Entry form

Online entry is available at: http://www.teignmouthrapidplay.com

Surname				
Forenames				
Date of birth (all please for ECF identification)				
Chess Club				
Address:				
Post CodeTel. No				
E-mail Address:				
ECF Membership level: Bronze/Silver/Gold/Platinum				
ECF Member Number:ECF Grading Code:				
Rapidplay Grade:or Standard Grade (if no Rapidplay grade)				
Other grading source (if not ECF)				
I wish to enter the Open (£14)£££				
Donation - thank you £				
Upgrade fee for ECF Bronze members (+£7 adults/+£5 juniors)£ Entry on day (+£2-see rest of brochure/website for conditions)£ Discount Junior (-£3)				
Total enclosed£				
The information I have provided is correct and I accept the event conditions,				
Signed: Dated:				
Please make cheques/PO payable to 'Teignmouth Chess Club' and send to:				
Mark Cockerton, Flat 6, 460 Babbacombe Road, Torquay, TQ1 1HW				

36th Teignmouth Rapidplay Saturday 1st April 2017

To be held at:

The Salle,
Trinity School,
Buckeridge Road,
Teignmouth,
Devon
TQ14 8LY

6 round Swiss Rapidplay tournament

30 minutes each

Open Section (for players graded 140 and above)

Graded Section (for players graded under 140)

Grading prizes, team competition

Congress Organiser:

Mark Cockerton Flat 6, 460 Babbacombe Road, Torquay, TQ1 1HW

e-mail: bloke795@gmail.com Tel: 07472144448

Website

http://www.teignmouthrapidplay.com

Playing Schedule

Round 1 9.45-10.45 Round 2 11.10-12.10 Round 3 1.00-2.00 Round 4 2.20-3.20 Round 5 3.40-4.40 Round 6 5.00-6.00

The time control is 30 minutes each.

Prizes

Open Section - 1st £60, 2nd £40 and two £15 grading prizes

Graded Section - 1st £50, 2nd £35 and three £15 grading prizes

Junior - £5 for best U14 and best U16

Team - 1st £21

A team consisting of 3 players from the same Club or School and from either section may compete against other teams for the highest aggregate score. Team entries with Club or School name should be notified to the controller and entered on the relevant list posted before the start of round 2.

Refreshments

Light refreshments and hot meals will be available from 9 a.m. until 2 p.m. in the Refectory. After this time, tea, coffee and light refreshments will be available in the Analysis room.

Getting to the venue

Please enter the School from the Farm Lane entrance by School bus lay-by off Buckeridge Road (car parks are at the far end of this road). To reach Buckeridge Road, turn off either the Exeter Road (B3192) or the Dawlish Road (A379) onto New Road and continue along it until the crossroads with Buckeridge Road.

Teignmouth train station is 15 minutes walk from the venue and is on the West coast main line. There are also local bus services to the school.

Tournament Website

The tournament website allows players to enter online, see current entrants, results, and photos of the event. It can be accessed at:

http://www.teignmouthrapidplay.com

Conditions

Organisers reserve the right to refuse an entry without giving reason.

Any decision by the Congress Chief Controller is final.

Rules of play are the current rules of play of FIDE.

Standard play grades will be used when Rapidplay grades are not listed in the current grading list.

Trinity School does **not** allow smoking on the School premises.

Mobile phones must be switched off.

Entry on the day is possible. If you want to play in the first round then you will need to complete registration by 9.30 to allow time for pairings to be made. If you do not register by this time then you will be given a half point bye in the first round. Note entry on the day is also dependent on the numbers entered. This will be restricted to 70 to ensure optimum playing conditions (the last 3 years have attracted 65, 63, and 68 entrants).

If a player qualifies for more than one cash prize then he/she shall be paid the higher amount.

Ungraded players cannot win any cash prize apart from the Open title and must give details of estimated playing strength.

Photographs will be taken at the event for publicity purposes. If you object to this, please contact the event organiser