



## **Cumbria Chess Rapid Play Team Championship 2025**

**A One Day 5 Round Chess Rapid Play Team Handicap Championship  
will be held on Saturday October 18<sup>th</sup> 2025 at  
The Crown Hotel, Eamont Bridge, Penrith CA10 2BX  
Tel no: 01768 892 092**

Teams of 3 players are eligible to enter from all Chess clubs  
Current Rapid play ratings will be used or Standard play ratings (if no RP rating is available)  
Players play in rating order with un-rated players estimated at 1500  
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 second team entering from the same club would only pay £7 and third team £5

A Team comprising three juniors – Free to enter

Combined teams from different clubs are allowed to enter at £10

The winning team to receive the Cumbria Rapid Play Trophy

Highest individual scores on each board will receive Gold/Silver/Bronze medals

Times: 30 minutes for each player on the clock with the 'home' team having white on odd boards

1<sup>st</sup> Round 11:30-12:30

2<sup>nd</sup> Round 12:45-13:45

3<sup>rd</sup> Round 14:00-15:00

4<sup>th</sup> Round 15:15-16:15

5<sup>th</sup> Round 16:30-17:30

Please enter teams by October 11th 2025

FIDE Rapid Play Rules apply with a time limit of 30 minutes each per game

Teams will be handicapped based on the difference between the teams' total rating.

There will be a blitz play-off if there is a tie for first place

All games will be submitted for rating to the ECF

All players are expected to be ECF members for the 2025-26 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

Teams will be handicapped using the following table:

Total rating Difference	< 187	187 - 374	375 - 561	562 - 749	750 - 936	> 937
Handicap	0	$\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$

### Entry Form

Team Name: .....

Players names	RP rating/Rating	Rating Code No	ECF Membership No
1.....	.....	.....	.....
2.....	.....	.....	.....
3.....	.....	.....	.....
(4).....	.....	.....	.....

Team Name: .....

Players names	RP rating/Rating	Rating Code No	ECF Membership No
1.....	.....	.....	.....
2.....	.....	.....	.....
3.....	.....	.....	.....
(4).....	.....	.....	.....

Team Name: .....

Players names	RP rating/Rating	Rating Code No	ECF Membership No
1.....	.....	.....	.....
2.....	.....	.....	.....
3.....	.....	.....	.....
(4).....	.....	.....	.....

Entry Fee £.....

## **FIDE Rapid play Rules**

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.