

**FIDE Rating Regulations**

Approved by the 1982 General Assembly, amended by the General Assemblies of 1984 through 2002.

**0.0 Introduction**

The basic data for measurement of chess performances must be broad and ample. Play will be rated by FIDE when it takes place in a FIDE registered competition and meets all the following requirements.

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

0.11 Any such changes shall come into effect on 1st July of the year following the decision by the General Assembly. For tournaments, such changes will apply to those starting on or after that date.

0.2 In principle, all important events should be rated. All top level tournaments may be rated by FIDE even if no rating report is submitted by the federation of the territory in which the event is held. (GA '96)

**1.0 Rate of Play:**

1.1 For a game to be rated each player must have the following minimum periods in which to complete all the moves, assuming the game lasts 60 moves. (PB 2000)

1.11 Where at least one of the players in the tournament has a rating 2200 or higher, each player must have a minimum of 120 minutes.

1.12 Where at least one of the players in the tournament has a rating 1600 or higher, each player must have a minimum of 90 minutes.

1.13 Where all the players in the tournament are rated below 1600, each player must have a minimum of 60 minutes.

1.14 Examples of ways in which 1.11 can be achieved include:

*All the moves in two hours.*

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

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

- 1.2 Games played with all the moves at a rate faster than the above are excluded from the list.
- 1.3 Where a certain number of moves is specified in the first time control, it is recommended be 40 moves. Players benefit from uniformity here.

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

- 2.1 Plays must take place according to the FIDE Laws of Chess.
- 2.2 Smoking is banned in FIDE-rated events. Smoking is not permitted in the playing hall for the duration of the tournament. This applies to everyone present - players, officials, media representatives and spectators.  
A separate area outside the playing area must be provided where smoking is permitted. This should be easily accessible from the playing hall. If local ordinances totally prohibit smoking on the premises, the players and officials must be provided with easy access outdoors.

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

- 3.1 No more than three rounds per day and a total playing time of no more than 12 hours. (GA '95)

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

- 4.1 A period not greater than 90 days.
  - 4.11 Leagues may be rated which last for a period greater than 90 days. The effective rating lists in 9.11 shall apply to games played within the respective rating periods.

## **5.0 Unplayed games**

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

## **6.0 Composition of the tournament**

- 6.1 If an unrated player scores less than one point in an event, his score and that of his opponents against him are disregarded. (GA 2002).

- 6.2 The results in events involving preliminaries and finals or play-offs are pooled.
- 6.3 In a round robin tournament at least one-third of the players must be rated.
- 6.31 If the event has less than 10 players, at least 4 must be rated.
- 6.32 In a double round tournament with unrated participants, there must be at least 6 players, 4 of whom must be rated.
- 6.33 National Championships played as round robins shall be rated if at least 3 men (or 2 women in events exclusively for women) participants had official FIDE Ratings before the beginning of the tournament.
- 6.4 In a Swiss or team event (except Scheveningen matches), only the games against rated opponents are counted. (GA 2002 - Scheveningen tournaments/matches in which more than one unrated player participates will not be rated.)
- 6.41 For rated players, all games against rated opponents are counted.
- 6.42 For unrated players, results are only counted if the player meets at least three rated opponents in the event. (GA 2002)
- 6.43 In the case of a round robin tournament where one or more games are unplayed, the results of the tournament are to be reported for rating as for a Swiss system tournament.
- 6.5 Where a match is over a specific number of games, those played after one player has won shall not be rated. (GA 2000)

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

- 7.1 As in B.03. Events not pre-registered will not be rated. (GA 2000)

## **8.0 Submission of reports**

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

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

- 9.1 The Qualification Commission shall prepare a list four times a year (GA 1999) which incorporates the rated play during the rating period into the previous list. This shall be done using the rating system formula based on the percentage expectancy curve and derived from the normal distribution function of statistical and probability theory.
- 9.11 The list published 1.1 is used for events commencing 1.1-31.3.

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

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

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

9.12 The following data concerning each player:

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

The current value of  $k$  for the player and over how many games this has been played when  $k = 25$  (see 10.54a).

