

International Title Regulations of FIDE

Approved by the 1982 General Assembly, amended by the General Assemblies of 1984 through 2012, coming into force on 1 July 2013.

0.0 Introduction

0.1 Only the titles as in 0.3 are acknowledged by FIDE.

0.2 The following regulations can only be altered by the General Assembly following recommendation by the Qualification Commission.

0.21 Any such changes shall only be made every fourth year, commencing from 2004 (unless the Commission agrees urgent action is required).

0.22 Any such changes shall take effect from 1 July of the year following the decision by the General Assembly. For tournaments, such changes shall apply to those starting on or after that date.

0.3 The International FIDE titles shall be under the umbrella of the Qualification Commission, which is the final judging unit. The titles are:

0.31 Titles for over-the-board standard chess (as defined in 1.14), the judging unit being the FIDE Qualification Commission:

Grandmaster (GM), International Master (IM), FIDE Master (FM), Candidate Master (CM), Woman Grandmaster (WGM), Woman International Master (WIM), Woman FIDE Master (WFM), Woman Candidate Master (WCM).

0.32 Titles for chess composition, the judging unit being the Permanent Commission for Chess Compositions: Grandmaster of Solving (GS), International Master of Solving (IMS), FIDE Master of Solving (FMS); Grandmaster of Composing (GMC), International Master of Composing (IMC), FIDE Master of Composing (FMC); International Judge of Chess Composition (IJCC).

0.33 Titles for correspondence chess, the judging unit being the International Correspondence Chess Federation (ICCF).

0.4 The titles are valid for life from the date confirmed.

0.41 Use of a FIDE title or rating to subvert the ethical principles of the title or rating system may subject a person to revocation of his title upon recommendation by the Qualification and Ethics Commissions and final action by the General Assembly.

0.42 A title is officially valid from the date all the requirements are met. In order for a title to be confirmed where it is based on an application, it must be published on the FIDE website and in other relevant FIDE documents for at least 60 days. For registered automatic titles see below, 0.5.

0.43 The title can be used for results of opponents only in tournaments starting after the confirmation.

0.44 In terms of, for example, the age of achieving a title, the title is considered to be achieved when the last result is achieved, and the rating requirement is fulfilled, whichever date is later.

0.5 Definitions

In the following text some special terms are used.

Rating performance is based on the player's result and average rating of opponents.

Title performance (for example, GM performance) is a result that gives a performance rating as defined in 1.48 and 1.49 against the minimum average of the opponents, taking into account article 1.46, for that title. For example, for GM performance, average rating of the opponents ≥ 2380 , and performance ≥ 2600 . This might be achieved, for example, by a result of 7 points out of 9 games.

GM performance is ≥ 2600 performance against opponents with average rating ≥ 2380 .

IM performance is ≥ 2450 performance against opponents with average rating ≥ 2230 .

WGM performance is ≥ 2400 performance against opponents with average rating ≥ 2180 .

WIM performance is ≥ 2250 performance against opponents with average rating ≥ 2030 .

Title norm is a title performance fulfilling additional requirements concerning the mix of titled players and nationalities as specified in articles 1.42 to 1.47.

Direct title (automatic title) is a title gained by achieving a certain place or result in a tournament. For example, winning, or achieving a result ≥ 50 percent in a tournament. On application by the player's federation and confirmation by the Qualification Commission, such titles are awarded automatically by FIDE.

0.6 The Award of Titles

0.61 Titles in 0.31 may be awarded for specific results in specific Championship events, or are awarded on achieving a rating as laid down in these regulations. Such titles are confirmed by the Chairman of the Qualification Commission on advice from the FIDE Office. They are then awarded by FIDE.

Titles are also awarded based on applications with norms with a sufficient number of games. These titles shall be awarded by the General Assembly on recommendation by the Qualification Commission that the candidate meets the requirements.

0.62 The Presidential Board or Executive Board may award **titles under 0.31 in clear cases only**, after consultation with the appropriate chairman.

0.63 For 0.33, the ICCF confirms the titles; upon receiving the report, FIDE shall award the title.

1.0 Requirements for titles designated in 0.31

1.1 Administration

1.11 Play shall be governed by the FIDE Laws of Chess and FIDE Tournament Rules. Minor deviations may **be permitted by the Technical Commission Chairman**.

Tournaments where the composition is changed (without FIDE approval) during the tournament or those where players have different conditions in terms of rounds and pairing are not valid.

The tournament must be registered at least 30 days in **advance on the FIDE server**.

1.12 There must be no more than twelve hours play in one day. This is calculated based on games that last 60 moves, although games played using increments may last longer.

1.13 That no more than two rounds be played on any one day.

Without increment the minimum time is 2 hours followed by 30 minutes for the rest of the game.

With an increment of a minimum of 30 seconds for each move, the minimum time is 90 minutes for the rest of the game.

1.14 Normally only events played in a period of at most 90 days are permitted. Leagues and national team championships of a longer duration are permitted. The QC Chairman may give prior approval to tournaments lasting longer than 90 days.

