



World Record Chess Marathon

Sheraton Lima, Peru, 25 – 28 June 2026

Tournament Regulations

During the event, several tournaments and matches will be played. This document contains the regulations for all events of the Peru 2026 World Record Chess Marathon.

General Regulations:

- The governing body of the event is WR Chess (Organizer).
- The body responsible for adopting and changing these Regulations is WR Chess.
- The Organizer reserves the right to modify the schedule or playing conditions in case of force majeure or unforeseen circumstances.
- Any circumstance or unforeseen situation not covered by these Regulations shall be referred to the Tournament Director GM Sebastian Siebrecht for the final decision.
- Playing venue: Sheraton Lima, Av. Paseo de la República 170, Lima 15001, Peru
- Organizer contact:
 - WGM Martha Fierro, wgmmarthafierro@gmail.com or Whatsapp +593983715103 (English & Spanish)
 - IA Gerhard Bertagnolli, ger@bertagnolli.com or Whatsapp +393497788653 (English only)
- Appeals Committee: An Appeals Committee will be appointed by the organizer before the start of the tournament. A protest must be submitted in writing within 10 minutes after the end of the game together with a protest fee of 200 USD.
- Dress code: Smart casual (recommended)
- Official tournament language: English (with Spanish translation).
- Official Webpage with all information: <https://wrchessworldrecord.com/>
- Registration for the events shall be completed through the official website.
- By participating, players consent to photography, video recording and broadcast of the event.

Tournament Overview:

The event consists of the following events:

- A) Top-Grandmaster-Match: Jose Eduardo Martinez Alcantara (MEX) vs Faustino Oro (ARG)
The match will consist of 6 games:
- 2 Rapid games (15+0)
 - 4 Blitz games (3+0)

The match will not be FIDE-rated.

Winner: 6.000 USD

Runner-up: 4.000 USD

If both players finish with the same score, the prize money shall be shared equally.

B) Simul against a World-Class Grandmaster

Different Grandmasters will play simultaneous exhibitions against 15 to 25 opponents.

If one final game is still ongoing, the game will end using a clock with 60 seconds for the GM and 5 minutes for the opponent (no increment for both) to finish the game.

At the end of each simul, the Grandmaster may select up to five best games (the result is not important, but the quality of the game), and the players involved will each receive a prize of USD 100.

C) Handicap Blitz – Beat the Grandmaster

Different Grandmasters will play individual blitz games with the following time control:

- Grandmaster: 60 seconds
- Opponent: 5 minutes
- There is no increment

The winner of each game (up to a maximum of 10 games) will receive USD 50 each.

D) Blitz tournament - 25 June 2026 – Start: 11:00 PM (estimated duration: 10 hours)

Swiss System, 12 double-rounds (= 24 rounds each player)

E) Blitz tournament - 26 June 2026 – Start: 11:00 PM (estimated duration: 10 hours)

Swiss System, 12 double-rounds (= 24 rounds each player)

F) Blitz tournament - 27 June 2026 – Start: 11:00 PM (estimated duration: 10 hours)

Swiss System, 12 double-rounds (= 24 rounds each player)

G) Rapid tournament - 26 June 2026 – Start: 10:00 AM (estimated duration: 6 hours)

Swiss System, 9 rounds

H) Rapid tournament - 27 June 2026 – Start: 10:00 AM (estimated duration: 6 hours)

Swiss System, 9 rounds each player

I) Bughouse tournament - 25 June 2026 – Start: 5:30 PM (estimated duration: 4.5 hours)

Swiss System, 7 double-rounds (= 14 rounds each team)

J) Bughouse tournament - 26 June 2026 – Start: 5:30 PM (estimated duration: 4.5 hours)

Swiss System, 7 double-rounds (= 14 rounds each team)

K) Bughouse tournament - 27 June 2026 – Start: 5:30 PM (estimated duration: 4.5 hours)

