



2nd Central European Chessminton Open (CECO)

An open tournament for everyone in

Chessminton, the new hybrid sport combining chess and badminton

Jun 21, 2026 in Worms (Germany)

INVITATION

Organizer: [Badminton club 1. BC Worms](#)
Governing Body: [German Chessminton Federation \(Verband Chessminton Deutschland e.V.\)](#)
Date: **Jun 21, 2026 (Sunday): starting 10:00 am**

The exact schedule will be published 2 days in advance on chessminton.de/ceco2026.

Location: Sporthalle BIZ Worms, Von-Steuben-Str. 31, 67549 Worms
Contact: Sascha Zhu, **Email:** info@chessminton.de, **Mobile:** +49-176-78064394
Registration: chessminton.de/ceco2026

Alternatively, you can register via e-mail to info@chessminton.de

The Central European Chessminton Open is open to any player. Players must be able to prove their identity with a valid ID during the tournament.

Age restrictions: No age restrictions
Disciplines: Women's Singles (WS), Men's Singles (MS).
Entries:

	Entries
Women's Singles (WS)	32
Men's Singles (MS)	32

Some disciplines might be cancelled in case the number of participants is low.

Note re ECC: The 3 best ranked players at the 2nd Central European Chessminton Open (CECO) will be automatically qualified for the upcoming European Chessminton Championships (ECC), which will take place on July 26, 2026 in Waghäusel Germany.

Entry fees: **15 EUR** per player; For withdrawals after June 9, 2026, the entry fees for eligible players must be paid regardless of the reason. The entry fee is due upon registration and must be **transferred** to the following account:

Recipient: Verband Chessminton Deutschland e.V.
IBAN: **DE19 8306 5408 0005 4324 80**
Bank: VR-Bank ABG-Land / Skatbank (BIC: GENODEF1SLR)



Registration by: **June 9th, 2026 (Tuesday) – closing date of registration**

Awards: Cups (for 1st and 2nd place), medals (for 3rd place) and certificates (for 1st to 3rd place)

Tournament system: Knockout system (group system also possible if the number of participants is low)

At least 10% of the players will be seeded, and the seeding list will be determined based on the sum of the following two indicators (cut-off date: April 30th, 2026):

- A. National badminton ranking position (NR) in the respective age group in one of the three disciplines (singles/doubles/mixed), expressed as the result of the calculation formula „ $(1 - NR/200) * (WTRP/4918)$ “, wherein this value is max. 1 and min. 0 and the world team ranking points WTRP of the respective European country are determined from the "BWF World Team Ranking - Total Points" (<https://bwfbadminton.com/rankings/?id=3>, as of January, 2026); If a national badminton ranking position is not available, this ranking position may be estimated provided that the player has participated in at least two national badminton individual competitions or at least two seasons in national badminton league competitions in the last four years;
- B. ELO chess rating (Blitz ELO if available, otherwise Rapid ELO if available, otherwise Classic ELO) – in relation to the score 2900 (maximum value is 1). If both indicator A and indicator B are greater than zero for a player, this player will receive a Chessminton bonus of 0.5 points. If the total sum of indicator A and B (and the Chessminton bonus) is exactly the same for 2 players, indicator B is considered first, followed by indicator A. If these are also identical for 2 players, the draw decides.

The tournament bracket will be set up so that in a pure knockout system, the first seed can potentially play the fourth seed, and the second seed can play the third seed in the semifinals.

If a group system is used, a win in a group match will be scored **2:0** as group points, a loss will be scored **0:2** as group points, and a draw (i.e., a tie after four phases) will be scored **1:1** as group points. The respective ranking in the group is determined by:

- a) the difference in group points from all group matches,
- b) if a) is not decisive: the difference in points from all four phases of all group matches (in the team competition, the difference in individual match score points of all group matches);
- c) If b) is not decisive: the point difference from the first and second phases of all group matches (in team competition, the point difference from the total score of the individual matches of all group matches);
- d) If c) is not decisive: the draw.

If a match is withdrawn before the start of the match, the match will be scored 0:44 (0:88 in doubles/mixed doubles) against the withdrawing side.

If a match is withdrawn after the start of the match, the match will be scored as follows: All phases that could not be completed or started due to the abandonment will be scored 0:11 (0:22 in doubles/mixed doubles) against the withdrawing side; for all other phases, the phase result remains.



