

## International Title Regulations of FIDE

As approved by the 1982 General Assembly and amended by the General Assemblies of 1984 to 2008, these regulations shall be valid from 1.7.2009.

**Green Corrected text, a mistake that came when sending the text between Chairman and Secretary.**

**Yellow Mistake in the text, or changes approved in the EB or GA.**

### 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).
- 0.34 International Organizer (IO) Title, the judging unit being the FIDE Qualification Commission.
- 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  $\geq 2380$ , and performance  $\geq 2600$ . This might be achieved, for example, by a result of 7 points out of 9 games.

GM performance is  $\geq 2600$  performance against opponents with average rating  $\geq 2380$ .

IM performance is  $\geq 2450$  performance against opponents with average rating  $\geq 2230$ .

WGM performance is  $\geq 2400$  performance against opponents with average rating  $\geq 2180$ .

WIM performance is  $\geq 2250$  performance against opponents with average rating  $\geq 2030$ .

**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.

**Category** was used for title results earlier. Now it is used only to describe the overall strength of a round-robin tournament. Categories are based on the average rating of all the players in a round-robin tournament. In a Swiss tournament category was calculated as the average of the ratings of the player and his opponents. Category I is average rating of 2251-2275, category II 2276-2300 etc, for women category I is average 2051-2075, II 2076-2100 etc.

**Registered title** (automatic title) is a title gained by achieving a certain place or result in a tournament. For example, winning, or achieving a result  $\geq 50$  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 or 0.34 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.

The tournament system must be a fair one. 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, and all details of the tournament must be published in the FIDE calendar.

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.

1.14 The tournament must be played by using one of the following rates of play:

90 minutes with 30 seconds cumulative increment for each move starting from first move

(This time control is valid only until 30.6.2010.)

90 minutes for 40 moves + 30 minutes with 30 seconds cumulative increment for each move starting from the first move

100 minutes for 40 moves followed by 50 minutes for 20 moves, then 15 minutes for the remaining moves with 30 seconds cumulative increment for each move starting from first move

40 moves in 2 hours followed by 30 minutes for the rest of the game

40 moves in 2 hours followed by 60 minutes for the rest of the game

40 moves in 2 hours followed by 20 moves in 1 hour followed by 30 minutes for the rest of the game

1.15 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.

1.16 Calculating the norm requirements for an event which lasts longer than 90 days can be done in two ways. Which system is used must be stipulated prior to the event and mentioned in all publicity and indicated on all norm certificates IT1.

The same system as in B.02.4.12 must be used for calculating rating changes.

(a) The Rating List at the start of the competition shall be used, or

(b) The opponents' ratings at the date the game is played shall be used.

1.17 The tournament shall be conducted by an International Arbiter, failing that, by a FIDE Arbiter.

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, regional or other associations' competitions mentioned below, a title or result can be achieved only if at least 1/3 of the appropriate member federation, **or at least three federations**, participate in the event.

The minimum number of participants in the tournament is eight.

**If groups are combined to make a bigger group, then the titles can be awarded to the best of subgroups, if the number of players in the subgroup is five for CM titles, and seven for FM titles.**

1.24 A norm in Olympiad etc. (see the chart below) is worth 20 games; a performance result is worth 13 games.

<b>Championships</b>	<b>Grandmaster</b>	<b>International Master</b>
	<b>GM</b>	<b>IM</b>
World Cup	Reaching last 16	Qualifying over the board
Women's World	Winner = title Finalist = 9 game norm (a)	Finalist = title
World U-20	Gold = title. 1st = 9 game norm (a)	Silver, bronze = title
World Senior	Gold = title	Silver = title
Olympiad; Women's Olympiad; Continental; Continental Women's.	<input type="checkbox"/> 9 games GM Performance counts as 13 games. <input type="checkbox"/> 9 games GM Norm counts as 20 games.	<input type="checkbox"/> 9 games IM Performance counts as 13 games. <input type="checkbox"/> 9 games IM Norm counts as 20 games.
Continental	Gold = 9 game norm (a)	1st, up to 3 players = title
Continental Senior	Gold = 9 game norm (a)	Gold = title Silver, bronze = 9 game norm (a)
Continental U-20 ASEAN; ASEAN U-20; Arab; Arab U-20; Centroamerican-Caribbean U-20; Southern American U-20; World U-18	Gold = 9 game norm (a)	1st, up to 3 players = title
World U-16; Continental U-18, 16;		Gold = 9 game norm (a)

World Girls' U-20		
Commonwealth; IBCA, ISCS, IPCA		1st, up to 3 players = title.
Zonals and Sub-Zonals See Note b to e.		1st, up to 3 players = title. 9 games $\geq 66\frac{2}{3}\%$ = title <input type="checkbox"/> 9 games IM Performance counts as 13 games.

