



Venue Guidelines

Tournament Platform

tornelo

VENUE DESCRIPTION

2



SPACE

Venues shall be spacious enough according the number of players. Players shall have their own desk and distance between the players at least 2 meters. Adequate electrical outlets shall be available.



BANNERS-FLAGS

Local Authorities/clubs/sponsors may put their flags, roll Up or wall banners at the venue.



DESK-TABLES

On the player's table shall be placed only the playing device and a chessboard where the player may repeat the moves have been already played in the actual game.

No other item is allowed, except a refreshment.



ENTRY

At the entrance to the playing venue shall be foreseen a deposit place where players can leave personal belongings (mobiles, smart watches etc.) that are not allowed in the playing venue.

WHAT IS ALLOWED AND NOT AT VENUES

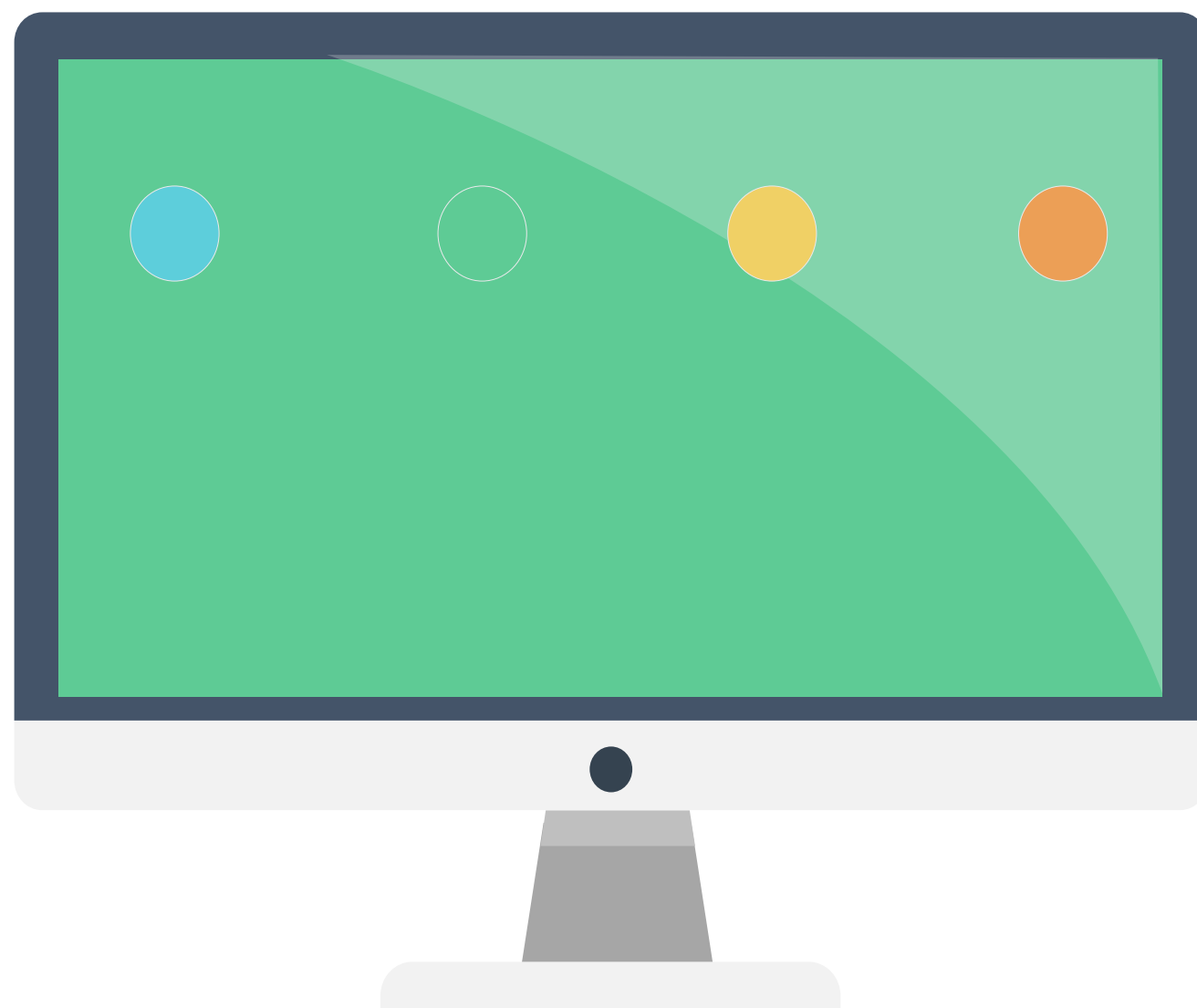


Each Local Organiser is required to provide a playing venue suitable to host a hybrid chess competition. **The ‘playing venue’** is defined as the ‘playing area’, rest rooms, toilets, refreshment area, area set aside for smoking and other places as designated by the arbiter. The playing area is defined as the place where the games of a competition are played. Only players and arbiters are allowed access to the playing venue.

In each venue, electronic devices used for conducting online games (playing devices) are provided by the Local Organizer, if not available players can use their own devices under specific rule for full access by arbiters. **No other electronic device is allowed in the venue** including smart watches. Pens are not allowed; all games will be recorded.

Restrooms shall be by players at the breaks.

GADGETS – INTERNET



HOW TO PLAY

Players may use Desktop PCs or laptops.
Mobile phones or tablets are not allowed.



