



4th World Classic & World Rapid Championships in Portuguese Draughts

SÃO JOÃO DA MADEIRA, PORTUGAL

16–22 May 2026



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1 INVITATION

The organizers, Portuguese Draughts Federation (FPD) and the World Draughts Federation (FMJD) are inviting all players to participate in the 4th World Classic & World Rapid Championships in Portuguese Draughts. The tournament dates are from 16 May (arrival) to 22 May (departure), 2026





2 SCOPE

2.1. The governing body of the 4th World Classic & World Rapid Championships in Portuguese Draughts (hereinafter referred to as C&R) is the Portuguese Draughts Federation / Federação Portuguesa de Damas (FPD), in cooperation with the World Draughts Federation (FMJD)

2.2. Any circumstance or unforeseen situation not covered by these Regulations or FMJD Annexes shall, at any time, be referred to the President of the FPD for final decision.



3 PARTICIPATION IN C&R

3.1 GENERAL ISSUES

3.1.1. The number of participating players is 44 (forty-four). The list of participants shall be decided by the Organizers, in cooperation with the FMJD. The Organizers reserve the right to adjust the effective number of participants in case of withdrawals, refusals of entry, visa issues or force majeure. In exceptional cases, the final decision shall lie with the President of the Portuguese Draughts Federation (FPD) in consultation with the FMJD Tournament Director.

3.1.2. The following players are eligible to participate in C&R:

3.2.1. PORTUGUESE PLAYERS

3.2.1.1. The right to participate is based on the Classical and Rapid rating lists valid at the beginning of C&R.

3.2.2. FOREIGN PLAYERS

3.2.2.1. To participate in this C&R competition it is mandatory to be registered as a player by the Portuguese Draughts Federation / Federação Portuguesa de Damas (FPD) or as a player of national federation which is non-suspended member of the World Draughts Federation (FMJD).

3.2.2.2. Any player who has participated in the First, Second or Third World Championship in Portuguese Draughts shall be considered registered with the FPD.

3.2.2.3. All other players must register in the FPD or be registered in the FMJD as representatives of national draughts federations that are non-suspended members of the FMJD.

3.2.2.4. To register for C&R, please fill in the attached form.

3.2.2.5. The deadline for registration of foreign players in C&R is March 15, 2026. After this date, Organizers reserve the right to refuse or decline late registrations.

3.2.2.6. By March 31, the final list of admitted participants shall be published by the Organizing Committee.

3.2.2.7. It is the responsibility of players to register their entries for C&R.

3.2.2.8. The players included in the final list should pay the entry fees.

3.2.2.9. In any case of doubt regarding eligibility or registration, the final decision shall rest with the President of the Portuguese Draughts Federation (FPD) in consultation with the FMJD Tournament Director.

3.2 PAYMENTS

3.2.1. The entry fee payments must be made by bank transfer to:

Account beneficiary holder: Federação Portuguesa de Damas



Account holder address: Rua Mário Sacramento n.º 46, Mercado 2 de Abril - 1º Piso, Loja 1.03
2910-599 Setúbal.

VAT Number: 501 100 911

Account number: PT50 0035 0278 0000 3294 8303 4 (payments in Euros)

SWIFT: CGDIPTPL

Bank name & address: Caixa Geral de Depósitos (CGD),

Address: Caixa Geral de Depósitos, S.A. - Sede Social: Av. João XXI, nº 63, 1000-300
LISBOA , cost of transfer must be by sender.

3.2.2. Player's entry fee is to be paid to the Organizer:

Fifty euros (50 €), if paid no later than 15 April;

Seventy-five euros (€75), if paid after 15 April but before 15 May.

One hundred euros (100 €), if paid after 15 May and up to 21 May.

3.2.3. Under extraordinary circumstances or for significant reasons, the FPD President can decide different amounts or payment in cash.

3.2.4. Player's entry fees shall be used for prize money.

3.2.5. Withdrawal after submission of registration (30 to 60 days before the start of the competition) - 75% refund of the person's total fees paid to the Organizer.