1.15 In the events which last longer than 90 days, the opponent's ratings and titles used shall be those applying when the games were played.

1.16 The Chief Arbiter of a title tournament shall be an International Arbiter or FIDE Arbiter. Either of them must be in the playing area.

1.2 Titles achieved from International Championships:

1.21 As indicated below, a player may gain a

(a) title from such an event or

(b) gain a single title result (norm). Then the requirements in 1.42 - 1.49 shall apply.

(c) gain a single performance norm. Then the requirements in 1.22, 1.42, 1.46-1.48 shall apply.

1.22 The minimum score is 35% for all titles. The result shown is the minimum required.

1.23 With the exception of IBCA, ICSC and IPCA, in the continental, sub-continental regional or approved competitions mentioned of FIDE International Affiliates mentioned below, a title or result can

be achieved only if at least 1/3 or three of the appropriate member federations – whichever is lower - or participate in the event.

The minimum number of participants in the tournament is eight.

For Olympiad etc. (see Tables 1.24a and 1.24b) a norm count as 20 games; a performance result count as 13 games.

Table 1.24a

Gold – first after tiebreak; 1st equal – best 3 players after tiebreak; norm – 9 games (unless otherwise specified)

Sub-Continental – include Arab, ASEAN, zonals, subzonals and maximum 3 regional youth event per continent

EVENT	GM	IM	FM	CM
World Cup	Reaching last 16 - title	Qualifying through play - title		
Women's World	Winner - title Finalist - norm	Finalist - title		
Olympiad	Min. 9 games GM norm – 20 game norm Min. 9 games GM performance – 13 game norm	Min. 9 games IM norm – 20 game norm Min. 9 games IM performance – 13 game norm	65% in min 9 games – title	50% in min 7 games – title
World Team			65% in min 7 games – title	50% in min 7 games – title
World Amateur			Gold - title	1st equal, Silver & Bronze - title
World >65; >50; U-20	Gold – title, 1st equal - norm	1st equal – title Silver & Bronze - title		
World U18	Gold - norm	1st equal – title Silver & Bronze - norm		
World U16		Gold – title, 1st equal - norm	Silver & Bronze - title	
World U14		Gold - norm	1st equal - title	Silver & Bronze - title
World U12 World School U17; U15; U13			1st equal - title	Silver & Bronze - title
World U10; U8; World School U11; U9; U7				1st equal; Silver & Bronze - title
Continental Team			65% in min 7 games – title	50% in min 7 games – title
Continental Individual	Gold – title, 1st equal - norm	1st equal – title Silver & Bronze - title		
Continental >65; >50; U-20	Gold – norm	1st equal – title Silver & Bronze - norm	Silver & Bronze - title	

Continental U18		Gold – title 1st equal - norm	Silver & Bronze - title	
Continental U16		Gold - norm	1st equal - title	Silver & Bronze - title
Continental U14; U12 Continental School U17; U15; U13			Gold - title	Silver & Bronze - title
Continental U10; U8; Continental School U11; U9; U7				1st equal; Silver & Bronze - title
Sub-Continental Individual		1st equal – title Silver & Bronze - title	65% in min 9 games – title	50% in min 9 games – title
Commonwealth Individual; IBCA, ISCS, IPCA		1st equal – title Silver & Bronze - norm	Silver & Bronze - title	

Table 1.24b

Gold – first after tiebreak; 1st equal – best 3 players after tiebreak; norm – 9 games (unless otherwise specified)

Sub-Continental – include Arab, ASEAN, zonals, subzonals and maximum 3 regional youth event per continent

WOMEN'S EVENT	WGM	WIM	WFM	WCM
Women's World	Reaching last 8 - title	Qualifying through play - title		
Olympiad	Min. 9 games WGM norm – 20 game norm Min. 9 games WGM performance – 13 game norm	Min. 9 games WIM norm – 20 game norm Min. 9 games WIM performance – 13 game norm	65% in min 9 games – title	50% in min 7 games – title
World Team			65% in min 7 games – title	50% in min 7 games – title
World Amateur			Gold - title	1st equal; Silver & Bronze - title
World >65; >50; U-20	Gold – title, 1st equal - norm	1st equal – title Silver & Bronze - title		
World U18	Gold - norm	1st equal – title Silver & Bronze - norm		
World U16		Gold – title, 1st equal - norm	Silver & Bronze - title	
World U14		Gold - norm	1st equal - title	Silver & Bronze -

				title
World U12 World School U17; U15; U13			1st equal - title	Silver & Bronze - title
World U10; U8; World School U11; U9; U7				1st equal – title; Silver & Bronze - title
Continental Team			65% in min 7 games – title	50% in min 7 games – title
Continental Individual	Gold – title, 1st equal - norm	1st equal – title Silver & Bronze - title		
Continental >65; >50; U-20	Gold - norm	1st equal – title Silver & Bronze - norm	Silver & Bronze - title	
Continental U18		Gold - title 1st equal – norm	Silver & Bronze - title	
Continental U16		Gold - norm	1st equal - title	Silver & Bronze - title
Continental U14; U12 Continental School U17; U15; U13			Gold - title	Silver & Bronze - title
Continental U10; U8; Continental School U11; U9; U7				1st equal; Silver & Bronze - title
Sub-Continental Individual		1st equal – title Silver & Bronze - title	65% in min 9 games – title	50% in min 9 games – title
Commonwealth Individual; IBCA, ISCS, IPCA		1st equal – title Silver & Bronze - norm	Silver & Bronze - title	

