

Report

of the FIDE Technical Commission Meeting

Including annexes:

- (a) Tournament regulations
- (b) Tie-break systems
- (c) Testing chess equipments

Prague (Czech Republic) – “Amarilis” Hotel, June 29-30, 2013

Present: Andrzej Filipowicz (Chairman), Almog Burstein, Erdem Ucarkus and Jan Mazuch. Absent with apology: Anil Surrender.

1. Chairman Andrzej Filipowicz cordially welcomes the members of Technical Commission in Prague, introduces details of Agenda and expressed the wish that the participants will enjoy their stay and that there will be a successful meeting.

2. FIDE Handbook & Website

TEC is ready to create and keep care of the following chapter of the FIDE Handbook i.e.:

General Rules and Recommendations for Tournaments and the FIDE official events

- 01. FIDE Laws of Chess - according to the RTR Commission
- 02. FIDE Tournament Rules - according to the RTR Commission + corrections regarding chess equipment, broadcasting chess events, etc. (attached)
- 03. FIDE Swiss Rules – according to Swiss Pairing Programs Commission
- 04. Time Control of all official FIDE tournaments
- 05. Tie-break system of all official FIDE tournaments
- 06. Testing chess equipment: clock, score sheets, boards, pieces etc.

3. Tournament hall – the required conditions: size, light, chess tables, chairs, problem of noise inside and outside – vide Annex (a).

4. Testing chess equipments – procedure for testers – **see Annex (c)**

- (a) Chess clocks be endorsed
- (b) Electronic score-sheets + guidelines for the production of electronic score sheets
- (c) Chess pieces

5. Cheating in chess: technical and human aspects

TEC left the problem to the new Committee regarding the cheating in chess and accusation someone for cheating but without basis.

6. Tie-break system in all official FIDE and Continental competitions

- (a) Olympiads, World and continental team championships, including the board prizes
- (b) Olympiad under 16, including the board prizes
- (c) World championship matches men and women
- (d) World cup, knockout-system events
- (e) Candidate tournaments, round-round robin or matches
- (f) World Junior and world youth and continental championships – swiss events
- (g) Zonal tournaments - round-robin and swiss events.
- (h) World and Continental Senior Championships – swiss events
- (i) Rapid and blitz world championships (round robin and swiss events)

General Remarks - TEC agrees, that

- (a) the best tiebreak – are the additional games, the Buchholz system, Sonneborn Berger, individual encounter and number of wins.
- (b) The sudden-death game should be removed from the tie-break, because players have no equal conditions during the game (the different time at the beginning of the game).
- (c) The performance rating should be removed from the tie-break system, because rating are often taken from different periods (sometimes many participants did not play last few months)
- (d) The average rating or the sum of opponent's ratings cannot be used for junior and youth championships, because most of ratings did not reflect the actual level of play.

Tie-break system of all FIDE Official event – **see Annex (b).**

7. Wrong results – published and checked – see Annex (a)

- (1) Pairings of last two rounds should be published about 30 to 60 minutes (decision of Organizer) after announcing the result of the rounds.
- (2) TEC is against results of the games 3-1-0 because of cheating possibility – see the different pairings and different sum of results of both players (3 or 2 points).
- (3) However the results reached in the events where scores are 3-1-0 can be counted for title purposes because the list of opponents is clear (similar to the team tournaments. We draw the attention, that sometimes during the procedure of pairings can happen mistakes in printing and results were counted for the title purposes.

8. Internet Broadcast

TEC prepared the guidelines which would make Internet Broadcast mandatory for top-level official FIDE & Continental events – **see Annex (a).**

9. Miscellaneous

Chairman thanked Mr. Jan Mazuch for the very well prepared meeting and all the participants for very fruitful work and discussion.