3.2.6. Withdrawal after submission of registration (15 to 30 days before the start of the competition) - 50% refund of the person's total fees paid to the Organizer.

3.2.7. Withdrawal after submission of registration (1 to 15 days before the start of the competition) - 25% refund of the person's total fees paid to the Organizer.

3.2.8. Withdrawal after the pairings for Round 1 are published - no refund.

3.2.9. The President of FPD is entitled to coordinate the refund process in case of extraordinary situations (pandemics, wars, natural disasters and similar significant reasons). In this case, FPD President approves the final refund for these players.

3.2.10 Each player shall be invoiced by the Organizers. Upon confirmation of payments, the Organizers shall send to the players the confirmation of the hotel bookings. Confirmed registrations shall then appear on the official website (to be made available), FMJD webpage and ChessResults, where players' status may be checked daily.



3.2.11. All payments must be finalized upon arrival. Players shall not be paired unless all payments are made and fees are transferred to the Organizers.

4 REGISTRATION FORM

See Appendix 1.



5 OFFICIAL HOTEL: BOARD & LODGING

5.1. The venue of the event is the Torre Oliva, São João da Madeira, Portugal

5.2. The official hotel of the event is: Golden Tulip, in São João da Madeira, Portugal.

5.3 ACCOMMODATION

5.3.1. Accommodation free of charge in a standard TWIN/SINGLE room for six nights shall be offered by the Organizers to participating players and one FMJD representative. The accommodation offered covers the nights from 16 May to 22 May 2026 (check-in on 16 May, check-out on 22 May). Any additional nights shall be at the participant's own expense.

5.3.2 After the final list of participants is confirmed, the room allocation criteria shall be defined in coordination with the players by 30 April.

5.3.3. If there are additional participants or accompanying persons, their accommodation shall be at their own expense (only in rare and exceptional cases may the accommodation of accompanying people be covered by the FPD). Any changes made after 30 April shall be borne by the participant.



6 C&R TECHNICAL REGULATIONS

6.1 CLASSIC TOURNAMENT

6.1.1 Format

Swiss system, seven rounds. Each round consists of a micro-match of two games. The draw for the three-move openings (different for each board) shall be made in accordance with the table approved by the Portuguese Draughts Federation.

6.1.2 Time

Time control per game: 20 minutes + 10 seconds increment per move, starting from move 1.

6.1.3 Default time

There is no default time. No penalty shall be imposed on a player if he/she is late for any of his/her games.

6.1.4 Conditions of Victory

The player with the highest number of points (1 point for each win, 0.5 points for each draw, and 0 points for each loss) shall be declared the World Classic Champion.

6.1.5 Tie-breaks

If two or more players score the same points, the tie is broken by the following criteria, in order of priority:

Buchholz Cut 1;

Buchholz;

Sonneborn-Berger;

The greater number of wins;

Direct encounter between the players in tie (applies only if all tied players have played each other).

TIE-BREAK FOR 1ST PLACE (WORLD TITLE)

If there is a tie for first place, the World Champion shall be determined as follows:

A1) If two players are tied, a two-game match shall be played between them, under the draw for the three-move openings. The time control shall be 6 minutes per game, with an increment of 5 seconds per move starting from move 1.

A draw for colours shall determine which player has the White pieces in Game 1; colours shall



be reversed in Game 2.

A2) If the match referred to in article A1) above ends in a tie, a single Armageddon game shall be played between the same players, under the draw for the three-move openings, under the following conditions: the opening shall be drawn first, followed by a draw to determine the player who shall have less time; the player who is allocated the greater time shall then choose the colour of the pieces. The game shall then be played. The Armageddon game shall start within 5 minutes of the conclusion of the previous game. One player shall have 5 minutes, with an increment of 2 seconds per move from move 1, and the other player shall have 3 minutes, also with an increment of 2 seconds per move from move 1.

