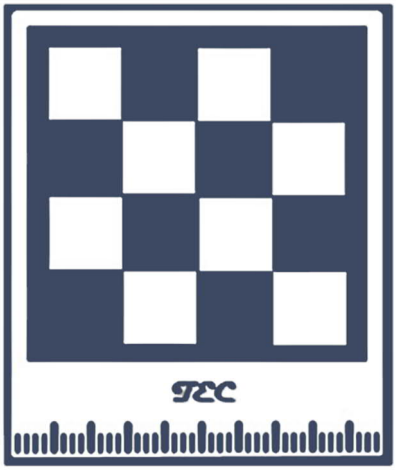

Technical Commission Report

Q2 of 2023

Author: Technical Commission

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Contents

Scope of the report

This report represents a detailed presentation of the activity of the Technical Commission [TEC] of FIDE in Q2 2023.

Internal Organizational Chart Responsibilities

TEC commission has 23 members, including chairman, honorary chairman, secretary, councilors and members.

No.	Position	Surname	Name	Federation	Email
1	Chair	Georgescu	Tiberiu	Romania	tiberiu.georgescu@frsah.ro
2	Honorary Chair	Filipowicz	Andrzej	Poland	filipowicz38@gmail.com
3	Secretary	Du Toit	Hendrik	South Africa	hendrik@brightedge.co.za
4	Councilor	Ricca	Roberto	Italy	ricca@rrweb.org
5	Councilor	Brustman	Agnieszka	Poland	abrustman@gmail.com
6	Councilor	Pahlevanzadeh	Mehrdad	Iran	pahlevanzadeh@outlook.com
7	Councilor	Al Taher	Sultan Ali	UAE	sultahir77@hotmail.com
8	Member	Akkour	Abdelfattah	Morocco	akkour@gmail.com
9	Member	Oen	Grant	USA	grant@charlottechesscenter.org
10	Member	Ni	Hua	China	nihua531@hotmail.com
11	Member	Nicula	Dinu-Ioan	Romania	nicudin004@yahoo.com
12	Member	Prohorov	Olexandr	Ukraine	prohorov@chessclub.lviv.ua
13	Member	Burstein	Almog	Israel	almogbu@walla.com
14	Member	Keles	Askin	Turkey	askinkeles@gmail.com
15	Member	Arasu	B.	India	arasub@gmail.com
16	Member	Milvang	Otto	Norway	sjakk@milvang.no
17	Member	Mushaninga	Fungirayiini	Zimbabwe	fungimush1999@gmail.com
18	Member	Held	Mario	Italy	mario.hev@gmail.com
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20	Member	Karali	Tania	Greece	tkarali@windowslive.com
21	Member	Waithe	Rohan	Barbados	rohanwaithe@hotmail.com
22	Member	Smith	Russell	Trinidad & Tobago	seepoysmith@yahoo.com
23	Member	Abramov	Sergey	Russia	chessokcom@gmail.com

No.	Department	Head of department	Workgroups
1	SPP	Roberto Ricca	Pairing regulations
			Tie-break regulations
			Software for SPP
2	Critical TEC	Mario Held	Board, Pieces & Clocks
			Venue Requirements Commission
			Broadcast technologies
3	Support TEC	Mushaninga Fungirayiini	Digitalization - extern
			Digitalization - internal FIDE procedures (assisting other commissions)
4	Development TEC	Arasu B.	Strategic Digitalization
			Developing advanced technologies for capturing games by active collaboration with companies (scoresheets, e-boards, gadgets with AI)
			Ensuring compatibility across technologies and e-platforms
5	Management	Chairman & Secretary	Management Board
			Management and Procedure Workgroup
6	Marketing & communication	Tania Karali	Communication & Promotion
			Website & Social Media

Some adjustments were made regarding internal organization, as can be observed the Management Board is composed of:

- Chairman – Tiberiu Georgescu
- Honorary Chair – Andrzej Filipowicz
- Secretary – Hendrik du Toit
- Councillors – Roberto Ricca, Agnieszka Brustman, Mehrdad Pahlevanzadeh, Sultan Ali Al Taher
- Head of Departments – Roberto Ricca, Mario Held, Mushaninga Fungirayiini, Arasu B., Dinu Ioan-Nicula (as head of Management and Procedure Workgroup) and Tania Karali.