Chairman

of FIDE Technical Commission

Andrzej Filipowicz

Annex (a)

Proposal of TEC – Prague, June 29-20, 2013 regarding a few articles – green colour

FIDE Tournament Rules - valid from 1 July 2011 Annexes - valid from 1 July 2012

5. Pairings

- (a) The drawing of lots for the first round of a round-robin tournament shall be arranged by the CO, if possible, to be open to players, visitors and media. Responsibility for the actual pairings, including drawing of lots, rests with the CA.
- (b) The drawing of lots shall take place at least 12 hours (including one night) before the start of the first round. All participants should attend the ceremony of drawing of lots. A player who has not arrived on time for the drawing of lots may be included at the discretion of the CA. The first-round pairings shall be announced as soon as possible thereafter.
- (c) If a player withdraws, is excluded from a competition after the drawing of lots but before the beginning of the first round, or there are additional entries, the announced pairings shall remain unaltered. Additional pairings or changes may be made at the discretion of the CA in consultation with the players directly involved, but only if these minimise amendments to pairings that have already been announced.
- (d) The pairings for a round robin shall be made in accordance with the Berger tables (Annex 1), adjusted where necessary for double-round events.
- (e) If the pairings are to be restricted in any way - e.g. players from the same federation shall, if possible, not meet in the last three rounds - this shall be communicated to the players as soon as possible, but not later than the start of the first round.
- (f) For round-robin tournaments this restricted drawing of lots may be done by using the Varma tables, reproduced in Annex 2, which can be used for tournaments of 9 to 24 players
- (g) For the pairings of a Swiss-system tournament the pre-announced pairing system and program shall apply.

TEC Remarks regarding PAIRINGS

- 1. Pairings of last two rounds should be published about 30 to 60 minutes (decision of Organizer) after announcing the result of the rounds.**
- 2. TEC is against results of the games 3-1-0 because of cheating possibility – see the different pairings and different sum of results of both players (3 or 2 points).**
- 3. However the results reached in the events where scores are 3-1-0 can be counted for title purposes because the list of opponents is clear (similar to the team tournaments. We draw the attention, that**

sometimes during the procedure of pairings can happen mistakes in printing and results were counted for the title purposes.

6. Preparation of the Playing Hall

- (a) Lighting of a standard similar to that used for examinations should be used. Lighting should not cast shadows or cause pinpoints of light to be reflected from the pieces. Beware of direct sunlight, especially if this varies during play.

TEC proposes to add:

The organizer should have the possibility (the device) to adjust the light in the hall – quality of lighting a larger area to the same level p flux requires a greater number of lumens – this will be added later on.

- (b) If possible the hall should be carpeted. If this is impossible, it may be necessary to request players not to wear hard-soled shoes.

TEC proposes to add: It must be also checked the noise outside, but close to the tournament hall

- (c) All areas to which players have access during play should be inspected carefully and repeatedly.
- (d) 4.5 square metres should be available for each player in a high-level event. For lower levels 2 square metres may be adequate. Games should not be placed too close to doors. There should be a minimum of 2.5 metres between rows of players. It is best not to have long, unbroken rows. Where possible, players should play on individual tables.
- (e) A chess table should have a minimum length of twice the length of the chessboard and a width of 15 cm to 20 cm more than the chessboard. The recommended area of the table is (100 cm to 120 cm) x (80 cm to 83 cm). The height of a table should be **(TEC Remark – preferably 74 cm)**. The chairs should be comfortable for the players. Special dispensation should be given for children's events. Any noise when moving the chairs must be avoided.
- (f) The conditions for both players in a game must be identical. If possible the conditions for all the players should be identical.

7. Chess Equipment

- (a) For World or Continental Championships, wooden boards shall be used where possible. For other FIDE-registered tournaments, boards made of wood, plastic or card are recommended. In all cases boards should be rigid. The board may also be of stone or marble with appropriate light and dark colours, provided the Chief Arbiter finds it acceptable. Natural wood with sufficient contrast, such as birch, maple or European ash against walnut, teak, beech, etc., may also be used for boards, which must have a dull or neutral finish, never shiny. Combination of colours such as brown, green, or very light tan and white, cream, off-white ivory, buff, etc. may be used for the chess squares in addition to natural colours. The side of a square should measure twice the diameter of a pawn's base. In particular, the side of a square should measure 5.5 cm. A comfortable table of suitable height may have a chessboard inlaid. If

the table and the board are separate from one another, the latter must be fastened and thus prevented from moving during play.

TEC proposal

The pieces will be added + proportion of the chess pieces

Staunton pieces

The ebony and boxwood sets were weighted with lead to provide added stability and the underside of each piece was covered with felt. This afforded the players the illusion that the chessmen were floating across the board. Some ivory sets were made from African ivory. The king sizes ranged from 3½ to 4½ inches (89 to 110 mm) and the sets typically came in a carton-pierre case, each one bearing a facsimile of Staunton's signature under the lid.

