Time Control Regulations: Background Summary and Context for Discussion

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1. Purpose of the Agenda Item

The question of classical time controls has been placed on the agenda of the upcoming FIDE Extraordinary General Assembly on 27 December 2026 **for open discussion**.

Under the FIDE Charter, the adoption and amendment of the technical regulations governing ratings, titles, and time controls fall within the statutory competence of the FIDE Council. However, the Council recognizes that few issues touch the identity, economics, and daily reality of competitive chess as deeply as the rules governing how standard games are played. Because of the far-reaching consequences of any permanent reform, the Council considers the perspectives of the General Assembly delegates to be essential.

The purpose of bringing this item before the Extraordinary General Assembly is to facilitate a transparent, substantive exchange of views—allowing the Council to hear directly from the membership, and giving national federations the opportunity to listen to one another's practical experiences and concerns before any long-term regulatory decisions are finalized.

2. Evolution of the Issue and Current Interim Framework

For decades, the 90 minutes plus 30 seconds increment (90+30) format has served as the baseline standard for classical rated chess and title norms, with even longer controls reserved for premier events such as the Candidates Tournament and the World Championship Match. In recent years, however, changes in spectator habits, the growth of online chess, and rising organizational costs have prompted a wider conversation about whether classical chess needs more flexible scheduling options—particularly to reduce multi-day tournament expenses and make international events more accessible outside traditional hubs.

Following a pilot program launched in January 2026, the discussions at the General Assembly in Samarkand regarding the Icelandic Chess Federation's proposal (GA-2026/22), and subsequent review by the Qualification Commission (QC), the FIDE Council introduced an interim framework while broader consultations take place:

- **Standardization of 60+30:** The 60+30 time control is currently recognized as a standard control for all players without requiring special approval, provided that tournaments awarding title norms schedule no more than two rounds per day.
- **Conditional Use of 45+30:** The 45+30 format is permitted for standard rating and norms in FIDE Circuit events and in tournaments where no participant is rated

2400 or above, likewise subject to a strict limit of two rounds per day for norm eligibility.

- **Safeguards on Norms:** For rating-only tournaments with no norms or titles at stake, the existing limit of 12 playing hours per day continues to apply. Where norms are awarded at faster standard controls, no more than one such norm may count toward any single FIDE title.

At the same time, the Council instructed the Qualification Commission to examine several deeper regulatory questions, including the 12-hour daily playing limit, the maximum number of rounds permitted per day, the exact scope of 45+30, and how faster standard formats should interact with Direct Titles in official FIDE competitions (such as GSC and EVE events).

3. Why Permanent Adoption Requires Careful and Public Deliberation

While shorter formats offer clear practical advantages—such as condensing a nine-round event from nine days into five or six, lowering travel and accommodation costs, and easing schedules for players balancing chess with work or studies—moving from temporary measures to permanent regulations is a major step.

In particular, **permanently institutionalizing the 45+30 time control as an unrestricted classical standard, and permitting three or more rounds per day in tournaments that award title norms or direct titles, would represent a profound structural shift.** Decisions of this magnitude carry long-term implications that cannot be easily reversed. They directly affect the depth and quality of play, cumulative physical and mental fatigue across consecutive multi-round days, the comparability of ratings across generations, and the lasting credibility and prestige of FIDE titles.

Because these changes could fundamentally alter the landscape of over-the-board chess, they cannot be rushed. They require thorough scrutiny, empirical feedback from real tournaments, and an open, public discussion across the entire chess community.

4. Practical Experience and Ongoing Consultations

To ensure that any future steps are grounded in real competitive experience rather than theory alone, FIDE has initiated a broad consultation process involving both national federations and active players:

- **Lessons from the Total Chess World Championship Tour Pilot 2026:** The 45+30 time control was recently put to the test in practice at the Total Chess World Championship Tour Pilot 2026 in Budapest. Notably, the format generated **varied feedback among the participating players**. While some appreciated the dynamic pace and compact schedule, others raised thoughtful questions regarding time management, fatigue, and the nature of decision-making under shorter classical conditions. This mixed reception underscores why continuing

our consultations—rather than rushing to permanent conclusions—is so important.

