

34th ‘CITY OF SAN SEBASTIAN’
INTERNATIONAL CHESS OPEN
TOURNAMENT REGULATIONS

1. The tournament will be held from 16th to 23rd of April 2011. It will be played in 9 rounds according to the Swiss system based on rating (C.04.1 FIDE Handbook). Pairings will be made using the computer program Swiss Manager, although its results will be checked by the arbiters.
2. All games will be played at Gros Xake Taldea, 20-3rd floor Anoeta Passeig (fronton Karmelo Balda) San Sebastian, with the following schedule:
 - Round 1: 17:00h – April 16th (Saturday)
 - Round 2: 17:00h – April 17th (Sunday)
 - Round 3: 17:00h – April 18th (Monday)
 - Round 4: 17:00h – April 19th (Tuesday)
 - Round 5: 17:00h – April 20th (Wednesday)
 - Round 6: 10:00h – April 21st (Thursday)
 - Round 7: 17:00h – April 21st (Thursday)
 - Round 8: 17:00h – April 22nd (Friday)
 - Round 9: 9:30h – April 23rd (Saturday)
3. Players will have 90 minutes for each game, with 30 additional seconds per move.
4. Any player who arrives at the chessboard more than 30 minutes after the scheduled start of the round will lose his game.
5. Players are allowed to agree draw during their games according to Article 9.1.b of FIDE Laws of Chess.
6. Any player who does not appear to a round without notifying an arbiter will be considered to have withdrawn from the tournament.
7. Players may choose to take up to two half-point byes in the first seven rounds of the tournament. Anyone taking a half-point bye must inform the arbiters before the pairings of the relevant round are published. Players invited by the organisation cannot take these byes.

8. The Appeals Committee will consist of five members. Three of them will be titular members and two reserve members. They will be appointed by the Chief Arbiter after consultation with the Tournament Director. No member of the Committee is entitled to make a decision in cases affecting his own games.
9. Any claim to an arbiter's decision must be submitted to the Appeals Committee giving it to the Chief Arbiter in writing, not more than one hour after the end of the relevant round. The decision of the Appeals Committee will be final.
10. The pairings of the first round will be published at 13:00 April 16th. In the following rounds they will be announced as soon as possible and published at the tournament website.
11. The Organization Committee will publish the first games of each round live on the Internet. No player may decline to have his/her game broadcasted live on the Internet.
12. It is forbidden to analyse games in the playing area while rounds are in progress. Players who have finished their game can analyse it in the Analysis Room. It is forbidden to use clocks and chess sets from the playing area in the Analysis Room.
13. It is strictly forbidden to use mobile phones or other electronic means of communication, not authorised by the arbiters, in the playing venue. If any such device produces a sound, the player shall lose the game. The opponent shall win. However, if the opponent cannot win the game by any series of legal moves, his/her score shall be a draw. This includes any alarm or message sound, even in vibration mode.
14. According to FIDE Laws of Chess, players must keep score during the whole game, even when short of time.
15. Everyone must leave the playing area when required by an arbiter.
16. If a player must leave the playing area during his game he should inform an arbiter. Players cannot enter the Analysis Room when their game is in progress.
17. To determine the final standings, the following tie-break criteria will be applied (in descending priority):
 1. ARPO(-1, 1) System: average recursive performance of opponents without the best and the worst. We will use the implementation of Swiss Manager to calculate this system. Complete mathematical definition can be

downloaded from
http://eio.usc.es/pub/julio/Desempate/Performance_Rekursiva_en.htm

2. Recursive performance: We will use the implementation of Swiss Manager to calculate this system. Complete mathematical definition can be downloaded from
http://eio.usc.es/pub/julio/Desempate/Performance_Rekursiva_en.htm
3. Cumulative: the sum of progressive scores. If still tied, deduct the first round score, and if necessary the second round and so on.
4. Adjusted Brazilian Buchholz: the sum of opponents' scores, ignoring the score of the lowest scoring opponent. (*)
5. Drawing of lots.
(*) The scores are adjusted for unplayed games, which count a half point each.

18. Prizes will be indivisible. No player will receive more than one prize.

19. The arbiters of the Tournament will be these people:

- Chief Arbiter: Mr. Mikel Larreategi Arana – FIDE International Arbiter
- 1st Deputy Arbiter: Mr. Iñigo Galarza Cenzano – SCF Arbiter
- 2nd Deputy Arbiter: Mr. Edu Olabe Odriozola – BCF Arbiter in practice

Chief Arbiter can appoint as many auxiliary arbiters as necessary.

20. Participation in the tournament implies the acceptance of these regulations.

In case of discrepancy, the rules written in Spanish will be considered the valid ones.