The Staunton pieces broadly resemble columns with a wide molded base. Knights feature the sculpted head and neck of a horse. Kings, the tallest pieces, top the column with a stylised closed crown topped with a cross pattée. Queens are slightly smaller than kings, and feature a coronet topped with a tiny ball. Rooks feature stylised crenellated battlements and bishops a Western-style mitre. Pawns are the smallest and are topped by a plain ball. Pieces representing human characters (the king, queen, bishop, and pawn) have a flat disk separating the body from the head design; this is called a collar.



Original Staunton chess pieces, left to right: [pawn](#), [rook](#), [knight](#), [bishop](#), [queen](#), and [king](#)

A modern Staunton set, in wood



- (b) If mechanical chess clocks are used, they should have a device (a “flag”) signalling precisely when the hour hand indicates full hours. The flag must be arranged so that its fall can be clearly seen, helping the arbiters and players to check time. The clock should not be reflective, as that may make it difficult to see. It should run as silently as possible in order not to disturb the players during play.

TEC Remark:

For all FIDE official competitions and all FIDE title tournaments only the electronic clocks can be used from 1st of July 2017 (the next change of the Laws of chess) .

- (c) If electronic chess clocks are used, they must function in full accordance with the FIDE Laws.
- (1) The display should at all times show the time available to complete a player's next move.
 - (2) The displays must be legible from a distance of at least 3 metres.
 - (3) From at least a distance of 10 metres a player must have a clearly visible indication of which clock is running.
 - (4) In the case of a time control being passed, a sign on the display must signal clearly which player passed the time control first.
 - (5) For battery-powered clocks, a low-battery indication is required.
 - (6) In the case of a low-battery indication the clock must continue to function flawlessly for at least 10 hours.
 - (7) Special attention should be given to the correct announcement of time controls being passed.
 - (8) In the case of accumulative or delay timing systems, the clock should not add any additional time when a player has passed the last time control.
 - (9) In the case of time penalties it must be possible for time and move-counter corrections to be executed by an arbiter within 60 seconds.
 - (10) It must be impossible to erase or change the data in the display with a simple manipulation.
 - (11) Clocks must have a brief user manual for the clock. Electronic chess clocks used for FIDE events must be endorsed by the FIDE Technical Commission.
- (d) The same type of clocks should be used throughout the tournament.

TEC Remark **Electronic score sheets**

TEC is of the opinion, that Electronic score sheets could create problems regarding cheating and problems in operating of the device in the time pressure.

The Committee discussing the cheating in chess should prepare the opinion regarding the electronic score sheet too.

11. TV, Filming, Photography + Broadcasting

TEC Remarks **regarding the broadcasting games in the Internet**

- (a) All official FIDE event must be broadcasting in the Internet
- All games from World Champ. Match, World cup, Olympiad, World Team Champ., World Junior U20, GP FIDE
 - At least 10 games from each age category of World Youth Championships.
 - At least 50% of games from Rapid and blitz championships and other championships.
- (b) Delay of broadcasting – we are not in favour – but it should be decided by the Committee regarding cheating

Tie-break system in all official FIDE and Continental competitions

TEC Remarks and proposals – green colour

1. Olympiads (2012), including the board prizes

Existing

- a) the sum of Sonneborn-Berger points, which are calculated as follows: match points of each opponent, excluding the opponent who scored the lowest number of match points, multiplied by the number of game points achieved against this opponent;
- b) by the number of the game points scored;
- c) by the sum of the match points of all the teams opponents, excluding the lowest one.

TEC Remark- No changes

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

Individual Medals for Board Prizes

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

TEC Remark - No changes

2. Olympiad under 16, including the board prizes

Existing

The same like for the Olympiad

TEC Remark- No changes regarding team competition

TEC Proposal for

Individual Medals for Board Prizes

- a) Number of points scored by players on each board
- b) The lowest number of games
- c) The final ranking of the team – the highest position wins

Explanation:

Many unrated players and also difficult to compare ratings of young players

3. World Team championships (10 teams), including the board prizes

Existing

Scoring: match points it has scored (won = 2 points, drawn = 1 point).

