



Annex B

Executive Summary of Format for the FIDE Classical Chess World Championship

Draft

Format First FIDE Classical Chess World Championship Cycle (2002-2003)

FIDE sanctions a *new cycle* for the Classical Chess World Championship, which is administered by a newly created, independent, Chess Commissioners' Office. The first cycle (2002-2003) takes place as follows:

The Dortmund Candidate's tournament is held in July 2002, the tournament winner plays Vladimir Kramnik a 16 game Classical Chess Championship match in April/May 2003.

A FIDE sanctioned 16 game Classical Chess Championship match between FIDE Champion Ruslan Ponomarev and Garry Kasparov, the World's number one ranked player is held in May/June 2003 that produces a FIDE Champion to play the winner of the Dortmund winner versus Vladimir Kramnik match.

The two winners play a 16 game Classical Chess match for the *undisputed* world championship title to take place in October/November 2003.

Tiebreaks

If the score reaches 8-8, the following Championship Match tiebreak procedure applies until a winner is determined:

- Two further games of Classical Chess;



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- Two games of sudden-death Classical Chess (i.e. if a player wins game 19) the match is over;
- Four games of Rapid Chess (25 minutes per player, plus a ten-second bonus per move);
- Two games at 15 minutes per player, plus a ten-second bonus per move;
- Sudden-death 15-minute games, plus a ten-second bonus per move (the first to win a game wins the match).

New FIDE Second Cycle (2003 – 2005)

The following format will determine the second cycle:



- National championships, i.e. what have traditionally been called the FIDE zonal championships are held.
- The zonal winners/qualifiers, along with a number of players seeded by rating, play in a double elimination Knock-out (Classical Chess) World Qualifier tournament (WQT), comprising approximately 128 players. The WQT to be held in November/December 2003. (See *attachment to this document.*)

Candidates' Matches



The **top five finishers** in the WQT qualify to the next stage and are **joined** by the world's highest rated player, other than the defending champion. These six players then play elimination matches. These matches are 8 classical chess games in length. Matches to commence in early 2004. No player will have draw-odds in any match of cycle two and beyond.



(Note: It is also possible to have 10 players qualify from the WQT. These 10 players would play elimination Candidate Matches thereby reducing their number to five players. These five players are joined by the world's highest rated player, other than the defending champion. This adaptation would necessarily include the additional staging of an extra round of Candidate Matches.)

If the score reaches 4-4 in any match, the following Candidate Match tiebreak procedure applies until a winner is determined:

- Four games of Rapid Chess (25 minutes per player, plus a ten-second bonus per move);
- Two games at 15 minutes per player, plus a ten-second



- bonus per move;
- Sudden-death 15-minute games, plus a ten-second bonus per move (the first to win a game wins the match).

Candidates' Matches – Semi-finals

The three winners are **joined** by the defending Champion for the semi-finals, which are played for the best of 12 games (Classical Chess).

If the score reaches 6-6 in any match, the Candidate Match tiebreak procedure applies until a winner is determined.

Final

The two winners of the semi-finals play the final Championship match for the best of 16 games (Classical Chess) in 2005.

If the score reaches 8-8 the Championship Match tiebreak procedure applies until a winner is determined:

New FIDE Third Cycle (2005-2007)

The third cycle would feature a WQT, with **six qualifying players**. The six qualifying players are **joined** by the defending Champion and the world's highest rated player, other than the defending champion, totaling eight players.

The eight players then have Quarter-Final matches of 8 classical games. The four winners play Semi-Final matches of 10 classical games and the two winners play a Final Championship match of 16 classical games.

From the third cycle onwards, the defending champion and the highest rated player, are seeded into the Quarter-finals with six qualifiers from the WQT.

Two tiebreak procedures are to be applied throughout, one for Candidate Match play and one for the Championship Match.

(Note the effect of this proposal will be to have the two recognized world champions of today, Vladimir Kramnik and Ruslan Ponomarev, theoretically play two matches to produce a unified world champion. For the second cycle, the defending

world champion would likewise have to win two matches to retain his title. For the third cycle and beyond, the defending champion would have to win three classical chess matches to retain the title.)

Fees

From the prize-funds of these events, a total of 20% is deducted, to be apportioned as follows: 10% to FIDE, 5% to the creation of a Professional Players' Health and Benefits fund, and 5% to support the new Commissioners' Office and as a contingency fund for the organization of events in the cycles.

Commissioners' Office

The Commissioner's Office, comprising Bessel Kok (Europe), Dato Tan Chin Nam (Asia) and Erik Anderson (America), oversees the regulations for the Classical Chess world championship cycle, the bidding procedures, the awarding of the prize monies, the distribution of the above-mentioned fees, etc. Any points of contention are communicated in writing by organizers and players to the Commissioners, whose decision is final. The Commissioners hold office for a non-renewable five-year term.

World Chess Grandmasters Steering Committee

A committee of five or seven grandmasters will codify the rules of play, including but not limited to issues such as: time controls, rating oversight, weighted rating lists, proper time frames for the staging of events, a *tournament calendar*, seeded players into the world qualifying tournament, tiebreak review and so on.

Health and Benefit Fund Committee

A committee of professional financial planners and insurers would be formed to oversee the distribution of a health and benefit funds to aged grandmasters.

Unified Rating Committee

A committee will be formed to jointly create the rules for a unified rating system, that will rate tournaments played at Classical, Rapid and Blitz chess time controls.

Conclusion

With FIDE licensing a stable, fair Classical Chess world championship, contested by *all* the leading players and administered by an independent Commissioners' Office, there is every reason to believe that commercial sponsors will enthusiastically support the new classical chess cycle. With all the leading players playing in FIDE licensed events, there is every reason to believe that global commercial sponsors will be willing to support these events.

This document to be approved by the FIDE General Assembly in Bled, October 2003.



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