TEC Annual Meeting in Bucharest

The Annual Meeting of the Technical Commission took place in Bucharest in 13-14th of May at Grand Hotel Bucharest, during the Grand Chess Tour – Superbet Chess Classic.

Program:

- Saturday, May 13th, 9:30-13:30 EET
- Sunday, May 14th, 9:30-13:30 EET

Part of the members attended in person, the others joined online. Besides the commission members, several guests during our meetings:

- Michael Khodarkovsky (FIDE Vice President)
- Victor Bologan (FIDE Executive Director)
- Vlad Ardeleanu (President of the Romanian Chess Federation)
- Alin Berescu (Vice President)
- Gabriel Grecescu (General Secretary)
- Alin Campeanu (Member of the Events Commission of FIDE).

Decisions

- TEC will develop an elaborate manual regarding: chess, clock, pieces, broadcast, venue
- TEC will develop an Online Form for Endorsement Application
- Developing a new commission website
    - The current platform is not up to date in terms of technologies
    - We will ask for more access on the server
    - Discuss with FIDE technical representatives regarding server privileges.
- Define very clear the procedures of an Endorsement
    - Categories
    - Different types of requirements for each category
    - Clear fees for different types of testing – each type of test is estimated in hours
- The questions received from third parties will be split into three categories and each category will have clear procedures and answering flow.
        - Clear clarification – direct response
        - Clear answer with potential political implications – reviewed by FIDE representatives before sending

        - Complex ones – reviewed by FIDE representatives before sending
- Start testing programs for tie-breaks
    - Never tested in the past
    - A proposal will be made to FIDE
- Creating an Open-Source tie-break engine
- TEC is working on new tie-break regulations proposal
- TEC will develop a guide on applying the tie-break rules
- Apply for free software tools as NGO
    - Official request to FIDE about certificate that we are NGO so we can ask for free software applications
- Creating/improving commission procedures and standards
- Using new software tools to improve project management
- Marketing strategy on promoting TEC activities

Endorsement / Compliance Reports

DGT 2500

- Subcommittee: Dinu-Ioan Nicula, Tania Karali, Olexandr Prohorov, Tiberiu Georgescu (Chairman)
- This report represents a detailed analysis on how DGT 2500 clock is constructed and works. The analysis is performed considering the eligibility of the clock to be used in official chess competitions, in order to increase the variety of this type of device.
- During last FIDE Council, the following decision was taken:
    - *CM1-2023/25 To conditionally approve use of the DGT 2500 clock, pending confirmation of the Technical Commission that the lever system has been improved and the noise has been reduced.*
- The commission tested the new version of the DGT 2500.
    - The recommendation for product DGT 2500 from testers as well as by the Technical Commission is to be approved for FIDE rated events.

ChessNoteR

Arranging the distribution of devices to testers across the world posed significant challenges. The vendor experienced a shortage of devices, which resulted in shipment delays until May. Additionally, several complications arose during the process of clearing the devices through customs offices in different countries. Presently, there remains an outstanding issue concerning the clearance of the device in Barbados. However, we are actively addressing this matter to ensure its resolution.

Despite these obstacles, testing is currently underway, and we are making progress towards completing the necessary evaluations.

Move Keep (Pairing Software)

A controlled environment was not provided for the person in control of the endorsement process (PICOTE) to perform all necessary checks on their own machines with the Internet switched off. The rationale behind this requirement is that FIDE, through TEC, needs to have confidence in what it endorses, considering that websites can change at any moment. Therefore, the PICOTE would archive a copy of the software to ensure that if a real problem arises in the future, they can verify whether the issue also existed in the archived copy.

