

FIDE Title Regulations effective from 1 July 2013

Approved by the 1982 General Assembly and amended by the General Assemblies of 1984 through 2012.

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 (QC).

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 for over the board play shall be under the umbrella of the QC, 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 QC: 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).

0.4 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 QC and the Ethics Commission 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 0.5 below.

0.43 The title can be used for results of opponents only in tournaments starting after the confirmation. (exception: see 1.15)

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 (see 1.48).

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 QC, such titles are awarded automatically by FIDE.

0.6 The Award of Titles

0.61 Titles 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 QC Chairman on advice from the FIDE Office. They are then awarded by FIDE.

0.62 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 QC that the candidate meets the requirements. The Presidential Board or Executive Board may award titles in clear cases only, after consultation with the QC.

1 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. Tournaments where the composition is changed (without QC approval) during the tournament or those where players have different conditions in terms of rounds and pairings are not valid. Unless with prior approval of the QC Chairman, the tournament must be registered at least 30 days in advance on the FIDE server.

1.12 There must be no more than 12 hours play in one day. This is calculated based on games that last 60 moves, although games played using delay or increment might last somewhat longer.

1.13 No more than 2 rounds shall be played on any one day. Without increment the minimum time is 2 hours for the first 40 moves 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 entire game, apart from the increment.

1.13a In the application for the GM title based on norms, at least one norm shall be achieved in a tournament with only one round per day for a minimum of 3 days.

1.13b In any title tournament the time controls and clock settings for all players must be the same (e.g. if the time control is increment based, all players must use increment; if delay based, all players must use delay; if no increment or delay is specified, then all players must compete with no increment and no delay). There can be no mixed use of clock settings (increment, delay, none at all).

1.14 Leagues and national team championships may last longer than 90 days, but not more than one year. Normally for individual tournaments, a period of at most 90 days is permitted but the QC Chairman may give prior approval to tournaments of a longer duration.

1.15 In tournaments which last longer than 90 days, the opponents' 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 (IA) or FIDE Arbiter (FA). He may appoint a temporary deputy. An IA or FA must always be in the playing venue.

1.17 No arbiter may play in a title tournament even just as a filler.

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) a single title norm. Then the requirements in 1.42 – 1.49 shall apply.
(c) a single title performance. Then the requirements in 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 For continental, sub-continental or approved competitions of FIDE International Affiliates, a title or result can be achieved if at least one third or three of the appropriate member federations – whichever is lower – participate in the event. The minimum number of participants in the event is eight. **The World Championships (including U20) of the IBCA, ICSC and IPCA are exempted from this rule.**

1.23a If groups are combined to make a bigger group, then the requirements (at least 8 participants from at least 3 federations) in 1.22 shall apply to this merged group. Titles can be awarded to the best player(s) of the subgroups, provided the subgroup has at least 5 participants from at least 2 federations and the player scores a minimum of 50% in a minimum of 9 games.

1.23b For Olympiad, a title norm counts as 20 games; a title performance counts as 13 games.

1.24 Terms used in Tables 1.24a and 1.24b: Gold – first after tiebreak; 1st equal – best 3 players after tiebreak; norm – 9 games (unless otherwise specified); Sub-Continental – include Zonals, Subzonals, Arab, ASEAN and regional youth/school events; Each continent is allowed to designate a maximum of 3 regional youth/school events for direct titles

1.3 Titles may be gained by achieving a published or interim rating at some time or other (see 1.53a):

1.31 FIDE Master ≥ 2300

1.32 Candidate Master ≥ 2200

1.33 Woman FIDE Master ≥ 2100

1.34 Woman Candidate Master ≥ 2000

1.4 The GM, IM, WGM, WIM titles can also be gained by achieving norms in internationally rated tournaments played accordingly 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 World Team and Continental Team Championships.

Only 7 games are required for 8 or 9 round World Team and Continental Team Championships.