- **Active Role of the FIDE Athletes' Commission:** Top-level competitors are closely involved in evaluating these proposals through the FIDE Athletes' Commission, which includes leading grandmasters such as **Levon Aronian, Maxime Vachier-Lagrave, and Hans Niemann**. Their input is helping the Council assess how faster controls interact with modern engine preparation, calculation accuracy, recovery intervals between rounds, and the professional calendar.
- **Federation and Player Questionnaires:** FIDE has distributed detailed surveys to all National Federations and top players to gather structured views on rating thresholds, daily round caps, norm conditions, and youth or direct-title competitions. Federations are strongly encouraged to consult their own players, coaches, and tournament organizers when preparing their responses.

5. Focus Areas for the General Assembly Discussion

When the Extraordinary General Assembly convenes on 27 December 2026, delegates will be invited to share their perspectives on how FIDE should balance modernization with the preservation of classical standards. In particular, the Council welcomes views on:

1. **The Role of 45+30:** Whether 45+30 should remain limited to specific categories (such as FIDE Circuit events and sub-2400 tournaments) or be opened more broadly for standard ratings and norms.
2. **Rounds Per Day for Norms and Titles:** Whether tournaments awarding title norms or direct titles should remain capped at two rounds per day to protect game quality and player recovery, or whether three rounds per day should be permitted under defined conditions.
3. **Title Integrity and Direct Titles:** How best to safeguard the value of GM, IM, WGM, and WIM titles, as well as whether faster time controls should be allowed in GSC, EVE, and Youth direct-title events.
4. **Organizer Needs vs. Competitive Standards:** How to support federations and organizers facing high logistical costs without inadvertently eroding traditional 90+30 classical events.

The FIDE Council values the collective experience of its member federations and looks forward to a constructive, candid, and well-informed discussion on 27 December.

Fast Standard Proposal – Briefing Paper

The FIDE Council is currently considering new regulations for time controls. This issue is one of the most fundamental for the future development of our sport. To ensure clarity and a shared understanding, this briefing paper is structured around the following core premises:

1. **Fundamental Impact:** The decision directly impacts the very nature of competitive chess, the value of titles, and the accessibility of the game worldwide.
2. **Democratic Legitimacy:** Given the profound significance of this matter, the decisive voice must belong to the FIDE General Assembly, which unites all national federations.
3. **Broad Consultation:** Reaching a comprehensive and sustainable decision requires broad public discussion and open debate, including federations, players, organizers, and all members of the global chess family.
4. **Purpose of this Document:** This paper lays out the options currently under consideration, based on (a) recommendations by the Qualification Commission (QC), (b) a proposal by the Icelandic Chess Federation considered at the 2026 General Assembly, and (c) further ideas. It discusses the advantages of the differing proposals and outlines the consultation process to gather valuable input.

1. Background and Context

For decades, classical chess has been the foundation of the professional game, with the 90m+30s time control serving as the minimum level for determining FIDE ratings and awarding titles. At the same time, a number of top-level tournaments (the Candidates Tournament, the World Championship Match) are played with longer time controls, given the importance and responsibility of these games. However, the chess landscape has fundamentally shifted. The explosive rise of online chess, coupled with changes in spectator habits and the economic realities faced by tournament organizers worldwide, has placed traditional classical chess under unprecedented pressure.

While the 90+30 format offers the deepest intellectual challenge, it also creates significant barriers. Organizers—especially outside of Europe—struggle with the financial burden of hosting long, multi-day events. For spectators, 6-hour games are increasingly difficult to follow, leading to reduced engagement and sponsorship opportunities.

In January 2026, the FIDE Council adopted a pilot program according to which, within the framework of a special program, tournaments with a 60+30 time control (and in rare cases 45+30), subject to a corresponding decision of the Qualification Commission (QC), could be counted for the standard rating (For more details on the pilot program, please

follow the link: https://www.fide.com/fide-updates-rating-regulations-to-include-faster-time-controls-for-major-events/). It should be noted that under the program, tournaments in which three or more rounds would be held within a single day were not subject to approval.

