a blindfold simultaneous event.
 - 4.2.1. The number of opponents must be at least 10;

- 4.2.2. The expert must have scored at least 70% of the possible points;
- 4.2.3. At least 90 % of the opponents must have a national or international rating;
- 4.2.4. A maximum of 10 % of the opponents may be a member of the club from which the expert is a member
- 4.2.5. The average rating of the opponents must be at least 1950. For this rating the following conditions hold:
- If players only have a national rating then this national rating may be used if the national rating is known to be somehow comparable to the FMJD rating. For those national ratings for which there is an official FMJD formula to calculate the FMJD rating from the national rating this official FMJD formula has to be used.
 - Players without any rating are supposed to have the same rating as the weakest player with a rating.
- 4.2.6. The time duration of the event must be stated.
- 4.3. For a clock simultaneous event.
- 4.3.1. The number of opponents must be at least 25;
- 4.3.2. The expert must have scored at least 70% of the possible points;
- 4.3.3. At least 90 % of the opponents must have a national or international rating;
- 4.3.4. A maximum of 10 % of the opponents may be a member of the club from which the expert is a member
- 4.3.5. The average rating of the opponents must be at least 1950. For this rating the following conditions hold:
- If players only have a national rating then this national rating may be used if the national rating is known to be somehow comparable to the FMJD rating. For those national ratings for which there is an official FMJD formula to calculate the FMJD rating from the national rating this official FMJD formula has to be used.
 - Players without any rating are supposed to have the same rating as the weakest player with a rating.
- 4.3.6. The time duration of the event must be stated.
- 4.4. For an edraughts clock simultaneous event.
- 4.4.1. The number of opponents must be at least 25
- 4.4.2. The expert must have scored at least 70% of the possible points;
- 4.4.3. At least 90 % of the opponents must have a national or international rating;

- 4.4.4. A maximum of 10 % of the opponents may be a member of the club from which the expert is a member
- 4.4.5. The average rating of the opponents must be at least 1950. For this rating the following conditions hold:
- If players only have a national rating then this national rating may be used if the national rating is known to be somehow comparable to the FMJD rating. For those national ratings for which there is an official FMJD formula to calculate the FMJD rating from the national rating this official FMJD formula has to be used.
 - Players without any rating are supposed to have the same rating as the weakest player with a rating.
- 4.4.6. Only software that has been approved by the FMJD Technical Committee is allowed to be used in official events.
- 4.4.7. If the event is played with opponents at several venues at least one referee for each venue is needed.
- 4.4.8. The time duration of the event must be stated.

5. Record

For all world records: an improvement of a World Record consists of an improvement of the criteria 1 and 2 in that order, so a higher number of opponents or a higher score with the same number of opponents.

6. Special prizes for games.

This type of prize is awarded for games or parts of games in any competition. There are four distinct categories.

- a. The most interesting game.
- b. The best new idea in the opening phase of a game.
- c. The most beautiful endgame.
- d. The most beautiful combination.

In each category the prize is awarded by a committee of five IM or IGM, proposed by the respective federations and authorized by the Executive Committee. The games or parts of games are sent to the FMJD office at the end of the year. The office then presents them to the Committee of five, taking care to preserve the anonymity of senders and candidates.

7. Validity

Achievements are taken into consideration subject to the following conditions.

- the player must be a member of a national federation;
- the national federation has to be affiliated to the FMJD without financial debt to the FMJD.

8. Application of this regulation

After ratification by the General Assembly, this regulation will come into force retroactively, from the year 1972 onwards (a date fixed by the General Assembly) without annulment of any recognition given earlier.

Annex 12

Individual FMJD Competitions - The Women’s World Championship

1. Eligibility

The Women’s World Championship is restricted to women members of national federations affiliated to the FMJD.

2. Frequency and schedule

This championship is held every two years, in the odd years. It is organised by a national federation, under the auspices of the FMJD.

The World Championship and World Title match are held following the schedule:

- Odd Year World Championship of 16 players
- Even Year World Title Match

3. General regulations

The general regulations in Annex 2 for official FMJD competitions are applicable to this World Championship.

4. Qualification

The following women may participate, always respecting article 1.

The composition of the participants list will be decided by a preceding General Assembly.

Amongst others, a choice can be made from the following candidates

- a. The current woman world champion and challenger;
- b. One player extra “organisation place” for the organising federation
- c. One player extra “sponsor place”
- d. Players selected from continental qualification tournaments. The division of players over the continents is decided at the preceding General Assembly. For the players selected from the continental qualification tournaments a maximum number of players from one federation is set, usually 1 player maximum.
- e. Possibly direct places for some of the strongest federations as may be seen from the FMJD country rating list for women in the official FMJD publication at January 1 of the year before the year of the World Championship.

- f. Players from the World Cup classification
- g. For the most recent qualification system see the appendix at the end of this annex. The appendix will be updated if necessary, after each General Assembly.

5. Conditions

The organising federation and all participating federations must have paid the membership fees of the FMJD for the last two years.