INTERNET

Venues must provide internet service with a minimum of 5MB download/upload **per player**. An additional 3MB is required for each venue camera. A venue with 16 players requires a minimum of 100MB download/upload, but since one line 100 MB may not provide the required bandwidth, two lines are recommended. National Federations shall use cable internet for all players and have a connection set up from two (2) different internet providers with automatic switching between connections if possible



WEB CAMERAS

Webcams with an angle of at least 180° shall be mounted so as to cover the entire playing hall. The F (aperture) of the cameras should be between 1.0 to 2.0. Otherwise, the room lighting must be at least 400 lumens. The webcams are connected to the Arbiter's PC.



ARBITERS



At least two arbiters will be appointed for each playing venue: a Venue Chief Arbiter and Venue Technical Arbiter (LTA). The Venue arbiters shall be **FIDE licensed** and able to communicate in English language.



INSTALLATION OF CAMERAS

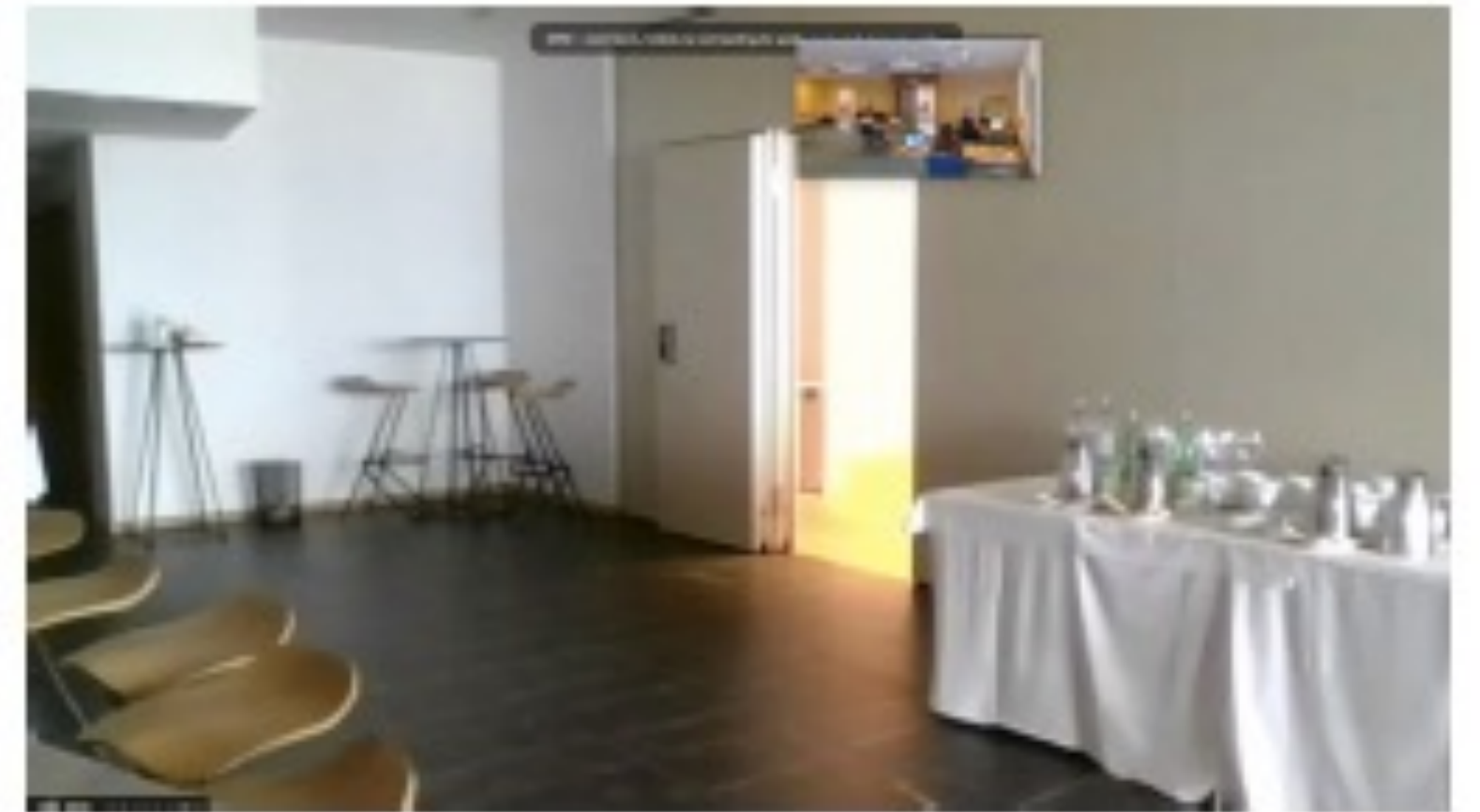
In each playing venue the necessary number of panoramic cameras shall be installed to ensure ample supervision. Cameras shall cover the playing venue, and other areas that may need to move players (f.e corridors). Venue cameras will be connected through the Arbiters/organizers laptops in Venues Zoom Call.

Additionally, each player shall be supervised by a camera (pc camera or panoramic).

All the rooms shall have adequate lighting for good visibility

Venue Cameras – FHD, aperture of the lens 1.0-2.0

- Venue cameras (overall view of the playing venues and refreshment area)





FAIR PLAY RULES AT VENUES

Each Local Organiser is recommended to provide hand metal detectors for the arbiters at the playing venue.

During the game, the players are forbidden to have any electronic device not specifically approved by the arbiter. The arbiter may require the player to allow his/her clothes, bags, other items or body to be inspected, in private. If it becomes evident that a player has a forbidden device in the playing venue, the player shall lose the game. The opponent shall win. The Chief Arbiter can also decide to exclude the player from the competition.

During the game, the players are forbidden to use any notes, sources of information or receive advice.

Each player is responsible for moving pieces on his/her traditional board. The only allowed action on the traditional board is reproducing the moves played on the virtual board made by each side