Taking into account this program, as well as a number of proposals received from federations for the General Assembly in Samarkand, the FIDE Qualification Commission (QC) proposed taking the next step: to standardize the 60m+30s format for all players, including those rated above 2400. In the case of standardization, this control would be used as a standard one without the need for additional approvals. This was seen as a pragmatic, middle-ground solution—preserving a substantial degree of classical thinking time while drastically reducing event duration.

However, the discussion evolved further. At the 2026 FIDE General Assembly, the Icelandic Chess Federation made a formal proposal, the key point of which was the recognition of the 45+30 control as a full-fledged classical control without restrictions, permitting three rounds per day, and counting such games for the fulfillment of norms (with the restriction: no more than one norm toward a single title). This proposal was formally supported by the Assembly. The updated letter from the Icelandic Chess Federation, containing the main information about their proposal, is attached to this letter as an annex.

It is important to note that the discussion of this resolution in Samarkand took place without the participation of a significant number of national federations, which was subsequently confirmed during the verification of the quorum. Therefore, to ensure the full legitimacy, comprehensive development, and broad consensus of these new regulations, an inclusive debate and a formal vote are required. This is why the matter is being brought to the FIDE Extraordinary General Assembly on December 27, 2026, where all member federations will have the opportunity to fully participate, express their views, and shape the future of time controls.

2. Existing Regulations and Definitions

Before reviewing the specific options, it is essential to understand the framework of the current FIDE regulations.

Terminology note: For brevity, this paper uses “90+30” to refer to the minimum classical time control of 90 minutes for the game plus a 30-second increment per move. It is not the only classical control: top-level events such as the Candidates Tournament and the World Championship Match may use longer controls. The same shorthand applies to “60+30” and “45+30”.

Key Definitions and Current Rules:

- **Eligibility for Standard Rating:** The games are rated for the FIDE Standard rating list.

- **The "Two-Round Rule" for Titles and Norms:** Under the current regulations, the key distinction is not only the time control itself but also the number of rounds played per day. To be eligible for title norms, a tournament may schedule no more than two rounds per day. Events with three or more rounds per day may still be rated for Standard rating, but they cannot award title norms. This distinction is central to understanding the options set out below.
- **The "12-Hour Rule" for Rating-Only Events:** If a tournament is held solely for rating purposes (i.e., no norms or titles are awarded), there is no strict limit on the number of rounds per day. However, the total playing time in a single day must not exceed 12 hours.
- **Direct Titles:** Titles awarded automatically based on specific achievements (e.g., winning a World Youth Championship or placing high in certain Continental events) without the need to fulfill classical norm requirements.
- **GSC events:** Tournaments within the FIDE World Championship cycle, including the World Cup, Grand Swiss, Candidates Tournament, Olympiads, and other events designated as part of that cycle.
- **EVE events:** Official FIDE World Championships for youth, juniors, seniors, and amateurs.

3. FIDE Council Resolution and Proposed Alternatives

Taking into account the opinion of the Qualification Commission and the discussions at the General Assembly in Samarkand, the Council approved the following:

1. The time control 60'+30'' is considered the standard control. It does not require special approval, is counted for rating, and gives the right to titles. At the same time, for the right to titles and norms, the requirement remains that no more than two rounds may be held per day.
2. Tournaments included in the FIDE Circuit and meeting its requirements are also entitled to use the 45'+30'' time control. This does not require special approval, is counted for rating, and gives the right to titles. At the same time, for the right to titles and norms, the requirement remains that no more than two rounds may be held per day. Clarification: if the final lineup of participants in a tournament does not meet the requirements of the FIDE Circuit, games with the 45'+30'' time control are not counted for standard rating.
3. If no player rated 2400 or above participates in a tournament, that tournament is entitled to use the 45'+30'' time control. This does not require special approval, is counted for rating, and gives the right to titles. At the same time, for the right to titles and norms, the requirement remains that no more than two rounds may be held per day.
4. If no norms or titles are awarded based on the results of a tournament, and the tournament is held only for the rating, the current rule applies: no more than 12 hours of play per day. Accordingly, such a tournament may hold more than two rounds per day.