Tie-break

1. By total game points
2. The results obtained by the tying teams against each
3. The Berger system must be used

TEC Remark

The calculation of Berger must be the same like for Olympiad

4.If the results are tie again, the decision must be made by board count (the Berlin system) as follows:

A win on board 1-4 points

A win on board 2-3 points

A win on board 3-2 points

A win on board 4-1 point

In case of drawn games these points are shared. If the board-count results claims no victory for each team, then the board points on Board 4 are cancelled and so on upwards until the tie is broken.

5.If in that case results of the teams applying for the medals are still tie, these teams has to play a match against each other at a fast time-rate (G-15')

6.If this match is indecisive, lots have to be thrown.

Individual board prize (medals)

Players` percentage scores from their games will be compared. Only the following will be eligible for board prizes Players who took part in at least 60% of the rounds; Reserve players who took part in at least 50% of the rounds.

TEC Proposal for Individual Medals for Board Prizes in the World Team championships

- (a) Number of points scored by players on each board
- (b) The lowest number of games
- (c) The final ranking of the team – the highest position wins

Explanation This systems allows to avoid situations when top players of the team are trying to be absent in the last rounds, trying to keep medal on the board.

4. World championship matches men and women

Existing

12 games (women 10 games) - time control G-40/2h+20/1h+all/15'(and 30"/move from 61)

Draw in match 6-6 or 5-5

Tie-breaks

- (a) A new drawing of colors, four (4) tie-break games G-25'+10"
- (b) a new drawing of colors and a match of 2 games G-5'+3"
- (c) one sudden-death game will be played G-5'-4' and increment of 3" per move starting from 61 move.

TEC Remark and explanation

Sudden death game should be eliminated from the tie-break system of the World Championship matches, because there is not equal conditions for both players at the beginning of the game

So TEC proposal is

(c) We propose to continue 2-games matches G-5'+3" until one of the player reach the score 1,5-0,5 or 2-0

5. World cup, knockout-system (classical 2 games or 4 games)

Existing

- A) If the scores are level after the regular games, after a new drawing of colors, two (2) tie-break games shall be played. G 25'+10"
- B) After a new drawing of colors, a match of 2 games G10'+10"
- C) match of 2 games G-5'+3"**
TEC proposal – next match of 2 games G-5'+3"
- D) one sudden-death game will be played as described below in 3.8.3a. The player who wins the drawing of lots may choose the colour G-5' – 4' (black for) and after the 60th move, both players shall receive an increment of 3 seconds for each move from move 61.

6. Candidate tournaments

Round-robin (2012)

Existing

- The results of the games between the players involved in the tie.
- The total number of wins of every player involved in the tie.
- Sonneborn - Berger System.

3.7.1.a If there is no clear winner with the above 3 criteria, there will be a special competition between the players who still remain tied after using the 3rd criteria (Sonneborn - Berger): after a new drawing of colors, each tied player will play two (2) tie-break games G-25'+10" with the other tied opponent(s).

TEC proposal

The match of four games G-25'+10" will be held among two best players with the same points scored according to tie-break system.
In the case of draw 2-2 the current tie-breaks system will be applied.

or candidate matches (2011)

Existing

4 games and final 6 games 12 games - time control G-40/2h+20/1h+all/15'(and 30"/move from 61)

Tie-breaks

- A new drawing of colors, four (4) tie-break games G-25'+10"
- a new drawing of colors and a match of 2 games G-5'+3"
- another 2-game match G-5'+3" If still there is no winner after 5 such matches (total 10 games),
- one sudden-death game will be played G-5'-4' and increment of 3" per move starting from 61 move.

TEC – no remarks

7. World Junior U20 and World Youth (8-18 years) and Continental Championships (8-18 years) – swiss events

Existing

World Junior under 20 New 2013 tie-break

After eliminating the lowest rated opponent, the sum of player's opponent ratings. The highest total wins. If still tied elimination of the rating of the next lowest rated opponent(s) until a decision is possible.

World Youth Championship (under 8 to under 18)

The tie shall be broken

- by Direct encounter,
- Buchholz Cut 1,
- Buchholz,
- The greater number of wins

The TEC recommendation for world junior and world youth championships

- (a) Buchholz Cut 1,
- (b) Buchholz,
- (c) The greater number of wins

Explanation

Many unrated players and also difficult to compare ratings of young players.