Admission:

1) "First come, first served" principle: If there are more registrations than the number of entries, the players will be admitted according to the time of registration.

2) Substitutions: If admitted players withdraw after the draw, players on the waiting list can still substitute the withdrawing players up to 10 minutes before the start of the respective discipline. In doubles/mixed doubles, this also applies to individual players of the doubles pairing.

Rules:

Chessminton variant „STANDARD“ (see official rules of the *German Chessminton Federation* on chessminton.de/rules)

1st phase: 5-minute Blitz chess game (without increment)

2nd + 3rd phase: In each phase one Badminton game up to 11 points

4th phase: 5-minute Blitz chess game (without increment)

Chess games are scored in a badminton-like manner, from 11:0 to 11:9, based on the winner's time used by the end of the game ("winner's time"): The winner receives 11 points, and the loser receives 1 point for every 30 seconds of surviving the winner's time (0 points for winner's time of < 30 seconds or 9 points for winner's time of > 4 minutes 30 seconds). A draw is scored 11:10 for Black; for details, see the table below:

Column 1	Column 2	Column 3	Column 4
Chessminton level	Remaining time of the winner at the end of the game shown on the clock	The winner's time used by the end of the game ("winner's time")	The winner who has the remaining time shown on the clock (column 2) or the winner's time used by the end of the game (column 3) wins with the following fine score:
0	≥ 4:30 minutes	< 0:30 minute	11:0
1	≥ 4:00 minutes	< 1:00 minute	11:1
2	≥ 3:30 minutes	< 1:30 minutes	11:2
3	≥ 3:00 minutes	< 2:00 minutes	11:3
4	≥ 2:30 minutes	< 2:30 minutes	11:4
5	≥ 2:00 minutes	< 3:00 minutes	11:5
6	≥ 1:30 minutes	< 3:30 minutes	11:6
7	≥ 1:00 minutes	< 4:00 minutes	11:7
8	≥ 0:30 minute	< 4:30 minutes	11:8
9	> 0:00 minute	< 5:00 minutes	11:9

The points from all four phases are added together, and the player/pair with the highest total points wins (in knockout rounds, in the event of a tie, the last player/pair to be in the lead after a completed phase wins).

In knockout rounds, the fourth phase is not played if the winner has already been determined after three phases.

In doubles/mixed doubles, two chess games are played between the two sides in the first and fourth phases (with the players from each side who did not play against each other in the first phase playing against each other in the fourth phase). In mixed doubles, the women play against the men in



the first phase. Unlike in singles, the points from the two badminton games are multiplied by 2.

Tournament management: Representatives of the organizer and of the governing body

Shuttlecocks: Will be announced later

Other:

- 1) All players must be ready to play at the start of the event and throughout the tournament. The tournament organizers may consider a match lost if a player is not ready to play within two minutes of the second call.
- 2) All players may be required to operate the badminton scoreboard.
- 3) Hearing protection is permitted in chess.
- 4) In chess, the opponent is given a time bonus of 60 seconds for the first illegal move; the player who makes the second illegal move loses immediately.
- 5) The rest periods between individual phases should normally not exceed 120 seconds.
- 6) Players who have achieved the 1st, 2nd and 3rd places are required to participate in the awards ceremony.
- 7) The organizer will set up a cafeteria and offer food and drinks for sale.

Sustainability: For reasons of sustainability and climate protection, we recommend using public transport. The nearest train station is Worms (approximately 1 km away).

Liability: The organizer / governing body assumes no liability for accidents and damages of any kind.

Changes: The organizer reserves the right to make changes, these changes will be announced by email or on the corresponding websites of chessminton.de.

Registration for and participation in this tournament require the processing of personal data. By registering for this tournament, you consent, in accordance with the governing body's privacy policy (Art. 6 (1) (a) GDPR), to the storage and public retrieval of your first and last name, gender, year of birth, nationality, country of residence, club affiliation, ELO, DWZ, FIDE ID, UCR points, ranking points of your national federation, player ID, achieved results, and rating points for further processing on the media operated by the organizer (including websites). You consent to the creation of results, reports, images, and videos, as well as their publication live or subsequently on the internet, in online services (including Instagram, Facebook, and YouTube), in magazines, print media, and the press (e.g., daily newspapers, radio stations, and TV stations).

By submitting the registration, you accept all the terms and conditions of this invitation.
More details can be found on chessminton.de/ceco2026



1. BC Worms



German Chessminton Federation