5. Norms achieved in the aforementioned tournaments are counted for the award of all official FIDE titles (including ARB, EVE, and similar); at the same time, no more than one such norm may be counted toward a single title.
6. The FIDE President is authorized to take decisions in disputed cases, should any arise, and may delegate these powers to another person at his discretion.
7. The Qualification Commission is instructed to study and submit recommendations to the Council on the following matters:
    - The reasonableness of the maximum playing day duration of 12 hours and possible proposals to change this rule;
    - Possible proposals for unifying types of chess time controls;
    - Possible changes to the requirements for tournaments with Direct Titles (a special procedure for counting norms obtained in tournaments with faster time controls, a possible increase in the requirements for the minimum rating or the number of participants for tournaments with Direct Titles);
    - The possibility of introducing the 45'+30'' format as a permanent standard time control and the possibility of counting tournaments with 45'+30'' and 60'+30'' controls for titles and norms without restrictions.

On the basis of the QC's proposals, a broad public discussion must be held; following its results, the Council will adopt an additional decision and, if necessary, refer the matter to the General Assembly for consideration.

The main alternatives under consideration are:

- **Existing 90m+30s** – the current classical standard.
- **QC Proposed 60m+30s** – standardization for all players, including those rated above 2400.
- **GA Proposed 45m+30s** – recognition as a full classical control with certain conditions (as per the Icelandic proposal).

Detailed arguments for and against each of these options are presented in the next section.

4. Arguments and Considerations

4.1 General Considerations

To help respondents frame their answers, the following matters should be considered:

1. **Tournament duration:** The same number of rounds can be scheduled over fewer days.
2. **Quality of play:** Less time may increase the role of intuition, experience, and practical decision-making. It may also reduce the time available to calculate

variations, affect accuracy, and increase the frequency of errors, particularly in complex positions or time pressure.

3. **Modern preparation:** Engines and databases allow deeper opening preparation, potentially reducing the time spent on familiar positions. They may also increase the relative importance of preparation before the game compared with independent decisions at the board.
4. **Physical and mental fatigue:** Shorter games may reduce the duration of each individual effort. Multiple rounds per day (two or three), or consecutive intensive days, may nevertheless affect accumulated fatigue and concentration.
5. **Economic costs:** Shorter events may reduce accommodation, meals, and venue costs.
6. **Player participation:** Compact schedules may make participation easier for players with work, study, or family commitments.
7. **Norms and titles:** Shorter time controls may expand opportunities to earn norms and titles. If there are more opportunities to get norms, it could lead to title inflation. They also raise questions about the comparability of results and the conditions under which performance is assessed.
8. **Broadcasting and visibility:** For spectators, it is an incentive to watch shorter games. If time control is shortened, sponsors and media would be more attracted.
9. **Rapid time control:** There is almost no difference between a Rapid game (less than 30+30) and a Fast standard 45+30.

4.2 Arguments For and Against Each Proposal

Important note on the nature of this discussion. This is not a choice between three mutually exclusive time controls. The 90m+30s control remains the foundational standard of classical chess and will continue to exist regardless of the outcome of this debate. The real question under consideration is: within what limits, and for which categories of tournaments, should the faster 60m+30s and 45m+30s controls be permitted?

Existing Time control 90m+30s

Pro:

1. This is the standard time control currently used for titles, direct titles, and ratings for players above 2400. It is well understood by organizers and players at the professional level.
2. It allows players enough thinking time to accurately calculate and assess the moves and position for the majority of the game. It rewards sensible use of available thinking time and results in a higher quality of chess.
3. It encourages players and organizers to commit to a more 'serious' form of chess, resulting in a better quality of product, and makes a clear distinction between 'Classical' chess and faster formats.

Con:

1. The chess market has changed with the advent of online chess. For the chess spectator, the length of such games is a disincentive to watching such tournaments.
2. Retaining this format excludes certain groups of players from earning titles and improving their ratings, due to the difficulties in organizing such events in the majority of the world. For both organizers and players, there is an additional financial burden in creating and playing these events.
3. In the new age of online and AI-assisted learning, the additional start time is no longer needed. As long as the increment is maintained, modern players are able to start with less thinking time.

QC Proposed Time Control (60m+30s)

Pro:

1. This time control is already in place for players rated below 2400 and is a popular choice for non-title events. Extending this to cover all players (2400+) is not a significant change.
2. This time control allows organizers to reduce costs, allowing them to redirect their budgets to better prizes and conditions. It reduces the potential accommodation costs for players, thereby increasing the participation rates for the event.
3. (For titles and norms) – The FIDE Title system already hands out titles for events played with 2 rounds a day, so this change simply makes it easier to do so, without making players spend extra time at the chessboard.