According to the opinion of TEC the Buchholz system gives the actual strength of players in the tournaments, the rating only sometimes.

European Championship 2013 (m+w)

The playing system was 11 round Swiss tournament.

Tie-breaking procedures in sequence, proceeding from (a) to (b) to (c) to (d) the extent required:

- (a) Average Rating cut-1, the highest number wins;
- (b) Buchholz cut-1, the highest number wins;
- (c) Buchholz, the highest number wins;
- (d) Number of wins, the highest number wins.

In the case of unplayed games for the calculation of (a), (b) and (c) the current FIDE Tournament Rules shall be applied.

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

- (a) Buchholz cut-1, the highest number wins;
- (b) Buchholz, the highest number wins;
- (c) Number of wins, the highest number wins.

The TEC recommendation for the Continental Championships open and women

- a) Buchholz Cut 1,
- b) Buchholz,
- c) The greater number of wins

Explanation

We wish also to avoid checking all the time the 75% of rated players.

European Youth Championship

The playing system was 9 round Swiss tournament.

Existing

The number of points scored determines the final ranking of players. If two or more players were involved in the tie, then the tie - for age groups O12; O14; O16; O18 and G14; G16; G18 with at least 75% rated players was broken by:

- (a) Performance Rating, the highest number wins
- (b) Buchholz cut-1, the highest number wins;
- (c) Buchholz, the highest number wins;
- (d) Number of wins, the highest number wins.

For groups O8; O10 and G8; G10 and G12 with less 75% rated players, the tie was broken by:

- (a) Buchholz cut-1, the highest number wins;
- (b) Buchholz, the highest number wins;
- (c) Number of wins, the highest number wins.

The TEC recommendation for the Continental Youth Championship U8-U18 years

- a) Buchholz Cut 1,
- b) Buchholz,
- c) The greater number of wins

Explanation

We wish also to avoid checking all the time the 75% of rated players.

8. World Senior Championships (60 years, women 50 years) swiss events.

Existing

Tie break: If two or more players are tied the following will be used:

- (a) Result of direct encounters between the tied players (applies only if all tied players have played each other)
- (b) The sum of progressive scores. The highest total wins. If the tie persists, the first round score will be deducted and if necessary, the second round score will be deducted, and so on.
- (c) the number of games played with black by each player in the tie (the highest number wins)
- (d) the average rating of the 7 top rated opponents of each player. (the highest number wins).

The TEC recommendation for the World Senior Championships

- a) Buchholz Cut 1,
- b) Buchholz,
- c) The greater number of wins

Explanation

In the existing tie-break too many conditions and also progressive score that is removed in the current Tournament Regulations

9. Rapid and blitz World Championships (round robin and swiss events)

Existing

Time Control

In the Blitz Championship, G-3'+2" ; In the Rapid G-15'+10'

Tie-break swiss - 2013

The tie break system was as follows :

- Direct Encounter
- Greater number of wins
- Greater number of games with Black (unplayed counted as White)
- ARCO (Average Rating of Opponents Cut 1)
- Buchholz Cut 1

All monetary prizes were shared equally, in cases of any tied position/s.

Tie-break round-robin Astana 2012

- a) Results between players involved;
- b) Number of wins;
- c) Sonneborn-Berger system
- d) Sudden death game 5'-4'

The TEC recommendation for Rapid and blitz World Championships - round robin

- (a) Direct Encounter
- (b) Greater number of wins
- (c) **Berger system**

Swiss system in the final or in the semifinal

Existing

Semifinal of the World Rapid and Blitz CC 2012

- Median Buchholz system (i.e. Buchholz score without the best and the worst results);
- Buchholz system;
- Number of wins;
- Results between the players involved.
- "Sudden death" game (if more than two players - a single round) – five minutes to the player with white pieces, four minutes to the player with black pieces. If the game is drawn, the player who has Black is a qualifier.

The TEC recommendation for Rapid and blitz World Championships – swiss system

- (a) Buchholz Cut 1,
- (b) Buchholz,
- (c) The greater number of wins

Women Rapid + Blitz

Batumi 2012 (Rapid G-25'+10", blitz G-4'+2")

Existing

In case of a tie, all prizes will be split equally, except for the first prize.

