1. Rapid & Blitz

It was submitted a proposal to the Management Board 11/07/2022 to consider:

- **A one-off rating change to Rapid and Blitz**

In the rating list published on 1st October, 2022, there will be a one-off change to the rapid and blitz ratings of players who have them:

- If the player is unrated in rapid or blitz, then they remain unrated in rapid or blitz
- If the standard rating is more than 100 points higher than one of the other ratings, then that rating is moved up to: standard rating minus 100 points
- If the standard rating is 100 or less points higher than one of the ratings, then the player retains their rating

- **Amend the k-factors to be the same as those used for standard play**

<table>
<thead>
<tr>
<th>Article</th>
<th>Old Version 1 January 2022 to 30 September 2022</th>
<th>New Version 1 October 2022</th>
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<tbody>
<tr>
<td>7.3.3</td>
<td>K is the development coefficient. K = 20 in all cases, except that if the number of games (n) for a player on any list for a rating period exceeds 35, then K shall be the largest whole number such that n x K does not exceed 700.</td>
<td>K is the development coefficient. K = 40 for a player new to the rating list until they have completed events with at least 30 games. K = 20 as long as a player's rating remains under 2400. K = 10 once a player's published rating has reached 2400 and remains at that level subsequently, even if the rating drops below 2400. K = 40 for all players until the end of the year of their 18th birthday, as long as their rating remains under 2300. If the number of games (n) for a player on any list for a rating period multiplied by K (as defined above) exceeds 700, then K shall be the largest whole number such that K x n does not exceed 700.</td>
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Sabrina de San Vicente
QC Chair 18.07.2022