

Requirements for events in which Disabled Players participate

1. These requirements shall be used for all chess competitions.
2. No one has the right to refuse to meet a disabled player against whom he has been correctly paired.
3. All chess venues must either be accessible to all, or an acceptable alternative venue with full supervision shall be available to those who cannot access the nominated venue.
4. A circular shall be sent out when announcing the competition. This circular shall contain an entry form with the usual points and questions. It shall ask whether any potential competitor has an impairment that will require special circumstances. The competitor has to inform the organisers about the special circumstances as soon as possible before the start of the event. The less advance notice given to the organiser, the less the competitor can expect cooperation.
5. No disabled player shall be penalised in accordance with the Laws of Chess because of disability.
6. Arbiters shall be particularly aware of those articles in the Laws which impinge on disabled players. These include 4.9, 6.2e, 6.5, 8.1e, 8.4, 11.3b, 12.2f, Appendix D.
6. Any disabled competitor, who reasonably requests in time the placing of their equipment in a particular seat or orientation, has the right to do so - provided that this does not disadvantage his opponent or other competitors. The event organiser must ensure the needs of both players are catered for.
7. All relevant information shall be displayed before the start of the event, including maps of the venue showing the location of toilets, refreshments and emergency exits.
8. The organiser and the chief arbiter shall know the phone number of the local hospital and physician. In all events solely for disabled players there shall be a tournament physician, if possible.
9. If a competitor cannot access the refreshments, arrangements should be made for their needs to be met.
10. If a disabled player cannot press his own clock, move his own pieces, or keep score an assistant shall be available unless the opponent is willing to carry out these functions. If the opponent is acting as an assistant the chief arbiter may decide to give him extra thinking time.
11. If a player has made a prior request, copies of all notices should be available in large print. Bigger scoresheets for visually impaired players may be necessary. If a disabled player is unable to read even large print, then the notices must be read to him.
12. It is recommended that all team events have the rule that if a visiting team indicates that it has a disabled player coming with them, adequate notice should be given; so that then the home team can do everything which is reasonable to ensure

that that player can participate.

13. It is recommended that each national chess federation appoints an officer for matters regarding disabilities and communicate the contact details to FIDE.

14. It is strongly recommended that all organisers of competitions adopt these guidelines.

Some important issues to take into consideration

Organisation of the tournament hall:

1. There should be only one game per table. If an assistant is needed, the tables should be larger (2 m width) and should be placed separately.
 2. The space between rows of tables should be 3m. Special care must be taken where players are in wheel chairs.
 3. The arbiters should, where necessary, be both available to and accessible for all players.
 4. Additional electrical sockets may be necessary. Some visually impaired players use a lamp for their chess board. This lamp must not disturb the opponent.
 5. Disabled players should play in the same place as much as possible. But some prefer to be treated in the same way as other players.
1. 6. Where possible they should have the same assistant throughout the whole competition.

Assistants:

1. He should have at least a minimum knowledge of chess.
2. Assistants for BCA players should know the name of the pieces in the BCA player's language.
3. Assistants for BCA players should inform the player when they are leaving the chess board temporarily.
4. Where necessary, the assistant should record the moves: this can be a useful tool for the arbiter.

Tournament organisation:

1. Organise a players' meeting for all players before the first round, preferably in the tournament hall.
2. If possible only one round per day shall be played for competitions solely for disabled players.

Chief arbiter:

1. After making the pairings the CA shall decide manually on which board each player shall play: Visually impaired players should always play at the same board; Players in wheelchairs require a larger space
2. Draw proposals or claims may go via the assistant. All players push the clock

themselves, except those who are physically unable to do so.

3. In the case there is a time trouble situation featuring visually disabled players the arbiter should bear in mind that the opponent, if not disabled, can reply almost immediately. The competition rules should state: If a visually disabled player has less than five minutes left at any stage of a time control, then he does not have to keep score, even when there is an increment of 30 seconds or more. After the time trouble, he must then update his scoresheet.