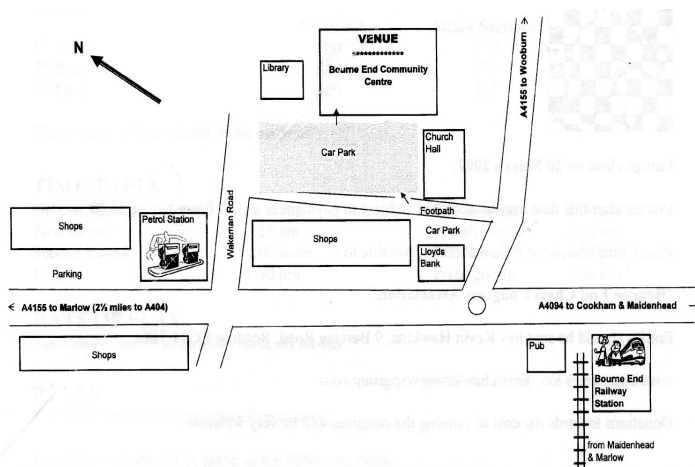


## Location

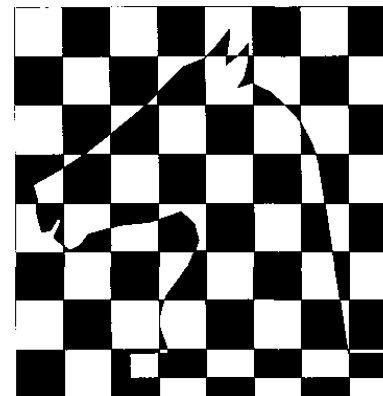


## 36<sup>TH</sup>. BOURNE END ONE DAY CHESS CONGRESS

at the Bourne End Community Centre

Wakeman Road, Bourne End, Buckinghamshire. SL8 5SX

Sunday 28<sup>th</sup>. March 2010



Easily accessed via A404 from M4 or M40

The Centre has disabled access

Snacks, rolls and hot drinks will be on sale between rounds and the Community Association Bar will be open during licensed hours

The Small Hall is available morning and afternoon

Parents should take responsibility for their children

Next Congress is on Sunday 17<sup>th</sup>. April 2011

A one day rapid play tournament for players of all strengths

Tournament will be divided into sections  
of approximately equal playing strengths

## ENTRY FORM & ENTRY INFORMATION 2010

Name.....

Address .....

Telephone Number.....

E-mail Address.....

BCF Direct Membership Number.....

Quick play Grading..... Normal play grading or approximate strength.....

Club or School.....

Data will be stored for the duration of the Congress.

Please tick if you wish your data be kept for contact next year

Entry Fee .....**£13 (or £12.50 if BCF Direct Member)**

Late Entry Fee (see above) .....

Donation towards Congress .....

**TOTAL** .....

Acknowledgements and receipts will only be sent if a stamped addressed envelope, is enclosed with entry.

Entries close on Wednesday 24<sup>th</sup>. March.

Entries after this date may be accepted, subject to payment of a Late Entry Fee of £3.00.  
**PLEASE TRY TO AVOID ENTRIES ON THE DAY WITHOUT PRIOR CONTACT.  
IT MAY BE HARD TO ALLOCATE FIRST ROUND GAMES IN SUCH CASES.**

Please make cheque or P.O. payable to : "**Bourne End Chess Congress Association.**"

Entries with payment should be sent to:-

**David Langford, 17 Goddington Road, Bourne End , Bucks. SL8 5TT**

e-mail enquiries to:- [hebchess@yahoo.co.uk](mailto:hebchess@yahoo.co.uk)

## PRIZES

	Section A	Other Sections
1 <sup>st</sup> . Prize	£80	£50
2 <sup>nd</sup> Prize	£40	£25
3 <sup>rd</sup> Prize	£20	£15

The prize(s) will be shared in the event of a tie.

## TIME-TABLE

Official Opening 10:00 am	Third Round 2:00 pm
First Round 10:15 am	Fourth Round 3:50 pm
Second Round 12:00 noon	Fifth Round 5:40pm
Lunch 1:30 pm	Prize-giving 7:30 pm

Each player has 45 minutes to make all moves.

Results are forwarded to the ECF for grading purposes.

## RULES

The FIDE Rules for rapid play events apply.

Particular note should be taken of the following rules.

- If a player makes an illegal move the board is re-set and two minutes is added to his opponent's time, if a player makes three illegal moves he forfeits the game. A move is completed when the clock is pressed.
  - Checkmate ends the game without the clock being stopped. No claims can be made after checkmate.
  - If a player notes that the flag on the clock of his opponent has fallen, the player may claim a win provided his own flag has not fallen and he is able to win by legal moves. Flag-falls should not be pointed out by anyone other than the players in the game in question. If a player points out that both flags are down the game is drawn.
  - During the last two minutes on a player's clock, if he believes that 'his opponent is making no progress towards a win by normal means, he may claim a draw. If not agreed, he may summon the controller who may declare the game drawn or instruct that the game continues with two minutes added to the opponent's time. The controller may declare a draw at any time thereafter. A player may not claim a draw after his flag has fallen except as stated in c).
  - For any query requiring the controller, clocks may be stopped.
  - There is no requirement to record moves, but a completed score sheet may be necessary to validate any claim for either a win or a draw under a) or d) above.
  - By entering the Congress players undertake to play in all 5 rounds, players withdrawing after the first round may not be eligible to play in future congresses.
- Competitors are requested not to play or analyse in the Tournament Hall.  
Please reposition pieces and reset clocks once the games is finished.**