Only 8 games are required for World Cup or Women's World Championship Tournament where these 8-game norms count as 9 games.

1.41c For a 9 round tournament, if a player has just 8 games because of a forfeit or Bye, but he has met the correct mix of opponents in those games, then if he has a title result in 8 games, it counts as an 8 game norm.

- 1.41d Where a player exceeds the norm requirement by one or more full points, then these full points count as additional number of games when computing the total number of games for the norm achieved.

1.42 The following are not included.

- 1.42a Games against opponents who do not belong to FIDE federations.
- 1.42b Games against computers.
- 1.42c Games against unrated players who score zero against rated opponents in round robin tournaments.
- 1.42d Games which are 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 the instance of a last round game where the opponent forfeits, the norm shall still count if the player must play in order to have the required number of games, but can afford to lose.
- 1.42e 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) in the case of a tournament with pre-determined pairings, the full requirements, other than score, must be met for the complete tournament.
- 1.42f A player may ignore his game(s) against any opponent 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 tournament must be submitted. In the case of a tournament with pre-determined pairings, the full requirements, other than score, must 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 tournament), shall be excluded.

1.43 Federations of Opponents

At least 2 federations other than that of the title applicant must be included, except 1.43a-1.43e shall be exempt. Nevertheless, 1.43f shall apply.

- 1.43a The final stage of the national men's (or open) championship and also the national women's championship. In the year when the Subzonal tournament of a single federation is held, then the national championship is not exempt for that federation.
- 1.43b National team championships.
- 1.43c Zonals and Subzonal tournaments.
- 1.43d Tournaments of other types may be included only with the prior approval of the QC Chairman.
- 1.43e Swiss System tournaments in which participants include at least 20 FIDE Rated players not from the host federation, but from at least 3 federations and at least 10 of whom hold GM, IM, WGM, 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 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 tables in 1.72.

1.45 Titles of Opponents – see 1.7 for exact numbers.

- 1.45a At least 50% of the opponents shall be title-holders (TH) as in 0.31, excluding CM and WCM.
- 1.45b For a GM norm, at least 1/3 with a minimum 3 of the opponents (MO) must be GMs.
- 1.45c For an IM norm, at least 1/3 with a minimum 3 of the opponents (MO) must be IMs or GMs.
- 1.45d For a WGM norm, at least 1/3 with a minimum 3 of the opponents (MO) must be WGMs, IMs or GMs.
- 1.45e For a WIM norm, at least 1/3 with a minimum 3 of the opponents (MO) must be WIMs, WGMs, IMs or GMs.
- 1.45f Double round robin tournaments need a minimum of 6 players. An opponent's title as in 1.45b – 1.45e 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 1.15. The ratings of players who belong to federations which are temporarily excluded when the tournament starts can be determined on application 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 is below the floor, the rating of the lowest opponent shall be raised.
- 1.46d Unrated opponents not covered by 1.46c shall be considered to be rated 1000. Minimum number of rated opponents, see table in 1.72. It can be calculated also so that maximum number of unrated opponents is 20 percent of (number of opponents+1).

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 consideration.
- 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 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):

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

Where R_a = Average Rating of Opponents + Rating Difference 'dp' from Table 8.1a of FIDE Rating Regulations (conversion from percentage score 'p' into Rating Difference 'dp')

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

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

1.49

p	dp	p	dp	p	dp	p	dp	p	dp	p	dp
.10	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		

1.5 Requirements for Award of the Title, having achieved Norms

1.51 Two or more norms in tournaments 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 both.

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 a tournament. 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 QC. 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 FIDE Title Regulations prevailing at the time of the tournament when the norm was obtained.

1.55 Title norms gained before 1.7.2005 must be registered with FIDE before 1.7.2013 or they will be considered to have expired.