1.3 Those titles gained by achieving a published or interim rating at some time or other:

- 1.31 FIDE Master ≥ 2300
- 1.32 Candidate Master ≥ 2200
- 1.33 Women FIDE Master ≥ 2100
- 1.34 Women Candidate Master ≥ 2000

1.4 The GM, IM, WGM, WIM titles can also be gained by achieving norms in internationally rated tournaments played according to the following regulations.

1.41 The number of games

1.41a The player must play at least 9 games, however

1.41b Only 7 games are required for 7 round Continental and World Team Championships.

Only 7 games are required for 8 or 9 round Continental and World Team Championships. Only 8 games are required for World Cup or Women World Championship. For the World Cup and Women's World Championship these 8 game norms count as if 9 games.

1.41c Where a player exceeds the norm requirements by one or more full points, then the length of the tournament is considered to be extended by that number of games when computing the total number of games.

1.42 Games as follows are not included.

1.42a against opponents who do not belong to FIDE federations.

1.42b against computers

1.42c decided by forfeit, adjudication or any means other than over the board play. Other games once started, which are forfeited for whatever reason, shall however be included. In a last round game a player must play in order to have the required number of games, but can afford to lose. Then, if the opponent forfeits, the norm shall still count.

1.42d against unrated players who score zero against rated opponents in round robin tournaments.

1.42e A player may ignore his game(s) against any opponents he has defeated, provided he has met the required mix of opponents, and provided that this leaves him with at least the minimum number of games as in 1.41, against the required mix of opponents. Nonetheless, the full cross-table of the event must be submitted.

1.42f A player who has achieved a title result, before the last round may ignore all games played subsequently, provided:

(a) he has met the required mix of opponents

(b) this leaves him with at least the minimum number of games as in 1.41.

(c) the full requirements would be met for the complete tournament

1.42g Tournaments that make changes to favour one or more players (for example by altering the number of rounds, or the order of rounds, or providing particular opponents, not otherwise participating in the event), shall be excluded.

The tournament program and the pairing system used must be published at the time of the registration of the tournament.

1.43 Federations of opponents

At least two federations other than that of the title applicant must be included, except for 1.43a -1.43e. Even then see 1.43f.

1.43a Only the final stage of national men's championships and also national women's championships. In any year when the subzonal of a single federation tournaments held the national championship cannot be used.

1.43b National team championships.

1.43c Zonal and Subzonal tournaments.

1.43d Tournaments of other types may also be included with the prior approval of the QC Chairman.

1.43e Swiss System tournaments in which the competitors include at least 20 FIDE Rated players, not from the host federation, from at least 3 federations, at least 10 of whom hold GM, IM, WGM or WIM titles. Otherwise 1.44 applies.

1.43f At least one of the norms has to be achieved under normal foreigner requirement. (See 1.43 first clause and 1.44)

1.44 Opponents shall be calculated using rounding up (minimum) to the next whole number, to the next lower number (maximum). A maximum of 3/5 of the opponents may come from the applicant's federation and a maximum of 2/3 of the opponents from one federation. For exact numbers see the table in 1.7.

1.45 Titles of opponents

1.45a At least 50% of the opponents shall be title-holders (TH) as in 0.31, excluding CM and WCM. For exact numbers see table in 1.7.

1.45b For a GM norm at least 1/3 with a minimum 3 of the opponents (MO) must be GMs. For exact numbers see table in 1.7.

1.45c For an IM norm, at least 1/3 with a minimum 3 of the opponents (MO) must be IMs (GM counts as if 1.5IM). For exact numbers see table in 1.7.

1.45d For a WGM norm, at least 1/3 with a minimum 3 of the opponents (MO) must be WGMs. For exact numbers see table in 1.7.

1.45e For a WIM norm, at least 1/3 with a minimum 3 of the opponents (MO) must be WIMs For exact numbers see table in 1.7.

1.45f Double round-robin tournaments need a minimum of six players. An opponent's title as in 1.45b-e shall be counted only once.

1.46 Rating of opponents

1.46a The Rating List in effect at the start of the tournament shall be used, see exception in 1.15. The rating of players who belong to federations which are temporarily excluded when the event starts can be determined on applications to the FIDE Office.

1.46b For the purposes of norms, the minimum rating (adjusted rating floor) for the opponents shall be as follows:

Grandmaster 2200

International Master 2050

Woman Grandmaster 2000

Woman International Master 1850

1.46c No more than one opponent shall have his rating raised to this adjusted rating floor. Where more than one opponent are below the floor, the rating of the lowest opponents shall be raised.

