



Regulations for the World Cup tournament in Wageningen

The regulations for the Open Tournament and the Tournament for Women are the same

The first seven rounds to be played from Saturday 14 September through Tuesday 17 September will be played according to the FMJD Swiss system on rating with 80 minutes plus 30 seconds per move.

For players without FMJD rating the tournament organization together with the main referee and the FMJD tournament director will decide on a good rating estimate.

The winner of a game gets 12 points, the loser 0.

When a game ends in a draw, a Lehmann-Georgiev tie break will be played with colors alternating from the normal game.

The time schedule for the tie break is 3 minutes plus 2 seconds for every move. Games ending in a draw will be followed immediately by a new game with the time left on the clock until a winner is known. The winner gets 7 points, the loser 5 points.

Tie breaks will be played on the opening day after the official opening at 4 PM. On Sunday, Monday and Tuesday the tie breaks will be played immediately after the normal game.

After 7 rounds the standings will be made on the basis of the total score of the players. Players with the same total score are ordered on the highest average rating of their opponents.

The first 16 in the standings will play a knock-out system from Thursday through Sunday.

All 16 players play 4 rounds to decide about all places 1-16.

On Wednesday at 5 PM all 16 players need to gather for the pairing of the 1/8 finals. Number one from the standings chooses two players he or she might want to have as his/her opponent. Lots will then be drawn to determine who will be the opponent. After that no. 2 in the ranking will choose two opponents and lots will be drawn and so on until all pairings are known. When the next in rank to choose an opponent was coupled already to an opponent the next player without an opponent will choose.

The players playing in the finals will play according to the Beijing system:

- First an official game with 80 minutes for the game plus 30 seconds per move; when this ends in a draw:
- A rapid game with 20 minutes plus 5 seconds per move; when this ends in a draw:
- A blitz games with 5 minutes plus 3 seconds per move and when this end in a draw:
- A Lehmann-Georgiev tie break with 3 minutes plus 2 seconds per move until a winner emerges



When all games have ended the pairings of the ¼ finals will be determined by drawing lots. The winners in the 1/8 finals play for place 1-8 in the tournament, the losers play for place 9-16. The winners in the ¼ finals will draw lots again to determine their opponent in the semi finals, the losers of the ¼ finals will play for places 5-8 and will draw lots to determine their opponents. The same goes for the players playing for place 9-16. The winners play for places 9-12 and the losers for place 13-16.

The finals will be played on Sunday 22 September.

The players that have not qualified for the finals will continue to play with the Swiss system on rating from Thursday through Sunday keeping the points that they gathered in the first seven rounds. The system with a Lehmann-Georgiev tiebreak after a draw is the same as in the first seven rounds. After 11 rounds the standings will be made on the basis of the total score of the players. Players with the same total score are ordered on the highest average rating of their opponents.

Prizes are announced on the website of the tournament: www.worldcupdraughts.com

In this World Cup tournament points can be won for the World Cup classification, from which qualification in the SportAccord World Mind Games is done, according to the following scheme:

The players number 1 to 10 receive bonus points as follows:

No 1	100
No 2	70
No 3	50
No 4	40
No 5	35
No 6	30
No 7	26
No 8	24
No 9	22
No 10	20

All players receive World Cup points relating to their total score.

Because the players divide 12 points in each game, compared to 2 points in a normal tournament, their total score will be divided by 6 to get their World Cup points.

For the players who end on the places 1-16 this is their total score over all rounds, including the final rounds, divided by 6 and for the players who do not make it to the final rounds for places 1-16 this is their total score over the first 7 rounds divided by 6.

Norms for Grandmaster and Master will be based on the results in normal games and will be normalized to 2-0, 1-1 and 0-2. The system will be chosen that works best for the player. When he or she qualifies for the finals, the first 7 games will be chosen but when including the games of the finals will be better for the player, these will be included.

For the players not making it to the finals, the 11 games played will count.