

# Mandatory Tie-Breaks

In this document, all the tie-breaks that a FIDE-approved program must implement are listed by means of a code (called Rank Order Descriptor), which will be described below. These same codes are then used to fill the records 202 or 212 of the Tournament Report File (version TRF26)<sup>1</sup>.

**Rank order descriptor** is combined of:

- a. Rank Order Acronym, this is mandatory. The acronyms are identical to acronym list in the Tie-break regulations.
- b. Team score, option for Team competitions, for tie-breaks normally used for individuals.
- c. Tie-break variant(s), i.e. modifiers and options that can vary the elements that are part of the tie-break calculation, such as Cut/Median and others.

The elements in the Rank order descriptors are divided with : before Team score and / before Tie-break variants. The format is:

Rank order name :Teamscore /Variant [/Variant]

## Rank order names:

See (Handbook) Table C.07.5 (to detail ESB, see Articles C.07.13.2.1-4)

## Point system for team competitions.

- :MP Do the calculations with Match Points, regardless of the primary score  
:GP Do the calculations with Game Points, regardless of the primary score

## Modifiers

- /Cn Cut n (/C1, /C2, ...)  
/Mn Median n (/M1, /M2, ...)  
/L±n Used for Koya, Set the Limit to ± n half points above / below 50%. (L+1, L-2, ...)  
/Kx Used for SSSC, to redefine the normalizing factor in SSSC, (/K4, /K5, ...)

## Options

- /P Forfeited games, either wins or losses, are considered as played games against the scheduled opponent (see Article C.07.16.5)  
/F Use Fore Buchholz instead of Buchholz  
/R Reverse Order, to reverse the order defined by the tie-break used

Names, point systems, modifiers and options are case-insensitive.

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<sup>1</sup> According to Article 4.1 of TIE-BREAK AND PLAY-OFF REGULATIONS (Section C.07 of the FIDE Handbook), organizers may use self-defined tie-breaks in their tournaments. These tie-breaks must be listed in the TRF records 202 or 212 under any non-FIDE codes as long as these codes are preceded by the keyword OTHER\_.

# Mandatory Tie-Breaks

The following tables list all the tie-breaks that an endorsed program must implement:

## Tie-breaks used only for individuals

Acronym	Section	Modifiers				Options	
		C1	C2	M1	M2	P	R
DE	6					•	
BPG	7.3						
BWG	7.4						
REP	7.6						
STD	7.7						
SB	9.1	•	•			•	
ARO	10.1	•	•	•	•		
TPR	10.2						
PTP	10.3						
APRO	10.4						
APPO	10.5						
RTNG	10.6						•

## Tie-breaks used for both individuals and teams

Acronym	Section	Team Score		Modifiers					Options		
		MP	GP	C1	C2	M1	M2	Lx	P	F	R
WIN	7.1	•									
WON	7.2	•									
PS	7.5	•	•	•	•						
TPN	7.8										•
BH	8.1	•	•	•	•	•	•		•		
AOB	8.2	•	•							•	
FB	8.3	•	•	•	•	•	•		•		
KS	9.2	•	•					•			

## Tie-breaks used only for teams

Acronym	Section	Modifiers			Options	
		C1	C2	Kx	P	F
BC	12.1					
TBR	12.2					
BBE	12.3					
MPvGP	13.1					
EMMSB	13.2.1	•	•		•	
EMGSB	13.2.2	•	•		•	
EGMSB	13.2.3	•	•		•	
EGGSB	13.2.4	•	•		•	
EDE	13.3				•	
EDEBT (EDE+BC+TBR)	13.3 + 13.3.2				•	
EDEBB (EDE+BC+BBE)	13.3 + 13.3.2				•	
EDET (EDE+TBR)	13.3 + 13.3.2				•	
EDEB (EDE+BBE)	13.3 + 13.3.2				•	
SSSC	13.4			•	•	•

# Mandatory Tie-Breaks

## TIE-BREAK CODES *(for tie-breaks to be implemented)*

INDIVIDUAL			TEAM				
DE	RTNG	FB	WIN:MP	WON:MP		EMMSB	EGGSB/P
DE/P	RTNG/R	FB/C1	PS:MP	BH:MP/C1/P	FB:MP/C1/P	EMMSB/C1	EGGSB/C1/P
BPG	WIN	FB/C2	PS:GP	BH:MP/C2/P	FB:MP/C2/P	EMMSB/C2	EGGSB/C2/P
BWG	WON	FB/M1	PS:MP/C1	BH:MP/M1/P	FB:MP/M1/P	EMMSB/P	EDE
REP	PS	FB/M2	PS:MP/C2	BH:MP/M2/P	FB:MP/M2/P	EMMSB/C1/P	EDEBT
STD	PS/C1	FB/P	PS:GP/C1	BH:GP/C1/P	FB:GP/C1/P	EMMSB/C2/P	EDEBB
SB	PS/C2	FB/C1/P	PS:GP/C2	BH:GP/C2/P	FB:GP/C2/P	EMGSB	EDET
SB/C1	TPN	FB/C2/P	TPN	BH:GP/M1/P	FB:GP/M1/P	EMGSB/C1	EDEB
SB/C2	TPN/R	FB/M1/P	TPN/R	BH:GP/M2/P	FB:GP/M2/P	EMGSB/C2	EDE/P
SB/P	BH	FB/M2/P	BH:MP	FB:MP	AOB:MP	EMGSB/P	EDEBT/P
SB/C1/P	BH/C1	AOB	BH:GP	FB:GP	AOB:GP	EMGSB/C1/P	EDEBB/P
SB/C2/P	BH/C2	AOB/F	BH:MP/C1	FB:MP/C1	AOB:MP/F	EMGSB/C2/P	EDET/P
ARO	BH/M1	KS	BH:MP/C2	FB:MP/C2	AOB:GP/F	EGMSB	EDEB/P
ARO/C1	BH/M2	KS/L <sub>x</sub>	BH:MP/M1	FB:MP/M1	KS:MP	EGMSB/C1	SSSC
ARO/C2	BH/P		BH:MP/M2	FB:MP/M2	KS:MP/L <sub>x</sub>	EGMSB/C2	SSSC/F
ARO/M1	BH/C1/P		BH:GP/C1	FB:GP/C1	KS:GP	EGMSB/P	SSSC/P
ARO/M2	BH/C2/P		BH:GP/C2	FB:GP/C2	KS:GP/L <sub>x</sub>	EGMSB/C1/P	SSSC/F/P
TPR	BH/M1/P		BH:GP/M1	FB:GP/M1	BC	EGMSB/C2/P	SSSC/K <sub>x</sub>
PTP	BH/M2/P		BH:GP/M2	FB:GP/M2	TBR	EGGSB	SSSC/F/K <sub>x</sub>
APRO			BH:MP/P	FB:MP/P	BBE	EGGSB/C1	SSSC/P/K <sub>x</sub>
APPO			BH:GP/P	FB:GP/P	MPvGP	EGGSB/C2	SSSC/F/P/K <sub>x</sub>

**x** means that any reasonable value must be implemented