1.46d Unrated opponents not covered by 1.46c shall be considered to be rated at the rating floor level. See FIDE Rating Regulations for the current level of the floor.

1.47 Rating average of opponents

1.47a This is the total of the opponents' ratings divided by the number of opponents taking 1.46c into account.

1.47b Rounding of the Rating Average is made to the nearest whole number. The fraction 0.5 is rounded upward.

1.48 Performance Rating (Rp)

In order to achieve a norm, a player must perform at a level at least of that shown below:

	Minimum level prior to rounding	Minimum level after rounding
GM	2599.5	2600
IM	2449.5	2450
WGM	2399.5	2400
WIM	2249.5	2250

Calculation of a Performance Rating (Rp):

$R_p = R_a + d_p$ (see the table below)

R_a = Average rating of opponents + rating difference „ d_p “ from table 10.1a of FIDE Rating Regulations B.02 (conversion from percentage score „ p “ into rating differences „ d_p “).

1.48a The minimum average ratings R_a of the opponents are as follows:

GM 2380, WGM 2180, IM 2230, WIM 2030.

p	d_p	p	d_p	p	d_p	p	d_p	p	d_p	p	d_p
1.0	800	.83	273	.66	117	.49	-7	.32	-133	.15	-296
.9	677	.82	262	.65	110	.48	-14	.31	-141	.14	-309
.9	589	.81	251	.64	102	.47	-21	.30	-149	.13	-322

8									
.9	538	.80	240	.63	95	.46	-29	.29	-158
7									
.9	501	.79	230	.62	87	.45	-36	.28	-166
6									
.9	470	.78	220	.61	80	.44	-43	.27	-175
5									
.9	444	.77	211	.60	72	.43	-50	.26	-184
4									
.9	422	.76	202	.59	65	.42	-57	.25	-193
3									
.9	401	.75	193	.58	57	.41	-65	.24	-202
2									
.9	383	.74	184	.57	50	.40	-72	.23	-211
1									
.9	366	.73	175	.56	43	.39	-80	.22	-220
0									
.8	351	.72	166	.55	36	.38	-87	.21	-230
9									
.8	336	.71	158	.54	29	.37	-95	.20	-240
8									
.8	322	.70	149	.53	21	.36	-102	.19	-251
7									
.8	309	.69	141	.52	14	.35	-110	.18	-262
6									
.8	296	.68	133	.51	7	.34	-117	.17	-273
5									
.8	284	.67	125	.50	0	.33	-125	.16	-284
4									

1.5 Requirements for award of the title, having achieved norms

1.51 Two or more norms in events covering at least 27 games.

1.52 If a norm is sufficient for more than one title, then it may be used as part of the application for all.

1.53 To have achieved at some time or other a rating as follows:

GM	≥2500
IM	≥2400
WGM	≥2300
WIM	≥2200

1.53a Such a rating need not be published. It can be obtained in the middle of a rating period, or even in the middle of a tournament. The player may then disregard subsequent results for the purpose of their title application. However the burden of proof then rests with the federation of the title applicant. It is recommended that players receive a certificate from the Chief Arbiter where they achieve the rating level during an event. Such a certificate should include a note of the date each game was played. Title applications based on unpublished ratings shall only be accepted by FIDE after agreement with the Rating Administrator and the Chairman of the Qualification Commission. Ratings in the middle of a period can be confirmed only after all tournaments for that period have been received and rated by FIDE.

1.54 A title result shall be valid if it was obtained in accordance with the International Title Regulations prevailing at the time of the tournament when the norm was obtained.

1.55 The norms gained before 1.07.2005 must be registered with FIDE before 1.07.2013 or they will be considered to have expired.

1.6 Summary of Title Tournaments Requirements

Number of games per day not more than two 1.13
 Rate of play minimum requirements 1.13
 Period for the whole event within 90 days, with exception 1.14
 Administrator in charge International Arbiter or FIDE Arbiter 1.16
 Number of games minimum 9
 (7 in world/cont. teams with 7-9 rounds) 1.41a-b
 Type of event no individual single matches
 Games not included - against computers 1.42
 - adjudicated games
 - forfeited before play starts
 - against opponents who do not belong
 to FIDE federations

For the number below, see the formula calculating titles in 1.45.

Number of GMs, for GM MO 1/3 of opponents, minimum 3 GMs 1.45b
 Number of IMs, for IM MO 1/3 of opponents, minimum 3 IMs 1.45c
 Number of WGMs for WGM MO 1/3 of opponents, minimum 3 WGMs 1.45d
 Number of WIMs for WIM MO 1/3 of opponents, minimum 3 WIMs 1.45e
 Minimum performance rating GM 2600, IM 2450
 WGM 2400, WIM 2250 1.48
 Opponents' minimum average rating 2380 for GM, 2230 for IM
 2180 for WGM, 2030 for WIM 1.70
 Minimum score 35 % 1.70

1.7 Summary of Requirements for the Number of Opponents

1.7.1 Determining whether a result is adequate for a norm, dependent on the average rating of the opponents.

Tables 1.7.2 show the rating range for tournaments up to 19 rounds, although such norms count as only 13 rounds if of 14-19 games.