If the Armageddon game is drawn, the player with less time shall be declared the winner.

A3) If more than two players are tied for first place, a knockout play-off shall be organized as follows:

Seeding: The tied players shall be ranked according to the tie-break criteria defined in Article 6.1.5 (in order: Buchholz Cut 1, Buchholz, Sonneborn-Berger, greater number of wins, direct encounter.). This ranking shall determine the seeding for the knockout bracket.

Knockout Format:

If three players are tied, Player 1 (top seed) receives a bye to the final. Players 2 and 3 shall play a semi-final match.

If four players are tied, a standard knockout bracket shall be used:

Semi-final 1: Seed 1 vs Seed 4

Semi-final 2: Seed 2 vs Seed 3

If five or more players are tied, the bracket shall be adapted accordingly by the Chief Arbiter to ensure a fair knockout progression.

Match Format: Each knockout match shall consist of a two-game mini-match, with the same time control as in Article A1 (6 minutes + 5 seconds increment per move from move 1). Colours for the first game shall be determined by lot; colours shall be reversed for the second game.

Tie in a Match: If a knockout match is tied after two games, an Armageddon game shall be played under the conditions specified in Article A2.

Final: The winner of the final match shall be declared the World Champion.

Timing: The knockout play-off shall begin after a break of at least five (5) minutes following the conclusion of the last round, at a time determined by the Chief Arbiter.



6.1.6 Tie-Breaks for other places (Prizes & Titles)

If two or more players are tied for any place other than first (e.g., 2nd, 3rd, etc.), the tie shall be broken exclusively by applying the following criteria, in the order listed:

1. Direct encounter between the tied players (applies only if all tied players have played each other);
2. Buchholz Cut 1;
3. Buchholz;
4. Sonneborn-Berger;
5. Greater number of wins.

If all the above criteria are identical, the tie shall be decided by a draw (lot) conducted by the Chief Arbiter.

No play-off match shall be played to determine placings other than first place.

6.2 WORLD RAPID CHAMPIONSHIP

The Rapid tournament consists of two stages.

6.2.1 STAGE 1

6.2.1.1 *Format*

Swiss system, six rounds. Each round consists of a micro-match of two games. The draw for the two-move openings (different for each board) shall be made in accordance with the table approved by the Portuguese Draughts Federation.

6.2.1.2 *Time*

Time control per game: 10 minutes + 5 seconds increment per move, starting from move 1.

6.2.1.3 *Colour of pieces*

In the regular games of each match, colours shall be assigned according to the Swiss Manager pairing order: the first player listed in the pairing shall play with White in the first game. The Swiss Manager pairing shall be considered authoritative for pairing order.

6.2.1.4 *Default Time*

There is no default time. No penalty shall be imposed on a player if he/she is late for any of his/her games.

6.2.1.5 *Conditions of Qualification for Stage 2.*

Eight players with the most points (1 point for each win, 0.5 points for each draw, 0 for each loss) shall qualify for Stage 2.

6.2.1.6 *Tie-breaks*

If two or more players score the same points, the tie is broken by the following criteria, in order of priority:



Direct encounter between the players in tie (applies only if all tied players have played each other);

Buchholz Cut 1;

Buchholz;

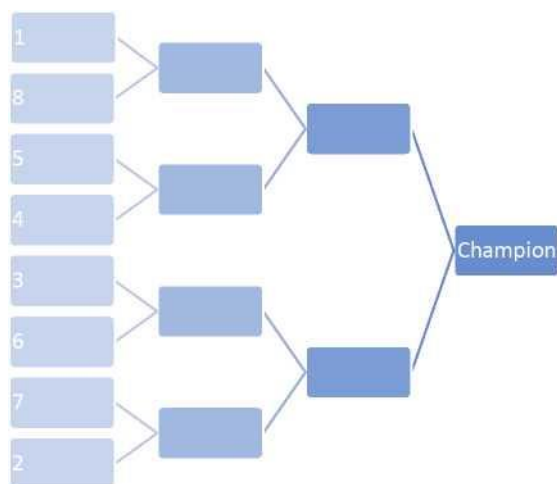
Sonneborn-Berger.