In case of a tie for the first place, the tie-break will be played among the two players with the highest Median Buchholz.

In case of a tie for the second and third places, the medals will be awarded based on the Median Buchholz.

The TEC recommendation for Rapid and blitz World Women Championships – swiss system

- (a) Buchholz Cut 1,
- (b) Buchholz,
- (c) The greater number of wins

Handbook of 2010

Testing procedure of Electronic Chess Timers Administration

1. Any producer/distributor of an electronic chess clock may apply to the FIDE Technical Commission to request that FIDE performs tests in order to receive a written statement from FIDE that a specific clock is in full accordance with FIDE rules and regulations. When the request is forwarded the clock has to be on the market for a minimum of one year.
2. The producer/distributor has to send a written application to Chairman of FIDE Technical Commission with copy to the FIDE Office.
3. The producer/distributor has to send four samples of the clock together with English manuals (and original manuals if available) to the Chairman of FIDE Technical Commission.
4. The chairman of FIDE Technical Commission will confirm the reception of the request and of the four clocks and will inform the FIDE Treasurer to send an invoice of Euro 2.500,- to the producer/distributor for the testing of the clock (see pt. 14 for exception).
5. For testing purpose a list of ten experts will be established by FIDE Technical Commission, each of them shall be member of either Technical Commission, Rules Committee, Arbiters` Council or Organizers` Committee.
6. After receipt of the payment according to pt. 4, the testers, chosen randomly by the Presidential Board, will each receive one clock and are requested to test it. Each of these three testers will receive from FIDE Euro 200,- for the complete testing procedure.
7. FIDE will publish the request for testing on the FIDE website and will later publish the decision on approval or disapproval.
8. The three testers will submit their report to the Chairman of FIDE Technical Commission within eight weeks after they received the clock for testing.
9. The Chairman of FIDE Technical Commission will compare the testing reports, he will report his overall findings back to the testers (and/or ask for additional testing, if required) and finally he will prepare a proposal for the next meeting of the FIDE Technical Commission.
10. If necessary the Chairman of FIDE Technical Commission will communicate with the company that makes the clock concerning modifications.
11. The FIDE Technical Commission will discuss the proposal of the chairman and make a recommendation to the Executive Board/General Assembly or to

the Presidential Board.

12. The test result and the decision of FIDE will be reported to the producer/distributor and published on the FIDE website. If a clock is approved by FIDE, the producer/distributor has the right to state that the clock has been tested by FIDE Technical Commission and is "in full accordance with FIDE rules and regulations.

13. If a clock is not approved, the producer/distributor may forward a written appeal including the reasons of his disagreement to the Chairman of FIDE Technical Commission within four weeks after receiving the report of FIDE Technical Commission. The appeal has to be accompanied with a fee of Euro 1.000,-. The Presidential Board will choose three new testers. The procedure according pt. 6, 8 and 9 has to be followed. If the appeal is accepted the appeals fee will be refunded.

14. If a clock is not approved, the producer/distributor may re-apply for approval after the necessary modifications are made. In this case the fee for testing the clock is only Euro 1.000,- (see pt. 4). The procedure and the testers are the same as for the first testing.

15. Each certificate awarded is valid only for a given type and model of a given producer.

General testing

The producer is required to send along a testing report of an independent office/bureau that states that the clock is developed according to international electronic design standards (CE in Europe or FCC in United States).

As a specific requirement the testing report send along by the producer/distributor must give precise figures on battery power consumption in the various states of the clock. (Power on, power off, running while using LED`s, as well as running while not using LED`s). For evaluation the information on the start-up value of the low battery indication is also required as well as the minimum level of power required.

The clock will be tested on the technical requirements

1. legibility of the display on 3 metre distance from the front of the clock.
2. clear visibility of which player is to move, from all sides of the clock.
3. no sound during any stage of the game.
4. low battery indication.
5. form of protection against changing or erasing data in display.
6. presence of accurate short-manual on clock.
7. constructional stability of the clock as a whole.
8. sturdiness of the players buttons.
9. solidity of the on/off button.
10. if the on/off button is underneath the clock it must not be possible for it to be (de)activated accidentally.