9.13 The closing dates for receipt of information for a particular list are usually one month before the publication of that list.

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

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

9.1.4a If based on results obtained under 6.3., a minimum of 9 games.

9.1.4b If based on results obtained under 6.4., a minimum of 9 games played against rated opponents.

9.1.4c The condition of 9 games need not be met in one tournament: results from other events, played within the same or next 7 rating periods, are pooled to obtain the initial rating.

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

9.21 Players whose ratings drop below 1801 are listed on the next list as 'delisted'. Thereafter they are treated in the same manner as any other unrated player.

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

9.23 Inactive players are not included on the list but nonetheless are considered rated at their most recent published rating for rating and title result purposes.

- 9.2.3a Players are considered to commence inactivity if they play fewer than 4 rated games in a one year period.
- 9.2.3b Inactive players are shown on the next 7 rating lists after starting being considered inactive. Their names are then flagged as inactive in the alphabetical section of the rating list and removed from the national federation's lists which would contain only the list of active players (GA '98).
- 9.2.3c A player regains his activity if he plays at least 4 rated games in a one year period and he is then listed on the next list.
- 9.2.3d For the purposes of the FIDE rating list ranking of top players, a player who is inactive over a 12 months period of inactivity on the rating list will no longer appear on the top list.
- 9.4 The Qualification Commission shall move to monthly rating lists on 1 July of the year following a decision to do by the Presidential Board. The above regulations shall be amended as follows:
- 9.41 The list published on the 1<sup>st</sup> of the month shall be effective between the first and the last day of that month.
- 9.42 The name of each player whose rating exceed 1800 shall be published.
- 9.43 The closing date for receipt for information will normally be the end of the month, 30 days before the next list.
- 9.44 Players whose rating drops below 1801 will be listed in the next list as 'delisted'. Thereafter they will be treated in the same manner as any other unrated player.

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

- The FIDE Rating system is a numerical system in which percentage scores are converted to rating differences and vice versa. Its function is to produce scientific measurement information of the best statistical quality.
- 10.1 The rating scale is an arbitrary one with a class interval set at 200 points. The tables that follow show the conversion of percentage score 'p' into rating difference 'd<sub>p</sub>'. For a zero or 100% score d<sub>p</sub> is necessarily indeterminate. The second table shows conversion of difference in rating 'D' into scoring probability 'P<sub>D</sub>' for the higher 'H' and the lower 'L' rated player respectively. Thus the two tables are effectively mirror-images.

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

p	d <sub>p</sub>	p	d <sub>p</sub>	p	d <sub>p</sub>	p	d <sub>p</sub>	p	d <sub>p</sub>	p	d <sub>p</sub>
1.0		.83	273	.66	117	.49	-7	.32	-133	.15	-296
.99	677	.82	262	.65	110	.48	-14	.31	-141	.14	-309
.98	589	.81	251	.64	102	.47	-21	.30	-149	.13	-322
.97	538	.80	240	.63	95	.46	-29	.29	-158	.12	-336
.96	501	.79	230	.62	87	.45	-36	.28	-166	.11	-351
.95	470	.78	220	.61	80	.44	-43	.27	-175	.10	-366
.94	444	.77	211	.60	72	.43	-50	.26	-184	.09	-383
.93	422	.76	202	.59	65	.42	-57	.25	-193	.08	-401
.92	401	.75	193	.58	57	.41	-65	.24	-202	.07	-422
.91	383	.74	184	.57	50	.40	-72	.23	-211	.06	-444
.90	366	.73	175	.56	43	.39	-80	.22	-220	.05	-470
.89	351	.72	166	.55	36	.38	-87	.21	-230	.04	-501
.88	336	.71	158	.54	29	.37	-95	.20	-240	.03	-538
.87	322	.70	149	.53	21	.36	-102	.19	-251	.02	-589
.86	309	.69	141	.52	14	.35	-110	.18	-262	.01	-677
.85	296	.68	133	.51	7	.34	-117	.17	-273	.00	
.84	284	.67	125	.50	0	.33	-125	.16	-284		

