

Edinburgh Chess Club
2010 Club Championship



Knockout Tournament

(March – June 2010)

Free Entry

for all full Edinburgh Chess Club members (including Juniors)

Format:

The 2010 Club Championship will be played as a Knockout Tournament with winners of each round proceeding to the next stage.

Each round will consist of 2 games against the same opponent with players taking alternate colours. The winner of each round will be the player with the most points. (Win =1, Draw= ½ , Loss=0), with a tie break to determine the winner in the event of a 1-1 tie.

Rounds:

Games will be played at Edinburgh Chess Club on Monday evenings starting at **7:30pm**.

Timetable	Date	Game
Round 1	Mon March 29 nd	1
	Mon April 5 th	2
	Tues April 6 th	Tie-break

Round 2	Mon Apr 19 th	1
	Mon Apr 26 th	2
	Tues Apr 27 th	Tie-break

Round 3	Mon May 10 th rd	1
	Mon May 17 th	2
	Tues May 18 th	Tie-break

Round 4	Mon June 7 th	1
	Mon June 14 th	2
	Tues June 15 th	Tie-break

Final (provisional date)	Sunday June 20 th (10:00 am)	1
	Sunday June 20 th (2:30 pm)	2

Eligibility & Entry:

Entry is free to full Edinburgh Chess Club members, juniors are encouraged to enter. If you would like to join the club or upgrade your associate membership, please contact the membership administrator or treasurer. (Late season Full £20, Concession £11, Junior £7 with Associates upgrading to Full £15 and Associates upgrading to Concession £5.)

To confirm entry, please email or phone the Tournament director as early as possible, providing the following details: Name, Chess Scotland PNUM, email address and contact phone number.

Tournament Director:

Andrew Masters home@andymasters.co.uk
07941 309669 (mobile)
0131 6722102 (home)

Colour Allocation:

The player with the lowest grade shall have the choice of colour for the first game in each round. The colours shall be reversed for the 2nd game in the round.

Draw:

A single draw will take place at the start of championship by pulling names from a hat. In the event that there aren't exactly 8, 16 or 32 entrants, then byes will be allocated at random in the first round.

Results:

A chart showing the progress of players through the competition will be displayed on the club noticeboard. The winner of each game (or the player with White in the event of a draw) should record the result on this chart. Results will also be posted on the club blog: www.edinburghchessclub.co.uk/blog

Tie Break:

In the event of a 1-1 tie after 2 games, then a winner will be decided by playing 2 Allegro games on the allocated tie-break evening. If this still fails to provide a winner, pairs of 5 minute Blitz chess should be played until a winner is decided. At the beginning of each tie-break round, the player who starts with White is the player who started with Black in the 1st game of the previous pair of games.

Rules & Organisation:

- Entrants must be paid-up members of Edinburgh Chess Club
- All games shall abide by the FIDE chess rules for the appropriate time control.
- All games will be graded by Chess Scotland.
- *To accommodate holidays and illness, if both players agree then games can be rearranged to alternative suitable date(s). However all games must be completed prior to the start of the next round.*
- The Tournament Director has the right to make any changes that are necessary to ensure a successful tournament. In particular the number of rounds may be varied according to the number of entrants.
- If your opponent is not present at the start time for a game and has not made alternative arrangements, you may start their clock.
- If an opponent has not arrived within 1 hour, they will lose the tie and the player present will proceed to the next round.
- If both games for a round are not complete by the time the draw for the next round is due then the tournament director reserves the right to disqualify either or both players.
- In the event of any disputes, the club president's decision is final.

Time Control:

Standard 34 moves in 1hr 25m then 20 minutes Quickplay Finish.

Tie Breaks:

Allegro All moves in 30 minutes

Blitz All moves in 5 minutes.

First round defeats:

Players who lose their first round matches, will be eligible to continue to play in a 'Plate' completion in the same format. Please contact the Tournament Director if you wish to enter the Plate once you have completed the first round.