

## **Second Camera Guidelines**

For the Top Division and the Knockout Stage, the second camera is mandatory.

In Division 2, the second camera is not mandatory, but strongly encouraged. In any event, FPP may request the use of a second camera.

### **Positioning of the Camera**

The camera angle should be placed side on, at a reasonable distance from the player and the computer.

It should be possible for the arbiter or fair play personnel to see:

- The player
- The player's desk
- The player's computer monitor
- Other relevant surroundings

The camera should not be obscured by other things on the desk, such as a player's drink.



The camera should be easily moveable, in the event of the arbiter or fair play personnel requesting it to be moved for any reason, such as a different camera angle.

### **The Device**

The following devices may be used:

**Laptop Computer:** The player must connect to the Zoom call as if it were their primary computer and they were using it to play their game. The player must share their screen, turn the camera on and have their microphone on. The arbiter may decide to turn the microphone off in the event that there is feedback from the two microphones for each computer.

**Mobile Phone:** The player must connect the mobile phone to the Zoom call as if it were their computer. The player must turn the camera on and have their microphone on. The arbiter may decide to turn the microphone off in the event that there is feedback from the two microphones for each computer. The mobile phone must be set to silent. Note – this is the only circumstance where it is permitted for a mobile phone to be present in the playing area. A mobile phone that is found to be in the playing area which is not being used a second camera will result in the loss of the game, in accordance with the FIDE Online Chess Regulations.

Alternative devices may be permitted, but these arrangements must be made with FPP in advance.