REGLAMENT T.4MM-3C

1. UNDERTAKING OF TOURNAMENT

Date of beginning of tournament of 15.12.2015. A tournament is conducted in accordance with the present Reglament to completing of all parties.

Competitioners are under an obligation to know and observe the rules of game, respect the partners and adhere to principles of sport ethics, lead to a tournament to the end, to execute the decisions of judge and organization for conducting a competition.

2. SENDING OF MOTIONS

A game and sending the moves are conducted on the server of playing web-site E - Dame. The participants of tournament play with each other on one party. A game is begun by white colour.

Technical questions on game on http://e-dama.net/e/ Goran Igaly (Croatia) igaly@math.hr

3.TIME ON DELIBERATION

Control of time - 100 days on the first 50 motions and 10 days on every subsequent 10 motions with the accumulation of time.

Counting of time on deliberation is conducted on the server of playing web-site of e-dame

The date of beginning of tournament does not join in deliberation.

4. EXPIRATION OF TIME

Players are under an obligation to watch for the time and time of rival. At approaching of expiration

for a rival, a player is under an obligation no less what for a 5 days and no more, than for a 10 days to inform a judge about it. A judge takes this party on control. And if the player spends over 100 days, he gets defeated.

If a player can not continue a game from the refuse of the computer technique, he is under an obligation to report about it any methods to the judge and to take measure on the quickest renewal of electronic connection. The delay of game in this case is included to the player in deliberation. A judge has a right to give to the player on his request interruption even after the date of his offensive in such cases, in the limits specified in $\pi.5$ of the present reglament, informing the players of tournament about it. To the player to not answering without good reason more than 40 days, in decision of judge a defeat can be reckoned in party.

Parties of drop-out from a game of participant can be or awarding, or nullufied, or defeats are reckoned in decision of judge.

5. INTERRUPTIONS IN GAME

Every player has a right to take one or a few interruptions of game in a tournament by general duration no more than 30 days.

About an interruption a player must beforehand warn all participants of tournament and judge. An interruption can not begin earlier, than with following day after its announcement. Answers go to the player in the usual regimen. Time for other players is not halted.

6. DETERMINING OF PLACES

For victory in every party a player gets 2 point, for equal result - 1 point, for a defeat - 0 points. Locations of competitioners are determined the on the sum of the collected glasses, a winner a player collecting most of glasses is considered. Distribution of places at equality of glasses is produced on: to a 1) coefficient of Шмульяна-Дворковича; 2) to the result of the personal meeting; 3) to the most number of victories.

7. ADDING TO REGLAMENT

For participation of T. YMM-3C is needed:

Mailing home address, last name, name, patronymic, sport digit, address of e-mail.

2. Send tournament donation **8 EUR before 15. 01.2016** to the account, which will be sent separately. Having Notified on mail: **erastov@email.ru** about amount, date and time of the payment and for what of tournament is made charge.

The Prize Fund made from турнирных of the dues participant is distributed as follows: In fund E-dame.net -20%, the expenseses on medals diplomas and their sending out. Remainder: in fund СЛШИ - 10%, work to judges - 20%,

Participants, taking the 1-3 places will be rewarded by medals and diplomas of corresponding degree.



Judge of tournament:

Ерастов А.В.