

GRAND CHESS TOUR™

Regulations for the 2018 GCT Finals during the London Chess Classic

1. Preamble

At the end of the 2018 Sinquefield Cup, the four players with the most GCT Tour Points shall proceed to contest the GCT Finals during the London Chess Classic. In this event, they will compete in a series of matches for additional prize money and the overall title of 2018 Grand Chess Tour Champion.

2. Format of matches

Each match will be contested between two players over a total of two Classic games, two Rapid games and four Blitz games. All games in each match must be completed, even when a match is already decided. All games (except for the Armageddon tiebreak game if required) will be submitted for the appropriate category of FIDE rating and will also be submitted for rating within the Universal Rating System (URS™).

Colours for the Classic Games shall be decided by the drawing of lots. The player who has White in Classic Game 1 shall have Black in Rapid Game 1 and in Blitz Games 1 and 3.

3. Pairings

The final GCT Point standings at the end of the 2018 Sinquefield Cup, and after any playoffs held in accordance with Section 3 of the 2018 GCT Tiebreak Regulations, shall determine the pairings for the Semi Finals as follows:

Semi Final Match 1: 1st Place vs 4th Place

Semi Final Match 2: 2nd Place vs 3rd Place

The winners of each Semi Final match shall contest the Final Match and the losers shall contest the 3rd and 4th place Playoff match.

4. Time Limits:

The following time controls will be used for all matches

- 4.1. **Classic Games:** One Hundred (100) Minutes for 40 moves, followed by sixty (60) minutes for the remainder of the game with a 30 second delay from move 1.
- 4.2. **Rapid Games:** Game in 25 minutes, with a 10-second delay from move 1.
- 4.3. **Blitz Games:** Game in 5 minutes, with a 3-second delay from move 1.

5. Scoring

Points will be allocated to each game within the respective matches as follows:

- 6 points for a win, 3 points for a draw and 0 points for a loss in the 2 Classic games.
- 4 points for a win, 2 point for a draw and 0 points for a loss in the 2 Rapid games; and
- 2 point for a win, 1 point for a draw and 0 points for a loss in the 4 Blitz games.

Each match will therefore be scored out of a total of (6 pts * 2 Classic games) + (4 pts * 2 rapid games) + (2 pts * 4 blitz games) = 28 possible points. A total of 15 points will be required to win each match.

6. Playing Venues and Schedule

The matches shall be contested between December 10 and December 16, 2018.

The **semi-finals** will take place at the Head Office of Google UK (Six Pancras Square, Kings Cross, London N1C 4AG, UK) and **entrance to these games will be by invitation only**. The **finals** will take place at The Olympia Conference Centre (Hammersmith Rd, Hammersmith, London W14 8UX, UK) and **members of the public will be able to purchase tickets to attend as spectators**.

All games will be contested according to the playing schedule below:

2018 Grand Chess Tour - Rapid & Blitz Event Schedules			
Date	Event	Time	Venue
December 11	Semi-Finals Classic Game 1	14.00	Google Head Office
December 12	Semi-Finals Classic Game 2	14.00	Google Head Office
December 13	Semi-Finals Rapid & Blitz & Playoffs (If Required)	14.00	Google Head Office
December 14	Rest Day		N/A
December 15	Finals Classic Game 1	14.00	London Olympia
December 16	Finals Classic Game 2	14.00	London Olympia
December 17	Finals Rapid & Blitz, Playoffs (If Required), and Closing Presentation	14.00	London Olympia

7. Prize Fund

The four qualifying participants at the end of the 2018 Sinquefield Cup will compete for a further prize pool of USD 300,000 which will be split as follows:

Place	Prize
1 st	\$120,000
2 nd	\$ 80,000
3 rd	\$ 60,000
4 th	\$ 40,000
Total Prize Fund	\$ 300,000

8. Tiebreak Regulations

- 8.1.** In the event of a tie for any of the matches there shall be a playoff.
- 8.2.** In any playoff, a Rapid mini-match consisting of two games shall first be played at a time limit of game in 10 minutes with a 5 second delay per move from move 1.
- 8.3.** If this fails to break the tie, a single "Armageddon" game shall be played to split the tie:
- 8.3.1.** White shall have 5 minutes and Black shall have 4 minutes, without any increment or delay.
 - 8.3.2.** In the event of a draw Black shall be declared the winner.
- 8.4.** Colours for the rapid phase of the Playoffs shall be determined by the drawing of lots. Colours for the "Armageddon" game shall be determined by the toss of a coin, conducted by the Event Chief Arbiter. The winner of the toss shall have choice of colour.

9 Applicability

These Regulations shall be read in accordance with the 2018 Grand Chess Tour Player Participation Agreement, including Addendum A (2018 GCT Tour Regulations) and Appendix C (Tiebreak Regulations)

Any significant changes to these Regulations shall be communicated to the participants by no later than October 11, 2018.