Korbach Draughts Festival 2024, Sep 21-27 – Rules and Regulations

1. International Draughts - 100 Tournament

1.1. Entry fee - €20, Youths - free (Participation w/o limit).

1.2. Time Control is 15 minutes + 3 seconds increment gained with each press of a clock.

2. Germany Open English Draughts 3-moves National Championship

2.1. Entry fee - €20, Youths - free (Participation w/o limit).

2.2. Time Control is 12 minutes with 5 seconds increment gained with each press of a clock.

2.3. Clocks are reset to the same initial time control for the second game.

3. English Draughts 3-moves World Blitz Open

3.1. Entry fee - €20, Youths - free (Participation w/o limit).

3.2. Time Control is 3 minutes with 3 seconds increment gained with each press of a clock.

3.3. Clocks are reset to the same initial time control for the second game.

3.4. Number of rounds in World Blitz tournament will depend on total number of players:
- 13 rounds will be play if total number of players do not exceed 32 players,
- 15 rounds will be play if total number of players will be greater than 32 players.

3.5. Each round all pairs play the same opening picked randomly by Main Referee.

3.6. No openings are repeated during the tournament.

3.7. Each 1st game and 2nd game of round starts at the same time on all boards after Main Referee official announcement.

3.8.   Main Referee of Blitz World Championship and Director of Korbach Festival have rights to adjust slightly conditions and format of World Blitz event for better and more professional environment and process improvement.

4. English Draughts WQT & World Championships

4.1.   WCDF tournaments - each Draughts federation and / or affiliated organization from each country have to pay the WCDF fee of 100 dollars and can place 2 participants in each tournament without additional payment (2 players in Open event 2 women, 2 youths).

Germany as the organizer of the festival, has a right to place 3 participants in each category.

4.2.   Time Control is 45 minutes with 20 seconds gained by each player press of a clock.

4.3.   Clocks are reset to the same initial time control for the second game.

4.4.   A player with time under 3:00 minutes is not obliged to record moves, but the full written game must be recovered and turned in by the end of the round. The player in time shortage may still wish to record a tick mark as a placeholder, and in case a forty-move count is later requested.

4.5.   With Swiss-system of pairing, the first round will be paired randomly without respect to country of origin. Pairing two players from same country in final round is discouraged if a fresh pairing with equal points is possible. In the event of a round-robin, pairings will emphasize people from same country being paired sooner than later.

4.6.   The Tournament(s) format is traditionally 8 rounds of Swiss with no repairing. However, alternate formats may be more suitable for sections with fewer participants. Players in those sections will decide on format in consultation with tournament officials. Leaving board to go to bathroom within player's first 8 moves of game is discouraged, where possible. A short break prior to starting the second game is preferred.

4.7.   WCDF tie-breaker rules apply where players are tied in points.

Order of tie-break criteria's:

      1) Head-to-head result, or mini-league if more than 2 tied,
      2) Sonneborn-Berger,
      3) Playoff at rapid rates. Rules for additional playoffs :

A) Two games will be played at normal time controls.

B) If still tied due to a drawn round, then two games will be played at 15 minutes total time on the clock (with additional 5 seconds gained for each press of the clock).

C) After the first game, players exchange colors, but clocks are not reset. An official or other designee will record games for players, if players wish.

D) If the 2-game set is drawn, then two more games are played at 10 minutes, followed, as needed, by two more games at 5 minutes, and then 5 new final minutes until someone wins 2-ganes set or runs out of time.