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

D	P <sub>D</sub>		D	P <sub>D</sub>		D	P <sub>D</sub>		D	P <sub>D</sub>	
Rtg Dif	H	L	Rtg Dif	H	L	Rtg Dif	H	L	Rtg Dif	H	L
0-3	.50	.50	92-98	.63	.37	198-206	.76	.24	345-357	.89	.11
4-10	.51	.49	99-106	.64	.36	207-215	.77	.23	358-374	.90	.10
11-17	.52	.48	107-113	.65	.35	216-225	.78	.22	375-391	.91	.09
18-25	.53	.47	114-121	.66	.34	226-235	.79	.21	392-411	.92	.08
26-32	.54	.46	122-129	.67	.33	236-245	.80	.20	412-432	.93	.07
33-39	.55	.45	130-137	.68	.32	246-256	.81	.19	433-456	.94	.06
40-46	.56	.44	138-145	.69	.31	257-267	.82	.18	457-484	.95	.05
47-53	.57	.43	146-153	.70	.30	268-278	.83	.17	485-517	.96	.04
54-61	.58	.42	154-162	.71	.29	279-290	.84	.16	518-559	.97	.03
62-68	.59	.41	163-170	.72	.28	291-302	.85	.15	560-619	.98	.02
69-76	.60	.40	171-179	.73	.27	303-315	.86	.14	620-735	.99	.01
77-83	.61	.39	180-188	.74	.26	316-328	.87	.13	over 735	1.0	.00
84-91	.62	.38	189-197	.75	.25	329-344	.88	.12			

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

10.20 If an unrated player scores less than one point, his score is disregarded.

10.21 First determine the average rating of his competition 'R<sub>c</sub>'. (GA '94)

- (a) In a Swiss or Team tournament: this is simply the average rating of his opponents.
- (b) The results of both rated and unrated players in a round robin tournament are taken into account. For unrated players, the average rating of the competition 'R<sub>c</sub>' is also the tournament average 'R<sub>a</sub>' determined as follows: (GA '94)
  - (i) Determine the average rating of the rated players 'R<sub>r</sub>'.

(ii) Determine  $p$  for each of the rated players against all their opponents. Then determine  $d_p$  for each of these players. Then determine the average of these  $d_p = 'd_{pa}'$ .

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

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

10.22 If he scores 50%, then  $R_u = R_c$ . (GA '94)

10.23 If he scores more than 50%, then  $R_u = R_c + 12.5$  for each half point scored over 50%. (GA '94)

10.24 If he scores less than 50% in a Swiss or team tournament (GA '94):  
 $R_u = R_c + d_p$ .

10.25 If he scores less than 50% in a round-robin (GA '94):

$$R(u) = R(c) + d(p) \times n/(n+1).$$

10.3 The Rating  $R_n$  which is to be published for a previously unrated player is then determined by taking the weighted average of all his  $R_u$  results. e.g. A player has  $R_u$  results of 2280 over 5 games, 2400 over 10 games and 2000 over 5 games:

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

10.31 Where a player's first performance(s) is less than 1801, the result(s) is ignored.

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

Only  $R_n \geq 1801$  are considered.

10.4 If an unrated player receives a published rating before a particular tournament in which he has played is rated, then he is rated as a rated player with his current rating, but in the rating of his opponents he is counted as an unrated player.

10.5 Determining the rating change for a rated player:

10.51 Determine  $R_c$

For a Swiss, team or individual match this is the average rating of the player's opponent(s).

A difference in rating of more than 350 points will be counted for rating purposes as though it were a difference of 350 points (cf 10.68).

For a round-robin (GA '94):

$$R_c = \frac{R_a(n+1) - R}{n}$$

where

$R$  = rating of the player

n = number of opponents  
 $R_a$  = average rating of the whole tournament as calculated in 10.21b when unrated players are competing.

10.52 See B.01./9.4. for an Honorary Rating which regulation also applies for 10.21b.

10.53 R is the published rating of the rated player  $R - R_a = D$ . Use 10.1b. to determine  $P_D$ .

10.54 W is the score achieved and  $W_e$  is the expected score. (GA '94)

$W_e = P_D \times n$  for a Swiss or individual match.