These tables have been prepared such that the minimum average rating of the opponents is 2380 for a GM norm, 2230 for an IM norm, 2180 for a WGM norm and 2030 for a WIM norm, as required for the respective titles.

The minimum score is 35% for all titles.

Except world or continental championships the norm achieved in a tournament with more than 13 rounds counts only as 13 games.

1.7.2 Tables

Available only for 7 to 9 round Continental and World Team Championships

7 rounds	GM	IM	WGM	WIM
Different MO	3 gm	3 im	3 wgm	3 wim
Rating floor for 1 player	2200	2050	2000	1850
Different TH	4	4	4	4
Max. number unrated	1	1	1	1
Max. From 1 fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Max. From own fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Min. Other feds.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
5½	2380-2441	2230-2291	2180-2241	2030-2091
5	2442-2497	2292-2347	2242-2297	2092-2147
4½	2498-2549	2348-2399	2298-2349	2148-2199
4	2550-2599	2400-2449	2350-2399	2200-2249
3½	2600-2649	2450-2499	2400-2449	2250-2299
3	2650-2701	2500-2551	2450-2501	2300-2351
2½	≥2702	≥2552	≥2502	≥2352

Available only for 8 or 9 round Continental and World Team Championships; or after 8 games in the World Cup or Women's World Championship. The latter two are counted as 9 rounds when computing to 27 games.

8 rounds	GM	IM	WGM	WIM
Different MO	3 gm	3 im	3 wgm	3 wim
Rating floor for 1 player	2200	2050	2000	1850
Different TH	4	4	4	4
Max. number unrated	1	1	1	1
Max. From 1 fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Max. From own fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Min. other feds	Irrelevant	Irrelevant	Irrelevant	Irrelevant
6½	2380-2406	2230-2256	2180-2206	2030-2056
6	2407-2458	2257-2308	2207-2258	2057-2108
5½	2459-2504	2309-2354	2259-2304	2109-2154
5	2505-2556	2355-2406	2305-2356	2155-2206
4½	2557-2599	2407-2449	2357-2399	2207-2249
4	2600-2642	2450-2492	2400-2442	2250-2292
3½	2643-2686	2493-2536	2443-2486	2293-2336
3	≥2687	≥2537	≥2487	≥2337

*The regulations regarding mix of federations as in the boxes marked * are waived if the event is a Swiss System tournament in which the competitors include at least 20 FIDE Rated players, not from the host federation, from at least 3 federations, at least 10 of whom hold GM, IM, WGM or WIM titles.

See 1.46c concerning the rating floor of the lowest rated opponent.

9 rounds	GM	IM	WGM	WIM
Different MO	3 gm	3 im	3 wgm	3 wim
*Min. Other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	5	5	5	5
Max. number unrated	2	2	2	2
*Max. From 1 fed.	6	6	6	6
*Max. From own fed.	5	5	5	5
7	2380-2433	2230-2283	2180-2233	2030-2083
6½	2434-2474	2284-2324	2234-2274	2084-2124
6	2475-2519	2325-2369	2275-2319	2125-2169
5½	2520-2556	2370-2406	2320-2356	2170-2206
5	2557-2599	2407-2449	2357-2399	2207-2249
4½	2600-2642	2450-2492	2400-2442	2250-2292

4	2643-2679	2493-2529	2443-2479	2293-2329
3½	≥2680	≥2530	≥2480	≥2330

For 10 rounds or more it is possible that deleting a game that has been won could be advantageous.

SR refers to single round and **DR** to double round events.

10 rounds	GM		IM		WGM		WIM	
Different MO	4 gm 3 gm if DR		4 im 3 im if DR		4 wgm 3 wgm if DR		4 wim 3 wim if DR	
*Min. Other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	5	3	5	3	5	3	5	3
Max. number unrated	2	1	2	1	2	1	2	1
*Max. From 1 fed.	6	3	6	3	6	3	6	3
*Max. From own fed.	6	3#	6	3#	6	3#	6	3#
8	2380-2406		2230-2256		2180-2206		2030-2056	
7½	2407-2450		2257-2300		2207-2250		2057-2100	
7	2451-2489		2301-2339		2251-2289		2101-2139	
6½	2490-2527		2340-2377		2290-2327		2140-2177	
6	2528-2563		2378-2413		2328-2363		2178-2213	
5½	2564-2599		2414-2449		2364-2399		2214-2249	
5	2600-2635		2450-2485		2400-2435		2250-2285	
4½	2636-2671		2486-2521		2436-2471		2286-2321	
4	2672-2709		2522-2559		2472-2509		2322-2359	
3½	≥2710		≥2560		≥2510		≥2360	

If there were 4 players from 1 federation out of the 6 contestants, neither of the other 2 players would be able to gain a title norm. This would be satisfactory if, for example, both were GMs.

