Annex 11 FMJD RECOGNITION OF SPECIAL ACHIEVEMENTS AND RECORDS

The annexes written in English are juridical superior to other translations.
Each federation should make a copy available to its members, either systematically or on demand, in its own language and up dated.
Ratified at the General Assembly of 10 October 1978, and modified at the General Assembly of 25 and 26 October 1984, of 10 and 11 November 2007 and of 29 December 2009.
Version ~~February 2014~~ November 2015.

Preamble

The regulation concerns the recognition and ratification of:
- various special achievements in draughts
- records in each of these special achievements.

1. General aspects

The FMJD awards to players, having been proposed by their respective federations, diplomas of recognition of a special achievement or a record.
The proposal must be sent to the office with validating documents.
Diplomas must be ratified at a General Assembly.

2. Events Considered

The following events may be considered if they have been accomplished in the presence of two members of the board of the national federation have to be present.
1. Normal simultaneous games
2. Blindfold Simultaneous games
3. Clock Simultaneous games

(List to be completed following future suggestions and adaptations)

2a. Procedure for asking recognition for a coming event

Attempts to improve a World Records should be submitted by a national federation for approval by the FMJD in a period of three to six months before the attempt will take place. During the approval process the FMJD will not accept other proposals for the same World Record.
Only national federations can submit proposals for a World Record attempt to the FMJD.
World Records may not be attacked earlier than six months after they are established.

3. Definition of events

See annex 8 for the full definitions of these events.

1. A simultaneous match consists of one player called the ‘expert’ who plays a certain number of games with several opponents all at the same time. The expert circulates from one board to the next for each move, always in the same direction he has chosen from the start. The expert imposes therefore himself his tempo.
2. A clock simultaneous match consists of one player called the ‘expert’ who plays a certain number of games with several opponents all at the same time. The expert circulates from one board to an other board of his own choice, depending on where he wants to play a move. The rate of play for the games, both for the expert and his opponents, is 50 moves for the first two hours and 25 moves per subsequent hour.
3. A blindfold simultaneous match consists of one player called the ‘expert’ who plays a certain number of games without seeing any board with several opponents all at the same time. An intermediate circulates from one board to the next for each move, communicated to him by the expert, always in the same direction he has chosen from the start. The expert imposes therefore himself his tempo.

4. Criteria for the achievement

4.1. For a normal simultaneous event
4.1.1. The number of opponents must be at least 100.
4.1.2. The expert must have scored at least 80% of the possible points;
4.1.3. At least 70% of the opponents must be members of a national federation.
4.1.4. The time duration of the event must be stated.

4.2. For a blindfold simultaneous event.
4.2.1. The number of opponents must be at least 10;
4.2.2. The expert must have scored at least 70% of the possible points;
4.2.3. At least 90 % of the opponents must have a national or international rating;
4.2.4. A maximum of 10 % of the opponents may be a member of the club from which the expert is a member
4.2.5. The average rating of the opponents must be at least 1950. For this rating the following conditions hold:
- If players only have a national rating then this national rating may be used if the national rating is known to be somehow comparable to the FMJD rating. For those national ratings for which there is an official FMJD formula to calculate the FMJD rating from the national rating this official FMJD formula has to be used.
- Players without any rating are supposed to have the same rating as the weakest player with a rating.

4.265. The time duration of the event must be stated.

4.3. For a clock simultaneous event.
4.3.1. The number of opponents must be at least 25;
4.3.2. The expert must have scored at least 70% of the possible points;
4.3.3. At least 90 % of the opponents must have a national or international rating;
4.3.4. A maximum of 10 % of the opponents may be a member of the club from which the expert is a member
4.3.5. The average rating of the opponents must be at least 1950. For this rating the following conditions hold:
- If players only have a national rating then this national rating may be used if the national rating is known to be somehow comparable to the FMJD rating. For those national ratings for which there is an official FMJD formula to calculate the FMJD rating from the national rating this official FMJD formula has to be used.
- Players without any rating are supposed to have the same rating as the weakest player with a rating.

4.3.6. The time duration of the event must be stated.

5. Record
For all world records: an improvement of a World Record consists of an improvement of the criteria 1 and 2 in that order, so a higher number of opponents or a higher score with the same number of opponents**.**
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6. Special prizes for games.
This type of prize is awarded for games or parts of games in any competition. There are four distinct categories.
a. The most interesting game.
b. The best new idea in the opening phase of a game.
c. The most beautiful endgame.

d. The most beautiful combination.

In each category the prize is awarded by a committee of five IM or IGM, proposed by the respective federations and authorized by the Executive Committee. The games or parts of games are sent to the FMJD office at the end of the year. The office then presents them to the Committee of five, taking care to preserve the anonymity of senders and candidates.

7. Validity

Achievements are taken into consideration subject to the following conditions.

- the player must be a member of a national federation;
- the national federation has to affiliated to the FMJD without financial debt to the FMJD.

8. Application of this regulation

After ratification by the General Assembly, this regulation will come into force retroactively, from the year 1972 onwards (a date fixed by the General Assembly) without annulment of any recognition given earlier.