Unfortunately, the vendor did not fulfil this requirement, resulting in the rejection of the application. However, TEC SPP is actively engaged in communication with the vendor to provide assistance and resolve the situation.

Chess Online (Pairing Software)

Initially, the vendor failed to provide a PICOTE. However, they have since rectified the situation and supplied a PICOTE for the endorsement process. The SPP Department is presently engaged in testing the software to determine its suitability for endorsement.

Different Scoring System

FIDE TEC received the following request

> *"In the case of a draw in a chess game, I suggest awarding the player controlling the black pieces with 0.75 points and the player controlling the white pieces with 0.25 points, instead of the current system that awards both players with half a point."*

The request was forwarded to the Rules Committee (RC) for consideration on whether it should be entertained. FIDE TEC has committed to participate in the event that the RC decides to proceed with further discussions.

Games-Toys.com Board and Pieces

Games and Toys have requested the endorsement of their boards and pieces. However, there is an ongoing question within FIDE TEC regarding the distinction between "Endorsement" and "Compliance." FIDE TEC perceives that there are legal and financial implications associated with these two concepts. As a result, this matter will be raised with FIDE for further clarification and resolution.

Recognition as the author of a combination of attacking moves.

FIDE TEC received the following endorsement request:

> *I may be mistaken, but I am confident that I have developed an attacking style that has never been played before. I am a member of LiChess, and it was there that I first began using this attacking scheme. I have since observed that many other LiChess players have begun to use it as well.*
>
> *Would it be possible to receive recognition for this? I understand that this would require an investigation, and I am prepared to cooperate fully.*

FIDE TEC has clarified that determining the inventor of a chess opening/variation or assigning credit for it is beyond their purview. We assert that recognition should be bestowed by the chess community. To assist individuals seeking recognition, TEC has recommended a specific process to follow in order to engage the community and gain acknowledgement for their contributions.

Tie-break Regulations Changes

The tie-breaks as proposed and accepted by the Council in August 2022 is a good description, but it unfortunately does not have necessarily enough detail and examples for software vendors to be implemented. Therefore a new version of the tie-break regulations is submitted which will enter into force on 1 September 2023

- Reasons for postponements
  - The specifications need to be more clear
  - The documents need to be in better order

TEC Commission participated in the last FIDE Management Board and after that conducted several meetings with Mr. Alex Holowczak. Annex 1 describes the last draft of tie-break regulations which was submitted to the FIDE Management Board on 15 July 2023 for approval.

Standardisation Task Force

Introduction

Standardisation Task Force reached out regarding the issues faced by FIDE tournaments in the entry process. We have reviewed your concerns and proposed solution, and we developed a brief outlining the plan to develop an online entry portal for FIDE

tournaments.

Objective

The objective of this project is to address the challenges associated with the current manual entry process for FIDE tournaments. By creating an online entry portal, we aim to streamline the entry process, enhance efficiency, and reduce administrative burden, freeing up valuable resources for other tasks.

Requirements are presented in Annex 2 below.

TEC Vendor User Group

FIDE TEC has decided to establish a Vendor User Group with the objective of facilitating regular meetings with vendors. The purpose of these meetings will be to provide vendors with updates on ongoing developments, inform them about the direction FIDE TEC is taking, and address any challenges they may be encountering.

The establishment of this group is aimed at improving communication channels, enhancing our image, and fostering collaboration. It will provide an opportunity for all stakeholders to work together and find the best way forward in our shared endeavours.

Annex 1. - PLAY-OFF AND TIE-BREAK REGULATIONS

Applied from 1st September, 2023 for all FIDE competitions under the aegis of EVE and GSC; from 1st April, 2024 for all FIDE-rated competitions.

1. Scope

These regulations shall apply to all FIDE-rated competitions.

- *Note: See article 4.1.*

2. Ranking of Tied Participants (Players or Teams)

2.1 The regulations of the tournament shall specify whether tied participants will share the same place in the standings or, if not, a method for ranking them.