The participants pay a participation fee described in the financial regulations in the Internal Regulations of the FMJD.

6. Regulations for qualifying tournaments

The regulations for the qualifying tournaments, continental championships or other continental qualification tournaments have to be agreed with the FMJD before the start of the tournament.

7. Reserves for the World Championship

For each World Championship the Executive Board of the FMJD sets a date, typically some weeks until one month before the event. If a qualified player informs the FMJD that she cannot participate before this date she is replaced by a player from the tournament from which she was qualified, or from the federation which qualified him in the case of a direct place, organisation or sponsor place. If she informs the FMJD after this date, then the global reserve list will be used. Composition of Global Reserve list is defined at Appendix C of Annex 17.

8. Schedule of the competition

The women’s championship is held in the form of a round robin tournament. The drawing of lots must be arranged so that players from the same federation meet each other in the first half of the competition.

9. Awarding the Title and Tie Breaking

The participant having the largest number of points at the end of the competition is awarded the title of Woman World Champion.

The order in the final classification for players with the same score is decided by the application of the following variant of article 5.11.1.2.1 of Annex 3 Official FMJD competition regulations:

1. the largest number of victories
2. the best results between the tied players
3. the best results obtained in order of the classification

If all criteria for tie breaking mentioned above are equal for the first place or for a place with the right for challenging, a decision must be reached by the use of Superblitz (Lehmann-Georgiev) tie break(s), see Annex 2.

10. Right for the World Title Match

If the ex-champion has lost her title in the tournament for the World Championship she has the right to challenge the new champion to a World Title Match

If the ex-champion has retained her title in the World Championship tournament, the player ended on the second place in the World Championship has the right to challenge the current Woman World Champion to a World Title Match

11. The World Title Match for women

The World Title match must take place in the even years following the tournament. The match must be played under the auspices of the FMJD, and the duty of organising it must be awarded to the national federation which offers the best financial conditions and the best guarantees, within the established time limit. If there is no offer, the Executive Board of the FMJD will award the duty of organising the match to the national federation offering the best facilities, both for the players and for the general promotion of the game. If there is no offer to organise the match with acceptable financial conditions the World Champion retains her title.

The match is played with the following system.

1. The match consists of 9 rounds:

- 1.1. 1st game → standard game 1h20' + 1' per move.

If nor draw, then the result of the round is 12:0 for the winner. Round is completed.

- 1.2. Next game (if needed) is a rapid game 20' + 5'' per move.

If nor draw, then the result of the round is 8:4 for the winner and round is completed.

1.3. Next game (if needed) is a blitz game 5' + 3" per move.

If nor draw, then the result of the round is 7:5 for the winner and round is completed.

1.4. After draw in blitz game round is completed and the results of the round is 6:6.

2. Win

The player who gets more points wins the match.

In case of equality the following criteria will be applied in the following order:

2.1. better score in standard games

2.2. better score in rapid games

2.3. deciding tie-break

3. Deciding tie-break

Deciding tiebreak will be played on the next day. The tiebreak consists of unlimited number of games until first victory. First four games will be played as a rapid game (20'+5"), since game number 5th blitz games (5' +3") will be played until the end.

12. Prizes

The FMJD awards an official diploma and a medal to the champion.

13. General issues

All FMJD regulations and procedures must be observed at all times.

14. Exceptional cases

All exceptional cases must be dealt with by the Executive Board.

Appendix A. most recent qualification system for World Championship Women

Proposal accepted by the General Assembly 2019 for the World Championship Women 2021

1. (1) World Champion
2. (2) Opponent from the title match and one player in order of the final classification of the previous World Championship or, if the title match was not played, 2 players in order of the final classification of the previous World Championship.

A player who refuses to play the match cannot be promoted from points 1 and 2. This place will go to the global reserve list.

3. (2) Organization place / Sponsor place
4. (1) Africa
5. (1) Pan America
6. (3) Asia
7. (6) Europe

Additional conditions:

- Federations are divided into two groups:
 - Group A – federations which organised and reported to FMJD for rating their national championship 2019 and 2020
 - Group B – the rest of FMJD member federations
- Places (1,2,3) are out of any federation limit
- Continental places 4,5,6 and 7: Maximum 2 from the same federation for federations in group A and maximum one player for federations in group B. Places are an internal confederation decision, the names of the players should be delivered to the FMJD not later than on January 1st, 2021.
- Reserve places are created according to the proposal “Global reserve list” (Annex 17 – Appendix C) without any federation limit.

Annex 13

Individual FMJD Competitions - The World Championship Youth

1. Eligibility

The World Championships youth are open for members of national federations affiliated with the FMJD, without any distinction to age or sex.

2. Frequency and schedule

These championships are held every year. They are organised by a national federation, under the auspices of the FMJD.

3. General regulations

The general regulations in Annex 2 for official FMJD competitions are applicable to this World Championship.

