

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 standardplay**

Article	Old Version 1 January 2022 to 30 September 2022	New Version 1 October 2022
7.3.3	<p>K is the development coefficient.</p> <p>$K = 20$ 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 $n \times K$ does not exceed 700.</p>	<p>K is the development coefficient.</p> <p>$K = 40$ for a player new to the rating list until they have completed events with at least 30 games.</p> <p>$K = 20$ as long as a player's rating remains under 2400.</p> <p>$K = 10$ once a player's published rating has reached 2400 and remains at that level subsequently, even if the rating drops below 2400.</p> <p>$K = 40$ for all players until the end of the year of their 18th birthday, as long as their rating remains under 2300.</p> <p>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 $K \times n$ does not exceed 700.</p>