Swiss System, 7 double-rounds (= 14 rounds each team)

Schedule for events A to C (Exhibition Events):

Date	Hour	Tournament	Time-control	games
25 June 2026	2:00 PM - 4:00 PM	Match Oro vs. Martinez	2 x 15+0 / 4 x 3+0	2+4
	3:30 PM - 4:30 PM	Master Class Handicap Blitz, Beat the Grandmaster	5 min vs. 1 min	Up to 10
	4:00 PM - 6:30 PM	Simul World-Class Grandmaster		Up to 25
	9:30 PM - 12:00 AM	Simul Grandmaster		Up to 25
26 June 2026	8:30 AM - 11:00 AM	Simul Grandmaster		Up to 25

	3:30 PM - 4:30 PM	Master Class Handicap Blitz, Beat the Grandmaster	5 min vs. 1 min	Up to 10
	4:00 PM - 6:30 PM	Simul World-Class Grandmaster		Up to 25
	9:30 PM - 12:00 AM	Simul Grandmaster		Up to 25
27 June 2026	8:30 AM - 11:00 AM	Simul Grandmaster		Up to 25
	3:30 PM - 4:30 PM	Master Class Handicap Blitz, Beat the Grandmaster	5 min vs. 1 min	Up to 10
	4:00 PM - 6:30 PM	Simul World-Class Grandmaster	-	Up to 25
	9:30 PM - 12:00 AM	Simul Grandmaster		Up to 25
28 June 2026	8:00 AM - 10:00 AM	Master Class Handicap Blitz, Beat the Grandmaster	5 min vs. 1 min	Up to 20

Schedule for events D to K (Main Tournaments):

Date	Hour	Tournament	Time-control	Rounds (games)	FIDE-rated
25 June 2026	5:30 PM - 10:00 PM	Bughouse #1 (team)	5 min (no increment)	7 (14)	
	11:00 PM - 9:00 AM (next day)	Blitz #1 (single)	5 min + 2 sec increment	12 (24)	Yes
26 June 2026	10:00 AM - 4:00 PM	Rapid #1 (single)	10 min + 2 sec increment	9	Yes
	5:30 PM - 10:00 PM	Bughouse #2 (team)	5 min (no increment)	7 (14)	
	11:00 PM - 9:00 AM (next day)	Blitz #2 (single)	5 min + 2 sec increment	12 (24)	Yes
27 June 2026	10:00 AM - 4:00 PM	Rapid #2 (single)	10 min + 2 sec increment	9	Yes
	5:30 PM - 10:00 PM	Bughouse #3 (team)	5 min (no increment)	7 (14)	
	11:00 PM - 9:00 AM (next day)	Blitz #3 (single)	5 min + 2 sec increment	12 (24)	Yes

Tournament Rules:

- Participation is open to players of all nationalities and ages.
- For the Blitz and Rapid tournament (as they are FIDE-rated) all participants must have a FIDE-ID; Participation without a FIDE ID is not possible. Players without a FIDE-ID should contact their national federation to obtain one at least 3 days before the tournament.
- For the Bughouse tournament also players without FIDE-ID can participate.
- A maximum of 400 players may participate in each tournament.
- Registration:
 - There is no registration fee.
 - Players must register on the official event website not later than 5 days before the start of the event.
 - Each player already registered is asked to confirm participation within 60 minutes before the start of the tournament.
 - Late entries may be accepted only if space is available and at the latest until the end of round 2 (for max. entry round 3).
- Pairings shall be generated using Swiss-Manager
- Players should consult online pairings at chess-results **during breaks** to facilitate smooth tournament flow using their mobile phone. This helps them find their boards more quickly.
- Fair-Play-Measures:
 - Players may not use notes, analysis boards, chess engines, mobile phones, smart devices, or any external assistance **during the game**.
 - Electronic devices must remain switched off during games unless otherwise authorized.
 - The arbiters reserve the right to inspect players and playing areas before, during and after the game.
 - Any breach of fair play regulations may result in:

- Warning
 - Game loss
 - Expulsion from the tournament
- If two or more players (or teams) score the same points, the tie is broken by the following criteria, in order of priority:
 - A. Buchholz Cut-1
 - B. Buchholz total
 - C. Direct encounter between tied players, if applicable
 - D. Sonneborn-Berger
 - E. Average rating opponents Cut-1
- After each single round the winner shall report the result to the arbiter immediately after the game (in case of a draw, the player with white pieces). In the meantime, the opponent (loser of the game; in case of a draw, the player with the black pieces) is requested to prepare the chessboard and clocks for the next round.
- Players who are not present at the board at the start of the game shall lose the game after 5 minutes.
- The Arbiter team for this event consists of more than 15 arbiters, led by IA Gerhard Bertagnolli (ITA)

Rules of the tournaments D – E – F (Blitz tournament):

- The time control in each game is 5 minutes with a bonus of 2 seconds each move
- Two games per round are played, always with inverted colours, FIDE Swiss System
- After the first game has finished and all results have been submitted, players shall remain seated at the board. The rematch will begin simultaneously upon instruction from the arbiters; this helps to minimize delays between rounds.
- FIDE Laws of Chess will be applied.
- A first illegal move will result in one additional minute being awarded to the opponent; a second illegal move will result in the loss of the game.

Rules of the tournaments G – H (Rapid tournament):

- The time control in each game is 10 minutes with a bonus of 2 seconds each move
- One game per round is played, FIDE Swiss System
- FIDE Laws of Chess will be applied.
- A first illegal move will result in one additional minute being awarded to the opponent; a second illegal move will result in the loss of the game.

Rules of the tournaments I – J – K (Bughouse tournament - team event):

- The tournament shall be conducted under the Laws of Tandem Chess (Bughouse Chess) as defined by the Organizing Committee and these Regulations.
- Each team shall consist of two players.
- The order of players within a team is determined as follows:
 - The player with the higher FIDE Blitz rating (or, if unavailable, FIDE Standard rating) is designated as Player A; the other player is designated as Player B.

- If only one player has a FIDE Blitz or FIDE Standard rating, that player is designated as Player A.
 - If both players have the same rating, or if neither player is rated, the order is determined alphabetically (Player A and Player B).
- Player A of one team plays against Player A of the opposing team, and Player B plays against Player B respectively
- All participants are required to observe the principles of fair play, sportsmanship, and respect toward opponents, arbiters, organizers, and spectators.
- The tournament shall be played over 7 double-rounds (total 14 rounds) using the Swiss System. Teams shall alternate colors after the first game.
- After the first game has finished and all results have been submitted, players shall remain at the boards and begin the rematch simultaneously upon instruction from the arbiters; this helps to minimize delays between rounds.
- Teams shall receive: 1 point for each won game, ½ point for each drawn game, and 0 points for each lost game.
- The time control for all games shall be: **5 minutes per player with no increment and no delay**
- General rules of Tandem Chess (Bughouse Chess):
 - Two games are played simultaneously between opposing teams.
 - Captured pieces shall be passed immediately to the teammate.
 - A player may, instead of making a regular move, place (“drop”) a captured piece onto an empty square.
 - Dropped pieces may give check, but may not deliver checkmate. However, pieces resulting from a “Promised Promotion” may also deliver checkmate on the board from which the piece was removed
- Restrictions on Piece Drops
 - Pawns may not be dropped on the first or eighth rank.
 - Pieces dropped as a result of a "Promised Promotion" (see article about “Unique Promotion Rule” and next) may give immediate check on one or both boards and may also deliver checkmate on the board from which the piece was removed.
 - A dropped piece shall be considered as having moved normally.
- Illegal Moves
 - The following shall constitute illegal moves:
 - Leaving one’s king in check
 - Making an illegal drop
 - Dropping a non-available piece
 - Illegal pawn placement
 - Moving a piece contrary to standard chess rules
 - If an arbiter observes an illegal move and the opponent has not yet made a move, the arbiter may intervene and declare the move illegal.
- Consequences of Illegal Moves
 - An illegal move, once completed, must be claimed before the claimant makes a move on the board concerned.
 - Once the opponent has made a subsequent move, the illegal move shall stand.
 - A properly claimed illegal move shall result in immediate loss of the game.
- Irregularities
 - Players must press the clock using the same hand with which they moved the pieces.
 - Captures must also be executed using only one hand.