The greater number of wins.

6.2.2 STAGE 2

6.2.2.1 Format

8-player knockout, 2-game matches. Match for the third place to be played along with a match for the first place.



The players' numbers in the standard knockout bracket shall be determined by the final standings of Stage 1.

6.2.2.2 Time

Time control per game: 10 minutes + 5 seconds increment per move, starting from move 1.

6.2.2.3 Default time

There is no default time. No penalty shall be imposed on a player if he/she is late for any of his/her games.

6.2.2.4 Conditions of Victory in Each Match

A player who scores more points than the other player wins the match.

6.2.2.5 Tie-breaks

If the match is drawn, an Armageddon game shall be played under the draw for the two-move openings. The opening shall be drawn first, followed by a draw to determine the player who



shall have less time. The player who is allocated the greater time shall then choose the colour of the pieces. The game shall then be played. The Armageddon game shall start within 5 minutes of the conclusion of the previous game. One player shall have 5 minutes, with an increment of 2 seconds per move from move 1, and the other player shall have 3 minutes, also with an increment of 2 seconds per move from move 1. If the Armageddon game is drawn, the player with less time shall be declared the winner.



7 SCHEDULE

Date	Event	Stage / Round	Time
May 16		Arrivals	All day
May 17	World Classic Championship	Opening Ceremony	08:00
		Round 1	09:00
		Round 2	11:30
		Lunch	13:45
		Round 3	15:45
May 18	<u>World Classic Championship</u>	Round 4	18:00
		<u>Round 5</u>	09:00
		<u>Round 6</u>	11:30
		Lunch	13:45
		Round 7	15:45
		Possible tie-breaks for the World Title	18:00
	Cultural Sightseeing Programme		Morning
May 19	World Rapid Championship	Stage 1 – Swiss – Round 1	15:15
		Stage 1 – Swiss – Round 2	16:45
		Stage 1 – Swiss – Round 3	18:15
May 20	World Rapid Championship	Stage 1 – Swiss – Round 4	09:00
		Stage 1 – Swiss – Round 5	10:30
		Stage 1 – Swiss – Round 6	12:00
		Lunch	13:15
May 21	World Rapid Championship	Quarter-finals	09:00
		Semi-finals	10:45
		Final	12:30
		Lunch	14:30
		Prize-giving Ceremony	16:00
		Departures	17:30
May 22		Departures	All day

Players are strongly advised to book return flights departing after 19:00 on May 21, or on May 22, to ensure participation in the Prize-giving Ceremony

8 DISTRIBUTION OF PRIZES (in euros)

CLASSIC	RAPID
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1 st place	600,00 €	300,00€
2 nd place	500,00 €	250,00 €
3 rd place	450,00 €	200,00 €
4 th place	350,00 €	150,00 €
5 th place	250,00 €	120,00 €
6 th place	200,00 €	80,00 €
7 th place	150,00 €	75,00 €
8 th place	100,00 €	50,00 €

The winners of the World Classic and World Rapid Championships in Portuguese Draughts, shall be awarded the honorary title of “International Grandmaster” conferred by the Portuguese Draughts Federation.



9 PLAYING VENUE

GENERAL CONDITIONS

9.1.1. The venue for the event is the Torre Oliva, São João da Madeira, Portugal.

9.1.2. Organizers shall ensure the playing venue, and its surrounding areas meet the requirements of the Portuguese Draughts Federation for playing venues of Top-Level Tournaments.

9.1.3. The playing venue shall be decorated with the FMJD logo, FPD flag, the Portuguese flag, the Municipality flag and the flags of participating countries.

9.1.4. The Organizer shall provide water, coffee, tea and soft drinks free of charge for the players, the principals, VIPs and accredited media.