1.6 **Summary of Title Tournament Requirements. In the case of any discrepancy, the regulations above shall take precedence.**

		Notes
Number of Games per Day	Not more than 2	1.13
Rate of Play	Minimum requirements	1.13
Period for the whole tournament	Within 90 days, with exceptions	1.14
Administrator in charge	International Arbiter or FIDE Arbiter	1.16
Number of Games	Minimum 9 (7 in World/Continental Teams with 7-9 rounds)	1.41a-d
Type of Tournament	No individual single matches	1.1
Games not Included	<ul style="list-style-type: none"> o Against computers o Adjudicated games o Forfeited before play starts o Against opponents who do not belong to FIDE federations 	1.42

1.61 For the numbers below, see the formula calculating titles in 1.45.

		Notes
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	1.7
Minimum score	35%	1.7

1.7 Summary of Requirements depending on the Number of Games

1.71 Determining whether a result is adequate for a norm, dependent on the average rating of the opponents. Tables 1.72 show the range for tournaments up to 19 rounds. Norms achieved in a tournament with more than 13 rounds count only as 13 games.

1.72 Tables

Available only for 7 to 9 round World Team and Continental 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 material following refers to 9-19 rounds:

* 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		4 IM		4 WGM		4 WIM	
*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		4 IM		4 WGM		4 WIM	

*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 3GM if DR	5 IM	5 WGM	5 WIM				
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		2180-2188		2030-2038	
11½	2389-2424		2189-2224		2039-2074	
11	2425-2450		2225-2250		2075-2100	
10½	2451-2474		2251-2274		2101-2124	
10	2475-2504		2275-2304		2125-2154	
9½	2505-2527		2305-2327		2155-2177	
9	2528-2549		2328-2349		2178-2199	
8½	2550-2578		2350-2378		2200-2228	
8	2579-2599		2379-2399		2229-2249	
7½	2600-2620		2400-2420		2250-2270	
7	2621-2649		2421-2449		2271-2299	
6½	2650-2671		2450-2471		2300-2321	
6	2672-2694		2472-2494		2322-2344	
5½	≥2695		≥2495		≥2345	

16 rounds counts as 13 rounds	GM	IM	WGM	WIM
Different MO	6 GM 3 GM if DR	6 IM	6 WGM	6 WIM
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		6 WGM		6 WIM	

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	1	3	1	3	1	3	1
*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 FIDE. The player is recommended to ask the Chief Arbiter for the certificate before leaving the tournament. The Chief Arbiter is responsible that the 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 end of a tournament is the date of the last round and the deadline for submitting the tournament shall be calculated from that date.
- 1.92 The Chief Arbiter of a FIDE registered tournament has to provide the tournament report (TRF file) within 7 days after the end of the tournament to the Rating Officer of the federation where the tournament took place. The Rating Officer shall be responsible for uploading the TRF file to the FIDE Rating Server not later than 30 days after the end of the tournament.
- 1.93 Reports sent in more than 90 days late will not be accepted for rating or title purposes.

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 to investigation and recommendation of additional penalties by QC
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 Rating 2600 and >	150 euro			

- 1.94 Reports shall include a database of at least those games played by players who achieved title results.

1.10 Application Procedure for Players' Titles

1.10a Registration of Direct Titles

The Chief Arbiter sends the results to the 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.

1.10b Titles by Application

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 and the federation responsible for the tournament.

2. Application Forms for titles are annexed hereto. They are:

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

- 2.1 Applications for these titles must be prepared on these forms and all the information required supplied together with the application:
GM; IM; WGM; WIM - IT2, IT1s, each with cross-tables
- 2.2 Applications must be submitted to FIDE by the federation of the applicant. The national federation is responsible for the fee.
- 2.3 There is a 60-day deadline in order for the 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 General Assembly 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.
- 2.4 All 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.

3.0. List of Application Forms

1. [Certificate of title result IT1.](#)
2. [Title Application form IT2.](#)
3. [Tournament report form IT3.](#)