4. Categories

The world championships youth are played in separate groups for boys and girls and in the following age categories:

- Juniors: maximum age at December 31 of the year of the competition is 19 years
- Cadets: maximum age at December 31 of the year of the competition is 16 years
- Mini Cadets: maximum age at December 31 of the year of the competition is 13 years
- Hopes: maximum age at December 31 of the year of the competition is 10 years

Formally the groups for boys are open for girls also.

5. Conditions

The organising federation and all participating federations must be fully paid up members of the FMJD. However, in special cases the FMJD Tournament Director youth may also accept youth players from federations who are not fully paid up members of FMJD.

All federations can send 3 players in each group. The federation which organises the competition can subscribe a fourth player in each group as an organisation place.

For the sponsor place the organisation or sponsor may give an extra place to a player of their own federation or to give a wild card or sell this place to a player from another country. This can be different for each group depending on the number of reserve players available. In case of an odd number of players, the organizing federation is asked to find a reserve player to make even.

The participants pay a participation fee described in the financial regulations in the Internal Regulations of the FMJD.

For the organisation of the youth World Championships priority will be given to federations who can organise all age categories for boys and for girls. The second priority is given to federations who can organise juniors plus cadets for boys and girls; then to an organization who can organise 2 groups e.g. juniors boys and girls.

Hotel costs for full hospitality for the players should be not higher than 30 euro per day. In each group the organising federation pays the hotel costs for one player from each federation.

The organisation also pays the hotel costs for the main referees and the FMJD tournament director youth for the whole period of the competition. The organisation pays an amount of 40 euro per day for the main referees.

The FMJD decides about who will be main referee. The organising federation takes care of assistant referees, at least one for each group.

The organising federation has to take care for an official website of the tournament where the results will be published on a daily basis.

6. Alternative for participation: 3 or 4 players

The participating federations may choose from 2 possibilities:

- a) Classical system with 3 players in a group with one in charge of the organization
- b) 4 players in a group but with nobody in charge of the organization

7. Schedule of the competition

The World Championships are held in the form of a Swiss system tournament. For juniors this is the FMJD Swiss system on rating and for the other categories the FMJD Swiss system on Solkoff.

8. World Championships youth blitz

During the World Championships also the World Championships blitz for all youth categories is organised in the form of a Swiss system tournament. The participation of this world championship is open for all youth players; there is no limit to the number of players from one federation.

9. Time schedule for the games

The games in the championship will be played with the standard Fischer time schedule of 1 hour 20 minutes for the game for each player plus 1 minute per move. The time schedule for the World Championship blitz is 5 minutes for each player plus 3 seconds per move.

10. Awarding the Title and Tie Breaking

The participant having the largest number of points at the end of the competition is awarded the title of World Champion.

The order in the final classification for players with the same score is decided by the application of article 5.11 of Annex 3 Official FMJD competition regulations.

If all criteria for tie breaking mentioned above are equal for the first place a decision must be reached via a tie break of rapid or blitz games and eventually by the use of a Lehmann-Georgiev tie break, see Annex 2, article 3d and Annex 3, article 5.10.

11. Prizes

The FMJD awards an official diploma and a medal to the champion.

12. General issues

All FMJD regulations and procedures must be observed at all times.

13. Exceptional cases

All exceptional cases must be dealt with by the Executive Board.

Annex 17

Individual FMJD Competitions - The World Championship (all categories)

1. Eligibility

The World Championship is restricted to members of national federations affiliated with the FMJD, without any distinction to age or sex.

2. Frequency and schedule

This championship is held every two years, in the odd years. It is organised by a national federation, under the auspices of the FMJD.

The World Championship and World Title match are held following the schedule:

- Odd year World Championship of 20 players
- Even year World Title Match
- Next odd year Large World Championship with 40 players
- Next even year world Title Match

3. General regulations

The general regulations in Annex 2 for official FMJD competitions are applicable to this World Championship.

4. Qualification

The following players may participate, always respecting article 1.

The composition of the participants list will be decided by a preceding General Assembly.

Amongst others, a choice can be made from the following candidates

- a. The current world champion and challenger.
- b. One or more extra players qualified from the previous World Championship, to be decided by the General Assembly. In principle for a World Championship of 20 players one extra player from the previous World Championship will qualify and for a World Championship of 40 players 3 extra players from the previous World Championship.
- c. One player extra “organisation place” for the organising federation
- d. One player extra “sponsor place”

- e. Players selected from continental qualification tournaments. The division of players over the continents is decided at the preceding General Assembly. For the players selected from the continental qualification tournaments a maximum number of players from one federation is set. This number may be higher for a federation that organises its national championship and reports it to the FMJD than for a federation that does not.
- f. Possibly directs places for some of the strongest federations as may be seen from the FMJD federation rating list in the official FMJD publication at January 1 of the year before the year of the World Championship.
- g. Players from the World Cup classification
- h. Possibly some places from a Challenger tournament for players of all continents.
- i. Possibly an FMJD wild card
- j. For the most recent qualification system see the appendix at the end of this annex. The appendix will be updated if necessary, after each General Assembly.

5. Conditions

The organising federation and all participating federations must be fully paid up members of the FMJD.

