Fair Play Commission

Timeframe	FPL Seminar Topic and Details
DAY 1 30 mins	I. **Introduction** *(creating an understanding of the key concepts and of the overall FIDE Fair Play efforts)* 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);
DAY 1 2h	II. **General Legal Framework** *(creating an understanding of the legal framework)* 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 Regulations – Anti-Cheating Regulations, Fair Play Protection Measures, FPL Title Regulations, FPL Definitions, 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 FPT in action: rights and obligations of the FPT/FPO/FPE, tournament officials and players; After the alleged breach: the FPL procedure (preliminary investigations, IPs, report, deferral to EdC, fast-track).
DAY 1 1h	III. **FPEs and FPOs** *(creating an understanding of the role, powers and duties of FP Specialists)* III.1 Definitions III.2 Power and duties of the FPT/FPO/FPE during tournaments III.3 Interaction with Organizers and Arbiters

	III.4 Interaction with the general public (PR/media training). III.5 Remote supervision.	
DAY 2 1.30h	**IV. Statistical evidence** IV.1 Statistical evidence - the Regan software: general introduction, Z-score and its thresholds.	
DAY 2 30 mins	**V. Evidence collection** *(creating an understanding of the quality of evidence required to generate comfortable satisfaction)* IV.2 Observations - the quality of evidence and unacceptable evidence; IV.3 The effect of combining evidence.	

DAY 2
2h
	VI. OTB operations *(the do's and don'ts in action)*
	
	V.1 How people cheat: Hidden phone, haptic device on body, hidden earpiece, signalling by co-conspirator; etc.
	V.2 Before the tournament:
	  - 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;
	V.3 What to look for and annotations; using a shared annotation form.
	V.4 Technical tools used for detection:
	  - Software (Bluetooth/wireless detection, signal detection, Zigbee, scramblers, acoustics, etc.);
	  - Hardware (airport scanners, handheld scanners, non-linear scanners, thermal imaging, magnets, etc.);
	V.5 Interaction with supervisor, arbiters, organizers, players;
	V.6 How to deal with a potential suspect and/or routine checks; the principle of proportionality while frisking the players; constitutional rights;
	V.7 Seeking help and advice;
	V.8 Dealing with complaints;	

V.9 Reporting (post-tournament report, report to FPL).

DAY 2 1h	**VII. Online operations** *(an overview of the do's and don'ts in action)*
	
	VI.1 How people cheat: Engine (running on the system; virtual machine; separate device), tablebases, books, impersonation (other person is
	
	playing), assistance from others (in chat or other means of communication; in the same room);
	
	VI.2 Before the tournament:
	  - 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).
	
	VI.3 What to look for and annotations;
	
	VI.4 Interaction with players and arbiters (and organizers);
	
	VI.5 Passive and active observation (difference; when to use; how to do it);
	
	VI.6 Technical tools used for detection:
	  - knowing the platform;
	  - ancillary software (recording software, video imaging, eye-pattern recognition, etc);
	  - tips and tricks (light, reflection, indicators);
	
	VI. 7 Seeking help and advice;
	
	VI.8 Dealing with complaints;
	
	VI.9 Reporting (post-tournament report, report to FPL).

DAY 3 2h	**VIII. Case studies and best practices** *(illustrating best practices and discussing mistakes in action)* & **QA session**
DAY 3 2h	**IX. Exam**