Con:

1. Historically, ratings for top players required a 'serious' set of conditions to perform under. By reducing the time control, this may also encourage organizers to reduce the quality and conditions at their events.
2. A shift to this time control may drive out professional players, either pushing them into Rapid and Blitz events or by reducing the number of preferred events (e.g., traditional 90m+30s, 1 round a day events) that they can play in.
3. (For titles and norms) This will create a divide in the title system, with some titles being dismissed as 'Fast GMs' in the same way that there are 'Real' FMs and 'Zonal/Olympiad' FMs.

GA Proposed Time Control (45m+30s)

Pro:

1. Chess needs to adapt to the modern online world to attract new sponsors, new spectators, and new players. Chess needs to match the popularity of online chess by moving towards its time controls and formats.

2. This time control strikes a balance between having more rounds in a day (so tournaments take less time) while keeping the same overall thinking time (2 Fast Standard Games = 1 90m+30s game). So players get the same number of games over a shorter period.
3. (For Title and Norms) – Titles are part of the business model of chess, and to exclude them from this time control would harm the 'brand' of Fast Standard. By offering titles and norms for these events, FIDE is stating that 'All Chess Matters'.

Con:

1. Chess is not only about what is happening now, but what has gone before. There is an important distinction between formats to maintain the quality of the brand. This happens in other sports (e.g., Cricket – Test Cricket, One Day Cricket, T-20 Cricket) where each format has its own demographic and its own groups of supporters. Chess already has this with Standard, Rapid, and Blitz, and this should be managed within the existing structures.
2. Changes like this are very hard to undo (cf. Direct titles). If events like this are allowed, then they will likely become the overwhelming choice of organizers, accelerating the decline of Standard Chess and, in the worst case, leading to an abandonment of OTB chess for the fast-paced world of online chess.
3. (For Titles and Norms) – 45m+30s is not enough time to determine the skill level of a player at the highest level or compare their ability against their peers. It punishes the player who strives to establish the fundamental 'truth' in a chess position and rewards those players who can take advantage of their opponent under these circumstances. Players earning titles under these circumstances would not be at the same level as titled players from previous years (noting the disparity between OTB GMs and GMs who specialize in online, fast time control play).

5. Consultation Process and Next Steps

We firmly believe that the final decision on this matter must be based on a thorough and inclusive collection of information. Therefore, we are initiating a comprehensive consultation process:

- **National Federations:** We are requesting all national federations to complete the attached questionnaire (Appendix 1). We highly appreciate your feedback and strongly encourage federations to organize internal discussions on these matters to provide a comprehensive and well-considered response. We look forward to receiving the maximum possible number of responses from federations.
- **Top Players:** A separate questionnaire (Appendix 2) is being sent directly to top players to gather their unique perspectives on the impact of these changes on their professional careers, playing conditions, and the quality of the game.

The insights gathered from both surveys will be crucial for the FIDE Council and the General Assembly in making an informed and balanced decision on the future of time controls.

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HIGHLIGHTING THE PROS

of the Icelandic Chess Federation Proposal

Recognising 45+30 as a Full Classical Time Control

Background

At the FIDE General Assembly in Samarkand (September 2026), the Icelandic Chess Federation's motion to recognise the 45 minutes + 30 seconds increment (45+30) time control as a full classical (standard) time control was formally supported (GA-2026/22), with 33 votes in favour.

This followed a successful pilot project in late 2025 and the 2026 Fast Classic trial, which demonstrated that shorter classical formats can maintain high quality of play while significantly improving accessibility and reducing costs. The Qualification Commission raised concerns about title integrity; the proposal addresses these with a clear safeguard (maximum one norm per title).

The proposal does not replace traditional longer classical time controls (e.g. 90+30 or more). **It simply adds a practical, modern option that organisers can choose when appropriate.**

Key Elements of the Proposal

1. **45+30 recognised as a full classical time control** eligible for FIDE standard ratings and title norms without special Qualification Commission approval restricted to major/traditional events.
2. **Organisers permitted to schedule a maximum of three games per day** (lifting the current two-rounds-per-day restriction for this format).
3. **Safeguard: only one norm** from a 45+30 tournament may count towards any single FIDE title (GM, IM, WGM, WIM, etc.). All other regulations remain fully applicable.