The participants pay a participation fee described in the financial regulations in the Internal Regulations of the FMJD.

6. Regulations for qualifying tournaments

The regulations for the qualifying tournaments, continental championships or other continental qualification tournaments have to be agreed with the FMJD before the start of the tournament.

7. Reserves for the World Championship

For each World Championship the Executive Board of the FMJD sets a date, typically some weeks until one month before the event.

If a qualified player informs the FMJD that he cannot participate before this date he is replaced by a player from the tournament from which he was qualified, or from the federation which qualified him in the case of a direct place, organisation or sponsor place.

If he informs the FMJD after this date then the global reserve list will be used. Composition of Global Reserve list is defined at Appendix C of this Annex.

8. Schedule of the competition

The World Championship of 20 players is held in the form of a round robin tournament. The World Championship of 40 players is held with semi-finals and finals, both in the form of a round robin tournament. The drawing of lots must be arranged so that players from the same federation meet each other in the first half of the competition.

9. Awarding the Title and Tie Breaking

The participant having the largest number of points at the end of the competition is awarded the title of World Champion.

The order in the final classification for players with the same score is decided by the application of the following variant of article 5.11.1.2.1 of Annex 3 Official FMJD competition regulations:

1. the largest number of victories
2. the best results between the tied players
3. the best results obtained in order of the classification

In comparing the results between the players, a plus draw is better than a normal draw which is better than a minus draw.

If all criteria for tie breaking mentioned above are equal for the first place or for a place with the right for challenging, a decision must be reached by the use of Superblitz (Lehmann-Georgiev) tie break(s), see Annex 2.

10. Right for the World Title Match

If the ex-champion has lost his title in the tournament for the World Championship, he has the right to challenge the new champion to a World Title Match

If the ex-champion has retained his title in the World Championship tournament, the player ended on the second place in the World Championship has the right to challenge the current World Champion to a World Title Match

12. The World Title Match

The World Title match must take place in the even year following the tournament. The match must be played under the auspices of the FMJD, and the duty of organising it must be awarded to the national federation which offers the best financial conditions and the best guarantees, within the established time limit. If there is no offer, the Executive Board

of the FMJD will award the duty of organising the match to the national federation offering the best facilities, both for the players and for the general promotion of the game. If there is no offer to organise the match with acceptable financial conditions the World Champion retains his title.

The match is played with the following system.

- (a) 12 regular games
- (b) After 12 games the player who has the highest score wins the match if he has won at least 3 games.
- (c) If not, the match continues until one of the players reaches a third victory in total:
 - i. 3 rapid games 20 minutes plus 10 seconds Fischer system
 - ii . 3 blitz games with a time schedule of 10 minutes and 5 seconds Fischer system
 - iii. Lehmann – Georgiev tie breaks with a time schedule of 10 minutes and 2 seconds per move Fischer system.

Important remark: the FMJD Tournament Director has the right to organize the World Title match in another way in cooperation with the two players and the organizing federation only if both players agree with it.

11. Prizes

The FMJD awards an official diploma and a medal to the champion.

12. General issues

All FMJD regulations and procedures must be observed at all times.

13. Exceptional cases

All exceptional cases must be dealt with by the Executive Board.

Appendix A

most recent qualification system for a World Championship of 20 players

Proposal accepted by the General Assembly 2017 for the World Championship 2019

As a result of these proposals the qualification rules for the World Championship all categories 2019 are the following:

1. (1) World Champion
2. (2) Opponent from the title match and one player in order of the final classification of the previous World Championship or, if the title match was not played, 2 players in order of the final classification of the previous World Championship.

A player who refuses to play the match cannot be promoted from points 1 and 2. This place will go to the global reserve list.

3. (2) Organization place / Sponsor place
4. (4) Africa
5. (2) Pan America
6. (2) Asia
7. (5) Europe
8. (1) Rating leader Jan 1st, 2019. If this player is already qualified, then this place goes to World Cup (see point 9).
9. (1) Best player from the World Cup 2018 classification not yet qualified.

Additional conditions:

- Federations are divided into two groups:
 - Group A – federations which organised and reported to FMJD for rating their national championship 2017 and 2018
 - Group B – the rest of FMJD member federations
- Places (1,2,3 and 8) are out of any federation limit
- Continental places 4,5,6 and 7: Maximum 2 from the same federation for federations in group A and maximum one player for federations in group B. Places are an internal confederation decision, the names of the players should be delivered to the FMJD not later than on January 1st, 2019.

Places from World Cup (9 and possibly 8). For federations in group A - without any limits. For federations in group B – maximum one from the federation including also possible continental places.
- Reserve places are created according to the proposal “Global reserve list” (Annex 17 – Appendix C) without any federation limit.

Appendix B

most recent qualification system for a World Championship of 40 players:

Proposal accepted by the General Assembly 2019 for the World Championship 2021

As a result of these proposals the qualification rules for the World Championship all categories 2021 are the following:

1. (1) World Champion
2. (4) Opponent from the title match and 3 players in order of the final classification of the previous World Championship or, if the title match was not played, 4 players in order of the final classification of the previous World Championship.