11 rounds	GM		IM		WGM		WIM	
Different MO	4 gm		4 im		4 wgm		4 wim	
*Min. Other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
Different TH	6		6		6		6	
Max. number unrated	2		2		2		2	
*Max. From 1 fed.	7		7		7		7	
*Max. From own fed.	6		6		6		6	
9	2380-2388		2230-2238		2180-2188		2030-2038	
8½	2389-2424		2239-2274		2189-2224		2039-2074	
8	2425-2466		2275-2316		2225-2266		2075-2116	
7½	2467-2497		2317-2347		2267-2297		2117-2147	
7	2498-2534		2348-2384		2298-2334		2148-2184	
6½	2535-2563		2385-2413		2335-2363		2185-2213	
6	2564-2599		2414-2449		2364-2399		2214-2249	
5½	2600-2635		2450-2485		2400-2435		2250-2285	
5	2636-2664		2486-2514		2436-2464		2286-2314	
4½	2665-2701		2515-2551		2465-2501		2315-2351	
4	≥2702		≥2552		≥2502		≥2352	

SR refers to single round and **DR** to double round events.

12 rounds	GM		IM		WGM		WIM	
Different MO	4 gm 3 gm if DR		4 im 3 im if DR		4 wgm 3 wgm if DR		4 wim 3 wim if DR	
*Min. Other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	

	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	6	3	6	3	6	3	6	3
Max. number unrated	2	1	2	1	2	1	2	1
*Max. From 1 fed.	8	4	8	4	8	4	8	4
*Max. From own fed.	7	3#	7	3#	7	3#	7	3#
9½	2380-2406		2230-2256		2180-2206		2030-2056	
9	2407-2441		2257-2291		2207-2241		2057-2091	
8½	2442-2474		2292-2324		2242-2274		2092-2124	
8	2475-2504		2325-2354		2275-2304		2125-2154	
7½	2505-2542		2355-2392		2305-2342		2155-2192	
7	2543-2570		2393-2420		2343-2370		2193-2220	
6½	2571-2599		2421-2449		2371-2399		2221-2249	
6	2600-2628		2450-2478		2400-2428		2250-2278	
5½	2629-2656		2479-2506		2429-2456		2279-2306	
5	2657-2686		2507-2536		2457-2486		2307-2336	
4½	≥2687		≥2537		≥2487		≥2337	

If there were 4 players from 1 federation out of the 7 contestants, none of the other 3 players would be able to gain a title norm. This would be satisfactory if, for example, all were GMs.

13 rounds	GM	IM	WGM	WIM
Different MO	5 gm	5 im	5 wgm	5 wim
*Min. Other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	7	7	7	7
Max. number unrated	2	2	2	2
*Max. From 1 fed.	8	8	8	8
*Max. From own fed.	7	7	7	7
10½	2380-2388	2230-2238	2180-2188	2030-2038
10	2389-2424	2239-2274	2189-2224	2039-2074
9½	2425-2458	2275-2308	2225-2258	2075-2108
9	2459-2489	2309-2339	2259-2289	2109-2139
8½	2490-2512	2340-2362	2290-2312	2140-2162
8	2513-2542	2363-2392	2313-2342	2163-2192
7½	2543-2570	2393-2420	2343-2370	2193-2220
7	2571-2599	2421-2449	2371-2399	2221-2249
6½	2600-2628	2450-2478	2400-2428	2250-2278
6	2629-2656	2479-2506	2429-2456	2279-2306
5½	2657-2686	2507-2536	2457-2486	2307-2336
5	≥2687	≥2537	≥2487	≥2337

14 rounds counts as 13 rounds	GM		IM		WGM		WIM	
Different MO	5 gm 3 gm if DR		5 im 3 im if DR		5 wgm 3 wgm if DR		5 wim 3 wim if DR	
Min. Other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	7	4	7	4	7	4	7	4
*Max unrated	3	1	3	1	3	1	3	1
*Max. From 1 fed.	9	4	9	4	9	4	9	4
*Max. From own fed.	8	4#	8	4#	8	4#	8	4#
11	2380-2406		2230-2256		2180-2206		2030-2056	
10½	2407-2441		2257-2291		2207-2241		2057-2091	
10	2442-2466		2292-2316		2242-2266		2092-2116	

9½	2467-2497	2317-2347	2267-2297	2117-2147
9	2498-2519	2348-2369	2298-2319	2148-2169
8½	2520-2549	2370-2399	2320-2349	2170-2199
8	2550-2570	2400-2420	2350-2370	2200-2220
7½	2571-2599	2421-2449	2371-2399	2221-2249
7	2600-2628	2450-2478	2400-2428	2250-2278
6½	2629-2649	2479-2499	2429-2449	2279-2299
6	2650-2679	2500-2529	2450-2479	2300-2329
5½	2680-2701	2530-2551	2480-2501	2330-2351
5	≥2702	≥2552	≥2502	≥2352

If there were 5 players from 1 federation out of the 8 contestants, none of the other 3 players would be able to gain a title norm. This would be fine if, for example, all were GMs.

