

Bennett Cup briefing 2019-20 Version 3

The format of the Bennett Cup will be a 4-round all-play all tournament, followed by a play-off between first and second places. The draw for colours in the all-play-all tournament is shown below.

Bennett Cup		LD	BT	RC	IC	JV
Lee Davis	182	X	W	B	W	B
Brian Turner	160	B	X	W	B	W
Ray Collett	159	W	B	X	W	B
Ian Clarke	156	B	W	B	X	W
John Varilone	135	W	B	W	B	X





Please complete your games by 31st March 2020 and report the results to me and Ray Collett the W&D League webmaster.

The full rules are on the following page. Please note the following extract;

It is up to the players to agree a mutually convenient venue to play their matches. There are no set rules about playing home and away. The basic principle is that the player with the Black pieces should have first choice of venue, but holding out for a free night at your club and slowing down the competition would not thought to be acting in the spirit of the event!

In particular please do your best to accommodate players who have difficulty travelling.

Enjoy your games!

Brian Turner 22nd November 2019

Change from V2: Correct Ian Clarke's colours – again!

COMPETITION RULES

The Bennett and Ball Cup competitions are played in line with the rules of the Worcester & District League. If you are unsure about these, they are posted on the League's website at [Worcester & District Chess League - League Rules](#). Alternatively, contact your club team captain or feel free to contact me.

Time Control: The time control is 80 minutes for the game with a 10 second increment per move from move 1. If a digital clock is not available then all moves are to be played in 90 minutes

Date and location of fixtures: Both Cups are intended to be friendly competitions for individuals. It is up to the players to agree a mutually convenient venue to play their matches. There are no set rules about playing home and away. The basic principle is that the player with the Black pieces should have first choice of venue, but holding out for a free night at your club and slowing down the competition would not thought to be acting in the spirit of the event!

The players may play anywhere, any time of day: at home, at a club or in a pub (subject to reasonable noise levels). All you need is a chess board, pieces, clock and scoresheets.

Ties: In the all-play-all preliminary group stages, ties will be broken as follows: (1) The winner (if any) of the game between the tied players; (2) If (1) does not break the tie, the Gelbfuss method using sum of opponents' scores will be used (i.e. 100% of the opponent's score for wins, 50% for draws and 0% for losses); (3) If still tied, the lower graded player will qualify. In practice, in a group of three players, this means that if all three players tie on 1 point, the highest graded player will be eliminated.

In the knockout stages, a drawn game should be replayed with reversed colours. This will need to be arranged on a separate date. If the replay is also drawn, the tie will be broken by a sudden-death ("Armageddon") rapid play game, in which the players toss for colours. White will have 6 minutes on the clock for the whole game; Black 5 minutes. In the event of a draw, Black is deemed the winner.

Disputes: In the unlikely event of a dispute, the organiser reserves the right to refer the matter to the Secretary of the Worcester & District League. The latter's decision, together with the organiser's, is final

ECF Membership: players will need to be ECF members

Junior players: games involving players under the age of 18 should be played at clubs or in the presence of a responsible adult

Queries: Should be directed to Brian Turner on 01684 568398 or by e-mail at bturner_uk2003@yahoo.co.uk