

# Official Format - 2019 London Chess Championship

## Introduction

The following format is meant to address and construct a fair and equitable system outlined well in advance to players and organizers of the event. The format delivers several benefits including; A championship title cycle open to all players each year, Elements of all the competitive formats of swiss, round robin and match play, Ability to showcase the final match play to higher profile venues and times.

## Details

### 2019 Ch Qualifier (Phase 1)

**Goal:** Allow in all players who wish to compete for the title of 2019 London Champion.

**Requirements:** Know all legal chess moves / rules, score games, use clock, have equipment, good social behavior.

**Format:** Five round swiss system, Scoring system; Win 1 pt, Draw .5 pt, Loss 0 pt.

A five round swiss is appropriate to determine place winners for up to 32 players

Number of players	Swiss Rounds Required
2	1
4	2
8	3
16	4
32	5

**Dates:** 4 Weeks, March 21st (Rds 1-2) to April 11th, 2019, start time 6:45pm

**Entry fee:** \$ 40 (or \$ 25 if pre-registered by 8pm March 14th, 2019), non LCC members add \$ 10

**Byes:** Maximum of two half point byes in rounds 1-3. Zero point byes available rounds 4-5. 72 hours notice required.

**Time Control:** Rds 1-2 March 21st @ Sudden death 40 mins. Rds 3-5 March 28th to April 11th @ Sudden death 75 mins.

**Re-scheduled games:** Not allowed.

**Prizes:** Top players required by total point score qualify into Championship-A, and granted a \$ 40 performance bond. No class prizes.

**Tie breaks:** a) Head to head result, b) Least bye points, c) Player with higher pre-tournament club rating.

**Declined spot:** If a player declines to move forward into Phase 2, then the next place finisher is offered the vacant spot.

## **2019 A-Championship Sections (Phase 2)**

**Goal:** To determine two qualified winners into the 2019 Championship match.

**Format:** Two x 4 player double round robin section events.

**Dates:**

April 18th, 2019	Draft & draw lots
April 25th, 2019	Round 1
May 2nd, 2019	Round 2
May 9th, 2019	Round 3
May 16th, 2019	Round 4
May 23rd, 2019	Make up round
May 30th, 2019	Round 5
June 6th, 2019	Round 6
June 13th, 2019	Playoffs if required

**Re-scheduled games:** Allowed within reason, must be made up by May 23rd. No re-schedules in rounds 5 and 6.

**Entry fee:** Covered by \$ 40 performance bond won in Phase 1.

**Time control:** Sudden death 70 minutes plus 20 second increment (digital clocks required). Start time 6:30pm.

**Qualifying:** Top four qualified 2000+ rated players who apply by pre-registration as of 8pm Thursday March 14th, 2019 (see appendix B), plus top four scores as determined from 2019 Ch Qualifier.

**Pairing placement:** Chosen randomly ahead of the start of event by choice of four playing cards A, 2, 3, 4.

**Prizes:** Top scorer of each section qualifies to the final Ch-Match, plus a \$ 75 bond.

**Tie breaks:** Head to head results used when clear, then use playoff format appendix I.

**Declined spot:** If a player declines to move forward into Ch-Match, then the next in that section is offered vacant spot.

**Withdrawals:**

- by withdrawing the player forfeits their \$ 40 performance bond prize from Phase 1 and is eliminated from the cycle.
- before 4 games are played, the players results are dropped from standings, but are club rated.
- after 4 games, results count and his remaining opponents receive unrated forfeit wins which count in the standings.
- If without valid reason, the withdrawing player is banned from competing in next year Ch. cycle.

**Completion:** Once players complete their participation commitment they can be paid their Qualifier \$ 40 bond

### **Ch-Match (Phase 3)**

**Goal:** To determine a championship match winner for title of 2019 London Chess Champion.

**Format:** 4 game match, winner first to 2.5 points, or 6 game match (if **BOTH** players agree) to 3.5 points.

**Proposed dates:** August 2019 (or July 2019 or September 2019 if **BOTH** players agree)

**Entry fee:** Covered by \$ 75 performance bond from Ch-Sections.

**Time control:** Sudden death 75 minutes plus 20 second increment (or other T.C. if **BOTH** players agree)

**Match tiebreak system:** See Appendix I

**Colors:** Drawn by random lot at time of agreement by players.

**Setup:** Recommend a separate room or bids for location. Demo board display at club with moves texted to club site.

**Withdrawal:** Player withdrawing forfeits their \$ 75 bond from Phase 2.

**Prizes:** Championship title, plus \$ 150 performance bond to skip into Ch-Match in 2020, or \$ 150 immediate cash.

**Completion:** Once players complete their participation commitment they can be paid their \$ 75 bond.

### **Brand of championship title**

The winner of the title who completes all three phases of the championship cycle is regarded as a "full cycle" champion. This type of winner would be allowed to seed themselves (by choice) directly into Phase 3 of the next year's cycle to defend their title. In consequence however they are not paid their \$150 bond prize until the end of that cycle. A full cycle champion could request their \$150 prize in cash immediately upon victory, however at the cost of requiring themselves to have to go through regular qualifying of the next years cycle should they chose to compete again.

