International Arbiter Norm Report

Arbitar's last name: KIKVIDZE		First name: Inga	Code - ID_No: 13611585
Date of birth: 08.02.1970		Place of birth: GEO	Federation: GEO
Federation where event took place:		Name of event: World Cadets G-12 Ch 2016	
GEO			
Dates: 19.10-	Venue: Batumi		Type of event: Swiss
30.10.2016			
Number of players: 98	Number of FIDE Rated players: 92		Number of rounds: 11
Number of federations represen	ted: 66		

Confidential Report: (Comments of Chief Arbiter, failing that organizer)

These should refer to Arbiter's knowledge of the Laws, the Pairing Rules used and other regulations. Also his objectivity, ability to cope with any incidents that arose and consideration for the protection of players from disturbance and distraction. *She speaks Russian, English.*

She knows Pairing Rules as well as other FIDE Regulations and Laws. She defends objectivity and is principal in decisions. She can solve all problems without any incidents.

In this event She worked as a Deputy of Chief Arbiter.

Recommendation: (Delete one of the following statements).

The Arbiter's performance

- (1) was of the required standard for the FIDE Arbiter.
- (2) was fairly good but s/he still needs to gain more experience.

Name:: IA Panagiotis Nikolopoulos					
	Signature:				
Position: Chief Arbiter	Federation: GRE	Date: 30.10.2016			
Name of Authenticating Federation official: Rating Officer IA Varlam Vepkhvishvili					
Signature:	Date: 30.10.2016				

The organizer is responsible to providing the above certificate to each Arbiter who in the opinion of the Chief Arbiter has qualified for a International Arbiter norm and who requests it before the end of 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 FA title, the applicant's federation must attach to this form the Tournament Report form (IT3) and a copy of any appeal decisions.