Principal Advantages

1. A Valuable Extra Option for Organisers

This is the core practical benefit. Organisers gain flexibility without any obligation to abandon longer classical formats:

- **Shorter overall event duration:** Open tournaments can be completed in 5–6 days instead of the traditional 9–10 days. Even in three days can be an option. This is especially valuable for weekend or condensed events.
- **Reduced costs:** Lower travel, accommodation, venue rental and staffing expenses for both organisers and participants. Makes classical events more financially sustainable. **Good for federation, organisers and players.**
- **Easier scheduling and higher participation:** Better suited to the calendars of professional players who combine chess with other commitments, and to amateur players who cannot take extended leave from work or studies.
- **More events possible:** Organisers can run more classical-rated tournaments throughout the year, **increasing opportunities for players at all levels.**

2. Greater Accessibility for the Broader Chess Community

- Traditional multi-day classical schedules are often prohibitive for working adults, students, and players from regions with limited travel budgets.
- 45+30 opens classical chess (with standard rating and limited norm opportunities) to a much wider audience while remaining serious competitive chess.
- Positive feedback from pilot events and the Fast Classic format already confirms high quality of play is maintained.

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3. Preservation of Title Integrity

The built-in safeguard directly addresses Qualification Commission concerns:

- Maximum of one norm from 45+30 tournaments counts toward any single title.
- Remaining norms must still be achieved under longer classical controls.
- This maintains the prestige of GM, IM and other titles while still giving players a valuable additional path.

4. Modernisation That Aligns with Reality

Why This Matters for the EGA Discussion

The General Assembly has already given clear guidance by supporting the Icelandic proposal. The forthcoming Extraordinary General Assembly (scheduled for 27 December 2026) provides the opportunity to ensure the implementing framework fully reflects that guidance:

- Recognise 45+30 as a regular classical option available to all organisers, not only as an exception requiring special approval.
- Allow the practical scheduling flexibility of up to three games per day for this shorter format.
- Retain the one-norm safeguard to protect title integrity.

Conclusion

The Icelandic proposal offers a pragmatic, well-safeguarded evolution of classical chess. It gives organisers a valuable additional option that reduces barriers, lowers costs, and expands access — while preserving the integrity and prestige of the FIDE title system.

Treating 45+30 as a regular classical time control is the logical next step after the successful pilot. We encourage member federations to support full implementation of the proposal at the Extraordinary General Assembly.

Respectfully submitted,

Gunnar Björnsson
Delegate / CEO
Icelandic Chess Federation

Prepared as a discussion document based on the Icelandic Chess Federation motion of 23 July 2026 and subsequent FIDE General Assembly decision (GA-2026/22).

Federation identification

National federation: _____

FIDE continent: ☐ Africa ☐ Americas ☐ Asia ☐ Europe

FIDE level: ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5

A. Games eligible for standard rating

1. Should 60+30 be allowed without a rating limit?

Current restriction: a game involving at least one player rated 2400 or above requires 90+30 per player.

☐ Retain the current restriction

☐ Permit 60+30 without a rating limit

☐ No stated position

2. Up to what rating level should 45+30 be allowed for standard rating?

Current restriction: a game involving at least one player rated 1800 or above requires 60+30 per player.

☐ Retain the current restriction

☐ Extend eligibility to games where both players are rated below 2400

☐ Allow without a rating limit

☐ No stated position

3. How many rounds maximum per day should be allowed to rate a standard tournament?

Current restriction: maximum 12 hours of play per day (90+30 theoretical duration is 4 hours, 60+30 theoretical duration is 3 hours, 45+30 theoretical duration is 2,5 hours).

60+30

☐ Maximum 2

☐ Maximum 3

☐ Maximum 4

☐ No stated position

45+30

☐ Maximum 2

☐ Maximum 3

☐ Maximum 4

☐ No stated position

B. Title norms

4. What minimum time control should be permitted for GM/WGM norms?

Current restriction: minimum 90+30.