<b>Female Championships</b>	<b>Woman Grandmaster</b>	<b>Woman International Master</b>
	<b>WGM</b>	<b>WIM</b>
Women's World	Winner = GM title. Finalist = 9 game GM norm (a) Finalist = IM title. Reaching last 8 = WGM title	Qualifying over the board
World U-20	Gold = WGM title. Gold = 9 game IM Norm (a) 1st = 9 game WGM norm (a)	Silver, Bronze = WIM title
World Senior	Gold	Silver
Open Olympiad; Women's Olympiad; Continental; Continental Women's.	<input type="checkbox"/> 9 games <b>GM WGM</b> Performance counts as 13 games. <input type="checkbox"/> 9 games <b>GM WGM</b> Norm counts as 20 games.	<input type="checkbox"/> 9 games <b>IM WIM</b> Performance counts as 13 games. <input type="checkbox"/> 9 games <b>IM WIM</b> Norm counts as 20 games
Continental Women's	Gold = Title	1st, up to 3 players = title.
Continental Women's Senior	Gold = 9 game norm (a)	Gold = title Silver, bronze = 9 game norm (a)
Continental U-20; ASEAN; ASEAN U-20 Arab; U-20 Arab; Centroamerican-Caribbean U-20; Southern American U-20; World U-18.	Gold = 9 game norm (a)	1st, up to 3 players = title.
Commonwealth; IBCA, ISCS, IPCA		1st, up to 3 players = title.
World U-16; Continental U-18, U-16		Gold = 9 game norm (a)
Zonals and Sub-Zonals See Note b to e.		1st, up to 3 players = title. <input type="checkbox"/> 9 games $\geq 66\frac{2}{3}\%$ = title <input type="checkbox"/> 9 games WIM Performance counts as 13 games.

<b>Championships</b>	<b>FIDE Master</b>	<b>Candidate Master</b>
	<b>FM</b>	<b>CM</b>
Olympiad (d e)	9 game $\geq 66\frac{2}{3}\%$ = title	7 game $\geq 50\%$ = title

World, Continental Team (d e)	7 game $\geq 66\frac{2}{3}$ % = title	7 game $\geq 50$ % = title
World U-18	Silver, Bronze = title	
World U16, 14, 12, 10, 8	1 <sup>st</sup> , up to 3 players = title	Silver, Bronze = title
IBCA, ICSC, IPCA World	Silver = title	Bronze = title
IBCA, ICSC, IPCA World U-20	1 <sup>st</sup> , up to 3 players = title	Silver, Bronze = title
U-20 Continental, ASEAN, or Arab.	Silver, Bronze = title	
Continental, ASEAN or Arab U-18,16,14, 12,10, 8	1 <sup>st</sup> , up to 3 players = title	Silver, Bronze = title
America's Regional Youth Festival U-18, 16, 14, 12,10, 8		1 <sup>st</sup> , up to 3 players = title
Zonals and Sub-Zonals See Note a to d.	9 games $\geq 50$ % = title	9 game $\geq 40\%$ = title
World Amateur	Gold = title	1 <sup>st</sup> = or Silver = title
World School Chess Individual Championship U-9 and older		Gold

Female Championships	Woman FIDE Master	Woman Candidate Master
	WFM	WCM
Olympiad (d e)	9 game $\geq 66\frac{2}{3}$ % = title	7 game $\geq 50$ % = title
World, Continental Team (d e)	7 game $\geq 66\frac{2}{3}$ % = title	7 game $\geq 50$ % = title
World U-18	Silver, Bronze = title	
World U16, 14, 12, 10, 8	1 <sup>st</sup> , up to 3 players = title	Silver, Bronze = title
IBCA, ICSC, IPCA World	Silver = title	Bronze = title
IBCA, ICSC, IPCA World U-20	1 <sup>st</sup> , up to 3 players = title	Silver, Bronze = title
U-20 Continental, ASEAN, or Arab.	Silver, Bronze = title	
Continental, ASEAN or Arab U-18,16,14, 12,10, 8	1 <sup>st</sup> , up to 3 players = title	Silver, Bronze = title
America's Regional Youth Festival U-18, 16, 14, 12,10, 8		1 <sup>st</sup> , up to 3 players = title
Zonals and Sub-Zonals See Note a to d.	9 games $\geq 50$ % = title	9 game $\geq 40\%$ = title
World Amateur	Gold = title	1 <sup>st</sup> =, or Silver = title
World School Chess Individual Championship U-9 and older		Gold

