

I. GENERAL PROVISIONS

This tournament has a Fair Play Team (FPT) for your safety during play. The Fair Play Team is made of two Remote FPOs (Mr. Yuri Garrett and Mr. Andy Howie), two Event Fair Play Officers (Mrs. Ana Srebrnic and Mr. Ali Nihat Yazici), two Event Fair Play Experts (Mrs. Darja Kaps and Mr. Giovanni Marchesich). The local team will be lead by Mrs. Ana Srebrnic.

Players and other participants are required to comply with FPT instructions at all times. Please be aware that a sanction for breaching the FP regulations does not necessarily imply that a player was attempting at cheating.

Anyone with a medical condition requiring the use of an electronic device must submit a medical certificate to the FPT or Chief Arbiter (CA).

II. FAIR PLAY MEASURES

The Fair Play Team will be adopting several - visible and invisible, on-site and remote - fair play measures during the tournament. Fair Play measures are aimed at creating a safe environment for players. The cooperation of all parties involved (organizers, players, arbiters, and fair play personnel) is key to this goal and will make it much easier for every involved party.

The Fair Play Team is your ally. Do rely on them for any fair-play-related matter: we are here to help! In other words: accepting Fair Play measures graciously will benefit you, the officers, and the tournament!

Among the measures to be aware of:

- delay on live broadcasts
- Player and venue scanning
- Game analysis using Prof. Ken Regan's software
- Active monitoring and observation before, during and after each round

III. Phases of Fair Play Monitoring

▪ SCANNING BEFORE THE START OF EACH ROUND

All players must undergo scanning before entering the playing venue. Forbidden and unnecessary items must be stored in designated lockers before approaching the scanning area. Failure to comply will result in denial of entry to the venue. Players must carry their accreditation at all times.

Scanning Procedures:

- Entrance scanning with detectors at the playing hall entrance
- Bag and belongings checks by FPT members or arbiters

Items Not Allowed in the Playing Hall (must be left in storage areas):

- Electronic devices, such as computers, phones, tablets, headphones, earbuds, smart rings, e-cigarettes and components like SIM cards, antennas, batteries, etc. and parts thereof. (This is a non-exhaustive list.)
- Other prohibited items, including watches, pens, chess books, and any unnecessary items
- Sunglasses
- Bag restrictions, allowing only simple bags (cloth or plastic) no larger than A4 size. Complex bags, backpacks, or larger bags are not permitted.
- Wallet recommendation: Players are best advised not to bring wallets. If you absolutely need to bring one, bring a small one, knowing that it will be subject to inspection. Please do not carry credit cards unless strictly necessary.
- Complex bags, backpacks and any other bags bigger than A4 are not allowed. Shopper/cloth or plastic bags are strongly recommended.

As a general rule, you are advised not to carry unnecessary items with you. This will speed your entrance checks and contribute to a successful event.

▪ DURING THE ROUND

FPT members will monitor gameplay to identify suspicious activities or behaviours. Random checks of players may be conducted with various scanners, excluding during time scrambles. Refusal to cooperate may result in forfeiture.

Players are not allowed to speak in the playing hall without an arbiter or FPT member present.

Players are prohibited from leaving the playing hall during their games.

▪ IMMEDIATELY AFTER THE END OF EACH ROUND

Thorough random checks will be conducted in the FPT frisking areas. The match arbiter, fair play staff or volunteers will inform selected players immediately after their games. Players must wait at their boards for an FPT member or arbiter to escort them to the FPT room and should not leave before being informed. Failure to do so may result in severe penalties, up to forfeiture.

IV. ADDITIONAL NOTES

These provisions are subject to change to ensure the best outcome for the event.