

PROPOSAL ON RE-STRUCTURE OF COMPETITION FORMAT FOR CHESS OLYMPIADS
Preliminary Draft by General Secretary Ignatius Leong

- 1 The Olympiad will be played in two stages; the Preliminaries and the Finals.
- 2 Teams will be seeded according to the total ratings of the 4 highest rated players.

- 3 In the Preliminaries, there shall be 8 groups. The teams will be assigned to the 8 groups using the “snake” method.
- 4 The Preliminaries will be played on the Swiss System of 5 rounds.
- 5 Pairing shall be by Match Points.
- 6 In case of an odd-number of teams, the 3 lowest scoring teams will be split and paired; where necessary, they may be paired again but not more than twice. TAP shall define the rules.
- 7 Ranking shall be by Match Points followed by Game Points and then by Buchholz.
- 8 The top ranking 2 teams shall qualify for Final A; the next 2 for Final B and so on.

- 9 Each final group shall have 16 teams except for the last group which shall be announced by the Chief Arbiter before the start of the Preliminaries.
- 10 Match Point scored by the 2 teams from the same Preliminary Group shall be carried forward as the score for Round Zero. In case these 2 teams did not play each other in the Preliminaries, the score shall be treated as a draw (0.5 Match Point for both teams)
- 11 The Finals shall be played on the Swiss System of 7 rounds.
- 12 Pairing shall be by Match Points. In the last group, rule 6 may be applicable.
- 13 Ranking shall be by Match Points followed by Game Points and then by Buchholz.
- 14 A team would have played between 7 to 8 opposing teams of approximate equal strength which is about half the number of teams in the Final Group.

- 15 The duration remains unchanged but the following schedule shall be:

Day 1 – Arrival and Opening Ceremony	Day 9 – Finals Round 2
Day 2 – Technical Meeting and Prelims Round 1	Day 10 – Finals Round 3
Day 3 – Prelims Round 2	Day 11 – Finals Round 4
Day 4 – Prelims Round 3	Day 12 – Finals Round 5
Day 5 – Prelims Round 4	Day 13 – Finals Round 6
Day 6 – Prelims Round 5	Day 14 – Finals Round 7
Day 7 – Free Day	and Closing Ceremony
Day 8 – Final Round 1	Day 15 – Departure

- 16 Team medals could be awarded to the top 3 teams in each Final Group.
- 17 Individual medals could be awarded to players adding their scores of the Prelims and Finals. Players must have played 8 games.

- 18 Rules for Accelerated Pairings and Imaginary Scores for the first 2 rounds shall not apply.

----- Original Message -----

From: Ignatius Leong

To: FIDE Secretariat

Cc: WOM Alexandra Kosteniuk ; PB Zurab Azmaiparashvili ; FIDE Berik Balgabaev

Sent: Thursday, June 04, 2009 7:47 PM

Subject: Fw: Re-Structure of Olympiads

Dear Polina,

Since I have not heard nor read from Berik, I am attaching my proposal. Please also include this email with valuable remarks from Kosteniuk.

Regards,

Ignatius

----- Original Message -----

From: Ignatius Leong

To: GM Alexandra Kosteniuk

Cc: Azmaiparashvili Zurab ; Berik Balgabaev

Sent: Monday, June 01, 2009 8:27 PM

Subject: Re: Re-Structure of Olympiads

Dear Alexandra,

You are absolutely right because I also did the same analysis.

There are several options - more/less groups; 2/3 teams qualifying; 1/2 rounds in Prelims.

I am waiting feedback from both Zurab and Berik and will put the final draft proposal before 5th June (deadline). Of course, it is for the PB to make the final recommendation to the EB/Congress.

Once again, I thank you very much for your active contributions.

Regards,

Ignatius

----- Original Message -----

From: GM Alexandra Kosteniuk

To: Ignatius Leong

Cc: Azmaiparashvili Zurab ; Berik Balgabaev

Sent: Monday, June 01, 2009 6:00 PM

Subject: Re: Re-Structure of Olympiads

Dear Ignatius!