$\Delta R = K (W - W_e)$ .

$\Delta R$  is the rating change.

(a) K is the development coefficient.

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

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

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

10.55 To determine  $R_n$  for a rated player, determine  $\Delta R$  for each tournament in which he has played.

$R_o$  is the old rating.

$\Sigma \Delta R$  is the summation of  $\Delta R$  for each event in which the player has participated.

$R_n = R_o + \Sigma \Delta R$

10.56  $R_n$  is rounded off to the nearest 1 or 0.

10.57 Determining the Ratings in a round-robin tournament.

The example has been created to demonstrate the methodology and also to show how the invitees should be chosen carefully.

player	Rate	W	p	$d_p$	$R_e$	$R_u$	$R_e$ (new)	$R_u$ (new)	D	$P_D$	$W_e$	Kchg
A	2600	8	.89	351	2320		2336		234	.79	7.11	+8.9
B	2500	7	.78	220	2331		2354		156	.71	6.39	+6.1
C	U	7			2348	2411	2351	2414				
D	2400	6	.67	125	2342		2344		56	.58	5.22	+7.8



E	u	6			2348	2386	2348	2386				
F	2150	4	.44	-43	2370		2359		-209	.23	2.07	+28.95
G	2300	3	.33	-125	2353		2353		-53	.43	3.87	-13.05
H	u	2			2348	2150	2337	2139				
I	u	1			2348	2032	2305	1989				
J	2300	1	.11	-351	2353		2353		-53	.43	3.87	-43.05

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

$R_{ar} = 2375$

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

$d_{pa} = 29.5$

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

$R_a = 2348$

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

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

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

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

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

Player H is more than 350 points below A.

<b>Player A</b>		$R_c(\text{new})=2366$
<b>Player B, I</b>	counts as 2150	$R_c(\text{new})=2344$
<b>Player C, I</b>	counts as $2061.2061-2032=29.29/9=3$	$R_c(\text{new})=2351$
<b>Player D, I</b>	counts as 2050	$R_c(\text{new})=2344$
<b>Player E, I</b>	counts as 2036	$R_c(\text{new})=2348$
<b>Player F, A</b>	counts as 2500	$R_c(\text{new})=2359$
<b>Player G,</b>	all players are within 350 points	$R_c(\text{new})=R_c=2353$
<b>Player H, A</b>	counts as 2500	$R_c(\text{new})=2337$
<b>Player I, A, B, C, D, E,</b>	counts as 2382	$R_c(\text{new})=2305$
<b>Player J,</b>	all players are within 350 points	$R_c(\text{new})=2353$

To determine the rating changes for the rated players: An example:

**Player G.**  $D=2300-2353=-53$ .  $P(D)=0.43$ .  $W_e=0.43 \times 9=3.87$ .

$\Delta R=(3-3.87) \times 15=-13.05$  for G

F was a poor choice of player for the tournament. He dragged down the average rating too much. If a player rated 2380 or higher had replaced him, C would achieve a better rating even with one point less. This is because, for unrated players with plus scores the average rating of the field is extremely important. Had I's expected score been so poor, he should not have been chosen, everybody suffered.