11. after flag fall in all but the last period the flag first fallen shall be shown for at least one minute; after flag fall in the last period the clock shall stop.
12. compare clock speed with actual time.
13. easy time and move counter correction
- 14 check on the influence of pushing the player`s button on running speed.

Tests no. 1, 2, 7 and 8 shall be executed in "normal tournament conditions, with normal light conditions. These tests shall be performed by at least five chess players to be selected by the testing arbiter.

For all these technical and regulation tests a report form will be prepared by FIDE TECHNICAL COMMISSION.

Specific testing

The clocks shall foresee at least the following playing modes:

1. one to three periods both in classical and Fischer-mode
2. combination of one or two periods in classical mode followed by one Fisher mode period
3. for the first move the incremental time shall be added before the start of the game; upon completing a move, the incremental time for the next move shall be added
4. the time control used before switching off the clock shall be available by default when the clock is switched on.
5. the common rates of play should be available as default modes, especially

2 hours + 1 hour + 30 minutes;

90 minutes 100 minutes + 30 minutes with an increment of 30 seconds per move from move 1;

2 hours + 1 hour + 15 minutes and 30 seconds per move in this last period

Rapid P 15' +10"

Blitz P 3' +2"

Form to the testers

Test Report of electronic chess clocks

name of the clock
name of tester

period of testing

Questionnaire:

- | | | | |
|-----|--|---------------------------|--------------------------|
| 1. | Is it possible to read the information on the displays at 3 meter distance from the clock? | yes <input type="radio"/> | no <input type="radio"/> |
| 2. | Did you make test 1) under normal tournament conditions with at least five players? | yes <input type="radio"/> | no <input type="radio"/> |
| 3. | Is it clearly visible which player is to move, from all sides of the clock? | yes <input type="radio"/> | no <input type="radio"/> |
| 4. | Did you make test 3) under normal tournament conditions with at least five players? | yes <input type="radio"/> | no <input type="radio"/> |
| 5. | Is there any sound given by the clock during or at the end of game? | yes <input type="radio"/> | no <input type="radio"/> |
| 6. | Is the clock speed equal with the normal time? | yes <input type="radio"/> | no <input type="radio"/> |
| 7. | Is there a low battery indication? | yes <input type="radio"/> | no <input type="radio"/> |
| 8. | If yes in 7) is this indication shown immediately after the clock is set up? | yes <input type="radio"/> | no <input type="radio"/> |
| 9. | Is it possible to change or delete indications of the clocks by default? | yes <input type="radio"/> | no <input type="radio"/> |
| 10. | Is there a short manual on the clock? | yes <input type="radio"/> | no <input type="radio"/> |
| 11. | Is the clock stable during use, especially when players are short on time? | yes <input type="radio"/> | no <input type="radio"/> |
| 12. | Did you make test 11) under normal tournament conditions with at least five players? | yes <input type="radio"/> | no <input type="radio"/> |

- | | | |
|--|---------------------------|--------------------------|
| 13. Are the buttons used by the players sturdy enough? | yes <input type="radio"/> | no <input type="radio"/> |
| 14. Did you make test 13) under normal tournament conditions with at least five players? | yes <input type="radio"/> | no <input type="radio"/> |
| 15. Is the flag fall indication at the end of any period shown for at least one minute? | yes <input type="radio"/> | no <input type="radio"/> |
| 16. Does the clock stop working after a flag fall in the last period? | yes <input type="radio"/> | no <input type="radio"/> |
| 17. Did you have problems to correct the time shown by the display or to give penalties? | yes <input type="radio"/> | no <input type="radio"/> |
| 18. Did you have problems to change the move counter? | yes <input type="radio"/> | no <input type="radio"/> |

Are the following rate of play available as default modes:
1 period finish

- 1 – 5 min
- 2 – 15 min
- 3 – 25 min
- 4 – 60 min
- 5 – 120 min
- 6 – manual set

2 periods finish

- 7 – 40 moves in 120 minutes + 30 minutes,
- 8 – Manual set

yes

no

3 period finish

- 9 – 40 moves in 2 hours + 20 moves in 1 hour + 30 minutes
- 10 – Manual set

Bonus

- 11 – 3 min + 2 sec/move
- 12 – 5 min + 3 sec/move
- 13 - 15 min + 10 sec/move
- 14 – 25 min + 10 sec/move
- 15 – 90 minutes with an increment of 30 seconds per

move
16 - 40 moves in 90 minutes +
30 minutes with an increment of
30 seconds per move from
move 1
17 - Manual set
18 - 40/2h + 20/1h +15 and 30
sec/move for 3rd period
19 - Manual set