2.2 The available methods of ranking tied participants are:

- Over-the-Board play-offs (see Article 3)
- Off-the-Board tie-breaks (see Article 4 onwards)

3. Play-offs

3.1 If play-offs are required, the following parameters shall be set out in the specific tournament regulations, as needed:

3.1.1 Whether play-offs are for all tied positions, or specific tied positions (e.g. 1st place only)

3.1.2 Whether qualification for play-offs applies after application of none, some or all of the tie-breaks selected in Article 4.1.

3.1.3 The format (e.g. Round Robin or Knockout)

3.1.4 The method by which pairing numbers are allocated

3.1.5 The method by which colours are allocated

3.1.6 The time limit(s) for all of the games

3.1.7 The schedule for the games, or the break between each game

4. Tie-Breaks

4.1 They shall take the form of an ordered list of tie-breaks chosen by the Chief Organiser either among those listed in Article 5, or self-defined in the specific regulations of the tournament.

If necessary, the Chief Arbiter shall complete the list by choosing additional tie-breaks from those listed in Article 5, and publish the list before the start of the tournament.

4.2 For the final tournament standings, participants shall be ranked in the order specified by the respective tie-break, starting from the first specified tie-break and moving to the next in the list whenever a persisting tie cannot be broken. When the tie-break list is exhausted, any remaining tie should be broken by drawing of lots.

4.3 These tie-breaks calculate an evaluation which may be based on:

Type A a subset of the games by the tied participants.

Tie-Breaks of this type may appear multiple times in the tie-break list.

Type B participants' own results, so their value can be calculated or predicted bythe involved participants before or during their own games

Type C opponents' (final) results, so they can be calculated only at the end of the round or tournament.

Type D opponents' prior known data (e.g. ratings, but also results of previous rounds), so their values can be calculated after the pairings are published (i.e. before the games are played)

or some combination of all the above.

4.4 If two participants play each other more than once, each game or match will be treated as a separate encounter (except as provided in Article 6.1.2). Consequently, the data of the opponents (e.g. ratings, scores) will be used in sums and averages as many times as the two participants played each other.

5. Tie-Breaks List and Description

Name (in alphabetical order)	Type	Section	Acronym	Cut-1
Average of Opponents' Buchholz	CC	8.2	AOB	
Average Perfect [Tournament] Performance of Opponents	DC	10.5	APPO	
Average [Tournament] Performance Rating of Opponents	DC	10.4	APRO	
Average Rating of Opponents	D	10.1	ARO	●
Buchholz	C	8.1	BH	●
Direct Encounter	A	6	DE	
Fore Buchholz	D	8.3	FB	●
Games one Elected to Play	B	7.6	GE	
Koya System for Round Robin	BC	9.2	KS	
Number of Games Played with Black	B	7.3	BPG	
Number of Games Won	B	7.2	WON	
Number of Games Won with Black	B	7.4	BWG	
Number of Wins	B	7.1	WIN	

Perfect Tournament Performance	DB	10.3	PTP	
Sonneborn-Berger	BC	9.1	SB	●
(Sum of) Progressive Scores	B	7.5	PS	●
Tournament Performance Rating	DB	10.2	TPR	
Tie-Breaks specific for Team Knock-Outs				
Board Count	B	12.1	BC	
Bottom Board Elimination	B	12.3	BBE	
Top Board Results	B	12.2	TBR	
Tie-Breaks specific for Team Competitions				
Extended Sonneborn-Berger for teams	BC	13.2	ESB	●
Extended Direct Encounter for teams	A	13.3	EDE	
Match Points or Game Points	B	13.1	MPvGP	
Scores and Schedule Strength Combination	BC/BD	13.4	SSSC	

6. Direct Encounter (DE) (Type A, i.e. multi-listable)

6.1 If some or all the tied participants have met each other, the sum of the scores from these encounters is used to produce separate standings, with the following caveats:

6.1.1 forfeited games not covered by Article 15.2 are excluded unless the specific regulations of the tournament state otherwise - when included, forfeited games are equivalent to games played

6.1.2 contrary to the provisions of Article 4.4, if two participants have met more than once, the addend to be used by them in the aforementioned sum is the average score of these games.