A player who refuses to play the match cannot be promoted from points 1 and 2. This place will go to the global reserve list.

3. (2) Organization place / Sponsor place
4. (6) Africa
5. (4) America
6. (4) Asia
7. (14) Europe
8. (3) Rating leaders (numbers 1, 2 and 3) Jan 1st, 2021. If these players are already qualified, then this place goes to World Cup (see point 9).
9. (2) Best 2 players from the World Cup 2020 classification not yet qualified.

Additional conditions:

- Federations are divided into two groups:
 - Group A – federations which organised and reported to FMJD for rating their national championship 2019 and 2020
 - Group B – the rest of FMJD member federations
- Places (1,2,3 and 8) are out of any federation limit
- Continental places 4,5,6 and 7: Maximum 2 from the same federation for federations in group A and maximum one player for federations in group B. Places are an internal confederation decision, the names of the players should be delivered to the FMJD no later than on January 1st, 2021.

Places from World Cup (9 and possibly 8). For federations in group A - without any limits. For federations in group B – maximum one from the federation including also possible continental places.
- Reserve places are created according to the “Global reserve list” (Annex 17 – Appendix C) without any federation limit.

Appendix B1

Format of the World Championship 2021

Proposal accepted by the General Assembly 2019 for the World Championship 2021

The system:

Semi-finals as a round robin (4 groups of 10 players) - 9 rounds (6-9 days)

Final with 12, games played in semi are included - 9 rounds (6-9 days)

Technical details

1 Semi-finals

1.1 All 40 players will be divided into 4 round-robin semi-final tournaments.

1.2 Composition of the groups.

The players will be divided into the groups in order of ratings with the rule, that players from one country (if less than 5) cannot be in the same group. If the participants list will be changed, the rating list of participants will be re-ordered.

Group A → 1, 8, 9, 16, 17, 24, 25, 32, 33, 40

Group B → 2, 7, 10, 15, 18, 23, 26, 31, 34, 39

Group C → 3, 6, 11, 14, 19, 22, 27, 30, 35, 38

Group D → 4, 5, 12, 13, 20, 21, 28, 29, 36, 37

1.3 The best 3 players from each semi-final go to the final tournament.

2 Final tournament

2.1 The final tournament will be played as round-robin tournament with 12 players.

Semi-final games between qualified players from the same group are counted for the final.

2.2 Drawing will be done just after the last round in the semi-finals. The following rules will be used:

2.2.a players from group A get the numbers from 1 to 3

2.2.b players from group B get the numbers from 4 to 6

2.2.c players from group C get the numbers from 7 to 9

2.2.d players from group D get the numbers from 10 to 12

2.3 Numbers for the players from the same country:

2.3.a If 6 players from the same country → 1, 4, 7, 10, 2, 5 (numbers for groups should be changed accordingly)

2.3.b If 5 players from the same country → 1, 4, 7, 10, 2 (numbers for groups should be changed accordingly)

2.3.c If 4 or less players from the same country, all should receive number from one of the pools:

A. 1, 4, 7, 10

B. 2, 5, 8, 11

C. 3, 6, 9, 12

2.4 Paring:

round I	1-4	2-5	3-6	10-7	11-8	12-9
round II	7-1	8-2	9-3	4-10	5-11	6-12
round III	1-10	2-11	3-12	7-4	8-5	9-6
round IV	5-1	6-2	4-3	10-7	11-8	12-9
round V	1-6	2-4	3-5	7-12	8-10	9-11
round VI	9-1	7-2	8-3	12-4	10-5	11-6
round VII	1-12	2-10	3-11	4-9	5-7	6-8
round VIII	8-1	9-2	7-3	11-4	12-5	10-6
round IX	1-11	2-12	3-10	4-8	5-9	6-7

Appendix C Definition of Global Reserve list

Global reserve list:

1. Highest ranked player not yet qualified in FMJD World Cup classification.
2. Highest ranked player not yet qualified in FMJD Rating list.
3. Second highest ranked player not yet qualified in FMJD World Cup classification.
4. Second highest ranked player not yet qualified in FMJD Rating list.
5. Third highest ranked player not yet qualified in FMJD World Cup classification.
6. Third highest ranked player not yet qualified in FMJD Rating list.
7. etc ...

Remarks:

1. The rating list for this purpose will be renumbered after deleting those players that played less than 50 rating games in the previous 3 years.
2. The global reserve list is without any federation limit.
3. The names of the players on the global reserve list will be announced immediately after publication of the FMJD World Rating and FMJD World Cup classification on January 1st of the year in which the World Championship will be played.
4. Global reserve lists are separate for World Championship Men (Open) and World Championship Women. The World Cup classification and the Rating list open/women are considering accordingly.

Annex 18

FMJD World Cup system

Every player participating in an event included into the World Cup system gets World Cup points (WCP). There is a two-separate world cup classification: man(open) and women.

Women are calculated (by default) only for women's classification. Women can also be counted in World Cup Open, but it must be clearly declared before her first tournament of the year and it excludes her from women's classification.

