

Timeframe	FPL Seminar Topic and Details
<p>DAY 1 1h</p>	<p>I. Introduction (<i>creating an understanding of the key concepts and of the overall FIDE Fair Play efforts</i>)</p> <ul style="list-style-type: none"> I.1 The importance of Fair Play; I.2 How and why people cheat; I.3 The role and hierarchy of Fair Play related FIDE bodies (FPL, EDC, FPP) and experts (FPE, FPO); I.4 Qualification requirements. Nominations.
<p>DAY 1 2h</p>	<p>II. General Legal Framework (<i>creating an understanding of the legal framework</i>)</p> <ul style="list-style-type: none"> II.1 FIDE Fair play: terms & concepts; II.2 What is FPL? Role, powers and duties; II.3 Fair Play provisions in the Fide body of law: Charter, Code of Ethics, Handbook, FPL Procedural Rules; II.4 Types of violations; II.5 Severity of breach of fair play & sanctions; II.6 The standards of proof: balance of probabilities, comfortable satisfaction, beyond reasonable doubt; II.7 The FPP in action: rights and obligations of the FPP/FPO, tournament officials and players; <p>After the alleged breach: the FPL procedure (preliminary investigations, IPs, report, deferral to EdC, fast-track).</p>
<p>DAY 1 1h</p>	<p>III. FPEs and FPOs (<i>creating an understanding of the role, powers and duties of FP experts</i>)</p> <ul style="list-style-type: none"> IV.1 Definitions IV.2 Power and duties of the FPP/FPO/FPE and other stakeholders during tournaments; remote supervision; IV.3 Interaction with general public (PR/media training).

<p>DAY 2 1h</p>	<p>IV. Evidence collection (<i>creating an understanding of the quality of evidence required to generate comfortable satisfaction</i>)</p> <p>III.1 Statistical evidence - the Regan software: general introduction, Z-score and its thresholds;</p> <p>III.2 Observations - the quality of evidence;</p> <p>III.3 The effect of combining evidence.</p>
<p>DAY 2 2h</p>	<p>V. OTB operations (<i>the do's and don'ts in action</i>)</p> <p>V.1 How people cheat: Hidden phone, haptic device on body, hidden earpiece, signaling by co-conspirator;</p> <p>V.2 Before the tournament:</p> <ul style="list-style-type: none"> - contacts with the organizers, visiting/knowing the premises, devising the safety plan and laying out the requirements (equipment, manning, flows at the venue, procedures, and responsibilities); interacting with the supervisor); - meeting the team (organizers, officials, players); - observation vs action; evidence collection; <p>V.3 What to look for and annotations; using a shared annotation form.</p> <p>V.4 Technical tools used for detection:</p> <ul style="list-style-type: none"> - Software (Bluetooth/wireless detection, signal detection, Zigbee, scramblers, acoustics, etc.); - Hardware (airport scanners, handheld scanners, non-linear scanners, thermal imaging, magnets, etc.); <p>V.5 Interaction with supervisor, arbiters, organizers, players;</p> <p>V.6 How to deal with a potential suspect and/or routine checks; the principle of proportionality while frisking the players;</p> <p>V.7 Seeking help and advice;</p> <p>V.8 Dealing with complaints;</p> <p>V.9 Reporting (post-tournament report, report to FPL).</p>
<p>DAY 2 1h</p>	<p>VI. Online operations (<i>an overview of the do's and don'ts in action</i>)</p> <p>VI.1 How people cheat: Engine (running on the system; virtual machine; separate device), tablebases, books, impersonation (other person is</p>

	<p>playing), assistance from others (in chat or other means of communication; in the same room);</p> <p>VI.2 Before the tournament:</p> <ul style="list-style-type: none"> - contacts with the organizers, devising the safety plan and laying out the requirements (procedures and responsibilities, FPP/CA/ARB interactions, how to place cameras); - meeting the team (organizers, officials, players). <p>VI.3 What to look for and annotations;</p> <p>VI.4 Interaction with players and arbiters (and organizers);</p> <p>VI.5 Passive and active observation (difference; when to use; how to do it);</p> <p>VI.6 Technical tools used for detection:</p> <ul style="list-style-type: none"> - knowing the platform; - ancillary software (recording software, video imaging, eye-pattern recognition, etc); - tips and tricks (light, reflection, indicators); <p>VI. 7 Seeking help and advice;</p> <p>VI.8 Dealing with complaints;</p> <p>VI.9 Reporting (post-tournament report, report to FPL).</p>
<p>DAY 3 2h</p>	<p>VII. Case studies and best practices (<i>illustrating best practices and discussing mistakes in action</i>) & QA session</p>
<p>DAY 3 1.5h</p>	<p>VIII. Exam</p>