## 11.0 Reporting Procedures

- 11.1 Results should be submitted as in B.01 article 7. Article 7.2 is ignored where irrelevant.
- 11.2 The principal information to be reported for a round robin tournament is conveniently grouped in Appendix 8 (page 134). It consists of:
- 11.21 Identification of the event, including exact dates of beginning and end.
  - 11.22 Specification of the time limit.
  - 11.23 The complete cross-table. This must list the players in final rank order, together with full first names, titles, federation affiliation and rating. Any change from that appearing on the current FRL, such as a change in name following marriage, must be carefully annotated. For each player, his results against each opponent must be given as 1, 1/2 (or 0.5) or 0. Any result arising from an unplayed game shall be marked with "+", "-" or "=" where a full point, zero or half a point have been awarded respectively. An explanation must be given where appropriate. Any unusual circumstances in the event must also be described.
- 11.3 The principal information to be reported for a Swiss or team tournament is conveniently grouped on forms 2 and 3, to be found in the FIDE Handbook or on the web site. It consists of the material listed in 11.2. and also the colour played in a given game. A full cross-table of the event must also be included.
- 11.31 Alternatively a computer generated table can be submitted as a rating report. This must show  $R_{ar}$ ,  $n$  and  $W$ . For unrated players where  $n$  is less than 3, zero should be entered in the  $R_{ar}$  column. A column for  $W - W_e$  should also be included (i.e. the rating increment before application of  $K$ ). For an unrated player who meets at least 3 rated opponents, his  $R_u$  should be given even if this is less than 1800. A federation wishing to submit results in this form should consult the Rating Administrator beforehand so that there can be test runs of the program.
- 11.4 Results of all international competitions must be submitted for rating unless the original invitations have made it clear the event was not to be FIDE rated. The chief arbiter must also announce this to the players before the tournament starts.

- 11.5 Each national federation shall designate an official to coordinate and expedite qualification and rating matters. His name and details must be given to the FIDE Secretariat.

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

- 12.1 One of the functions of Congress is to establish the policies under which FIDE titles and ratings are awarded. The function of the rating system is to produce scientific measurement information of the best statistical quality to enable Congress to award equal titles for equal proficiencies of players. Thus the rating system must be properly scientifically maintained and adjusted on both a short and long term basis.
- 12.2 The rating scale is arbitrary and open ended. Thus only differences in ratings have any statistical significance in terms of probability. Thus if the composition of the FIDE Rating pool were to change, the rating scale could drift with respect to the true proficiency of the players. It is a major objective to ensure the integrity of the system so that ratings of the same value from year to year represent the same proficiency of play.
- 12.3 Part of the responsibilities of the Rating System Administrator is to detect any drift in the rating scale.

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

- 13.1 A sufficient knowledge of statistical probability theory as it applies to measurements in the physical and behavioural sciences.
- 13.2 Ability to design the surveys described under 12.3.; to interpret the results of the surveys; and to recommend to the Qualification Commission whatever measures are needed to preserve the integrity of the rating system.
- 13.3 To be able to advise and assist any FIDE member federation in the establishment of a national rating system.
- 13.4 To display a level of objectivity comparable to that of a FIDE arbiter.

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

- 14.1 The following formula gives a close approximation to tables 10.1a/b.  
 $P = 1/(1 + 10^{-[D/400]})$ . However the tables are used as shown.

- 14.2 Tables 10.1a/b are used precisely as shown, no extrapolations are made to establish a third significant figure.
- 14.3 K is used as a stabilising influence in the system. When  $K = 10$ , the rating turns over in approximately 75 games,  $K = 15$ , 50 games,  $K = 25$  it is 30 games.
- 14.4 The system has been devised to enable players to verify their ratings readily. It would be more accurate to rate each game separately as averaging assumes a linear scale. However this would be much more laborious.

### **15.0 Rapidplay Ratings (GA 1998)**

The following principles shall govern the operation of a rapid rating system.

- (a) Players who have reached a minimum ELO of 1600 shall be rated under the rapidplay rating list.
- (b) The value of the K factor shall be determined by the rating administrator.
- (c) To differentiate the ratings of rapid chess games from ratings obtained from normal chess games, the ratings from rapid games are denoted by the first 3 digits.

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

- 16.1 To be included in the FRL or FIDE Rapidplay Rating list, a player must be a member of national chess federation which is a member of FIDE. That is, the federation must not be temporarily or permanently excluded from membership.
- 16.2 It is the responsibility of national federations to inform FIDE if players should not be included in the FRL, FRRL.
- 16.3 Any player excluded either from rating list because he is unable to obtain membership of a national federation, may apply to FIDE for special *dispensation to be included*.

Form 1/ For Federations and Organizers

**Tournament Report**

Event Name

City: Fed:

Start: Finish:

Players		Cross Table													
Rank	Name, First Name	ID#, Title	Rtng	Fed	1	2	3	4	5	6	7	8	9	10	Total
1					%										
2						%									
3							%								
4								%							
5									%						
6										%					
7											%				
8												%			
9													%		
10														%	

Time limit:..... moves in:.....hours; then.....moves in.....hours

Average Rating:..... Category:..... Pts. Required for norms, GM:..... IM:.....