**Remarks:**

- For example: Women's World Championship: Finalist = 9 game GM norm. This means that the result counts as if it was a norm and had met all the necessary requirements.
- Where a zonal/subzonal is played with preliminaries and finals, the results shall be pooled.
- Subzonals must be approved by the Presidential Board.
- For zonals/subzonals only one IM/WIM title can be obtained based on a result  $\geq 66\frac{2}{3}$  percent, only two FM/WFM titles can be obtained based on a result  $\geq 50$  percent.

(e) The result must be achieved in consecutive games starting from the first game the player plays in the tournament. If a player achieves  $\geq 4\frac{1}{2}$  6 points ( $3\frac{1}{2}$  points for CM/WCM), the title is awarded, even if the player does not play 9 games (7 games for CM/WCM)

(f) 1<sup>st</sup> = means shared first place.

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

- |      |                        |             |
|------|------------------------|-------------|
| 1.31 | FIDE Master            | $\geq 2300$ |
| 1.32 | Candidate Master       | $\geq 2200$ |
| 1.33 | Women FIDE Master      | $\geq 2100$ |
| 1.34 | Women Candidate Master | $\geq 2000$ |

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 **8 or 9 round Continental and World Team Championship**, 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 he has met the required mix of opponents, and provided this leaves him with at least the minimum number of games as in 1.41. A player who has achieved a title as in 1.3 may ignore all games played subsequently. See 1.52a.~~

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 The finals (but not preliminaries) of national men's championships and also national women's championships.

1.43b National team championships.

1.43c Zonal 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 1.44a)

1.44 Opponents shall be calculated using rounding up (minimum) to the next whole number, to the next lower number (maximum).

1.44a 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 (GM=1.5WGM, IM=1WGM, FM=1WGM). 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 (GM=2WIM, WGM=1.5WIM, IM=1.5WIM, FM=1.5WIM). 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 Minimum number of rated opponents, see table in 1.7. It can be calculated also so that maximum number of unrated opponents is 20 percent of (number of opponents + 1).

1.46b The Rating List in effect at the start of the tournament shall be used, see exception in 1.16. 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.

1.46c 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

1.46c1 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.

1.46e An unrated titled player is counted as follows:

GM 2300, WGM 2100, IM 2200, WIM 2000, FM 2100, WFM 1900.

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 ( $R_p$ )

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 ( $R_p$ ):

$$R_p = R_a + d_p \text{ (see the table below)}$$

$R_a$  = 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
.99	677	.82	262	.65	110	.48	-14	.31	-141	.14	-309
.98	589	.81	251	.64	102	.47	-21	.30	-149	.13	-322
.97	538	.80	240	.63	95	.46	-29	.29	-158	.12	-336
.96	501	.79	230	.62	87	.45	-36	.28	-166	.11	-351
.95	470	.78	220	.61	80	.44	-43	.27	-175	.10	-366
.94	444	.77	211	.60	72	.43	-50	.26	-184	.09	-383
.93	422	.76	202	.59	65	.42	-57	.25	-193	.08	-401
.92	401	.75	193	.58	57	.41	-65	.24	-202	.07	-422
.91	383	.74	184	.57	50	.40	-72	.23	-211	.06	-444
.90	366	.73	175	.56	43	.39	-80	.22	-220	.05	-470
.89	351	.72	166	.55	36	.38	-87	.21	-230	.04	-501
.88	336	.71	158	.54	29	.37	-95	.20	-240	.03	-538
.87	322	.70	149	.53	21	.36	-102	.19	-251	.02	-589
.86	309	.69	141	.52	14	.35	-110	.18	-262	.01	-677
.85	296	.68	133	.51	7	.34	-117	.17	-273	.00	-800
.84	284	.67	125	.50	0	.33	-125	.16	-284		

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

Chart 1.49a shows the rating range for tournaments up to 19 rounds, although such norms count as only 13 rounds if of 14-19 games.

#### Tables 1.49a

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.

