

Invitation and Regulations

28th Six Nations Chess Cup for the Blind and Visually Impaired

Rimini, Italy – June 13–20, 2026

1. General Information

The Association of Italian Blind and Visually Impaired Chess Players (ASCID) is proud to announce and host the 28th Six Nations Chess Cup for the Blind and Visually Impaired. The tournament will be held in Rimini, Italy, from June 13 (Arrival Day) to June 20 (Departure Day), with the participation—by invitation—of six (6) national teams of blind and visually impaired chess players.

The venue will be the Admiral Art Hotel (4 stars)

 Viale Giovanni Pascoli 145, 47921 Rimini (RN), Italy.

Tournament Director: Bersan Vrioni

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2. Schedule of Events

- Saturday, June 13 – Arrival
- Sunday, June 14 – 11:00 Technical Meeting
- Sunday, June 14 – 15:00 Round 1
- Monday, June 15 – 15:00 Round 2
- Tuesday, June 16 – 15:00 Round 3
- Wednesday, June 17 – Free day (excursion for participants)
- Thursday, June 18 – 15:00 Round 4
- Friday, June 19 – 15:00 Round 5
- Friday, June 19 – 20:00 Closing Ceremony
- Saturday, June 20 – Departure

3. Hotel and Accommodation

Admiral Art Hotel, 4 stars

 Viale Giovanni Pascoli 145, 47921 Rimini (RN), Italy

 <https://www.admiralarthotel.com>

The hotel is located 6 km from Rimini Federico Fellini International Airport (IATA: RMI), 2 km from Rimini Central Train Station, and 50 m from the sea.

Full board prices per person per day:

- Triple room €83
- Double room €88
- Single room: €120

Services included in the full board:

- Buffet breakfast with sweet and savory options, and hot and cold beverages.
- Lunch and dinner including an appetizer and a choice among three first courses and three main courses (meat, fish, or vegetarian); beverages included: ½ liter of water and ¼ liter of IGT wine per person
- Themed evenings: one Rustic Romagna Dinner; one Sunset Terrace Aperitif; two live music events

Note: The hotel has made available only six (6) single rooms (double for single use), which will be allocated on a one-per-delegation basis.

4. Payments, deadlines and cancellation policy

All payments shall be made to the following bank account:

- **Account holder:** ASCID
- **Bank:** Intesa Sanpaolo
- **IBAN:** IT85W0306914500100000013327
- **BIC/SWIFT:** BCITITMM

Please ensure that all bank charges are covered by the sender, and that the payment reference clearly indicates the name of the country and “Six Nations Chess Cup 2026”.

Deadlines and cancellation policy:

1. Confirmation of participation: no later than December 25, 2025, together with the payment of a non-refundable deposit of €500
2. Delegation registration: no later than February 25, 2026, together with the payment of a non-refundable deposit equal to 30% of the total accommodation cost, minus the €500 already paid
3. Final balance: no later than May 14, 2026, payment of the remaining accommodation amount
 - a. 50% cancellation fee for cancellations made between May 15, 2026 (less than 30 days before arrival) and May 29, 2026 (15 days before arrival)
 - b. 100% cancellation fee for cancellations made after May 29, 2026 (less than 15 days before arrival)

5. Delegations and Participants

Each team must:

- consist of four (4) players and up to two (2) reserves
- designate a Team Captain (who may be a player, a reserve, or another delegation member)
- designate a Head of Delegation (either a dedicated person or another member of the team, including the captain)

6. Team Line-Ups

By the start of the Technical Meeting, each captain must submit the preferred board order (“starting list”). Condition: If Player P1’s FIDE rating exceeds Player P2’s by more than 99 points, then P1 must be placed on a higher board than P2. If not submitted, the team’s board order will follow the June 2026 FIDE Rating List in descending order.

Before each round, the captain must submit the lineup of players. If no list is provided, the initial board order (starting list) will be used. Deadlines for submission will be announced at the Technical Meeting. The captain is responsible for communicating the board order to the players.

7. Tournament Formula

Round Robin tournament (six teams, five rounds) with pre-defined pairings. Teams will be ranked from 1 to 6 by average rating, with 1 assigned to the highest-rated team. The average rating will be calculated using the ratings of the first four (4) players from the starting list; in case of a tie, the ratings of the reserve players will be taken into account.

