

RAPIDPLAY LEAGUE FORMAT

1. Teams of 4 players
2. Players cannot play below a player in their team who has a grade 15 pts or more lower than theirs.
3. RP grades will be used before LP ones.
4. Each player to have 30 mins for all moves in each game
5. Players on the same Board to play each other twice on the night, alternating White and Black.
6. Colours to alternate on adjacent Boards
7. Team colours in the first games to be decided by coin toss.
8. Illegal moves subject to the normal rules of chess: Penalties = 1st 2 mins. 2nd Loses.
9. Scores:

Game Points

Each game to score Win 1 Draw ½ Loss 0

Board Points

Each Board to score Win 2 (2-0 or 1½-½) Draw 1 (1-0, 0-1 or ½-½, ½-½) Loss 0 (0-2 or ½-1½)

Team result

The points on each Board to be added together to give the Team result.

Win 2 Draw 1 Loss 0

Example Result:

	CLUB A		CLUB B		Game Pts	Board Pts	Team Result
BD 1	A	v	B		1 - 0		
					1 - 0	2 - 0	
BD 2	C	v	D		½ - ½		
					0 - 1	0 - 2	
BD 3	E	v	F		½ - ½		
					½ - ½	1 - 1	
BD 4	G	v	H		1 - 0		
					0 - 1	1 - 1	
			TOTALS		4 ½-3 ½	4 - 4	1 - 1

10. **BOTH** teams to send the result to the **Website Manager** and their opposing captain within 3 days.

Website Manager: Reg Clucas stockportchess@hotmail.co.uk

Organiser: Peter Taylor peterht20@gmail.com