### 7 ROUNDS, 4 TITLE HOLDERS (TH), MINIMUM 6 RATED

Available only for 7 round Continental and World Team Championships

	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>
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

### 8 rounds, 4 TH, minimum 7 rated

Available only for 8 or 9 round Continental and World Team Championships

	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>
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

### 9 rounds, 5 TH, minimum 7 rated

	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>
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

### 10 rounds, 5 TH, minimum 8 rated

	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>
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

**11 rounds, 6 TH, minimum 9 rated**

	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>
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

**12 rounds, 6 TH, minimum 10 rated**

	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>
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

**13 rounds, 7 TH, minimum 11 rated**

	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>	
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 only 13 rounds), 7 TH, minimum 11 rated**

	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>	
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	

**15 rounds (counts as only 13 rounds), 8 TH, minimum 12 rated**

	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>	
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 only 13 rounds), 8 TH, minimum 13 rated**

	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>	
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 only 13 rounds), 9 TH, minimum 14 rated**

	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>
	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 only 13 rounds), 9 TH, minimum 15 rated**

	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>
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 only 13 rounds), 10 TH, minimum 15 rated**

	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>
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

1.5 Requirements for award of the title, having achieved norms

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

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

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

GM	≥2500
IM	≥2400
WGM	≥2300
WIM	≥2200

1.52a 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.

1.53 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.

1.54 Title results remain valid for life. Thus there is no time restriction imposed on obtaining norms.

1.6 Summary of Title Tournaments Requirements

		Notes
Number of games per day	not more than two	1.13
<del>Total thinking time</del>	<del>minimum 120 minutes</del>	<del>1.14</del>
Rate of play	only six different rates allowed	1.14
Period for the whole event	within 90 days	1.15
Administrator in charge	International Arbiter or FIDE Arbiter	1.17
Number of games	minimum 9 (7 in world/cont. teams with 7-9 rounds)	1.41b-c
Type of event	no individual single matches	
Games not included	- against computers - adjudicated games - forfeited before play starts - against opponents who do not belong to FIDE federations	1.42

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	

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	1.49a
Minimum score	35 %	1.49a

### 1.7 Summary of Requirements for the Number of Opponents

Number of games	7	8	9	10	11	12	13	14	15	16	17	18	19
Number of MO	3	3	3	4	4	4	5	5	5	6	6	6	7
Minimum title holders TH	4	4	5	5	6	6	7	7	8	8	9	9	10
Minimum rated	6	7	7	8	9	10	11	11	12	13	14	15	15
Maximum players from applicant's federation	N/A	N/A	5	6	6	7	7	8	9	9	10	10	11
Maximum players from one federation	N/A	N/A	6	6	7	8	8	9	10	10	11	12	12

A more compact way of expressing the above tables which does not show the underlying principles.

Throughout these tables, in the first row:

One GM is equivalent to 1.5 IM or WGM or 2 WIM. One IM or FM is equivalent to one WGM or 1.5 WIM. See 1.46e for raising the rating of a low rated titled player.

#### 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.

<b>9 rounds</b>	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>
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.

<b>10 rounds</b>	<b>GM</b>	
Different MO	4 gm 3 gm if DR	
*Min. Other feds.	2	
Rating floor for 1 player	2200	
	<b>SR</b>	<b>DR</b>
Different TH	5	3
Max. number unrated	2	1
*Max. From 1 fed.	6	3
*Max. From own fed.	6	3#
8	2380-2406	
7½	2407-2450	
7	2451-2489	
6½	2490-2527	
6	2528-2563	
5½	2564-2599	
5	2600-2635	
4½	2636-2671	

4	2672-2709
3½	≥2710

# 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.

<b>11 rounds</b>	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>
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.

<b>12 rounds</b>	<b>GM</b>	
Different MO	4 gm 3 gm if DR	
*Min. Other feds.	2	
Rating floor for 1 player	2200	
	<b>SR</b>	<b>DR</b>
Different TH	6	3
Max. number unrated	2	1
*Max. From 1 fed.	8	4
*Max. From own fed.	7	3#
9½	2380-2406	
9	2407-2441	
8½	2442-2474	
8	2475-2504	
7½	2505-2542	
7	2543-2570	
6½	2571-2599	
6	2600-2628	
5½	2629-2656	
5	2657-2686	
4½	≥2687	

# 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.

<b>13 rounds</b>	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>
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

