

## **Appendix B. Blitz**

- B.1 A 'blitz' game is one where all the moves must be completed in a fixed time of 10 minutes or less for each player; or the allotted time plus 60 times any increment is 10 minutes or less.

*According to the Tournament Regulations of an event the time control is 5 minutes for the whole game and 5 seconds increment for each move  
That is: for 60 moves we would get  $5' + (5' \times 60) = 5' + 5' = 10'$ .  
According to Art. B.1 we have a Blitz game.*

- B.2 The penalties mentioned in Articles 7 and 9 of the Competition Rules shall be one minute instead of two minutes.

- B.3.1 The Competition Rules shall apply if:

B.3.1.1 one arbiter supervises one game and

B.3.1.2 each game is recorded by the arbiter or his assistant and, if possible, by electronic means.

- B.3.2 The player may at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent.

*If the Competition Rules are used, they must apply to every round. They cannot be introduced, for example, only for the final.*

*In both Blitz and Rapid Chess, if the player asks from the Arbiter to see the score sheet, the clock should not be stopped.*

- B.4 Otherwise, play shall be governed by the Rapid chess Laws as in Article A.2 and A.4.

- B.5 The regulations of an event shall specify whether Article B.3 or Article B.4 shall apply for the entire event.