

# ESSEX CHESS ASSOCIATION

## 4TH BLITZ CHAMPIONSHIP

**SATURDAY, 28 SEPTEMBER 2019**

At Wanstead House

Controller: Ian Hunnable (ECA Tournament Secretary)

Email: [tournaments@essexchess.org.uk](mailto:tournaments@essexchess.org.uk)

**Doors open - 13:00; Registration – 13:10; Round 1 - 13:30; Clear venue by – 18:00**

**Principal conditions:**

- **The ECA Blitz Championship is an ‘Essex closed’ event;**
- **ECA Membership:** required (other than for Essex Juniors); *Members of Affiliated Clubs are eligible to enter; \*Members of an Affiliated League (who are not otherwise ECA members) may enter on payment of £1 surcharge (£11/£7 total) but see “eligibility” below;*
- **Eligibility:** the title ECA Blitz Champion shall be awarded to the highest placed eligible (ECA member) competitor;
- **Rate of play: 5 minutes + 4 seconds per move incremental; = 9 minutes for 60 moves;**
- **FIDE Laws of Chess (2018) Blitz apply (see P3);**
- **Entry Fee £10\*, Juniors £6\*;**
- **One section; 7 Rounds, Swiss pairing, depending on entry;**
- **Playing Schedule:** (assuming 7 rounds): **R1 1330; R2 1400; R3 1430; R4 1500; R5 1530; R6 1600; R7 1630; Prize Giving 1700.**
- **Tie-breaks, if there is a tie for first place: 1 Sum of Progressive Scores; 2 Sum of Opponents' Scores (Buchholtz);**
- **Prizes, including Grading Prize(s) according to entry;**
- **Essex Junior Prize by [David Wood Memorial Trust](#);**
- **Light refreshments will be available.**

**How to Enter:** Register in advance, pay cash on the day.

Send an email giving your Name and Club, to [tournaments@essexchess.org.uk](mailto:tournaments@essexchess.org.uk)

*Data Protection: the above information is required to establish your eligibility re ECA membership.*

We use tournament software, which needs to be populated with the entrants, **so please DO register in advance** if you want to play, which saves time on the day.

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LOOKING BACK... 2018 BLITZ CHAMPIONSHIP

The 3rd ECA Blitz Championship, 22 September 2018, was won by David Sands.

## Notes:

- We have booked Roding Room at Wanstead House with an option on overflow accommodation, but confirmation of a booking for this cannot be made until we know it will be needed.
  - Please read the [Wanstead House Users notice](#) which is attached with this form. This includes important information regarding the evacuation of Wanstead House in the event of an emergency
- The car park at the front of Wanstead House is reserved for *members of Wanstead House Community Association only*. However, parking is available in the surrounding streets.
- Blitz games are not graded by the ECF. *While FIDE rating is available for blitz games, we will NOT be submitting games from the ECA Blitz Championships for FIDE rating.*
- The attention of entrants and others is drawn to the [Essex Chess Association documents](#) available via the following links:

[Safeguarding Policy](#)

[Conditions of Entry](#)

[Privacy Notice](#)

Particular attention is drawn to the requirement that anyone wishing to use photographic/film/ video equipment should register their intent with the Controller. We shall be taking photographs of the event for prospective publication on the ECA Website, in accordance with the ECA Safeguarding Policy (link above).

Parents and guardians are reminded that the ECA **does not** provide supervision of Junior players at its events.

- **Website Live.** Round-by-round scores will update in the playing room(s) and on the website throughout the afternoon.

**BLITZ RULES OVER...**

## FIDE LAWS OF CHESS - BLITZ

Play will be governed by the FIDE Laws of Chess ("FLoC"), Articles 1-5 and Appendix A2 and A4 (in place of the Competition Rules, Articles 6-12).

FIDE Laws of Chess: <http://www.fide.com/fide/handbook.html?id=208&view=article>

### Appendix A4

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- 1 From the initial position, once 10 moves have been completed by each player...
  - 1.1 no change can be made to the clock setting, unless the schedule of the event would be adversely affected
  - 1.2 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.
- 2 If the arbiter observes an action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4, he shall act according to Article 7.5.5, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim, provided the opponent has not made his next move. 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.
- 3 To claim a win on time, the claimant may stop the chessclock and notify the arbiter. However, the game is drawn if the position is such that the claimant cannot checkmate the player's king by any possible series of legal moves.
- 4 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 an illegal position is still on the board, he shall declare the game drawn.
- 5 The arbiter shall also call a flag fall, if he observes it.

*For ease of reference, Articles 7.5.1 to 7.5.5 are given here:*

- 7.5.1 An illegal move is completed once the player has pressed his clock. If during a game it is found that an illegal move has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. Articles 4.3 and 4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.
- 7.5.2 If the player has moved a pawn to the furthest distant rank, pressed the clock, but not replaced the pawn with a new piece, the move is illegal. The pawn shall be replaced by a queen of the same colour as the pawn.
- 7.5.3 If the player presses the clock without making a move, it shall be considered and penalized as if an illegal move.
- 7.5.4 If a player uses two hands to make a single move (for example in case of castling, capturing or promotion) and pressed the clock, it shall be considered and penalized as if an illegal move.
- 7.5.5 After the action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4 for the first completed illegal move by a player, the arbiter shall give two minutes extra time to his opponent; for the second completed illegal move by the same player the arbiter shall declare the game lost by this player. 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.

An illegal move is defined in FLoC Article 3.10:

<QUOTE>

3.10.1 A move is legal when all the relevant requirements of Articles 3.1 – 3.9 have been fulfilled.

3.10.2 A move is illegal when it fails to meet the relevant requirements of Articles 3.1 – 3.9

3.10.3 A position is illegal when it cannot have been reached by any series of legal moves.

<END QUOTE>

Articles 3.1 to 3.9 deal with the act of moving the pieces.

FIDE Laws of Chess, Articles 1-5

Additionally: If pieces are accidentally knocked over in the course of making a move, they must be replaced in the player's own time. If the player presses the clock with pieces displaced, this will NOT be deemed an illegal move; the opponent should restart the player's clock and require the piece(s) to be replaced, before replying to the player's move.