15 rounds counts as 13 rounds	GM	IM	WGM	WIM
Different MO	5 gm	5 im	5 wgm	5 wim
*Min. Other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	8	8	8	8
max unrated	3	3	3	3
Max. From 1 fed.	10	10	10	10
Max. From own fed.	9	9	9	9
12	2380-2388	2230-2238	2180-2188	2030-2038
11½	2389-2424	2239-2274	2189-2224	2039-2074
11	2425-2450	2275-2300	2225-2250	2075-2100
10½	2451-2474	2301-2324	2251-2274	2101-2124
10	2475-2504	2325-2354	2275-2304	2125-2154
9½	2505-2527	2355-2377	2305-2327	2155-2177
9	2528-2549	2378-2399	2328-2349	2178-2199
8½	2550-2578	2400-2428	2350-2378	2200-2228
8	2579-2599	2429-2449	2379-2399	2229-2249
7½	2600-2620	2450-2470	2400-2420	2250-2270
7	2621-2649	2471-2499	2421-2449	2271-2299
6½	2650-2671	2500-2521	2450-2471	2300-2321
6	2672-2694	2522-2544	2472-2494	2322-2344
5½	≥2695	≥2545	≥2495	≥2345

16 rounds counts as 13 rounds	GM		IM		WGM		WIM	
Different MO	6 gm 3 gm if DR		6 im 3 im if DR		6 wgm 3 wgm if DR		6 wim 3 wim if DR	
Min. Other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	8	4	8	4	8	4	8	4
*Max unrated	3	1	3	1	3	1	3	1
*Max. From 1 fed.	10	5	10	5	10	5	10	5
*Max. From own fed.	9	4	9	4	9	4	9	4
12½	2380-2406		2230-2256		2180-2206		2030-2056	
12	2407-2433		2257-2283		2207-2233		2057-2083	
11½	2434-2458		2284-2308		2234-2258		2084-2108	
11	2459-2482		2309-2332		2259-2282		2109-2132	
10½	2483-2504		2333-2354		2283-2304		2133-2154	
10	2505-2534		2355-2384		2305-2334		2155-2184	
9½	2535-2556		2385-2406		2335-2356		2185-2206	
9	2557-2578		2407-2428		2357-2378		2207-2228	
8½	2579-2599		2429-2449		2379-2399		2229-2249	
8	2600-2620		2450-2470		2400-2420		2250-2270	

7½	2621-2642	2471-2492	2421-2442	2271-2292
7	2643-2664	2493-2514	2443-2464	2293-2314
6½	2665-2686	2515-2536	2465-2486	2315-2336
6	≥2687	≥2537	≥2487	≥2337

17 rounds counts as 13 rounds	GM	IM	WGM	WIM
Different MO	6 gm	6 im	6 wgm	6 wim
*Min. Other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	9	9	9	9
Max unrated	3	3	3	3
Max. From 1 fed.	11	11	11	11
Max. From own fed.	10	10	10	10
13½	2380-2397	2230-2247	2180-2197	2030-2047
13	2398-2415	2248-2265	2198-2215	2048-2065
12½	2416-2441	2266-2291	2216-2241	2066-2091
12	2442-2466	2292-2316	2242-2266	2092-2116
11½	2467-2489	2317-2339	2267-2289	2117-2139
11	2490-2512	2340-2362	2290-2312	2140-2162
10½	2513-2534	2363-2384	2313-2334	2163-2184
10	2535-2556	2385-2406	2335-2356	2185-2206
9½	2557-2578	2407-2428	2357-2378	2207-2228
9	2579-2599	2429-2449	2379-2399	2229-2249
8½	2600-2620	2450-2470	2400-2420	2250-2270
8	2621-2642	2471-2492	2421-2442	2271-2292
7½	2643-2664	2493-2514	2443-2464	2293-2314
7	2665-2686	2515-2536	2465-2486	2315-2336
6½	≥2687	≥2537	≥2487	≥2337

18 rounds counts as 13 rounds	GM		IM		WGM		WIM	
Different MO	6 gm 3 gm if DR		6 im 3 im if DR		6 wgm 3 wgm if DR		6 wim 3 wim if DR	
Min. Other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	9	5	9	5	9	5	9	5
*Max unrated	3	2	3	2	3	2	3	2
*Max. From 1 fed.	12	6	12	6	12	6	12	6
*Max. From own fed.	10	5	10	5	10	5	10	5
14	2380-2406		2230-2256		2180-2206		2030-2056	
13½	2407-2433		2257-2283		2207-2233		2057-2083	
13	2434-2458		2284-2308		2234-2258		2084-2108	
12½	2459-2474		2309-2324		2259-2274		2109-2124	
12	2475-2497		2325-2347		2275-2297		2125-2147	
11½	2498-2519		2348-2369		2298-2319		2148-2169	
11	2520-2542		2370-2392		2320-2342		2170-2192	
10½	2543-2556		2393-2406		2343-2356		2193-2206	
10	2557-2578		2407-2428		2357-2378		2207-2228	
9½	2579-2599		2429-2449		2379-2399		2229-2249	
9	2600-2620		2450-2470		2400-2420		2250-2270	
8½	2621-2642		2471-2492		2421-2442		2271-2292	
8	2643-2656		2493-2506		2443-2456		2293-2306	
7½	2657-2679		2507-2529		2457-2479		2307-2329	
7	2680-2701		2530-2551		2480-2501		2330-2351	
6½	≥2702		≥2552		≥2502		≥2352	