Every player receives as world cup points the points scored in the tournament and the first 10 players receive extra bonus points.

For the event in 2020

The number of stars, the competition factor, for the event depends on the total prize money for the event: 1 star – 2000€, 3 stars - 5000€, 5 - 10000€, 7 stars -30000€.

- For a 1-star tournament (2000€):
1.450 euro for the first 6 open plus 550 euro for the first 3 women
- For a 3-stars tournament (5000€):
4.000 euro for the first 8 open plus 1.000 euro for the first 3 women
- For a 5-stars tournament (10000€)
7.200 euro for the first 10 open plus 2.800 euro for the first 6 women
- For a 7-stars tournament (30000€)
20.000 euro for the first 12 open plus 10.000 euro for the first 10 women

Details of prizes are at Appendix A.

For the event since 2021

The number of stars, the competition factor, for the event depends on the total prize money for the event: 3 stars - 6000€, 5 - 10000€, 7 stars -20000€, 9 stars -30000€.

- For a 3-star tournament (6000€):
4.700 euro for the first 6 open plus 1.300 euro for the first 3 women
- For a 5-stars tournament (10000€):
7.200 euro for the first 8 open plus 2.800 euro for the first 3 women
- For a 7-stars tournament (20000€)

- 13.800 euro for the first 10 open plus 6.200 euro for the first 10 women
 - For a 9-stars tournament (30000€)
 - 20.000 euro for the first 12 open plus 10.000 euro for the first 10 women
- Details of prizes are at Appendix A.

Getting World Cup points

$$\text{WCP} = \text{bonus} + \text{factor} * \text{TP}$$

where:

TP – point scored in the tournament (not more than 2 per each game)

Bonus – bonus points for best 10 players, from place #1 to 10:

100, 70, 50, 40, 35, 30, 26, 24, 22, 20

Factor – depends on competition status.

One-star event – factor =1, three stars events – factor =3, five stars event factor =5,
seven stars even factor =10

Classification

World Cup score it is the best 4 results from the previous 24 months (day of last round decides).

Criteria:

1. sum of World Cup points
2. number of 1st places
3. number of 2nd places
4. number of 3rd places
5. better result in last tournament
6. number of winning games

Intercontinental Cup

This independent classification based on World Cup score for players with rating below 2200 (2050 for women) at the beginning of the previous year (or the first valid rating in the two-year period for a player who starts without rating).

The winners

After last World Cup event each year, the standing on December 31st will be calculated and FMJD will announce and award winners of World Cup (open/women) and Intercontinental Cup (open/women).

Conditions for world cup events

1. Standard FMJD Swiss (on Solkoff). This means the following order of tie breaking decisions:
 - a. Short Solkoff truncated
 - b. Solkoff plus
 - c. Solkoff Baliakin
 - d. Full Solkoff truncated
2. FMJD-Draughts Arbiter Pro (DAP) software for paring.
3. System depend on number of players:
 - a. 18 or more - 9 or 10 rounds Swiss FMJD Solkoff truncated
 - b. 11 – 18 - 7 rounds Swiss FMJD Solkoff truncated
 - c. 7-10 - round-robin
 - d. <7 - double round robin
4. Organiser of each tournament has a choice:
 - a. Separate tournament for women and separates for man.
 - b. One group and the following conditions:
 - i. women can win also prizes in open category (instead of this for women);
 - ii. women are omitted when counting bonus point for World Cup (instead this who declared wish to be classify only in open category).

This choice must be clearly declared in rules & regulations of the event since first time event has been announced.
5. For the events with minimum 5* other systems are possible, if agreed with FMJD and announced 6 months in advance.
6. Chief referee with FMJD title FR or IR (FMJD referee or International referee) nominated by organizers.
7. Results must be delivered to FMJD round by round using DAP.
8. On web page of the event and at the playing hall the FMJD logo must be presented.
9. Organizer can use additionally or solo name “FMJD World Cup” as a brand of his event.
10. Going down with the level of World Cup (less stars) is impossible

11. Going up with the level of World Cup is possible not later than 3 months before the event.
12. Hotel and meals offered for the players, cannot be higher as normal prices in the same place.
13. Tournament fee cannot be higher than 50 euro for 1* event, 60 euro for others
14. Competitions fee can be doubled, if players do not use official hotel (if defined).
15. Organizers are obligated to support players with documents necessary for visa. This should be done not later than 7 days after request.
16. FMJD is not responsible for organizers' duties as well as consequences of cancelling event.
17. Prize money can be paid in cash or bank transfer. If by bank transfer, then not later than 7 days after receiving all necessary data.
18. Organizers are solely responsible for financial obligations.
19. Specific rules and regulations for the event should be agreed with FMJD-TD.

Appendix A Prize money for World Cup

Prize money (net of any local tax.)