The winner of the title who has achieved so via seeding themselves into Phase 3 is regarded as a "match" champion and must complete the full cycle (all three phases) in the next year to remain city champion (unless they pre-qualify into Phase 2 as described).

Should a full cycle champion declare they will defend their title in Phase 3 only, then Phase 2 is amended from two x 4 player double round robins to one x 8 player single round robin in order to determine one challenger to match against the champion.

A full cycle champion should declare their intention to defend their title in Phase 3 of the next year's cycle by February 1st of the next year after they win their title. If the champion is non-communicative by deadline, then the assumption is that they will not defend their title and they may be paid their \$150 bond once that assumption has been made.

### **Replacement players**

Players who just miss the cut in Phases 1 and 2 of the cycle should consider themselves on standby (in seed order) if required upon any withdrawals by players who originally make the cut and have to drop out. Those players withdrawing do forfeit their performance bonds to next in line players who can complete their performance.

**Post event into years 2019-2022** Similar scheduled dates for each phase should be determined 10-12 months prior to commencement of each new cycle.

## **Appendix A - Prize fund and sample budget (subject to change) based on 40 entries.**

**Revenue** = 36 players x \$20 plus 4 players x \$40 plus \$ 200 sponsorship (external) = \$1,080

### **Expenses**

4 x \$ 40 plus 8 x \$ 20 Phase 1 bonds = \$ 320

2 x \$ 75 plus 2 x \$ 40 Phase 2 bonds = \$ 230

1 x \$ 150 plus 1 x \$ 75 Phase 3 bonds = \$ 225

London C Ch winner = \$ 75

Supplies & misc. = \$ 150

**Net surplus** = \$ 80

## **Appendix B - Pre-registration**

Players declare if applying for direct Phase 2 entry by rating. Players must register before 8pm on March 14th, 2019 to be paired for round 1. After this point they may be forced to accept a half point bye for round one.

Players applying to Phase 2 by rating must have had a club rating 2000+ in the last 12 months and have competed at least one cycle of previous year's London Ch or played 5 games in Active Ch. These players do not qualify for the Phase 1 \$ 40 bond prize.

## **Appendix C - Phase 3 match agreement**

Club board must also approve dates of match, times, location and time controls. Should players not be able to agree on match terms, then default parameters are imposed and LCC board will make any other required decisions.

## **Appendix D - Basic tournament rules**

Only offer a draw after you move, but before you press your clock

You may only adjust pieces while your own clock is running and you must clearly communicate this intent

Do not interfere with other players games by communication either verbal or body language

In all cases noise and distractions while competitions are in progress has to be kept to a minimum

In any ongoing game a player can pause their clock to leave the board and summon the arbiter

Players must keep up to date score sheets, but can cease scoring if their clock drops below 5 minutes remaining

Cell phones need to be turned sound off, and announced before start of each round

No perceived cheating of any kind, any suspicions can be ruled on by arbiters

Do not whisper analysis or use body language about another game within 30 feet of the game location, watch only or leave

## **Appendix E - London B and C section championships**

The London B Ch will in majority mirror the London Ch cycle outlined. However a London B Champion cannot defend their title by optioning to seed directly into match play the next year. Also the Phase 1, 2 and 3 performance bonds are \$20, \$40 and \$75 respectively. Any required next in line players from Phase 1 can qualify to fill up to eight spots making up two 4 player double quads with section winners pairing off into match play. Time controls for phase 2 are SD 75 minutes. The London B-Ch can seed into A-Ch Phase 2 the following year only if that format is for one 8 player RR.

The London C Ch (April 25th - May 23rd) will consist of another 5 round swiss of any remaining qualified players wishing to compete. Time controls SD 75 minutes. Winner \$75 prize is required to have pre-phase 1 rating U1700. Players 1700+ cannot win any cash prizes. Maximum of 2 half point byes in rounds 1-3.

## **Appendix F - Administrative & general**

Format is set to allow as minimal administration issues as possible. Players themselves decide on CFC rating and renew their own CFC memberships. Only four digital clocks required for Phase 2. Players not pre-registering need to pay double fee of \$40 for suffering caused by last minute additions affecting all stakeholders involved.

NCR score sheets to be used and copy turned in by all players. LCC ratings are used for pairing and tiebreak purposes. Players unsure of rules during a game can stop the clock when it is their move for the purpose of summoning the arbiter. Arbiters on site will default as much as possible to FIDE rules of play.

Players need to recognize efforts of organizers and arbiters who likewise will recognize need towards players to be as fair as possible to lay out all information beforehand. Should any situation arise not covered by this document, the LCC Executive Board shall have full authority to make the most fair determinations possible.

## **Appendix G - RR pairing lots**

### **Annex 1: Berger Tables for Round-Robin Tournaments**

Where there is an odd number of players, the highest number counts as a bye.