Delay (Bronstein)

20 - 3 min with 2 sec/move free
21 - 5 min with 3 sec/move free
22 - 25 min with 10 sec/move
free
23 - 90 min with 30 sec/move
free
24 - manual set

Controlled Moves out

Standard 2 periods finish
25 - 2 hr/40 moves then 30 min
26 - manual set

Standard 3 periods finish
27 - 2 hr/40 moves then 1 hr/20
moves then 30 min
28 - manual set

Standard Bonus 2 periods
30 - 90 min/40 moves then 30
min + 30sec/move Bonus
31 - manual set

Standard Bonus 3 periods
32 - 100 min/40 moves then 50
min/20 moves then 15 min + 30
sec/move Bonus
33 - manual set

yes	<input type="radio"/>	no	<input type="radio"/>
yes	<input type="radio"/>	no	<input type="radio"/>
yes	<input type="radio"/>	no	<input type="radio"/>
yes	<input type="radio"/>	no	<input type="radio"/>

20. Is the incremental time when using Fisher mode added before the first move? yes no

Do you have some additional remarks to some questions? If yes, add them below.

What is your recommendation on endorsement? yes no

%%

Testing Procedure for Electronic Score Sheets

TEC still works on the procedure and the form of testing

Guidelines for the production of electronic score sheets

TEC discussed the matter in 2012 year during Brussels and Istanbul meetings – see minutes of the TEC meetings

Common: Size of the score sheet should be comparable to the MonRoi score sheet, A6 paper size is interesting as would fit in the pocket of jacket, it should be smaller than A5 size. Most important is an easy readability of the screen.

Game mode: players signatures can be made directly on the score sheet after the game mode shall be closed immediately.

Arbiter mode: no amendments.

Transfer of played game should be possible via a USB connection (flash) or a docking station. By all means the extraction of games should be easy.

The problem regarding illegal moves should be dealt with as close as possible to the Laws of Chess: i.e. no information should come from the device.

Identification of ownership of the device (players or organisers) can be done via the serial number.

%%

Testing Procedure for Chess Equipments (chess boards and pieces)

It will be prepared until September 2013 including

Chess Boards

For the World or Continental Championships wooden boards should be used. For other FIDE registered tournaments boards made of wood, plastic or card are recommended. In all cases boards should be rigid. The board may also be of stone or marble with appropriate light and dark colours, provided the Chief Arbiter finds it acceptable. Natural wood with sufficient contrast, such as birch, maple or European ash against walnut, teak, beech, etc., may also be used for boards, which must have a dull or neutral finish, never shiny. Combination of colours such as brown, green, or very light tan and white, cream, off-white ivory, buff, etc., may be used for the chess squares in addition to natural colours. Referring to 2.2 the size of a square should be twice the diameter of a pawn's base. It is recommended that a side of the square should measure 5 to 6.5 cm. A comfortable table of suitable height may be fitted in with a chessboard. If the table and the board are separate from one another, the latter must be fastened and thus prevented from moving during play.

2. Chess Pieces

2.1 Material

Chess pieces should be made of wood, plastic or an imitation of these materials.

2.2 Height, weight, proportions

The King's height should be about 9.5 cm. The diameter of the King's base should measure 40 to 50% of its height.

The size of the other pieces should be proportionate to their height and form; other elements such as stability, aesthetic considerations etc., may also be taken into account.

The weight of the pieces should be suitable for comfortable moving and stability.

2.3 Form, style of pieces

Recommended for use in FIDE competitions are pieces of new Staunton style. The pieces should be shaped so as to be clearly distinguishable from one another. In particular the top of the King should distinctly differ from that of the Queen. The top of the Bishop may bear a notch or be of a special colour clearly distinguishing it from that of the Pawn.

2.4 Colour of the pieces

The dark pieces should be brown (preferable) or black, or of other dark shades of these colours. The light pieces may be cream (preferable) or white or of other light colours. The natural colour of wood (walnut, maple, etc.) may also be used for this purpose. The pieces should not be shiny and should be pleasing to the eye.