I had a look once again at your suggestion about 8 groups in the preliminary and looked at the recent Olympiad in Dresden to understand what kind of groups will it be, so for the women's event I got groups starting with 1st group - 1. RUS 2. Romania 3. NED 4. MOL 2nd group - 1. UKR 2. Slovakia 3. CZE 4. ENG 3rd group 1. CHN 2. Slovenia 3. GRE 4. CRO, 4th group 1. GEO 2. BUL 3. SWE 4. ARG, 5th group 1. FRA 2. GER 1 3. ISR 4. AZE, 6th group 1. ARM2. IND1 3. ESP; 4. LAT, 7th group 1. USA; 2. SER; 3. LITHUania; 4. Belarus; 8th group - 1. HUN 2. POL 3. VIE 4. CUBA and so on.

In the open section 1st group 1. RUS 2. CUBA 3. GEO 4. Denmark; 2nd group 1. UKR 2. ENG 3. CZE 4. ARG; 3rd group 1. CHN 2. Romania 3. NOR 4. SWE; 5th group 1. HUN 2. ESP 3. POL 4. Slovakia; 6th group 1. BUL 2. GER1 3. SER 4. GRE; 7th group 1. FRA 2. USA 3. Belarus 4. Moldova; 8th group 1. ISR 2. ARM 3. Croatia 4. Slovenia and so on.

So in general it looks possible, but many strong teams will be eliminated after the preliminary, they won't be able to fight for the medals. Maybe it will be better to increase the number of groups in the preliminary, or to make 3 teams qualifying for the final group?

Also does it mean that two teams that were in the same group won't meet again in the final? If we speak about playing 2 rounds a day, it shouldn't be done during the final, but it's possible during the preliminary. Let's say we will play 5 rounds in 3 days and thus we will have more days to play in the final and we can make 9 final rounds.

Since there will be only 16 teams in the final group that have chance to get to the top 3, I doubt there will be a tie with 11 teams. I mean, we can use tie-breaks only if the Match points and the Game points of the teams are equal. But I always thought that it's better to determine the winner of an event by playing a tie-break match, instead of calculating Bucholtz points.

Best wishes,
Alexandra

On May 31, 2009, at 7:08 AM, Ignatius Leong wrote:

Dear Alexandra,

1. If 16 players and 4 groups, then players ranked 1 to 4 will be assigned to groups 1 to 4 respectively, followed by No 5 to group 4 example ..
group 1 will have players 1, 8, 9 and 16; group 2 has 2, 7, 10, & 15 etc ...

2. Your suggestion of 6 teams in each group is a possibility. But this has the possibility that for the open section, there may be 25 groups and hence a final group would have the same number of teams. With this number of teams, I am not comfortable using 7-rounds to decide an olympiad champion. Frankly, this is possible if we do away with time increment and restrict rounds to 4-hours and hence play 2 rounds a day. I prefer this option of reducing the time control.

3. We may not have enough time for tie-breaks especially what if 11 teams tie? Not impossible but rules would have to cover such strange situations.

Regards,
Ignatius

----- Original Message -----

From: GM Alexandra Kosteniuk

To: Ignatius Leong

Cc: Azmaiparashvili Zurab ; Berik Balgabaev

Sent: Sunday, May 31, 2009 12:30 AM

Subject: Re-Structure of Olympiads

Dear Ignatius!

I had a look at your proposal about re-structure of the Olympiad, it's very interesting, good you thought about that idea!

I have a few comments and questions about it.

What is exactly the "snake" method?

If there will be 5 rounds in the preliminary stages, wouldn't it be better to have 6 teams in each group? We will have more groups, but 6 teams in each group and it would be all play all event. Each final group can have more than 16 teams in that case (maybe 18 or so).

Don't you think it will be better to play tie-break matches to determine the winner of the Olympiad and the medalists, if the match points and games points are equal, instead of calculating Buchholz?

Best wishes,
Alexandra

From: "Ignatius Leong" <ignatiusleong@pacific.net.sg>
Date: May 29, 2009 10:36:24 PM GMT+04:00
To: "WOM Alexandra Kosteniuk" <alexandra@kosteniuk.com>, "PB Zurab Azmaiparashvili" <azmai@hotmail.com>, "FIDE Berik Balgabaev" <fide@inbox.ru>
Subject: Re-Structure of Olympiads

Dear Colleagues,

Attached is my preliminary draft. Please give me your input.

I don't think it is necessary for us to go into very technical details like pairings etc .. What we need is a format and then let the relevant technical experts work on the detailed rules.

Regards,
Ignatius