

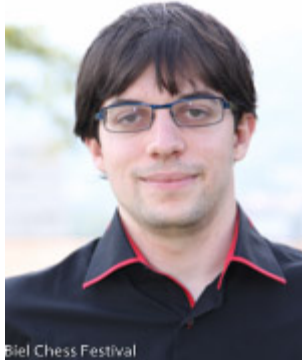


Grandmaster Tournament in memoriam Olivier Breisacher

The Grandmaster Tournament 2013 will take place in honor of Olivier Breisacher

1. Maxime Vachier-Lagrave

*Winner of the Grandmaster Tournament
in memoriam Olivier Breisacher*



2. Alexander Moiseenko
3. Etienne Bacrot (*according to the Sonneborn-Berger system*)
4. Ding Liren
5. Ian Nepomniachtchi
6. Richard Rapport



The podium of the Grandmaster Tournament (from the left): Peter Bohnenblust (President of the Organisation Comitee), Alexander Moiseenko (2nd), Maxime Vachier-Lagrave (winner), Etienne Bacrot (3rd) and Yannick Pelletier (Director of the Grandmaster Tournament i.m. Olivier Breisacher)

Special Prizes

The two special prizes are offered by Oleg Skvortsov.

The Most Creative Victory

Richard Rapport and Ding Liren
for their game in round 8.

The Best Technical Performance

Alexander Moiseenko
for his win against Maxime Vachier-Lagrave in round 9.



Tie-Break

Friday, August 2nd, from 12.00 p.m. CEST

Final

²⁾ Maxime Vachier-Lagrave	- Alexander Moiseenko	1 - 0
²⁾ Alexander Moiseenko	- Maxime Vachier-Lagrave	½ - ½

Semi Finals

¹⁾ Alexander Moiseenko	- Etienne Bacrot	1 - 0
¹⁾ Etienne Bacrot	- Alexander Moiseenko	0 - 1
¹⁾ Maxime Vachier-Lagrave	- Ding Liren	1 - 0
¹⁾ Ding Liren	- Maxime Vachier-Lagrave	0 - 1

¹⁾ Blitz game (5'+2"); ²⁾ Rapid game (15'+10"); ³⁾ Armageddon game (5' for white [has to win] and 4' for black)

Pairings

22.07.2013 14:00: Round 1

Ian Nepomniachtchi	- Etienne Bacrot	½ - ½ (46)
Maxime Vachier-Lagrave	- Richard Rapport	½ - ½ (22)
Alexander Moiseenko	- Ding Liren	½ - ½ (41)

23.07.2013 14:00: Round 2

Etienne Bacrot	- Ding Liren	1 - 0 (43)
Richard Rapport	- Alexander Moiseenko	0 - 1 (38)
Ian Nepomniachtchi	- Maxime Vachier-Lagrave	0 - 1 (63)

24.07.2013 14:00: Round 3

Maxime Vachier-Lagrave	- Etienne Bacrot	½ - ½ (40)
Alexander Moiseenko	- Ian Nepomniachtchi	½ - ½ (27)
Ding Liren	- Richard Rapport	½ - ½ (40)

25.07.2013 14:00: Round 4

Alexander Moiseenko	- Etienne Bacrot	½ - ½ (35)
Ding Liren	- Maxime Vachier-Lagrave	1 - 0 (28)
Richard Rapport	- Ian Nepomniachtchi	½ - ½ (35)

26.07.2013 14:00: Round 5

Etienne Bacrot	- Richard Rapport	1 - 0 (35)
Ian Nepomniachtchi	- Ding Liren	½ - ½ (66)
Maxime Vachier-Lagrave	- Alexander Moiseenko	½ - ½ (40)

27.07.2013 14:00: Round 6

Etienne Bacrot	- Ian Nepomniachtchi	½ - ½ (38)
Richard Rapport	- Maxime Vachier-Lagrave	½ - ½ (40)
Ding Liren	- Alexander Moiseenko	1 - 0 (40)

28.07.2013: **Rest Day!**

26.02.2014



29.07.2013 14:00: **Round 7**

Ding Liren	-	Etienne Bacrot	½ - ½	(57)
Alexander Moiseenko	-	Richard Rapport	1 - 0	(75)
Maxime Vachier-Lagrave	-	Ian Nepomniachtchi	1 - 0	(66)

30.07.2013 14:00: **Round 8**

Etienne Bacrot	-	Maxime Vachier-Lagrave	½ - ½	(66)
Ian Nepomniachtchi	-	Alexander Moiseenko	1 - 0	(76)
Richard Rapport	-	Ding Liren	0 - 1	(59)

31.07.2013 14:00: **Round 9**

Richard Rapport	-	Etienne Bacrot	½ - ½	(42)
Ding Liren	-	Ian Nepomniachtchi	½ - ½	(64)
Alexander Moiseenko	-	Maxime Vachier-Lagrave	1 - 0	(41)

01.08.2013 14:00: **Round 10**

Etienne Bacrot	-	Alexander Moiseenko	½ - ½	(32)
Maxime Vachier-Lagrave	-	Ding Liren	1 - 0	(75)
Ian Nepomniachtchi	-	Richard Rapport	½ - ½	(55)

Tie-Break Rules

- If two players finish with the same amount of points after the 10th and last round (Thursday 1st August 2013), there will be a tie-break on Friday 2nd August.
- The tie-break: two rapid games with 15 minutes, with increase of 10"/move. If 1-1, two games with 5'+2". If again 1-1, one Armageddon game with 5' for white (has to win) and 4' for black
- If three players finish with the same amount of points after the last round, the best player according to Sonnenborn-Berger points will be qualified for the tie-break. The two others will make a semi-final in blitz (two games with 5'+2"; if 1-1, one Armageddon game).
- If four players finish with the same amount of points after the last round, there will be semi-finals in blitz (two games with 5'+2"; if 1-1, one Armageddon game). The semi-finals will be Player 1- Player 4 and Player 2- Player 3 (according to Sonnenborn-Berger), with 1 and 2 having the priority to choose the colour. Then, the winners make the final, according to Point 2 (rapid and if necessary blitz games)