

2017 GCT Event Regulations

The following Event regulations shall apply for all Events comprising the 2017 Grand Chess Tour:

1. Rapid & Blitz Event Regulations

1.1. Prize Fund:

The total prize fund for each of the Rapid & Blitz Events shall be \$150,000 USD. The prize fund shall be distributed as follows:

2017 Grand Chess Tour - Rapid & Blitz Prize Fund Distribution					
Place	Prize	Place	Prize		
1st	\$37,500	6th	\$10,000		
2nd	\$25,000	7th	\$7,500		
3rd	\$20,000	8th	\$7,500		
4th	\$15,000	9th	\$7,500		
5th	\$12,500	10th	\$7,500		

1.2. Schedule of Events

2017 Grand Chess Tour - Rapid & Blitz Event Schedules					
Date	Event	Date	Event		
DAY 1	Player Arrival	DAY 5	Rapid Day 3		
DAY 2	Pro/Biz, Press & Corporate Activities	DAY 6	Blitz Day 1		
DAY 3	Rapid Day 1	DAY 7	Blitz Day 2, Playoffs, Closing Ceremony		
DAY 4	Rapid Day 2	DAY 8	Departure		

1.3. Rapid Event Regulations

1.3.1. Format: 10-player Round Robin

1.3.2. Time Control: Game in 25 minutes, with a 10-second delay from move 1.

1.4. Blitz Chess Regulations

1.4.1. Format: 10-player Double Round Robin

1.4.2. Time Control: Game in 5 minutes, with a 3-second delay from move 1.

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2. Classic Event Regulations

2.1. Prize Fund:

The total prize fund for each of the classical Events shall be \$ 300,000 USD. The prize fund shall be distributed as follows:

2017 Grand Chess Tour – Classical Prize Fund Distribution					
Place	Prize	Place	Prize		
1st	\$75,000	6th	\$20,000		
2nd	\$50,000	7th	\$15,000		
3rd	\$40,000	8th	\$15,000		
4th	\$30,000	9th	\$15,000		
5th	\$25,000	10th	\$15,000		
Total Prize Fund: \$300,000					

2.2. Schedule of Events (Draft)

2017 Grand Chess Tour – Classical Event Schedule						
Date	Event	Date	Event			
DAY 1	Player Arrival	DAY 9	Rest Day			
DAY 2	Pro/Biz, Press & Corporate Activities	DAY 10	Round 6			
DAY 3	Pro/Biz, Press & Corporate Activities	DAY 11	Round 7			
DAY 4	Round 1	DAY 12	Round 8			
DAY 5	Round 2	DAY 13	Round 9			
DAY 6	Round 3	DAY 14	Closing Ceremony / Dinner			
DAY 7	Round 4	DAY 15	Player Departure			
DAY 8	Round 5					

2.3. Classic Event Regulations

2.3.1. Format: 10-player Round Robin

Time Control: One Hundred (100) Minutes for 40 moves, followed by sixty (60) minutes for the remainder of the game with a 30 second delay per move from move 1.