Before the start of the tournament, a draw will be conducted to determine the colour assignment for the first round (White to odd-numbered teams or White to even-numbered teams). According to the outcome of the draw, one of the following two pairing schemes will be applied.

Scheme A (White to odd-numbered teams in Round 1):

- Round 1: (1–6), (3–2), (5–4)
- Round 2: (1–3), (2–5), (6–4)
- Round 3: (5–1), (4–2), (3–6)
- Round 4: (1–4), (6–2), (3–5)
- Round 5: (2–1), (4–3), (5–6)

Scheme B (colours inverted):

- Round 1: (6–1), (2–3), (4–5)
- Round 2: (3–1), (5–2), (4–6)
- Round 3: (1–5), (2–4), (6–3)
- Round 4: (4–1), (2–6), (5–3)

- Round 5: (1–2), (3–4), (6–5)

In each pairing, the first-named team will have White on odd-numbered boards and Black on even-numbered boards.

8. Time Control

One hundred (100) minutes for the first forty (40) moves, then twenty (20) minutes for the rest of the game, with a thirty (30) - second Fischer increment from move 1.

A player arriving more than thirty (30) minutes late forfeits the game.

9. Equipment

Each participant must bring an accessible chessboard (minimum side length: 20 cm) with Staunton pieces.

The organizers will provide accessible clocks (DGT Echo) and, upon request, score sheets with enlarged print. For hygiene reasons, those using the talking clock functions must use personal earphones. Players preferring to record moves in Braille or via voice recorder must bring their own equipment.

10. Ranking & Tie-Break System

The ranking will be made according to Game Points (GP) in descending order. For each match, each team will be awarded one (1) point for each win, half (0.5) point for each draw, and zero (0) points for losses.

The order of teams that finish with the same number of Game Points shall be determined by application of the following tie-breaking procedures (highest score wins):

1. MP – Match Points (A winner gets two (2) points, a draw gives one (1) point to each team, a loss zero (0) points)
2. EDE – Apply the Direct Encounter rule (DE) first using the primary score GP, then, if no ties were broken per this rule, using the secondary score MP
3. EGGSB – the sum of the products of total game points made by each opposing team and the game points made against that team, excluding the contribution (product) associated with the opponent with the lowest GP score; if there is more than one such opponent, exclude the lowest contribution associated with them
4. EMMSB – the sum of the products of total match points made by each opposing team and the match points made against that team, excluding the contribution (product) associated with the opponent with the lowest MP score; if there is more than one such opponent, exclude the lowest contribution associated with them
5. If the ties still is not broken, then a drawing of lots is done

11. Fair Play and Anti-Cheating Regulations

The following are strictly prohibited in the playing area:

- Consulting notes, external sources, or receiving suggestions
- Analyzing games on other boards or devices
- Carrying electronic devices, (such as cell phones, smartwatches, tablets, etc.), unless switched off, remain physically separated from the players (e.g., in a bag), and declared to the arbiter (exception: recording equipment)

Violations will result in the loss of the game, or in severe cases, the loss of the match (4-0) by arbiter's decision.

12. Titles and Prizes

The winning team will be awarded the title of "Champion of the 28th Six Nations Chess Cup for the Blind and Visually Impaired" and will receive a trophy.

Special prizes will also be awarded to the three (3) players with the highest Rating Change, calculated in accordance with the FIDE Rating Regulations, under the assumption of the same development coefficient (K) for all players. To be eligible for these prizes, players must have participated in at least three (3) games. The order of players that finish with the same Rating Change shall be determined by application of the following tie-breaking procedures (highest score wins):

1. Number of games played
2. Initial rating
3. WON (The number of games won over the board)
4. BPG (The number of games played over the board with the black pieces)
5. If the ties till is not broken, then a drawing of lots is done

Each participant will be presented with a commemorative memento, symbolizing their contribution to the spirit of the Six Nations Chess Cup.

13. Final Clauses

Registration implies consent to the publication of personal data (name, category, rating), results, and images/videos on ASCID, FSI/FIDE websites and other media. For minors, consent is provided by parents/legal guardians.

The organizers reserve the right to make changes to these regulations if necessary for the success of the event.

For any matters not covered, the FIDE Laws of Chess, the FIDE General Competition Regulations, and the Italian Chess Federation Regulations shall apply.