19 rounds counts as 13 rounds	GM	IM	WGM	WIM
Different MO	7 gm	7 im	7 wgm	7 wim
*Min. Other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	10	10	10	10
Max unrated	4	4	4	4
Max. From 1 fed.	12	12	12	12
Max. From own fed.	11	11	11	11
15	2380-2397	2230-2247	2180-2197	2030-2047
14½	2398-2415	2248-2265	2198-2215	2048-2065
14	2416-2441	2266-2291	2216-2241	2066-2091
13½	2442-2466	2292-2316	2242-2266	2092-2116
13	2467-2482	2317-2332	2267-2282	2117-2132
12½	2483-2504	2333-2354	2283-2304	2133-2154
12	2505-2519	2355-2369	2305-2319	2155-2169
11½	2520-2542	2370-2392	2320-2342	2170-2192
11	2543-2563	2393-2413	2343-2363	2193-2213
10½	2564-2578	2414-2428	2364-2378	2214-2228
10	2579-2599	2429-2449	2379-2399	2229-2249
9½	2600-2620	2450-2470	2400-2420	2250-2270
9	2621-2635	2471-2485	2421-2435	2271-2285
8½	2636-2656	2486-2506	2436-2456	2286-2306
8	2657-2679	2507-2529	2457-2479	2307-2329
7½	2680-2694	2530-2544	2480-2494	2330-2344
7	≥2695	≥2545	≥2495	≥2345

1.8 Title Tournament Certificates

The Chief Arbiter must prepare in quadruplicate certificates of title results achieved. These copies must be provided to the player, the player's federation, the organizing federation and the FIDE Office. The player is recommended to ask the Chief Arbiter for the certificate before leaving the tournament. The Chief Arbiter is responsible for that TRF file must be submitted to FIDE.

1.9 Submission of Reports on Title Tournaments

Such tournaments must be registered as in 1.11.

1.91 The Chief Arbiter of a FIDE registered tournament is responsible for uploading the tournament report (TRF file) to the FIDE rating server not later than 30 days after the end of the event.

1.92 The end of a tournament is the date of the last round and the deadline for submitting the tournament shall be calculated from that date.

1.93 Reports sent in more than 90 days late will not be accepted for rating or title purposes. For the penalties on late reports, refer to Financial Regulations.

1.94. Report shall include a database of the games played.

1.10 Application Procedure for Players' Titles

1.10.1 Registered of direct titles

The organiser sends the results to FIDE office. The FIDE office together with the QC Chairman creates a list of possible titles. The federations concerned are informed by the FIDE office. If the federation agrees to apply for the title, then the title is confirmed.

1.10.2 Titles by applications

The application must be sent and signed by the player's federation. If the player's federation refuses to apply, the player can appeal to FIDE and apply (and pay) for the title himself.

All the certificates have to be signed by the chief arbiter of the tournament and by the federation responsible for the event.

2.0 Requirements for Chess Composition Titles

As established by the regulations of FIDE PCCC.:

3.0 Requirements for Correspondence Chess Titles

As established by the regulations of the ICCF.

4.0 Application Forms

4.1 Application forms for the titles listed in 0.31 and 0.34 are annexed hereto. They are:

title	Norm Forms	Application Forms
Certificate of Title Result	IT1	IT2
Tournament Report Form	IT3	

4.2 Applications for these titles must be prepared on these forms and all the information required supplied together with the application:

GM	IT2, IT1s, each with cross tables
IM	IT2, IT1s, each with cross tables
WGM	IT2, IT1s, each with cross tables
WIM	IT2, IT1s, each with cross tables

4.3 Applications must be submitted to the appropriate judging unit by the federation of the applicant. The national federation is responsible for the fee.

4.3a There is a 60-day deadline in order for applications to be considered properly. There is a 50% surcharge for applications to be considered in a shorter time-scale than this. Those arriving during the Presidential Board, Executive Board, or FIDE Congress shall be charged a 100% supplement.

Exception: the surcharge may be waived, if the last norm was achieved so late that the time limit could not be observed.

4.3b All title applications together with full details must be posted on the FIDE website for a minimum of 60 days prior to finalisation. This is in order for any objections to be lodged.

APPENDIX 5

Table for penalties for late submission of Tournament Reports

Type/Level of Tournament	Within 30 days	Within 60 days	Within 90 days	No submission within 90 days
Swiss system – Individual and Team; Other Formats of Average Rating <2300	1 euro per player	100% Surcharge	200% Surcharge	300% Surcharge and subject investigation and recommenda tion of additional penalties
Other Formats of Average Rating <2400	60 euro			
Other Formats of Average Rating <2500	90 euro			
Other Formats of Average Rating <2600	120 euro			
Other Formats of Average	150 euro			

Rating 2600.and >				
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