6.2 If all the tied participants have met each other, the separate standings determine all rankings among them, except for any further ties among any subset of them, for which Article 6 shall be reapplied until no further ties can be resolved.

6.3 In Swiss tournaments, if the tied participants have not played all the games against each other, but one of them is bound to be alone at the top of the separate standings whatever the outcome of the missing games, that participant is ranked first among the tied participants – the same applies to the second rank when the first is assigned this way; and so on.

Article 6 shall then be reapplied to all remaining unranked participants of this set.

7. Type B Tie-Breaks (based on Participant's own Record)

7.1 Number of Wins (WIN)

The number of rounds where a participant obtains, with or without playing, as many points as awarded for a win.

7.2 Number of Games Won (WON)

The number of games won over the board.

7.3 Number of Games Played with Black (BPG)

The number of games played over the board with the black pieces.

7.4 Number of Games won with Black (BWG)

The number of games won over the board with the black pieces.

7.5 (Sum of) Progressive Scores (PS)

After each round a participant has a certain tournament score. This tie-break is calculated adding the score of the participant at the end of each round.

7.6 Games one Elected to play (GE)

The number of rounds reduced by the number of half-point-byes, zero-point-byes or forfeit losses that a participant had in the tournament.

8. Buchholz and other Tie-Breaks related to Buchholz

8.1 Buchholz (BH)

The sum of the scores of each of the opponents of a participant.

8.2 Average of Opponents' Buchholz (AOB)

The average of the Buchholz score of the opponents played over the board.

8.3 Fore Buchholz (FB)

Buchholz score calculated as if all paired games for the final round had ended in draws.

See Article 16 for Unplayed Rounds Management.

9. Tie-Breaks based on both participant's and opponents' results

9.1 Sonneborn-Berger (SB)

It is calculated by adding, for each round, a value given by multiplying the final score of the opponents by the points scored against them. See Article 16 for Unplayed Rounds Management.

9.2 Koya System (for Round Robin) (KS)

The number of points achieved against all participants who have scored at least 50% of the maximum possible tournament score.

10. Ratings-based Tie-Breaks

These tie-breaks must be dropped from the tournament tie-break list when unrated players are present, unless detailed rules on the handling of unrated players are included in the tournament regulations or established and published by the Chief Arbiter before the start of the tournament.

10.1 Average Rating of Opponents (ARO)

The average of the ratings of the opponents played over the board, rounded to the nearest whole number (0.5 rounded up).

10.2 Tournament Performance Rating (TPR)

Calculated adding to ARO a number (called rating difference (RD) - which may be negative) resulting from the conversion of the fractional score (number of points achieved in games played over the board divided by the number of games) into RD (see the corresponding conversion table in the FIDE Rating Regulations).

10.3 Perfect Tournament Performance (PTP)

This is a whole number corresponding to the lowest rating that a participant should have for their expected score to be greater than or equal to their tournament score.

The expected score is the sum of the scoring probabilities which are defined in the FIDE Rating Regulations by the conversion table of rating differences into scoring probabilities.

Each rating difference is calculated by using the aforementioned lowest rating and the rating of each opponent faced by the participant during the tournament.
The full rating scale is used in this conversion (i.e. no ±400 cut).

10.4 Average [Tournament] Performance Rating of Opponents (APRO)

The average of the performances (TPR) of the opponents played over the board, rounded to the nearest whole number (0.5 rounded up).

10.5 Average Perfect [Tournament] Performance of Opponents (APPO)

The average of the perfect performances (PTP) of the opponents played over the board, rounded to the nearest whole number (0.5 rounded up).

11. Team Tie-Breaks

11.1 In team tournaments each match between two teams may report two types of scores:

11.1.1 Match Points (MP)

Points assigned to a team-win, team-draw, and team-loss.

