

# Galway Rapidplay

Saturday 15 June 2024

**Venue:** Bridge Centre, St Mary's Road, Galway  
(For directions to the Bridge Centre, see [this link](#))

**Start time:** 11.00 a.m. (sharp)

Expected finishing time: before 7 p.m.  
There will be a break for refreshments after round 4

## Rate of play

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

## Number of rounds: 7

Accelerated pairing may be used if the number of entrants warrants it.

## Methods of entry

### Method A (much preferred)

1. **Register** your entry with the organizer, by emailing your name – or the name(s) of the player(s) you are entering - to **galwaychess@gmail.com** before **midday on Friday 14 June**. (Note: this email address will not be checked after that time.) Please include ICU or FIDE ID numbers if you have them.  
Also please specify whether you are eligible for the Junior, Senior, or Female Prizes.
2. **Pay the entry fee of €15** on arrival, between 10.15 and 10.45 a.m.

N.B. The pairings for round 1 will be made at 10.50, and only paid entrants will be included. Latecomers will be added if possible, or given a travelling bye for rounds they miss, at the arbiter's discretion.

Note: if we reach the venue's capacity (see below) we will stop taking further entries.

## Method B

**Register and pay the entry fee of €30** on arrival on Sat 18 June between 10.15 and 10.45. Late entries will only be accepted if there are places available, or to replace no-shows (in which case they will be entered from round 2).

In accordance with standard international practice, the organizers have the right to refuse any entry without giving a reason.

## Tournament Capacity

The capacity of the venue is 100 players, so we cannot accept further entries once that number has been reached. We will indicate here if we have reached capacity. If entries have closed and you have not entered and yet turn up at the venue on the day, your entry will be accepted *only* to replace any no-shows.

Please note that there is some space at the venue for parents and spectators, but we cannot accommodate non-playing children.

## Prizes

<b>1<sup>st</sup></b>	<b>200</b>
<b>2<sup>nd</sup></b>	<b>125</b>
<b>3<sup>rd</sup></b>	<b>75</b>
<b>Grading Prize</b>	<b>50</b>
<b>Best Junior</b>	<b>50</b>
<b>Best Senior</b>	<b>50</b>
<b>Best Female Player</b>	<b>50</b>

**The prize fund may be decreased if there are fewer than 40 entrants,  
and will be increased if there are more than 50 entrants.**

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

The Junior, Senior and Female prizes will only be awarded if there are at least 5 entrants in the category.

A junior is anybody under 18 on the date of the tournament: i.e. born on or after 15 June 2006.

A senior is anybody over 65 on the date of the tournament: i.e. born on or before 14 June 1959.

Any prize-winner can receive an engraved trophy to an equivalent value should they prefer.

## **Timetable**

**Round 1 will start at 11 a.m.** prompt. The pairings for round 1 will be made at 10.50. Players who have not yet arrived at the time the pairings for the first round are made will not be included for that round, though late arrivals may be added at the arbiter's discretion. Players who have entered and are not paired will receive byes for the rounds in which they do not play: such byes will be worth half a point up to a maximum of two such byes in rounds 1 to 5, and no points for any further byes or for byes in the last two rounds.

Subsequent rounds will start 2 minutes after the pairings for that round have been released; the pairings will be released as soon as possible after the completion of the previous round. Each player will be allowed at least a 5-minute break between games.

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

There will be a break for refreshments after round 4; food and drink should be available for purchase at the venue.

## **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 has the black pieces, 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 having 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.

## **Mobile Phones**

You are strongly advised not to bring a mobile phone with you, nor any other device capable of communicating with others or assisting play, including a smart watch. If you do bring such a thing, it must be **switched off** whenever your game is in progress. It must also be **switched off** (not to silent) at all times that it is in the playing room; this applies to spectators and parents, as well as players. If your device makes **any noise** during your game you will automatically lose that game; if it makes any noise in the venue during play you may be excluded from the playing area.

## **Ratings**

The primary ratings for determining seeding and eligibility for grading prizes will be FIDE Rapid Ratings if more than half of the entrants (excluding any entrants on the day) have such a rating. Otherwise (and in any case for all entrants without a FIDE rapid rating) we will use the latest published ICU rating. For any entrant who does not have a FIDE or ICU rating, we will use our best estimate.

## Playing Rules

The FIDE rules for rapid tournaments will apply (see the [FIDE Laws of Chess](#), Appendix A; Section A5 will apply). These are the normal rules of chess (**including touch-move**); the main alterations are as follows.

- (a) **You do not have to record your moves**, though you may do so if you wish,
- (b) **Illegal moves.** The standard rules apply, except that 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.

It is allowed for player B to point out to A that the move was illegal and invite him to try again, without involving the arbiter, subject to complying with the touch-move rule.

- (c) **Illegal positions.** “If the arbiter observes both kings are in check ... he shall wait until the next move is completed. Then, if an illegal position is still on the board, he shall declare the game drawn.”

**A note to spectators.** If you are watching a game and see that an illegal move has been made, you must *not* point this out to the players, or to anybody else; if you see that a player has exceeded the time limit you may point this out to the arbiter, but not the players.

## Claiming Draws.

Note that Allegro rules do not apply; that is, you cannot claim a draw because you believe your opponent is not attempting to win. The circumstances in which you *can* claim a draw (in addition to the players *agreeing* a draw, which can be done at any time) are as follows:

- (i) stalemate;
- (ii) by repetition or under the 50-move rule. However, it is very difficult to establish either of these when the moves of the game are not being recorded;
- (iii) if your opponent has insufficient mating material. However, note that this is interpreted strictly: you can only claim a draw if there is no sequence of legal moves that can lead to your opponent being mated. Thus you can claim a draw with king v. king and knight, but not with king and knight v. king and knight. (But we would request that players try to be sensible, and, for instance, agree a draw when faced with king and knight v. king and knight, unless their opponent seems to be flirting with one of the mating positions.)

The laws require the arbiter to intervene and declare a game drawn if in his opinion 75 consecutive moves have been completed without a pawn move or a capture. In this tournament, the arbiter may also intervene and declare a draw if in his opinion neither side is playing for a win, and if the tournament schedule would be disrupted by allowing the game to continue; this will only be done if the game has already lasted at least an hour (i.e., at least 90 moves).

## 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, 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.