<b>14 rounds counts as 13 rounds</b>	<b>GM</b>	
Different MO	5 gm 3 gm if DR	
Min. Other feds.	2	
Rating floor for 1 player	2200	
	<b>SR</b>	<b>DR</b>
Different TH	7	4
*Max unrated	3	1
*Max. From 1 fed.	9	4
*Max. From own fed.	8	4#
11	2380-2406	
10½	2407-2441	
10	2442-2466	
9½	2467-2497	
9	2498-2519	
8½	2520-2549	
8	2550-2570	
7½	2571-2599	
7	2600-2628	
6½	2629-2649	
6	2650-2679	
5½	2680-2701	
5	≥2702	

# 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.

<b>15 rounds counts as 13 rounds</b>	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>
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

<b>16 rounds counts as 13 rounds</b>	<b>GM</b>	
Different MO	6 gm 3 gm if DR	
Min. Other feds.	2	
Rating floor for 1 player	2200	
	<b>SR</b>	<b>DR</b>
Different TH	8	4
*Max unrated	3	1
*Max. From 1 fed.	10	5
*Max. From own fed.	9	4
12½	2380-2406	
12	2407-2433	
11½	2434-2458	
11	2459-2482	
10½	2483-2504	
10	2505-2534	
9½	2535-2556	
9	2557-2578	
8½	2579-2599	
8	2600-2620	
7½	2621-2642	
7	2643-2664	
6½	2665-2686	
6	≥2687	

<b>17 rounds counts as 13 rounds</b>	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>
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

<b>18 rounds counts as 13 rounds</b>	<b>GM</b>
--------------------------------------	-----------

Different MO	6 gm 3 gm if DR	
Min. Other feds.	2	
Rating floor for 1 player	2200	
	<b>SR</b>	<b>DR</b>
Different TH	9	5
*Max unrated	3	2
*Max. From 1 fed.	12	6
*Max. From own fed.	10	5
14	2380-2406	
13½	2407-2433	
13	2434-2458	
12½	2459-2474	
12	2475-2497	
11½	2498-2519	
11	2520-2542	
10½	2543-2556	
10	2557-2578	
9½	2579-2599	
9	2600-2620	
8½	2621-2642	
8	2643-2656	
7½	2657-2679	
7	2680-2701	
6½	≥2702	

<b>19 rounds counts as 13 rounds</b>	<b>GM</b>	<b>IM</b>	<b>WGM</b>	<b>WIM</b>
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

1.91 Such tournaments must be registered as in 1.11.

1.92 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.

1.93 If a tournament is not registered in advance with FIDE only the Federation of the country where the tournament was held may send in the results. The results shall only be included by agreement with the Chairman of the QC.

1.94 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.

1.95 If the Rating Administrator finds that the report is defective to the extent that it has to be returned for correction, the corrected report must be mailed to the Secretariat within four weeks of the date indicated by the Rating Administrator. Failure to do this will mean that the event was not reported for rating.

1.96 Reports sent in more than six months late will not be accepted for rating or title purposes without the agreement of the chairman of the Qualification Commission.

1.97 Federations submitting rating reports must submit all the games played in the tournament together with the report, if available. The games may be submitted either on paper or, preferably, in a standard chess database electronic format.

### 1.10 Application Procedure for Players' Titles

#### 1.10.1 Registered 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.

The tournaments have to be correctly reported to FIDE. A tournament must be rated before it can be regarded as valid for title norms.

Tournaments where GM results are possible must be 'publicly' open. At least the games of the tournament should be available during the tournament; it is recommended that the top games of the tournament are show as live games, possibly on the internet. After the tournament all the games have to be available to be checked.

## 2.0 Regulations for the title International Organizer

All of the following:

2.11 Expertise in the organization of chess events

2.12 Sufficient knowledge of at least one official FIDE language.

2.13 Experience as Chief Organizer (as defined in the FIDE Tournament Rules) of at least five events of a minimum of two different types; or experience as organizer of at least two different types of FIDE events.

The event must have at least five rounds (as with Arbiter norms).

## 3.0 Requirements for Chess Composition Titles

as established by the regulations of FIDE PCCC.

#### 4.0 Requirements for Correspondence Chess Titles

as established by the regulations of the ICCF.

#### 5.0 Application Forms

5.1 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
International Organiser	IO1	IO2
Tournament Report Form	IT3	

5.2 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
IO	IO2, IO1s

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

5.3a 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.

5.3b 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.