

Individual Rapidplay

(Incorporating the Essex & North Essex Championships)

Sunday 19th July 2009

Longmeads Community Centre, Ongar Road, Writtle

Entry Form

Name:

Address:.....

.....

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Club:

Grade: (rapidplay) or (standard play)

Tel. No.:

Email:

Date of Birth (if under 18)

I wish to enter the Open / U125

Note Entry fees are :-

Open	£12	
Under 18 (on 31/8/08)		£8
U125	£10	
Under 18 (on 31/8/08)		£6

(ECF direct members may deduct **£1.50** from these fees)

Please quote membership number

Late fee for entries on the day **£2**
(accommodation permitting) *

Cheque enclosed for

Cheques to be made payable to I B N Smith
Send entry forms to:-

Ivor Smith 163 Lodge Road Writtle CM1 3JB

* **Note** If entering after July 17th you are advised to telephone or email first to check the accommodation position. Also make contact if a lift from Chelmsford Station would be helpful. (tel. 01245 421193)
email IBNSmith@BTopenworld.com

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Playing Details Each event will be run as a 6 round Swiss with 30 minutes each on the clock. There will be a one hour break between rounds 3 and 4 to allow a visit to one of Writtle's famous hostelrys.

Time Schedule:

Round 1	9.45 a.m. - 10.45 a.m.
Round 2	11 a.m. - 12 noon
Round 3	12.15 p.m. - 1.15 p.m.
Round 4	2.15 p.m. - 3.15 p.m.
Round 5	3.30 p.m. - 4.30 p.m.
Round 6	4.45 p.m. - 5.45 p.m.

Prize Giving 6 p.m.

Prizes

Open

1st Prize Minimum: **£60**

2nd Prize Minimum: **£40**

3rd Prize Minimum: **£20**

U 125

1st Prize Minimum: **£40**

2nd Prize Minimum: **£20**

Note Additional grading prizes will be awarded.
Their number and value dependent on entry.

David Wood Memorial Trust prize. An additional sum of **£30** is offered for the best performances by Essex juniors in the Under 125 section.

Tie breaks for the Essex and North Essex titles will be resolved by sum of progressive scores in the first instance, then by sum of opponents' scores if still equal.

Rapidplay Rules

Play shall be governed by the FIDE Laws of Chess, except where they are overridden by the following Laws.

Players do not need to record the moves.

Once each player has made three moves, no claim can be made regarding incorrect piece placement, orientation of the chessboard or clock setting.

The flag is considered to have fallen when a valid claim to that effect has been made by a player. The arbiter shall refrain from signalling a flag fall.

To claim a win on time, the claimant must stop both clocks and notify the arbiter. For the claim to be successful, the claimant's flag must remain up and his opponent's flag down after the clocks have been stopped.

If both flags have fallen, the game is drawn.

A player may claim a draw during the last two minutes on his clock and before his own flag falls. He must claim the draw and should stop the clocks whilst the arbiter is summoned.

There are two grounds for claiming a draw under this section of the rules. He must claim

- that his opponent cannot win by normal means, and/or
- that his opponent has been making no effort to win by normal means.

The game may then continue to enable the arbiter to decide whether he believes the claim to be valid. The arbiter's decision in these matters will be final.