- The first violation of an irregularity results in a warning, the second in a penalty of one minute (or half of the remaining time if less than two minutes remain), deducted from the offending player's clock, and the third results in the loss of the current game.
- Unique Promotion Rule
 - In this tournament, a special promotion rule shall apply.
 - When a pawn reaches the promotion rank, the promoting player may choose either:
 - a standard promotion according to normal chess rules, or
 - a "Promised Promotion".
- Promised Promotion
 - If a player declares a Promised Promotion, the pawn shall remain on the promotion square temporarily and the player must clearly announce the intended promotion piece.
 - This can be:
 - "Queen"
 - "Rook"
 - "Knight"
 - "Bishop"
- Special Capture Right
 - After a valid Promised Promotion declaration, the teammate of the promoting player obtains the right to immediately remove one corresponding piece of the declared type from the opponent partner's board.
 - If "Queen" is declared, the teammate may remove one queen from the opposing board.
 - If "Rook" is declared, one rook may be removed.
 - If "Knight" is declared, one knight may be removed.
 - If "Bishop" is declared, one bishop may be removed.
- Conditions
 - a) Only pieces currently present on the opponent partner's board may be removed.
 - b) Kings may never be removed.
 - c) If the declared piece is no longer present on the board, the player may declare another piece.
 - d) If no Queen, Rook, Knight or Bishop is available on the opponent partner's board, the special capture right is lost.
 - e) The removal may take place at any time before the teammate completes their next move.
 - f) The removed piece is considered captured and shall be transferred in accordance with the normal tandem rules.
- Completion of Promotion
 - Once the special capture right has been exercised or forfeited, the promoted pawn shall immediately be replaced by the declared promotion piece.
- Permitted Communication between teammates
 - Verbal communication between teammates is permitted (in any language).
- Prohibited Conduct
 - The following are prohibited:

- Physical interference with a teammate's board
- Moving or touching pieces on a teammate's board
- Pointing at squares or pieces
- Excessive shouting or disturbance
- Use of electronic assistance
- Outside assistance of any kind

Prize Fund:

The total prize fund of the event (B-K) is 100.000 USD.

The amount of 6.500 USD will be distributed to the simul exhibitions against Grandmasters and the Handicap Blitz against Grandmasters.

The remaining 93.500 USD will be distributed within the 8 tournaments (Bughouse, Blitz, Rapid) and the overall winners.

For each tournament the following prize fund is given:

Prize Distribution	Bughouse	Blitz	Rapid	Grand Prix Points
1 st place	2.000 USD	3.000 USD	3.000 USD	10
2 nd place	1.200 USD	2.000 USD	2.000 USD	7
3 rd place	800 USD	1.200 USD	1.200 USD	5
4 th place	600 USD	900 USD	900 USD	3
5 th place	400 USD	800 USD	800 USD	3
6 th place	-	600 USD	600 USD	3
7 th place	-	500 USD	500 USD	2
8 th place	-	400 USD	400 USD	2
9 th place	-	300 USD	300 USD	1
10 th place	-	200 USD	200 USD	1
Rating 2000-2199 1 st place	-	180 USD	180 USD	-
Rating 2000-2199 2 nd place	-	120 USD	120 USD	-
Rating 1700-1999 1 st place	-	180 USD	180 USD	-
Rating 1700-1999 2 nd place	-	120 USD	120 USD	-
Rating 0-1699 1 st place	-	180 USD	180 USD	-
Rating 0-1699 2 nd place	-	120 USD	120 USD	-
Women 1 st place	-	600 USD	600 USD	-
Women 2 nd place	-	500 USD	500 USD	-
Women 3 rd place	-	400 USD	400 USD	-
<i>Total Prize Fund per tournament</i>	<i>5.000 USD</i>	<i>12.000 USD</i>	<i>12.000 USD</i>	