☐ Retain only the time controls currently permitted

☐ Also permit 60+30 (maximum 1 norm)

☐ Also permit 45+30 (maximum 1 norm)

☐ No stated position

5. What minimum time control should be permitted for IM/WIM norms?

Current restriction: minimum 90+30.

☐ Retain only the time controls currently permitted

☐ Also permit 60+30 (maximum 1 norm)

☐ Also permit 45+30 (maximum 1 norm)

☐ No stated position

6. How many rounds per day should be permitted for norms at shorter time controls?

Current restriction: maximum 2 rounds/day. For GM/WGM title, at least one norm shall be achieved in a tournament with only one round per day for a minimum of 3 days.

60+30 — GM/WGM and IM/WIM norms

☐ Maximum 2

☐ Maximum 3

☐ No stated position

45+30 — GM/WGM and IM/WIM norms

☐ Maximum 2

☐ Maximum 3

☐ No stated position

C. Direct titles/norms from GSC/EVE events

7. Should the eligibility of shorter time controls for direct titles/norms from GSC/EVE be extended?

Current restriction: minimum time control 90+30.

GM/WGM

☐ Retain current conditions

☐ Permit 60+30

☐ Permit 45+30

☐ No stated position

IM/WIM

☐ Retain current conditions

☐ Permit 60+30

☐ Permit 45+30

☐ No stated position

FM/WFM

☐ Retain current conditions

☐ Permit 60+30

☐ Permit 45+30

☐ No stated position

CM/WCM

☐ Retain current conditions

☐ Permit 60+30

☐ Permit 45+30

☐ No stated position

8. Should the eligibility of shorter time controls for direct titles/norms from GSC/EVE be extended depending on age?

Current restriction: minimum time control 90+30 for all.

☐ Retain current conditions in any tournament

☐ Permit in any tournament

☐ Permit only for Youth events

☐ No stated position

9. At which events could 60+30 and 45+30 be allowed for direct titles/norms?

Current restriction: minimum time control 90+30.

☐ Direct titles/norms only allowed with time control 90+30 in any event

☐ Only GSC/EVE

☐ GSC/EVE events plus other events organized by Affiliated Organizations

☐ Only for Youth events

☐ No stated position

10. How many rounds per day should be allowed at direct title/norm events?

Current restriction: maximum 2 rounds/day.

☐ Maximum 1

☐ Maximum 2

☐ Maximum 3

☐ No stated position

D. Comments

11. Additional comments and proposals

Provide additional comments, arguments or proposals concerning time controls and their eligibility for standard rating.

_____

_____

_____

_____

_____

Identification

Person filling in the form: _____

Position:

☐ Federation President

☐ Board member

☐ Appointed delegate

☐ Rating Officer

☐ Other: _____

How was the response prepared and approved?

☐ Decision of the Board

☐ Consultation with the top players of your federation

☐ Response prepared by the President without additional consultation

☐ Response prepared by an appointed delegate without additional consultation

☐ Other procedure (please specify): _____

Player Identification

- Full name _____
- FIDE ID _____
- Federation _____

A. Experience, Interest and Quality of Play

1. Experience with Time Controls

How many standard chess tournaments have you played at each of these time controls during the past two years?

Time control	None	1–2 tournaments	3–5 tournaments	More than 5 tournaments
90+30	○	○	○	○
60+30	○	○	○	○
45+30	○	○	○	○

2. Interest in Participating

If nine-round standard tournaments were organized, how interested would you be in participating at each time control?

Time control	High	Moderate	Low	None
90+30	○	○	○	○
60+30	○	○	○	○
45+30	○	○	○	○

3. Quality of Decisions

Compared with 90+30, how do you think each time control would affect the quality of decisions made by high-level players?

Time control	Improve	Remain similar	Worsen somewhat	Worsen substantially	No opinion
60+30	○	○	○	○	○
45+30	○	○	○	○	○

4. Modern Preparation

To what extent has preparation with chess engines and databases changed the amount of thinking time players need during games?

- ○ Decreased substantially
- ○ Decreased somewhat
- ○ Not changed significantly
- ○ Increased
- ○ No opinion

B. Standard Ratings, Norms and Titles

5. Standard Rating at 60+30

Do you agree that games played at 60+30 should count for the FIDE standard rating without restrictions based on the players' ratings?

