

Irish Rapid Play and Blitz Championships 2014



Saturday 27th and Sunday 28th September



Venue: The Hilton Dublin Kilmainham Hotel

<http://www.hiltondublinskilmainham.com/>

Irish Rapid Play Championships

Saturday 27th September 2014

7 round event

Start time: 12:00pm (sharp)

Expected finishing time: 6:30 p.m.

There will be a 30 minute break for refreshments after round 4

Rate of play

15 minutes per player per game, plus a 10 second increment per move.

Irish Blitz Championships

Sunday 28th September 2014

7 round event

Start time: 11:45am (sharp)

Expected finishing time: 1:30 p.m.

Rate of play

3 minutes per player per game, plus a 2 second increment per move.

FIDE rules will apply: see <http://www.fide.com/fide/handbook.html?id=171&view=article>

These rules cover both Rapid and Blitz competitions

The ICU AGM will be held in the same venue at 3:00pm



Entry Fees

The fees listed below apply if the email entry is received on or before 12:00pm on September 26th. The entry fee can then be paid in cash on arrival.

	Rapid	Blitz	Both
Over 18	€25.00	€20.00	€40.00
Under 18	€20.00	€15.00	€30.00

Any entry received after this date will not qualify for the discount for entering both events and will also be subject to a €10 late entry fee for each event.

You can enter the events by emailing your entry to
tournaments@icu.ie

Prize Fund

Rapid

1 st	€300
2 nd	€150
3 rd	€ 75

Plus Grading Prizes and a Junior Prize

Blitz

1 st	€250
2 nd	€125
3 rd	€ 75

Plus Grading Prizes and a Junior Prize

Notes

1. First Prizes and grading prizes are guaranteed
2. **The winners of both competitions above will also be eligible to participate in the World Rapid and Blitz Championship, irrespective of rating or title, subject to FIDE regulations.**
3. Junior Prizes are also guaranteed, subject to there being at least 5 juniors playing
4. Should the entry exceed expectations, the prize fund may be increased
5. Eligibility is restricted to those eligible to play in the Irish Senior Championship with the obvious exception of rating – both these events are open to players of all abilities.

Irish Rapidplay 2014: Rules

Timetable

Round 1 will start at 12 p.m. prompt. The draw for round 1 will be made at 11.45am. Players who have not yet arrived at the time the draw is made will not be included in the draw for round 1 (and subsequent rounds), though late arrivals may be added at the arbiter's discretion. Players not included in the draw will receive byes for the rounds in which they do not play: half a point for each round up to a maximum of two, and no points for any rounds more than two.

Subsequent rounds will start 2 minutes after the draw for that round has been released; the draw will be released as soon as possible after the completion of the previous round.

It is each player's responsibility to ensure that he or she is at their board at the time their game commences.

Default

There will be no separate default procedure, but any player who arrives at their board 15 minutes late will have lost on time (unless he is black and his opponent is also late). In the event that neither player has arrived at the board within 15 minutes, the game will be scored as a loss for both players.

Any player who loses on time without have played a move will be deemed to have withdrawn from the tournament. Such a player can be reinstated at the discretion of the arbiter, but no player will be reinstated twice.

Playing Rules

The FIDE rules for rapid tournaments with inadequate supervision will apply (see the FIDE Laws of Chess, Appendix A).

A note to spectators. If you are watching a game and see that an illegal move has been made or that a player has exceeded the time limit, you must *not* point this out to the players (or to anybody else): you must at all times remain perfectly quiet and hide your excitement (or disgust).

Resolving Ties

If there is a tie on game points, prize money will be divided equally between the tied players for the place prizes (i.e., for first, second and third place).

Each grading prize and category prize (i.e., junior and women) will be awarded to the person who has the best tie-break. The method used will be first, Median-Buchholz; second, Buchholz; third, the result of the games between the eligible players, if all have played each other; fourth, greater number of games with black; fifth, progressive scores; sixth, average ICU rating of opponents [will not apply if any eligible player has played two or more unrated players]; seventh, toss of a coin.

Appeals

Given the restricted time-frame for this tournament, it is not possible to have an appeals procedure; therefore, all decisions of the arbiter will be final. Please remember that the arbiter is human(ish), and has a lot of things to do simultaneously; it is therefore possible that he will make a mistake (or mistakes). In such circumstances, please be considerate and accept the error with good grace.

Irish Blitz 2014: Rules

Timetable

Round 1 will start at 11:45 a.m. prompt.

Subsequent rounds will start 90 seconds after the draw for that round has been released; the draw will be released as soon as possible after the completion of the previous round.

It is each player's responsibility to ensure that he or she is at their board at the time their game commences.

Default

There will be no separate default procedure, but any player who arrives at their board 3 minutes late will have lost on time (unless he is black and his opponent is also late). In the event that neither player has arrived at the board within 3 minutes, the game will be scored as a loss for both players.

Any player who loses on time without have played a move will be deemed to have withdrawn from the tournament. Such a player can be reinstated at the discretion of the arbiter, but no player will be reinstated twice.

Playing Rules

The FIDE rules for blitz tournaments with inadequate supervision will apply (see the FIDE Laws of Chess, Appendix B).

A note to spectators. If you are watching a game and see that an illegal move has been made or that a player has exceeded the time limit, you must *not* point this out to the players (or to anybody else): you must at all times remain perfectly quiet and hide your excitement (or disgust).

Resolving Ties

If there is a tie on game points, prize money will be divided equally between the tied players.

If there is a tie for the title of Irish Blitz Champion, then the players so tied will be ranked by the procedure shown in the paragraph below, and the top two players will play off for the title. The play-off game will be an Armageddon game, with white having five minutes and black having four (with no increments); the winner will be the Champion, whilst if the game is drawn the player with the black pieces will be the Champion. The player ranked higher in the procedure below will have the choice of colours.

The ranking procedure will be: first, Median-Buchholz; second, Buchholz; third, greater number of games with black; fourth, progressive scores; fifth, average ICU rating of opponents [will not apply if any player has played two or more unrated players]; sixth, toss of a coin.

Appeals

Given the very restricted time-frame for this tournament, it is not possible to have an appeals procedure; therefore, all decisions of the arbiter will be final. Please remember that the arbiter is human(ish), and has a lot of things to do simultaneously; it is therefore possible that he will make a mistake (or mistakes). In such circumstances, please be considerate and accept the error with good grace.