International Arbiter Norm Report Form

arbiter's last name: STEYN		first name: Lynette		code (if any): 14310988	
date of birth: 1975-02-24	place of birth: South Afric		a (RSA)	federation: RSA	
federation, where event took place: RSA			name of event: African Schools Individual Championships (U9B)		
dates: 2016-12-11 to 2016-11-17				type of event: Swiss	
number of players: 16	number of FIDE Rated players: 0			number of rounds: 9	
number of federations represented: 6: ZAM(7), BOT(3), KEN(2), ZIM(2), MAW(1), RSA(1)					

Confidential Report: (Comments of Chief Arbiter, failing that Organizer) These should refer to the Arbiter's knowledge of the Laws, the Pairing Rules used and other regulations. Also his/her objectivity, ability to cope with any incidents that arose and consideration for the protection of players from disturbance and distraction.

The arbiter performed her duties well. Excellent knowledge of the Laws of Chess. Very good skills in working with younger kids.

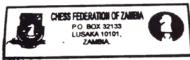
Recommendation: (Delete one of the following statements).

The Arbiter's performance

(1) was of the required standard for a International Arbiter.

(2)-was-fairly-good-but-s/he still needs to gain more experience					
Name IA Gunther van den Be	Signature				
Position Chief Arbiter	Federation RSA	Date 2016-12-17			
Name of Authenticating Federation official IA IO Chanda Nsakanya ZAM (8700532) - ZAM					
Signature	A Car	Date 2016-12-17			
(19)	Der 1	·			

The organizer is responsible for providing the above certificate to each Arbiter who in the opinion of the Chief Arbiter has qualified for an International Arbiter norm and who requests it before the end of the tournament. If the certificate is for the Chief Arbiter it should be based on the judgment of a previously authorized official who should, if possible, be an International Arbiter, failing that a FIDE Arbiter.



When applying for the IA title, the applicant's federation must attach to this form the Tournament Report form (IT3) and a copy of any appeals decisions.