- ○ Yes
- ○ No
- ○ No opinion

6. Standard Rating at 45+30

Do you agree that games played at 45+30 should count for the FIDE standard rating?

- ○ Yes, without rating restrictions
- ○ Yes, only for players below 2400
- ○ No
- ○ No opinion

7. International Norms at 60+30

Do you consider it appropriate to allow international title norms to be earned at 60+30?

Type of norm	Yes	No	No opinion
GM norm	○	○	○
IM norm	○	○	○
WGM norm	○	○	○
WIM norm	○	○	○

8. International Norms at 45+30

Do you consider it appropriate to allow international title norms to be earned at 45+30?

Type of norm	Yes	No	No opinion
GM norm	○	○	○
IM norm	○	○	○
WGM norm	○	○	○
WIM norm	○	○	○

9. Direct Titles

For direct title events, do you consider the following time controls appropriate?

Time control	Yes, all events	Only youth events	No	No opinion
60+30	○	○	○	○
45+30	○	○	○	○

C. Daily Rounds, Fatigue and Recovery

10. Daily Rounds in Rating-Only Tournaments

What should be the maximum number of rounds per day at each time control?

Time control	1 round	2 rounds	3 rounds	4 rounds	No opinion
90+30	○	○	○	○	○
60+30	○	○	○	○	○
45+30	○	○	○	○	○

11. Daily Rounds for Norms and titles

For competitions eligible for norms or direct titles, what do you consider the appropriate maximum number of rounds per day?

Time control	1 round	2 rounds	3 rounds	No opinion
90+30	○	○	○	○
60+30	○	○	○	○
45+30	○	○	○	○

12. Cumulative Fatigue

To what extent do the following situations negatively affect your performance through cumulative fatigue?

Rounds/day	A lot	Quite a lot	A little	Not at all	Insufficient experience
Two rounds in one day	○	○	○	○	○
Two rounds on several consecutive days	○	○	○	○	○
Three rounds in one day	○	○	○	○	○

13. Effective Rest Between Rounds

On a two-game day, what minimum interval between the end of your first game and the start of your second game do you consider necessary for adequate recovery?

- ○ Less than 1 hour
- ○ Between 1 and 2 hours
- ○ Between 2 and 3 hours
- ○ More than 3 hours
- ○ No opinion

Note: Consider meals, travel and preparation.

14. Preferred Tournament Schedule

For a nine-round tournament, which format would you prefer?

- ○ 90+30: 9 days, one round per day
- ○ 60+30: 5 days, four double-round days and one single-round day
- ○ 45+30: 5 days, four double-round days and one single-round day
- ○ 45+30: 3 days, three rounds per day
- ○ No fixed preference; depends on other factors
- ○ No opinion

D. Differentiated K-Factors

15. Differentiated K-Factor for Standard Rating

Do you think that games played at 60+30 and 45+30 (Fast Standard) should have a different K-factor from games played at 90+30 or longer time controls, even though all of them count towards the same FIDE Standard rating?

- ○ No. The same K-factor rules should apply to all time controls eligible for FIDE Standard rating.
- ○ Yes. Only games played at 45+30 should have a different K-factor.
- ○ Yes. Games played at both 60+30 and 45+30 should have differentiated K-factors.
- ○ This possibility should be studied before a decision is made.
- ○ No opinion.

16. Unified FIDE Rating System with Differentiated K-Factors

Do you think FIDE should consider introducing a single unified rating system for Standard, Rapid, Blitz and Chess960, in which results from all these formats contribute to the same rating, using differentiated K-factors according to the time control?

- ○ No. Separate rating lists should be maintained.
- ○ Yes. A unified rating for Standard, Rapid and Blitz, with Chess960 remaining separate.
- ○ Yes. A unified rating including Standard, Rapid, Blitz and Chess960.
- ○ This possibility should be researched and statistically validated before a decision is made.
- ○ No opinion.

E. Comments

17. Additional Comments

Would you like to add any comments about time controls, quality of play, fatigue, recovery, ratings, norms, international titles, tournament schedules or k-factors?

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