



# WORLD CHAMPIONSHIP BLITZ & RAPID 2016

## Rules & Regulations

1. The organization of the World Championship Rapid&Blitz International (10x10) draughts 2016 has been allotted by the FMJD to the Turkish Draughts Federation (TDF) and will take place from Friday, April 29<sup>th</sup> till Monday, May 2<sup>nd</sup>.

2. General schedule (*details can be changed, depend on number of participants*):

(a) April 29<sup>th</sup> Friday

⇒ 20:00 Technical meeting (checking players list)

(b) April 30<sup>th</sup> Saturday

⇒ 08:00 - 09:00 Reception (last applications)

⇒ 10:00 Opening Ceremony -> WC Rapid

(c) May 1<sup>st</sup> Sunday

⇒ 09:00 WC Blitz

(d) May 2<sup>nd</sup> Monday

⇒ Departure after breakfast

(*also possibility to participate in WCWomen Turkish draughts*)

3. Participants.

Tournament is open for each player who accepts these rules & regulations.

4. Playing room (and official Hotel):

**Club Resort Atlantis**

<http://clubresortatlantis.com/>

Turkey, Sığacık Mah. Akkum Cad. No: 175 Seferihisar, İzmir

5. Official titles:

(a) World Champion Rapid

(b) World Champion Rapid National Teams

(c) World Championship Blitz



- (d) World Champion Blitz National Teams
- (e) Women's World Champion Rapid
- (f) Women's World Champion Rapid National Teams
- (g) Women's World Championship Blitz
- (h) Women's World Champion Blitz National Teams



6. System of competitions:

(a) World Championship Rapid:

- ⇒ Game rate: 15' + 5"
- ⇒ Tournament will be played in Swiss system, 9 rounds.
- ⇒ Only in case of all criteria of challengers for 1<sup>st</sup> 3 places will be equal, a tie break should be played (2 games 5'+3" and if the tie break ends in a draw, than GL tie break with 3'+2" will be played). If more than two players need to play tie break than one game 5'+3" will be played during the tie break tournament.
- ⇒ All rules concerning rapid games and rights – duties of players/referees described in FMJD annexes are valid.

(b) World Championship Blitz:

- ⇒ Game rate: 5' + 3"
- ⇒ Tournament is planned to be played (depend on number of participants) in Swiss system qualifications (2-4 groups depend on number of participants) followed by round-robin finals (A, B,...) with 12 players each.
- ⇒ Only in case of all criteria of challengers for 1<sup>st</sup> 3 places will be equal, a tie break should be played (2 games 5'+3" and if the tie break ends in a draw, than GL tie break with 3'+2" will be played). If more than two players need to play tie break than one game 3'+2" will be played during the tie break tournament.
- ⇒ All rules concerning rapid games and rights – duties of players/referees described in FMJD annexes are valid.

(c) World Championships (Rapid/Blitz) National Teams:

- ⇒ Before the tournament each federation announced up to 5 players as a member of national team.
- ⇒ Team classification will be settled up based on results of 3 best members of national team:
  - i. Lowest sum of places

