

# Cumbria Chess Association

## **Cumbria Chess Rapid Play Team Championship 2019**

**A One Day 5 Round Swiss Chess Rapid Play Team Championship  
will be held on Saturday 2<sup>nd</sup> November at  
The Crown Hotel, Eamont Bridge, Penrith, Cumbria, CA10 2BX  
Tel no: 01768 892092**

Teams of 3 players are eligible to enter from all Chess clubs

The competition is open to all players, with combined team grades subject to a points handicap for high graded teams.

Current Rapid play Grades will be used or Standard Play Grades (if no RP Grade is available)

Players play in grading order with non-graded players estimated at 100

One substitute is allowed per team to play over the 5 rounds if teams wish to include a 4<sup>th</sup> player

Entry Fee - £10 per team.

A Team comprising three juniors – Free to enter.

Combined teams from different clubs are allowed to enter.

If there is a tie on points at the end of the competition a blitz play-off will be held.

The winning team with the highest match scores to receive the John Toothill Rapid Play Trophy  
Highest individual scores on each board will receive Gold/Silver/Bronze medals

Times: 30 minutes for each player on the clock

1<sup>st</sup> Round 10.30-11.30

2<sup>nd</sup> Round 11.45-12.45

3<sup>rd</sup> Round 13.00-14.00

4<sup>th</sup> Round 14.15-15.15

5<sup>th</sup> Round 15.30-16.30

Could you please enter teams by October 31st 2019.

FIDE Rapid Play Rules will be used with a time limit of 30 minutes each per game

All games will be submitted for grading to the ECF

All players are or are expected to be ECF Members for the 2019-20 Season

Teams wishing to enter should email their entries to:

Peter Hanks

Cumbria Organiser

email: [hanksy1@btinternet.com](mailto:hanksy1@btinternet.com)

Tel: 07833934031/01229480584



**Entry Form**

**Team Name:** .....

<b>Players names</b>	<b>RP grade/Grade</b>	<b>Grade Code No</b>	<b>ECF Membership No</b>
1.....	.....	.....	.....
2.....	.....	.....	.....
3.....	.....	.....	.....
(4).....	.....	.....	.....

**Entry Fee £.....**

## FIDE Rapid play Rules 2014

A.1 A 'Rapid play' game is one where either all the moves must be completed in a fixed time of more than 10 minutes but less than 60 minutes for each player; or the time allotted plus 60 times any increment is of more than 10 minutes but less than 60 minutes for each player.

A.2 Players do not need to record the moves.

A.3 The Competition Rules shall apply if

- a. one arbiter supervises at most three games and
- b. each game is recorded by the arbiter or his assistant and, if possible, by electronic means.

A.4 Otherwise the following apply:

a. From the initial position, once ten moves have been completed by each player,

(1) no change can be made to the clock setting, unless the schedule of the event would be adversely affected.

(2) no claim can be made regarding incorrect set-up or orientation of the chessboard. In case of incorrect king placement, castling is not allowed. In case of incorrect rook placement, castling with this rook is not allowed.

b. An illegal move is completed once the player has pressed his clock. If the arbiter observes this he shall declare the game lost by the player, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim a win, provided the opponent has not made his next move.

However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.

c. To claim a win on time, the claimant must stop the chess clock and notify the arbiter. For the claim to be successful, the claimant must have time remaining on his own clock after the chess clock has been stopped.

However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

d. If the arbiter observes both kings are in check, or a pawn on the rank furthest from its starting position, he shall wait until the next move is completed. Then, if the illegal position is still on the board, he shall declare the game drawn.

A.5 The Rules for a competition shall specify whether Article A.3 or Article A.4 shall apply for the entire event.

### Grading Handicap

<u>Total Grade difference</u>	<u>Handicap</u>
30	½
31-60	1
61-90	1½
91-120	2
>121	2½