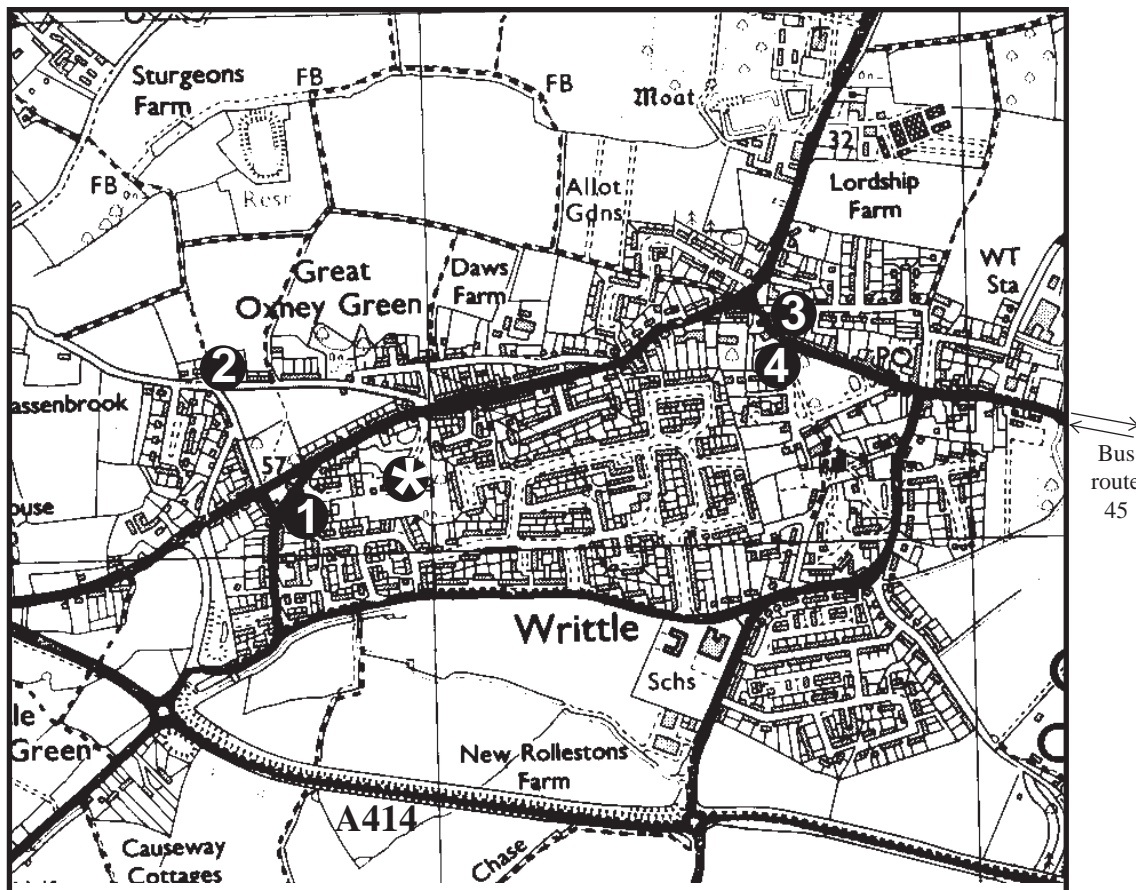


The Venue

Longmeads Community Centre, Redwood Drive, off Ongar Road, Writtle CM1 3LY
(Ample parking)

For those travelling by public transport lifts from Chelmsford railway station may be available. Otherwise there is a regular bus service (number 45) from the bus station (just up the hill and on the opposite the side of the road from the station). The bus travels anti-clockwise round the village.



Refreshments: Light refreshments - tea, coffee, biscuits etc. - will be provided free of charge but either bring a packed lunch or visit the village green after round 3 where you will find restaurants together with the Wheatsheaf P.H. (3) and Rose and Crown P.H. (4). However, since this map was included in the entry form for rapidplays and other events at Longmeads prior to 2010, the Chequers P.H. (1) has turned into a high class steak bar and the Victoria P.H. (2) has been knocked down and replaced by 6 houses !

ESSEX CHESS ASSOCIATION

Individual Rapidplay 2013

An Essex Closed event

Incorporating the

Essex

Rapidplay Championship

North Essex

Rapidplay Championship

and

Essex Junior Championship

Saturday September 21st

10 am - 6 pm

Longmeads Community Centre
Redwood Drive
Off Ongar Road
Writtle CM1 3LY

Open and Major (Under 135)

(with separate prize funds)

ECF membership required

This event is for Essex players only so Bronze membership, as opposed to Silver, is sufficient.
(see important notes overleaf)

Entries

Accommodation at Longmeads is limited so it is important that prospective competitors register as soon as possible - details overleaf

Essex Rapidplay Championship

Entry Fee (both sections)

Adults £14

Juniors (Under 18) £10

Non ECF members can play but need to add £6 to cover the cost of grading. Juniors however can avoid this by taking up a free membership offer from the ECF. (Details on the ECF website)

Important note for those whose ECF membership is due for renewal

Quoting your membership number will be sufficient to enter this event without penalty even if you have not renewed by September 21st.. However renewal in due course will be a requirement to avoid the subsequent charge by the ECF of £6 to cover grading.

How to enter

(Register in advance - pay cash on the day)

Please email the following details as soon as possible in order to guarantee a place.

Name and club

ECF membership number

Section entered (Open or U135)

Rapidplay grade (July 2013)

(otherwise standard play grade)

½ point bye if required (rounds 1 to 5 only)

email to ibnsmith@btopenworld.com

(expect acknowledgment within 24 hours)

Essex Rapidplay Championship

Saturday 21st September 2013

Longmeads Community Centre, Ongar Road, Writtle CM1 3LY

Playing Details

Two sections, Open and Major (Under 135). Championship titles will be decided in the Open, but there will be a generous separate prize fund for those playing in the Major

Each section 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.

Round 1	10 am - 11 am.
Round 2	11.10 am - 12.10 pm
Round 3	12.20 pm - 1.20 pm
Round 4	2.20 pm - 3.20 pm
Round 5	3.30 pm - 4.30 pm
Round 6	4.40 pm - 5.40 pm

Prize giving to follow as soon as possible

It is proposed that once unavoidable costs have been deducted (essentially for the accommodation) all entry fees will be returned in the form of prizes.

Minimum of 1st and 2nd in each section

(value dependent on the number of entries)

Grading prizes will also be awarded

Junior prizes in both sections will be provided by the David Wood Memorial Trust

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.

Note The two previous paragraphs may not be relevant when digital clocks are used. Such clocks can vary with some freezing when one side runs out of time.

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

(a) that his opponent cannot win by normal means, and/or

(b) 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.