



Prizes

Once costs have been deducted, all entry fees will be returned in the form of prizes.

Minimum Prizes

1st and 2nd

Grading Prizes

Junior Prizes –

provided by the David Wood Memorial Trust

There will be a generous separate prize fund for those playing in the **Major**.

Tie breaks for titles

Sum of Progressive Scores will decide. If still tied, Sum of Opponents' Scores will be applied.

Venue information

Longmeads Community Centre, Writtle CM1 3LY

Travel For those travelling by public transport, lifts from Chelmsford railway station should be available. Those requiring a lift should contact Ivor Smith on 01245 421193 by September 20th to confirm arrangements.

Otherwise there is a limited Sunday bus service, number 45, from the bus station, near the rail station.

Refreshments Light refreshments - tea, coffee, biscuits etc. - will be provided free of charge but players should either bring a packed lunch or visit the village green in the Lunch Break where you will find restaurants together with the Wheatsheaf P.H. and Rose and Crown P.H.

A map of the village, showing the various catering establishments, is available separately.

ECA Contact

Tournament Secretary Ian Hunnable

Phone: 020 8504 0525 (answer machine)

Mobile: 07533 908822 (on the day)

Email: tournaments@essexchess.org.uk

Website

www.essexchess.org.uk

Round-by-round results from the event will be blogged on the ECA Website throughout the day.

Visit: [Essex Rapidplay 2014](#)



Longmeads Community Centre

ESSEX CHESS ASSOCIATION

Rapidplay Championship

Sunday, 21st September 2014

*at Longmeads Community Centre,
Writtle CM1 3LY*

Six Rounds Rapidplay (incremental)

Incorporating:

- *Essex RP Championship*
- *North Essex RP Championship*
- *Essex Junior Championship*

Essex Rapidplay

Sunday, 21st September 2014

Longmeads Community Centre, Ongar Road,
Writtle CM1 3LY

Playing Details

Two sections, **Open** and **Major** (Under 135)

Both sections: 6 round Swiss, 20 minutes on each clock, plus 10 seconds per move from the start.

There will be a **Special General Meeting of the ECA** between the end of Round 3 and the lunch break to cover two important items of business omitted from the June AGM. Separate notice of the SGM will be given to those entitled to attend.

Round 1	10:00 – 11:00
Round 2	11:10 – 12:10
Round 3	12:20 – 13:20
ECA SGM	13:20 – 13:35
Lunch Break	13:35 – 14:35
Round 4	14:35 – 15:35
Round 5	15:45 – 16:45
Round 6	16:55 – 17:55

Prize giving will follow as soon as possible after Round 6.

All results will be submitted for Rapidplay grading.

Rules

FIDE Laws of Chess July 2014 Article A4 applies, instead of the Competition Rules, *with modified illegal move provision (see RP Rule 3 opposite).*

Entry Fees

Adults £14

Juniors (U18) £10

ECF membership required

This event is for Essex players only, so ECF Bronze membership is sufficient. Non ECF members can play but need to add £6 to cover the cost of grading.

***ECF membership due for renewal?** If you have not renewed by 21st September you may still play without the surcharge. However, renewal by 31st August 2015 will be required to avoid the subsequent charge of £6 for grading.*

How to enter

Register in advance – pay cash on the day.

Please email the following details:

Name and Club

ECF Membership number

Section entered - Open or Major (U135)

Rapidplay grade (August 2014)

- otherwise standard play grade

½ point bye if required (rounds 1-5)

Email to: tournaments@essexchess.org.uk

Space at Longmeads is limited so enter early to avoid disappointment. (See website for list of entries.)

Eligibility

Entrants must be members of the ECA or the North Essex League. The titles of Essex Rapidplay Champion, North Essex Rapidplay Champion and Essex Junior Champion will be awarded in each case to the highest placed eligible player in the Open.

Rapidplay Rules

1. Players do not need to record the moves.
2. From the initial position, once ten moves have been completed by each player:
 - a no change can be made to the clock setting, unless the schedule of the event would be adversely affected.
 - b 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.
3. An illegal move is completed once the player has pressed his clock. *For the first two illegal moves by a player the opponent may claim one minute's extra time in each instance; for a third illegal move by the same player, the opponent may claim a win.* 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.
4. 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 claimant cannot checkmate the player's king by any possible series of legal moves.
5. 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.