11.1.2 Game Points (GP)

Sum of the individual points that each player of the team scores.

12. Tie-Breaks Specific for Team Knockouts

Even though these tie-breaks may be used in team competitions (see Article 13), and are described as such, they are specific for team knockouts when both teams have the same number of match points and game points.

Just for these tie-breaks:

- individual forfeit wins or losses are considered as standard wins or losses
- if the team received a pairing-allocated bye, the game points considered for each board are the same as those assigned to a standard win.

12.1 Board Count (BC)

It is calculated by adding for each board a value given by multiplying the number of game points scored on that board (regardless of who was playing on it) by the number of the board (e.g. one for first board, two for second board).

The lower the total, the higher the ranking.

It can only be used when all tied teams have (scored) the same number of game points.

12.2 Top Board Results (TBR)

This is the number of game points achieved on the first board in all games played by the team in the tournament, regardless of who was playing on that board.

If the results on the top board are not decisive, reapply this tie-break to the top-most board not yet counted. Continue reapplying this tie-break in the same way until the tie is broken.

12.3 Bottom Board Elimination (BBE)

This is the number of game points achieved on all boards except for the bottom board in all games played by the team in the tournament, regardless of who was playing on those boards.

If excluding the bottom board is not decisive, reapply this tie-break to the bottom-most board not yet excluded. Continue reapplying this tie-break in the same way until the tie is broken.

13. Tie-Breaks Specific for Team Competitions

All tie-breaks described in Articles 6-10, or some variation of them, may be also applied for teams, using teams MP or GP as the reference score for the team – the primary score being the default, if the reference score is not explicitly indicated.

13.1 MP or GP

Match Points in team competitions that are decided by Game Points or Game Points in team competitions that are decided by Match Points.

13.2 Extended Sonneborn Berger (ESB) for Teams

Combining MP and GP, four combinations of Sonneborn-Berger tiebreaks are available. Any of them or any combinations of them can be used. Each (Extended) Sonneborn-Berger tie-break is calculated adding for each opponent a value given by the product of two elements:

- the total number of MP or GP achieved by the opponent at the end of the tournament;
- the number of MP or GP scored against that opponent.

The four possibilities are:

13.2.1	EMMSB	Total MP opponent × MP scored
13.2.2	EMGSB	Total MP opponent × GP scored
13.2.3	EGMSB	Total GP opponent × MP scored
13.2.4	EGGSB	Total GP opponent × GP scored

See Article 16 for Unplayed Rounds Management.

13.3 Extended Direct Encounter for Teams (EDE)

13.3.1 Apply the Direct Encounter rule (Article 6), first using the primary score (MP or GP), then, if all the teams are still tied, using the secondary score.

13.3.2 If exactly two teams are still tied in both MP and GP, the rules of a competition must specify whether the Tie-Breaks specific for Team Knockouts apply (Article 12), and, if so, which ones and in what order.

13.3.3 Any time a new subset of tied teams is determined, restart with the new subset from 13.3.1.

13.4 Scores and Schedule Strength Combination (SSSC)

This tie-break adds together two elements:

13.4.1 the secondary score of a team (GP if the primary score is given by MP, or vice versa);

13.4.2 a value that represents the strength of its opposition (called Schedule Strength). This value is the result of a division between:

a) [dividend] Buchholz of the team, based on the primary score (note: if the tie-break value must be known before playing, use Fore Buchholz);

b) [divisor] a normalising factor, given by the highest achievable primary score divided by the highest secondary score achievable in a single game, rounded to the nearest integer towards zero, or by a different value if stated by the rules of the competition.

