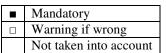# Format of TRF (Tournament Report File)

Agreed general Data-Exchange Format for tournament results to be submitted to FIDE.

Remark 1 *Each line shall have a "CR" (carriage return) as last character*

Remark 2 *The columns **R** and **P** in all the following tables tell the importance of the field for* Rating *and* Pairing *respectively*

■	Mandatory
□	Warning if wrong
	Not taken into account

Player Section

Position			Description	Contents	R	P
1	-	3	DataIdentificationnumber	**001** (for player-data)	■	■
5	-	8	Startingrank-Number	from 1 to 9999	■	■
10			Sex	m/w	□	
11	-	13	Title	GM, IM, WGM, FM, WIM, CM, WFM, WCM	□	
15	-	47	Name	Lastname, Firstname	□	
49	-	52	FIDE Rating		□	
54	-	56	FIDE Federation		□	
58	-	68	FIDE Number	(including 3 digits reserve)	■	
70	-	79	Birth Date	Format: **YYYY/MM/DD**	□	
81	-	84	Points	Points (in the format 11.5) *This is the number of points in the tournament standings, which depends on the scoring points system used and on the value of the pairing-allocated bye (usually the same as a win). If, for instance, the 3/1/0 scoring point system is applied in a tournament and a player scored 5 wins, 2 draws and 2 losses, this field should contain "17.0"*		■
86	-	89	Rank	Exact definition, especially for Team	■	

For each round:

Position			Description	Contents			R	P
92	-	95	Player or forfeit id in round 1	———	Startingrank-Number of the scheduled opponent (up to 4 digits)		■	■
				0000	If the player had a bye (either half-point bye, full-point bye or odd-number bye) or was not paired (absent, retired, not nominated by team)			
					(four blanks) equivalent to 0000			
97			Scheduled color or forfeit in round 1	**w** **b**	Scheduled color against the scheduled opponent		■	■
				–	*(minus)* If the player had a bye or was not paired			
					(blank) equivalent to -			
99			Result of round 1	**The scheduled game was not played**			■	■
				–	forfeit loss			
				+	forfeit win			
				The scheduled game lasted less than one move				
				W	win	*Not rated*		
				D	draw	*Not rated*		
				L	loss	*Not rated*		
				Regular game				
				1	win			
				=	draw			
				0	loss			
				Bye				
				H	half-point-bye	*Not rated*		
				F	full-point-bye	*Not rated*		
				U	pairing-allocated bye	*At most once for round - Not rated* (**U** for player **unpaired** by the system)		
				Z	zero-point-bye	*Known absence from round - Not rated*		
					(blank) equivalent to Z			
				*Note: Letter codes are case-insensitive (i.e. **w,d,l,h,f,u,z** can be used)*				

102	-	105	Id	Round 2 (analog to round 1)		■	■
107			Color			■	■
109			Result			■	■
112	-	115	Id	Round 3 (analog to round 1)		■	■
117			Color			■	■
119			Result			■	■

and so on...

Tournament Section

Data-Identification-number (??2 for tournament data)

position 1-3	from position 5 *(free text)*		R	P
012	Tournament Name		■	■
022	City		■	
032	Federation		■	
042	Date of start			
052	Date of end			
062	Number of players			
072	Number of rated players			
082	Number of teams	*in case of a team tournament*		
092	Type of tournament			
102	Chief Arbiter		■	
112	Deputy Chief Arbiter	*one line for each arbiter*		
122	Allotted times per moves/game			
132	Dates of the round	**format: YY/MM/DD**		

For position 132:

format: YY/MM/DD

Position			Description
92	-	99	Round 1 date
102	-	109	Round 2 date
112	-	119	Round 3 date

and so on...

Team Section

Position			Description	Contents	R	P
1	-	3	Team-Section-Identifier	**013** (for team data)	■	■
5	-	36	Team Name		■	■
37	-	40	Team 1st player	StartingRank Number from Player Section (position 5-8)	■	■
42	-	45	Team 2nd player			
47	-	50	Team 3rd player			
(continue, if needed)						
72	-	75	Team 8th player			
(continue, if needed)						
102	-	105	Team 14th player			
(and so on)						

Christian Krause *(Torino, June 1st, 2006)*
Updated: Tromsø, August 13th, 2014
Approved: Elista, August 10th, 2015