

NORTH SHORE CHESS CLUB

2017 CLUB PROGRAMME

Jan	18	Lightning, Individual		
	25	Lightning, Scheveningen Teams		
Feb	1	Match, President's Team v Rest		
	8	Summer Cup (1)		
	15	"	"	(2)
	22	"	"	(3)
Mar	1	"	"	(4)
	8	"	"	(5)
	15	"	"	(6)
	22	AGM + Lightning Tournament		
	29	Summer Cup (7)		
Apr	5	Rapid Championship, 1st Leg (1-2)		
	12	"	"	" " (3-4)
	19	"	"	" " (5-6)
	26	Autumn Tournament (1)		
May	3	"	"	(2)
	10	"	"	(3)
	17	"	"	(4)
	24	"	"	(5)
	31	Rapid Championship, 2nd Leg (1-2)		
June	7	"	"	" " (3-4)
	14	"	"	" " (5-6)
	21	Club Championships (1)		
	28	"	"	(2)
July	5	"	"	(3)
	12	"	"	(Catch-up games)
	19	"	"	(Catch-up games)
	26	"	"	(4)
Aug	2	"	"	(5)
	9	"	"	(6)
	16	"	"	(Catch-up games)
	23	"	"	(7)
	30	"	"	TBA
Sep	6	"	"	TBA
	13	Spring Tournament (1)		
	20	"	"	(2)
	27	"	"	(3)
Oct	4	"	"	(4)
	11	"	"	(5)
	18	Rapid Championship, 3rd Leg (1-2)		
	25	"	"	" " (3-4)
Nov	1	"	"	" " (5-6)
	8	Casual games		
	15	Fischer Random Tournament		
	22	"	"	"
	29	"	"	"
Dec	6	Lightning Championship		
	13	Trophy Presentation – Closing Night		

Summer Cup: 7-round Swiss, time control 40 moves in 75 minutes + 10 minutes to finish with 20 seconds per move added time. Up to two half-point byes available (but not final round) – if notified a week in advance.

Lightning Tournaments: The time control for club lightning tournaments is "3 + 2", i.e. 3 minutes plus 2 seconds per move added time from move one.

Rapid Championship: Grand Prix format with three NZCF-rated 6-round Swisses (2 rounds per night). Each player counts his/her two best results with ties broken by the players' third scores. Time control is 25 minutes per player with added time per move of 10 seconds.

Autumn and Spring Tournaments are graded round-robins with 6 players per group. Time controls as for Summer Cup.

Club Championships: our premier club tournament, an NZCF-rated tournament in three grades (ideally each of 10 players) with Fischer-type time control of 40 moves in 75 minutes + 15 minutes to finish, with 30 seconds extra time added for each move.

Format Changes: sometimes the number of entries for a club tournament will make it impossible to apply the exact advertised tournament format, e.g. the ideal number of players may have to be divisible by 2 or 4. We can, however, cope with almost any number of players most of the time although changes to the advertised format may be necessary in order to accommodate all those who wish to play.

How to enter club tournaments: For lightning or rapid events entries are taken on the (first) night until 7:35pm. Entries from members arriving after this time may well be able to be accommodated but there cannot be any guarantee once an exact event format has been determined. For longer events an entry list is usually posted on the club notice board a few weeks in advance of the first round with entries closing on the Wednesday before the first round. Again it may be possible to accept late entries on the first night if the format permits. Entries may also be emailed/phoned to the Club Captain up to the Sunday before the first round.

Commitment: When you enter a tournament you commit yourself to play all the rounds. It is appreciated that the unexpected happens occasionally, preventing attendance on a Wednesday evening, when the opponent should be notified and an alternative playing time arranged if possible – defaults can spoil the tournament for others!

Note: our **Junior Club** (school terms only) on Friday evenings (7:00-8:30pm) will restart on Friday 10th February.