#### **3 or 4 players:**

**Rd 1:** 1-4, 2-3. **Rd 2:** 4-3, 1-2. **Rd 3:** 2-4, 3-1.

#### **5 or 6 players:**

**Rd 1:** 1-6, 2-5, 3-4. **Rd 2:** 6-4, 5-3, 1-2. **Rd 3:** 2-6, 3-1, 4-5. **Rd 4:** 6-5, 1-4, 2-3. **Rd 5:** 3-6, 4-2, 5-1.

#### **7 or 8 players:**

**Rd 1:** 1-8, 2-7, 3-6, 4-5. **Rd 2:** 8-5, 6-4, 7-3, 1-2. **Rd 3:** 2-8, 3-1, 4-7, 5-6. **Rd 4:** 8-6, 7-5, 1-4, 2-3.

**Rd 5:** 3-8, 4-2, 5-1, 6-7. **Rd 6:** 8-7, 1-6, 2-5, 3-4. **Rd 7:** 4-8, 5-3, 6-2, 7-1.

#### **9 or 10 players:**

**Rd 1:** 1-10, 2-9, 3-8, 4-7, 5-6. **Rd 2:** 10-6, 7-5, 8-4, 9-3, 1-2. **Rd 3:** 2-10, 3-1, 4-9, 5-8, 6-7.

**Rd 4:** 10-7, 8-6, 9-5, 1-4, 2-3. **Rd 5:** 3-10, 4-2, 5-1, 6-9, 7-8. **Rd 6:** 10-8, 9-7, 1-6, 2-5, 3-4.

**Rd 7:** 4-10, 5-3, 6-2, 7-1, 8-9. **Rd 8:** 10-9, 1-8, 2-7, 3-6, 4-5. **Rd 9:** 5-10, 6-4, 7-3, 8-2, 9-1.

#### **Appendix H - A section, Phase 2, agreed draws rule**

**For Phase 2, A sections only, agreed draws cannot occur before White's 31st move is made. Failure to follow this rule will result in both players receiving a NIL point score into the event standings.**

#### **Appendix I - Default tie-break systems**

**For Phase 1: - A two player tie-break occurs first by head-to-head result if available. Next by higher established rating going into start of the event. For three players or more tied in a score group, tie-break goes to highest established ratings going into start of the event unless one player has beaten all the other players in Phase 1.**

**For Phases 2 and 3: - A two player tie-break, first default is head-to-head result, then next to;**

**Week 1 - Two x Quick games, Time control 25 mins. + 10 second increment**

**Week 2 (if required) - Two x Quick games, Time control 25 mins. + 10 second increment**

**Week 3 (if required) - Two (+2 more if required) x Speed games, Time Control 15 mins. + 5 second increment**

**Week 4 (if required) - Two x Blitz games continuously as required, Time Control 5 mins. + 2 second increment**

**For Phase 2: - A three players (plus) tie-break playoff system will be determined by LCC executive, unless one player has beaten all the other players in Phase 2.**

#### **Appendix J - Bye requests**

**Due to pairings being posted early Tuesday evenings, these are required to be communicated as soon as possible and cannot be guaranteed if organizer is informed less than 72 hours before the start of a round. We prefer bye requests to be communicated in person at registration or the week before. Next option is "Contact Us" via London Chess Club website.**

**Appendix K - Pre-registration form for London Chess Championship - Phase 1**

1. Player name: \_\_\_\_\_ LCC Rated: \_\_\_\_\_

2. Are you applying by LCC rating to skip Phase 1 event for direct entry to Phase 2 ?      YES                      NO

3. Circle requested byes (maximum 1 x half point bye in rounds 1-3)

Byes for Rounds:      1              2              3              4              5

Date pre-registered \_\_\_\_\_

Paid \_\_\_\_\_

I have read and understood the conduct of player guidelines listed below;

Player or guardian signature \_\_\_\_\_

**Conduct of player guidelines:**

- a) Round 1 - Clocks start 6:45pm Thursday March 14th, 2019, and etc... for RDS. 2-5
- b) Players not arriving for their game by 7:45pm will be time forfeited for that round
- c) Bye requests must be made by 6pm Monday, email London Chess Club.
- d) Players must submit the yellow copy portion of their NCR score sheet upon game completion
- e) Players found not keeping score will be asked to catch up their score sheet on their own game time
- f) Players can cease scoring once under 5 minutes left on the clock
- g) Players can offer a draw to their opponent by making their move, offering a draw, then pushing their clock
- h) Players can accept the draw offer or decline by simply making their next move
- i) Cell phones ringers are to be silent or the arbiter will forfeit your game
- j) Players with a rules query can on their move pause the clock in order to summon the arbiter
- k) Players are not to receive any form of external playing assistance

**RECEIPT FOR PLAYER: ENTRY FEE - PHASE 1 OF 2019 LONDON CHESS CHAMPIONSHIP**

RECEIVED FROM: \_\_\_\_\_

DATED: \_\_\_\_\_      FOR ENTRY TO PHASE 1 - 2019 LONDON CHESS CH

SUM OF:                      TWENTY FIVE DOLLARS \_\_ xx/100                      \$25

SIGNATURE OF LONDON CHESS CLUB OFFICIAL: \_\_\_\_\_