PLAYING CONDITIONS

9.2.1. The new FPD Anti-Cheating Protection Measures for official events shall be applied.

9.2.2. Except with the permission of the Chief Arbiter, only the players, the principals and stewards shall be allowed into the playing area. During a game a player may communicate with an arbiter or a steward.

9.2.3. Players are not permitted to bring into the playing area mobile phones, electronic devices, or any other radio frequency source (except for authorized medical equipment), or any other equipment that may disturb the opponent. The Chief Arbiter shall decide what constitutes prohibited equipment.

9.2.4. While his/her game is in progress, a player may leave the playing venue only with the permission of the Chief Arbiter and only if he/she is accompanied by one of the arbiters. In case of this rule violation, the current game shall be declared lost by the player.

9.2.5. The anti-doping test procedure shall be regulated by the ADoP Portugal (Autoridade anti Dopagem) rules. These rules apply to all participants, regardless of nationality.

9.2.6. If medical assistance is required, the organization shall resort to the standard emergency medical services available in Portugal.

9.1 PLAYERS CONDUCT

DRESS CODE

9.3.1.1. Male players are prohibited from wearing beach-wear slippers, profanity and nude or semi-nude pictures printed on shirts, torn pants or jeans with holes; denim shorts, short-shorts, cut-off shorts, gym shorts, unclean clothing, sunglasses, sport caps.



9.3.1.2. Female players are prohibited from wearing beach-wear slips, profanity and nude or semi-nude pictures printed on shirts, torn pants or jeans with holes, noticeable unclean clothing, sunglasses, sport caps. Revealing attire. Clothes such as denim shorts, short-shorts, cut-off shorts, gym shorts, crop tops, tank tops, and clothes made of see-through materials or clothes that expose areas of the body usually covered in the location where the event is taking place.

9.3.1.3. In case of disagreement regarding the interpretation or application of the dress code, the decision of the Chief Arbiter shall apply. Any appeal shall be finally decided by the President of the Portuguese Draughts Federation (FPD).

MISCELLANEOUS

9.3.2.1. The players are expected to be present at all official receptions including the Opening and Closing Ceremonies.

9.3.2.2. The players are expected to co-operate with the media.

9.3.2.3. If a player undermines the reputation of FPD or FMJD, the C&R Organizer and sponsors, other players, hosting country or city or conducts themselves in a manner contrary to the spirit of sportsmanship, he/she shall be penalized in accordance with the FPD and FMJD Ethics & Disciplinary Code.



10 INFORMATION ABOUT VISAS

- 10.1. Those who need visas must indicate that in the registration form.
- 10.2. The Organizers shall provide VISA assistance according to National laws.
- 10.3. The Organizers are not responsible in case the Portuguese Consular authorities decline to issue a visa due to public order and/or failing to meet all the requirements to obtain the Portuguese VISA.



11 PRINCIPALS

The principals are:

FPD President;

FMJD President or delegated member of the FMJD Executive Council;

Chief Arbiter;

Two Deputy Chief Arbiters;

One Pairings Officer;

Three Appeals Committee members;

Other persons indicated by the FPD President.



12 APPEALS & APPEALS COMMITTEE

12.1. Protests against decisions of the Chief Arbiter or his assistants must be submitted in written form to the Chairman of the Appeals Committee within 30 minutes after the completion of the respective game. The protest must be accompanied with the sum of 50 € as a deposit from the signatory. The deposit must be handed to the Chairman of the Appeals Committee. If the appeal is granted, the sum shall be returned immediately. If the appeal is refused, the deposit may be forfeited to FPD.

12.2. Appeals Committee shall be announced in due time.



13 MEDIA

Communications

13.1.1. All official written communications, in print or online form, as well as activities shall identify **FMJD and FPD** as the governing body of C&R.

13.1.2. All official communications shall use the official name for the event, in full: World Classic & World Rapid Championships in Portuguese Draughts.

Photography and Video

13.2.1. Only photographers and camera crew expressly authorised by the Organizers may work in the playing venue.