Remarks

Certified as a correct report: Place/Date  
 Chief Arbiter: Deputy Arbiter:  
 For a tournament not registered in advance with FIDE, endorsement of the national federation official  
 Name in Print: Signature/Seal of Federation

Remarks should include any changes in name, title or federation from that shown in the current FIDE Rating List, and description of any special circumstances which might affect the validity of the results. Birthdates of unrated players must be given. Results of unplayed games should be indicated by “+ ” for a win by forfeit or a “- ”for a loss by forfeit

Form 2

**Swiss Tournament Parring Card**

Name \_\_\_\_\_

FIDE ID: \_\_\_\_\_ Rating \_\_\_\_\_ Title \_\_\_\_\_

Birthdate \_\_\_\_\_ Fed \_\_\_\_\_ Sex \_\_\_\_\_

Event \_\_\_\_\_ Start \_\_\_\_\_ Close \_\_\_\_\_

Rd	No	Opponent	Name	Rating	Color	Score	Total	Tie- B
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								

Score vs. rated opponents: \_\_\_\_\_ Total: \_\_\_\_\_

Number of rated opponents: \_\_\_\_\_ Rank: \_\_\_\_\_

Average rating of rated opponents: \_\_\_\_\_

Authentication by:

Chief Arbiter

Deputy Arbiter

For the tournament not registered in advance, endorsement of national federation official:



Form 4

**Certificate of Title Result**

GM
  IM
  WGM
  WIM

Name: ..... First Name: ..... Sex: .....

Date of Birth: ..... Place of Birth: .....

Event: ..... Start: ..... Close: .....

City: ..... Country: .....

Rd	Opponents	Fed	Rating	Title	Score
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					

Total:

GM Norm: ..... pts.      WGM Norm: .....      R(a)= .....

IM Norm: .....pts.      WIM Norm: .....      Category: .....

Authentication by: .....      N: .....

Arbiter .....      Date .....

Federation Official/ Name in Print .....      Signature .....

Note: Unrated = 2000; Score = 1, ½, 0  
 R(a) = average rating of player and opponents; N = number of games  
 The organizing federations responsible for providing above certificate to each player who achieved a title result



<b>Federation</b>		<b>Name of Tournament</b>							
Country and Place of Tournament					Starting date		Ending date		
Organizer of the Tournament									
Contact Information (Address, phone, fax, E-mail) of the person responsible for information: _____									
Number of Rounds		Schedule (number of rounds/day)				Rate(s) of play			
Tournament Type		Pairing System of a Swiss System Tournament _____ Manual <input type="checkbox"/> Person responsible _____ Computerized <input type="checkbox"/> Program used _____							
Special Remarks (exceptions in pairing, restart option,...)									
Type	Number	Number of feds	host fed players	other fed players	Type	Number	Number of feds	host fed players	other fed players
Rated					Unrated				
GM					WGM				
IM					WIM				
FM					WFM				
Chief Arbiter and contact information for Chief Arbiter (address, phone, fax, Email)									
1st Deputy Chief Arbiter									
If more than 20 players 2nd Deputy Chief Arbiter									
If more than 70 players 3rd Deputy Chief Arbiter									
If more than 120 players 4th Deputy Chief Arbiter									

<b>Title Norms</b>																						
Title	Name and ID	FED	N	nf	hfp	ffp	rp	urp	gm	im	fm	w gm	w im	w fm	Rating	Ra	Cat	req. pts	ach. pts	Rc	Rp	

FED=player’s federation, nf=number of federations (incl. player), N=number of games, hfp=home fed. players incl. the player, ffp=foreign players, rp=rated players, urp=unrated players, gm,im,fm,wgm,wim,wfm=number of these titleholders, Rating=players rating, Ra=rating average of all players, Cat=category, req. pts=points required for the norm, ach.pts=achieved pts, Rc=rating average of player’s opponents, Rp=performance rating