	*		3*		5*		7*	
	open	women	open	women	open	women	open	women
I	500€	300€	1 000€	500€	2 000€	1 000€	6 000€	2 500€
II	300€	150€	800€	300€	1 400€	700€	4 000€	2 000€
III	200€	100€	700€	200€	1 000€	500€	2 500€	1 500€
IV	200€		500€		700€	300€	1 500€	1 000€
V	150€		400€		600€	200€	1 100€	800€
VI	100€		300€		500€	100€	1 000€	700€
VII			200€		400€		900€	550€
VIII			100€		300€		800€	400€
IX					200€		700€	300€
X					100€		600€	250€
XI							500€	
XII							400€	
	1 450€	550€	4 000€	1 000€	7 200€	2 800€	20 000€	10 000€
	2 000 €		5 000 €		10 000 €		30 000 €	

Each organiser is free to give more prizes. The table above shows required minima.

Table valid for the events starting from 2021

	3*		5*		7*		9*	
	open	women	open	women	open	women	open	women
I	1 200€	600€	2 000€	1 000€	3 000€	1 400€	6 000€	2 500€
II	900€	400€	1 400€	700€	2 400€	1 100€	4 000€	2 000€
III	800€	300€	1 000€	500€	2 000€	800€	2 500€	1 500€
IV	600€		700€	300€	1 500€	700€	1 500€	1 000€
V	450€		600€	200€	1 300€	550€	1 100€	800€
VI	350€		500€	100€	1 000€	450€	1 000€	700€
VII	250€		400€		800€	350€	900€	550€
VIII	150€		300€		700€	350€	800€	400€
IX			200€		600€	250€	700€	300€
X			100€		500€	250€	600€	250€
XI							500€	
XII							400€	
	4 700€	1300€	7 200€	2 800€	13 800€	6 200€	20 000€	10 000€
	6 000 €		10 000 €		20 000 €		30 000 €	

Code of behaviour to follow by all parties

Code of behaviour to follow by all parties

1. Opening and closing ceremonies are the integral part of the event and each player must be present as well as the chief referee.
2. Attending the ceremonies means staying from the beginning to the end.
3. During opening the FMJD anthem must be played. For the closing ceremony – FMJD anthem should close the event.
4. Ceremonies should be held on the same day as the first and the last round. In exceptional circumstances it can be changed, but only after agreement with FMJD-TD.
5. During the ceremony's players must be dressed accordingly.
6. Opening ceremony should not be longer than 45'. If the ceremony is longer, players need minimum 2 hours break before their first game.
7. For the last 3 rounds it is strictly forbidden to start any game against the schedule. Only in the special cases connected with accidents, medical reasons etc. this can be changed. The purchased ticket cannot be the reason!
8. Closing ceremony:
 - a. should not be longer than 1h.
 - b. The organizer must prepare a diploma for each player and a diploma should be given to each player from the bottom of the classification.
 - c. Top three should be presented in front of the public. The winner in the middle, the second player on his right and the third on the left. With the three presented, the National anthem of the winner should be played. All this separately for men and women (if both categories played).
9. The player who will not attend the closing ceremony:
 - a. Loses any rights to the financial prizes.
 - b. In World Cup events – his/her score for World Cup from this tournament will be reduced to zero.

Updates

Updates in FMJD Annexes after General Assembly 2019

Annex 1 official FMJD rules for international draughts

- New text of article 5.3 about piece on white square.
- New text of article 6.3 about endgame of 3 against 1.
- New text of article 7.3 about draw game.

Annex 2 official FMJD rules for the organization of official FMJD competitions

- Candidate tournaments removed.
- New events added (for disabled, clubs and veterans)
- New article 1.3 about same official tournaments for 64 and 100
- New sentence added to article 2.3. It gives rights to allot events after GA.
- Article 2.11 about Appeal Jury has been renewed.
- Article 3b about paring players from the same country. Swiss system has been deleted at the current formulation.
- Article 2.12s – drawing of lots at the opening ceremony is not mandatory now.
-

Annex 3 official FMJD rules for competitions

- Whole text of this annex: word “competitor” has been replaced with “player”.
- Article 2.2.5 about Appeal Jury received new formulation.
- Article 2.4.14 says “stay too long at the side of a game...” instead of “for a time”
- Article 2.5 about sanctions clearly divides competence of the chief and deputy referees
- Article 2.3a about irregular moves gets better formulation
- Article 3.10.1 about preparation in advance of notation forms, has been deleted
- Article 4.2 about photographs and television has been redefined.
- Article 4.6 about error in colour is clearer now.
- Article 8.4 about press. Part about approval by organisers has been deleted.
- Article 8.3 make it clear that player after the game has the same rights as a spectator at the playing room.
- Article 5.11.1.2 New sort criteria for Swiss system.
- Article 6.1a default standard is 1 hour 20 minutes plush 30 seconds bonus now (1-minute bonus before)

Annex 5 Swiss system

- New variants of Solkoff (Plus, Baliakin, Short/Full Truncated)
- Changes related to new Solkoff
- Pairing in a score group: If no good pairing is possible between the subgroup A and B it is acceptable to move down another player to have a better pairing between subgroup A and subgroup B
- changes in using floats where it is written : “in the previous round” it is changed in “in one or both of the previous 2 rounds”

Annex 8 Regulations for simultaneous games

- Added chapter D about edraughts simultaneous matches

Annex 9 FMJD rating system and its application rules

- New development factor for the games (all game rates are acceptable for ratings)

Annex 10 FMJD regulations for recognition of international titles

- Reduced requirements for black norms (Article 4.4)
- Article 3.11.4. Missed female titles has been added to the text.
- Missed cmff titles has been added to article 3.11.5
- New Article 3.12 give more chances for automatic titles in World/Continental Championships
- Table X-1 has been updated – some places give also norms instead of titles.