In each tournament, a player may only receive one prize (the highest applicable one, first considering those in general standings, second those in special prizes), the prizes will not be shared, but given in accordance with tie-break criteria (higher prize will be paid).

All prizes will be paid by bank transfer; the player has to provide bank details.

Any applicable taxes, bank fees or legal deductions are the responsibility of the recipient.

Grand Prix special Prizes:

There will be two different Grand Prix prizes:

1) Overall Grand Prix (all tournaments):

In each of the eight tournaments (Bughouse, Blitz, Rapid), the first 10 players will also receive points, see table "Prize Distribution GP".

For the Bughouse tournament both players will receive these points (example: winner of Bughouse tournament - both players will get 10 points each)

At the end of the eight tournaments, the first 6 players with the highest sum of Grand Prix Points will receive the following prizes:

Prize Distribution GP	Grand Prix
1 st place	7.000 USD
2 nd place	4.500 USD
3 rd place	3.500 USD
4 th place	2.000 USD
5 th place	1.000 USD
6 th place	500 USD
<i>Total Prize fund overall</i>	<i>18.500 USD</i>

If two or more players share the same Grand Prix Points, we use following criteria, in order of priority:

- Total points scored across all tournaments.
- If still the same, the sum of Buchholz Cut-1 scores from all tournaments
- If still the same, the prize will be shared between the involved players.

2) Women's Special Rapid Prize (out of the 2 Rapid tournaments):

There will be a special prize for the best female player from South America, with the highest total score across both **Rapid tournaments** (sum of individual points out of both Rapid tournaments): the winner will get a Wild card to the South American stage, that will be held June 30 to July 3, 2026 in Punta Cana, Dominican Republic.

See regulations: <https://wr-chess.com/news/wr-women-s-chess-tour-2026-a-global-knockout-circuit>

If two or more female players from South America will share the same points out of these 2 Rapid tournaments, we use following criteria (in this order):

- sum of Buchholz Cut-1 scores from both tournaments
- If still the same, the sum of Buchholz scores from both tournaments (out of criteria 2)
- If still the same, the sum of Sonneborn-Berger scores from both tournaments (out of criteria 4)
- If still the same, there will be a drawing of lots.

Photography and use of image and video materials

1. Photography and video filming will take place during WR Chess events (tournaments, masterclasses, award ceremonies, and related activities). This will be carried out both by WR Chess's own media team and by members of the media with accredited access to the event. The resulting materials — including photographs, video recordings, and audio recordings — may feature participants and will be used for event coverage, marketing, public communications, and promotion of the WR Chess brand.
2. These materials may be published on the official WR Chess website, social media channels, press releases, and other informational and promotional materials. They may also be shared with third parties, including media partners and sponsors, for communications purposes.
3. This consent is valid without time or territorial restrictions. Materials will be retained for as long as necessary to fulfil the purposes described above. No financial or other remuneration is provided for the use of these materials.
4. Participants may withdraw their consent at any time by submitting a written request to media@wr-chess.com. Withdrawal of consent does not affect the lawfulness of any processing carried out prior to its withdrawal. The data controller is WR Events GmbH, Hansaallee 247b, 40549 Düsseldorf, Germany.

By registering for and participating in a WR Chess event, participants acknowledge that they have read and accept these regulations, including the terms set out in this section.