14. Modifiers

Each tie-break based on a sum of values (that can come from either results, ratings or any value calculated using them) can be redefined by applying a modifier, which is a way to vary the elements that are part of the calculatation, usually excluding some of these elements or, more rarely, adding some:

14.1 Cut-1: Cut the Least Significant Value

14.1.1 It is the most used modifier, applicable in many tie-breaks. The most commonly used are:

a) Buchholz Cut-1 (BH-C1, exclude the opponent with the lowest number of points)
b) ARO Cut-1 (ARO-C1, exclude the opponent with the lowest rating)
c) Progressive Score Cut-1 (PS-C1, exclude the score achieved after the first round)
d) Sonneborn-Berger Cut-1 (SB-C1, exclude the opponent with the lowest score - if more than one, exclude the one with which the worst result was achieved).

14.1.2 In team competition, all the Extended Sonneborn-Berger tie-breaks for teams (see Article 13.2) are calculated excluding one of the opponents with the lowest primary score (MP for EMMSB and EMGSB, or GP for EGMSB and EGGSB) - having the choice the one with which the worst result was achieved.

14.2 Cut-2: Cut the two Least Significant Values

Most commonly used is Buchholz Cut-2 (BH-C2).

14.3 Median1: Cut the Least and the Most Significant Values *(in that order)*

Most commonly used is Buchholz Median-1 (BH-M1).

14.4 Median2: Cut the two Least and the two Most Significant Values *(in that order)*

Most commonly used is Buchholz Median-2 (BH-M2).

14.5 Limit: Change a Limit

The most common modification is in Koya: the limit of 50% of the maximum possible tournament score can be either increased or decreased of half point at a time to let respectively less or more participants contribute to the evaluation of the tie-break.

14.6 All modifiers are subject to Unplayed Rounds Management (see Article 16).

15. Unplayed Rounds

15.1 An unplayed round is any round in which a participant, paired or not, did not play a game in an individual tournament, or a match in a team tournament

15.2 In tournaments with pre-determined pairings, forfeited games (the only possible unplayed rounds) are treated as regular games.

15.3 For Swiss tournaments, apply Article 16.

16. Unplayed Rounds Management in Swiss Tournaments

In Individual or Team Swiss tournaments, the tie-breaks Buchholz (see Article 8.1), Sonneborn-Berger (see Articles 9.1 and 13.2) and their variants (Fore Buchholz, see Article 8.3; and "Cut" Modifiers, see Articles 14.1 to 14.4), which are directly or indirectly based on opponents' results, are affected by the presence of unplayed rounds in the record of participants.

16.1 The following definitions are used in this section:

16.1.1 requested bye: a half-point-bye or a zero-point-bye (note: any round after a participant withdraws is a zero-point-bye)

16.1.2 available-to-play round: any round in which a participant played their game, or ended up without a game due to a pairing-allocated bye, the opponent did not arrive to play, or unforeseen circumstances that resulted in the award of a full-point-bye

16.2 Unplayed rounds can be divided into the following categories:

16.2.1 Pairing-allocated byes or full-point byes

16.2.2 Forfeit wins

16.2.3 Requested byes that are followed by at least one available-to-play round

16.2.4 Forfeit losses

16.2.5 Requested byes that are not followed by any available-to-play rounds

16.3 When a participant has unplayed rounds, for the sole purpose of calculating the tie-break of their opponents, the participant's score is adjusted in the following way:

16.3.1 Unplayed rounds of categories 16.2.1, 16.2.2, 16.2.3 and 16.2.4 are evaluated with the result (win, draw, loss) corresponding to the awarded number of points or, for teams, match points and game points.

16.3.2 Unplayed rounds of category 16.2.5 are evaluated as draws.

16.4 To calculate the participant's own tie-break, any of their unplayed rounds are evaluated as if there was a game played against a dummy that has the same number of points as the participant themself, and ended with the result (win, draw, loss) corresponding to the awarded number of points.

Note: For team competitions, "points" means "match points and game points".

16.5 When a modifier is used that calls for cutting the least significant value (see Articles 14.1 to 14.4), the tie-break score for a participant that has forfeit

losses or requested byes among their unplayed rounds is instead calculated by cutting the lowest contribution coming from unplayed rounds of this kind, as long as such contribution is not lower than the least significant value - if it is lower, there is no exception: the least significant value is cut (see Article 14.1).

