

Format of TRF (Tournament Report File)

Agreed general Data-Exchange Format for tournament results to be submitted to FIDE.

Remark 1 Each line shall have a "CR" (carriage return) as last character

Remark 2 The columns **R** and **P** in all the following tables tell the importance of the field for Rating and Pairing respectively

■	Mandatory
□	Warning if wrong
	Not taken into account

Player Section

Position			Description	Contents	R	P
1	-	3	DataIdentificationnumber	001 (for player-data)	■	■
5	-	8	Startingrank-Number	from 1 to 9999	■	■
10			Sex	m/w	□	
11	-	13	Title	GM, IM, WGM, FM, WIM, CM, WFM, WCM	□	
15	-	47	Name	Lastname, Firstname	□	
49	-	52	FIDE Rating		□	
54	-	56	FIDE Federation		□	
58	-	68	FIDE Number	(including 3 digits reserve)	■	
70	-	79	Birth Date	Format: YYYY/MM/DD	□	
81	-	84	Points	Points (in the format 11.5) <i>This is the number of points in the tournament standings, which depends on the scoring points system used. If, for instance, the 3/1/0 scoring point system is applied in a tournament and a player scored 5 wins, 2 draws and 2 losses, this field should contain "17.0"</i>		■
86	-	89	Rank	Exact definition, especially for Team	■	

For each round:

Position			Description	Contents		R	P																																																			
92	-	95	Player or forfeit id in round 1	<table><tr><td>_____</td><td>Startingrank-Number of the scheduled opponent (up to 4 digits)</td><td></td></tr><tr><td>0000</td><td>If the player had a bye (either half-point bye, full-point bye or odd-number bye) or was not paired (absent, retired, not nominated by team)</td><td></td></tr><tr><td></td><td>(four blanks) equivalent to 0000</td><td></td></tr></table>		_____	Startingrank-Number of the scheduled opponent (up to 4 digits)		0000	If the player had a bye (either half-point bye, full-point bye or odd-number bye) or was not paired (absent, retired, not nominated by team)			(four blanks) equivalent to 0000		■	■																																										
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97			Scheduled color or forfeit in round 1	<table><tr><td>w</td><td colspan="2">Scheduled color against the scheduled opponent</td></tr><tr><td>b</td><td colspan="2"></td></tr><tr><td>-</td><td colspan="2">(minus) If the player had a bye or was not paired</td></tr><tr><td></td><td colspan="2">(blank) equivalent to -</td></tr></table>		w	Scheduled color against the scheduled opponent		b			-	(minus) If the player had a bye or was not paired			(blank) equivalent to -		■	■																																							
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99			Result of round 1	<table><tr><td colspan="3">The scheduled game was not played</td></tr><tr><td>-</td><td>forfeit loss</td><td></td></tr><tr><td>+</td><td>forfeit win</td><td></td></tr><tr><td colspan="3">The scheduled game lasted less than one move</td></tr><tr><td>W</td><td>win</td><td><i>Not rated</i></td></tr><tr><td>D</td><td>draw</td><td><i>Not rated</i></td></tr><tr><td>L</td><td>loss</td><td><i>Not rated</i></td></tr><tr><td colspan="3">Regular game</td></tr><tr><td>1</td><td>win</td><td></td></tr><tr><td>=</td><td>draw</td><td></td></tr><tr><td>0</td><td>loss</td><td></td></tr><tr><td colspan="3">Bye</td></tr><tr><td>H</td><td>half-point-bye</td><td><i>Not rated</i></td></tr><tr><td>F</td><td>full-point-bye</td><td><i>Not rated</i></td></tr><tr><td>U</td><td>unpaired-player bye</td><td><i>Not rated - at most once for round</i></td></tr><tr><td>Z</td><td>known absence from round (zero-point-bye)</td><td><i>Not rated</i></td></tr><tr><td></td><td>(blank) equivalent to Z</td><td></td></tr></table>		The scheduled game was not played			-	forfeit loss		+	forfeit win		The scheduled game lasted less than one move			W	win	<i>Not rated</i>	D	draw	<i>Not rated</i>	L	loss	<i>Not rated</i>	Regular game			1	win		=	draw		0	loss		Bye			H	half-point-bye	<i>Not rated</i>	F	full-point-bye	<i>Not rated</i>	U	unpaired-player bye	<i>Not rated - at most once for round</i>	Z	known absence from round (zero-point-bye)	<i>Not rated</i>		(blank) equivalent to Z		■	■
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Note: Letter codes are case-insensitive (i.e. **w,d,l,h,f,u,z** can be used)

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102	-	105	Id	Round 2 (analog to round 1)	■	■
107			Color		■	■
109			Result		■	■
112	-	115	Id	Round 3 (analog to round 1)	■	■
117			Color		■	■
119			Result		■	■

and so on...

Tournament Section

Data-Identification-number (??2 for tournament data)

Data transmission number 1 (F12 for tournament data)							R	P																			
position 1-3	from position 5 (free text)																										
012	Tournament Name						■	■																			
022	City						■																				
032	Federation						■																				
042	Date of start																										
052	Date of end																										
062	Number of players																										
072	Number of rated players																										
082	Number of teams			in case of a team tournament																							
092	Type of tournament																										
102	Chief Arbiter						■																				
112	Deputy Chief Arbiter			one line for each arbiter																							
122	Allotted times per moves/game																										
132	Dates of the round			format: YY/MM/DD																							
				<table><tr><th colspan="3">Position</th><th>Description</th></tr><tr><td>92</td><td>-</td><td>99</td><td>Round 1 date</td></tr><tr><td>102</td><td>-</td><td>109</td><td>Round 2 date</td></tr><tr><td>112</td><td>-</td><td>119</td><td>Round 3 date</td></tr></table>			Position			Description	92	-	99	Round 1 date	102	-	109	Round 2 date	112	-	119	Round 3 date					
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Team Section

Position			Description	Contents	R	P
1	-	3	Team-Section-Identifier	013 (for team data)	■	■
5	-	36	Team Name		■	■
37	-	40	Team 1 st player	StartingRank Number from Player Section (position 5-8)	■	■
42	-	45	Team 2 nd player			
47	-	50	Team 3 rd player			
(continue, if needed)						
72	-	75	Team 8 th player			
(continue, if needed)						
102	-	105	Team 14 th player			
(and so on)						

Christian Krause (Torino, June 1st, 2006)

Updated: Tromsø, August 13th, 2014

Approved: Elista, August 10th, 2015