Annex 11 FMJD recognition of special achievements and records

- Added texts related to edraughts clock simultaneous games (articles: 2.4, 3.4, 4.4)

Annex 12 Individual FMJD Competitions - The Women’s World Championship

- Correction at the text (updating of the year)
- New text of Article about World Title Match

Annex 17 Individual FMJD Competitions - The World Championship (all categories)

- Refreshed Appendix B about World Championship 2021 of 40 players
- New Appendix B1 about system of World Championship of 40 players.

Annex 18 FMJD World Cup system

- Renewed table of mandatory prizes valid from 2021
- One-star events do not exist anymore since 2021
- New Appendix B1 about system of World Championship of 40 players.
- Changed criteria for swiss system for World Cup events (Solkoff truncated followed by Solkoff plus then Solkoff Baliakin then Full Solkoff truncated)

Code of Behaviour

This document has been defined as a valid not only for World Cups but also other FMJD event. GA gave a mandate for the Council for redefinition (if necessary) with cooperation with Player Committee.

Updates in FMJD Annexes after General Assembly 2017

Annex 2 official FMJD rules for the organization of official FMJD competitions

- Removal of the name TIT in article 2.5 (connected to the introduction of the red norm in annex 10)
- New article 2.15 about reporting an official FMJD tournament with Draughts Arbiter Pro

Annex 3 official FMJD rules for competitions

- Article 5.10: remark about the delay system on the digital clock
- Article 5.11 adding tie break rules for FMJD Swiss on Solkoff truncated
- Article 6.1: introduction with some text about systems with extra time per move, Fischer system and delay system
- Article 6.1b new article about a new FMJD standard time schedule proposed by the players committee with 90 min for the first 45 moves, followed by 30 min for the rest of the game with an addition of 30 seconds starting from 46th move.

Annex 5 Swiss system

- New article 5.1a new version of Swiss system on rating, players committee preference
- New article 5.2 FMJD Swiss system on truncated Solkoff
- Appendix B Swiss system on Solkoff, article e addition for Swiss system on truncated Solkoff
- Appendix C about computer program for the Swiss system has been removed

Annex 9 FMJD rating

- Article 1.2.2.2 about rating calculations for games with shorter time schedules
- New article 1.2.2.3 about rapid and blitz rating
- New article 1.2.2.5 about free rating services
- Totally renewed article 4 about the procedure for a report of the competition with Draughts Arbiter Pro
- New article 11 official FMJD format for tournament data

Annex 10 norms and titles

- adding the title CMF(F) to the preamble (this was forgotten last time)
- removing the titles for problem composers from the preamble and removing article 10 and 11 about problem composers' titles because of the cancellation of the CPI as FMJD committee

- an addition to article 1.2 that titles and norms can only be obtained in games with time schedules which are counted for 100 % for rating.
- change in heading of article 2.1 "types" instead of "recognition"
- addition article 2.2 types of norms to shortly introduce the red and black norm, which come in the place of the TIT and TI tournaments
- adding the automatic titles CMF(F) to the table in article 3 and article 3.6-3.10
- extended possibilities for the automatic title CMF(F) in article 3.11
- Changing article 4.3: categories of competitions into category of opponent groups.
- changing all occurrences of TIT (International title tournaments) to red norm / black norm, see for instance, the general table at the end of article 4.3
- renewed article 4.4 with details about red norms and black norms
- new detail about a won game which may be ignored in article 4.5.2
- new article 4.5.11 about CMF(F) norms and article 8 about CMFF titles through norms.
- adapted procedure for reporting a tournament in article 15

Annex 12 world Championship women

- Article 2 addition about the schedule of World Championship and title match
- Article 4 general rules for qualification: some changes in the formulation:
 - Stressing the importance of the decision of the General Assembly about qualification
 - No more wild card
 - Possibility to qualify players via the World Cup classification
- Introduction of the global reserve list in article 7 with reference to definition in Annex 17
- New appendix A qualification for the next World Championship 2019

Annex 17 World Championship all categories

- Article 4 general rules for qualification: some changes in the formulation:
 - Stressing the importance of the decision of the General Assembly about qualification
 - Possibility to qualify players via the World Cup classification
- Introduction of the global reserve list in article 7 reserves for the World Championship
- New appendix A qualification for the next World Championship 2019
- New annex C definition of the global reserve list

Annex 18 New Annex FMJD World Cup