16.6 The rules of the competition may specify in advance alternative provisions to Articles 16.3, 16.4 or 16.5.

Annex 2 - Key Requirements of the Tournament Portal

Based on the initial discussions, the following key requirements have been identified:

User Registration

- Allow players to register on the portal, providing their personal information and relevant tournament details.
- Implement data validation to ensure accurate and consistent information entry.

Tournament Creation and Parameters

- Enable FIDE administrators to create tournaments within the portal, specifying parameters such as qualification criteria, federation restrictions, gender restrictions, and invited players.
- Provide flexibility in defining tournament rules, formats, and schedules.
- Team Events
- Federation/Organizartion/Entity delegation registration

Contract Management

- Develop an integrated contract management system that allows administrators to manage contracts within the portal.
- Track contract status, generate notifications and reminders for players regarding contract acceptance or completion.

Administration and Reporting

- Provide administrative tools to manage player registrations, contracts, and tournament-specific details.
- Generate entry lists and reports for publication on the website.
- Integrate with software tools like Swiss-Manager for efficient tournament management.

Data Protection and Security

- Ensure compliance with data protection regulations and involve the Data Protection team to implement appropriate security measures.
- Implement secure data storage, transmission, and access controls.

Integration

- Support integration with existing FIDE systems and databases to streamline data exchange and minimize duplicate data entry.

- Provide API or data import/export capabilities for seamless integration with other software or systems.

User Experience

- Design an intuitive and user-friendly interface that facilitates easy navigation and efficient interaction with the portal.
- Ensure optimal user experience across different devices and screen sizes.

Scalability and Performance

- Develop a scalable solution capable of managing a large number of concurrent users and tournaments.
- Optimize performance to ensure fast response times and minimal downtime.

Accommodation

- Accompanying persons
- VIP

Payment System

- Invoicing
- Payment collection
- Reconciliation

Communication System

- Email integration
- WhatsApp integration
- App integration

Transport & Travel

- Arrangements
- Details e.g. flight details

Reporting & Exports

- E.g. Swiss Manager

Approach

Considering the complexity and resource limitations, we propose the following approach:

Evaluation of Current System

Conduct a thorough assessment of the current system in use for tournament entry

processes. Identify its strengths, limitations, and compatibility with the proposed online entry portal.

Collaborative Specification

Engage in detailed discussions with stakeholders, including the department and relevant IT personnel, to create a comprehensive specification document that outlines the requirements for integrating the new online entry portal with the current system.

"Vendor Selection"

Assess existing systems implemented by other federations. Launch a tender to select a vendor experienced in providing similar solutions, ensuring efficiency and resource optimization.

Consider the following options:

- Team of volunteers
- Appoint and "inhouse" team
- Launch a tender process
- Combination of the above

Compatibility Assessment

Collaborate with the current system's developers or administrators to assess the feasibility of integration. Evaluate the availability of APIs, data import/export capabilities, or other integration methods that would facilitate seamless data exchange between the new portal and the existing system.

Integration Plan

Based on the evaluation, develop a detailed integration plan that outlines the necessary steps, data mapping, and potential modifications required to integrate the online entry portal with the current system. Consider factors such as data synchronization, authentication, and maintaining data integrity.

Development and Testing

Collaborate with the development team, either internal or external, to implement the integration plan. Conduct rigorous testing to ensure seamless data flow and system compatibility.

Data Protection Compliance

Collaborate with the Data Protection team to ensure that data protection requirements

are met during the integration process. Address any potential privacy or security concerns associated with the data exchange between the two systems.

Deployment and Training

Once integration is complete, deploy the integrated system and provide necessary training to users, administrators, and other relevant stakeholders. Ensure a smooth transition from the current system to the new integrated solution.

Ongoing Support and Maintenance

Establish a plan for ongoing support and maintenance of the integrated system, including monitoring data flow, resolving any issues that arise, and implementing updates or enhancements as needed.