

# JUNIOR GRAND PRIX

The following document contains the regulations for the calculation of Junior Grand Prix Points.

## 1 Grand Prix Cycle

The Cycle will run for a full calendar year, starting on 1 January of a year and ending on 31 December of the same year.

For selection of the 2026 Junior Closed only, the cycle shall run from 01 October 2024 to 31 December 2025.

## 2 Age Groups

A player's age group is calculated by subtracting the player's year-of-birth from "next year" (the year following the current cycle).

## 3 Games included and time control

3.1 Only games played in the cycle will count towards calculating a player's GPX points, regardless if the tournament span the cycle boundary dates.

3.2 Only Over-the-board (OTB) games will be considered.

3.3 All games, regardless of where they were played (inside or outside of RSA) will be considered.

3.4 All games with a time control of at least 5 minutes per player will be considered.

## 4 Activity

A player will be regarded as active and appear somewhere on the GPX list if the player has played at least **30 weighted games**.

## 5 Final GPX standings and ratings used

5.1 The final GPX standings used will be those as published by the Ratings Bureau the day after the cycle has ended.

5.2 The ratings used will be those as published by the Ratings Bureau the day after the cycle has ended. Main ratings are used.

## 6 Selection of players for the Junior Closed

The Junior Closed shall be held the year after the cycle has ended and no later than April of that year.

The number of players that will qualify for the Junior Closed shall not exceed 40 players (per age and gender group). In the event of any withdrawals, the player(s) shall not be replaced.

The following players (per age and gender group) shall be selected to participate in the Junior Closed. The order in which selections are made shall be:

6.1 Top 20 players from the final GPX list.

Players shall be sorted by:

- GPX points (descending), then
- Rating (descending), then
- Number of weighted games played (descending), then
- Number of actual games played (descending), then
- Number of standard games played (descending), then
- Number of rapid games played (descending), then
- Number of blitz games played (descending).

6.2 Top 15 players from the Rating list not yet selected.

Players shall be sorted by:

- Rating (descending), then
- GPX points (descending), then
- Number of weighted games played (descending), then
- Number of actual games played (descending), then
- Number of standard games played (descending), then
- Number of rapid games played (descending), then
- Number of blitz games played (descending).

6.3 Top 5 players from the Junior Nationals Individual Championships not yet selected.

If any of the players in the top 5 have already been selected, then the next player shall be selected but not lower than 10<sup>th</sup> place (taking tiebreaks into account). If less than 5 players are selected (the players have already been selected or have not played enough weighted games), the next players on the Rating List will be selected. All players must have played enough weighted games.

## 7 How Grand Prix Points are calculated

A player's GPX points will be calculated by only using games played within the cycle and producing one "performance rating", irrespective of how many games a player has played per tournament.

Before calculating a player's GPX points, the result of each game (the score a player achieved in a game) will be weighted using the following two factors:

- Time control of the game.
- The ratio of the opponent's rating and the player's own rating at the time the game was played.

The actual result of the game will be multiplied by these two factors to produce a weighted result.

Time weight ( $T_w$ )

$$T_w = \frac{t}{60}$$

t = time control of the actual game capped at 60 minutes.

This is also used to calculate a player's number of weighted games.

Rating ratio

$$R_{ratio} = \frac{R_{opponent}}{R_{player}}$$

Weighted result ( $S_w$ )

$$S_w = S_{actual} \times T_w \times R_{ratio}$$

$S_{actual}$  The actual game result (1, ½ or 0)

Grand Prix Points

$$P = A_{or} + \left[ \left( \frac{\sum S_w}{n} - 0.5 \right) \times 850 \right]$$

$A_{or}$  Average opponent rating (using the actual ratings when the games were played).

$\sum S_w$  Sum of the weighted results.

n Number of actual games played.