

## 2024 CLUB PROGRAMME -DRAFT

Jan	24	Lightning		
	31	Summer Cup (1)		
Feb	7	" "	(2)	
	14	" "	(3)	
	21	" "	(4)	
	28	" "	(5)	
Mar	6	" "	(6)	
	13	AGM + Lightning		
	20	Summer Cup (7)		
	27	Rapid Championship, 1st Leg	(1-2)	
Apr	3	" "	" "	(3-4)
	10	" "	" "	(5-6)
	17	Autumn Blitz		
May	24	Closed (venue unavailable)		
	1	May Blitz (1-4)		8:45 start
	8	" "	(5-9)	8:45 start
	15	Rapid, 2nd Leg (1)		8:45 start
	22	" "	(2-3)	8:45 start
	29	" "	(4-5)	8:45 start
June	5	Winter Tournament (1)		7:45 start
	12	" "	(2)	7:45 start
	19	" "	(3)	7:45 start
	26	" "	(4)	7:45 start
July	3	Club Championships	(RR1; S1)	
	10	" "	(RR2; S2)	
	17	" "	(RR3; S3)	
	24	" "	(RR4; S4)	
	31	" "	(RR5; S5)	
Aug	7	" "	(RR6; S6)	
	14	" "	(RR7; S7)	
	21	" "	(RR8; S8)	
	28	" "	(RR9; S9)	
Sep	3	Rapid Championship, 3rd Leg	(1-2)	
	11	" "	" "	(3-4)
	18	" "	" "	(5-6)
Oct	25	Spring Tournament	(RR1; S1)	
	2	" "	(RR2; S2)	
	9	" "	(RR3; S3)	
	16	" "	(RR4; S4)	
	23	" "	(RR5; S5)	
	31	Rapid Championship, 4th Leg	(1-2)	
Nov	6	" "	" "	(3-4)
	13	" "	" "	(5-6)
	20	Fischer Random Championship	(1-2)	
Dec	27	" "	" "	(3-4)
	4	" "	" "	(5-6)
	11	FIDE-rated Lightning Championship		
	18	Bughouse Blitz & Trophy Presentation		

**NOTE** disruption to our programme due to problems with bookings in May and June. In May, the club opens at 8:45pm. In June, it opens at 7:45pm. Otherwise it opens at 7:30pm.

**FIDE-rating:** Wherever possible, standard and rapid events will be FIDE-rated. The Lightning Championship will also be rated. Other lightning events tend to be spontaneous, without sufficient advance warning to arrange for rating.

**Summer Cup:** 7-round Swiss with time control of all moves in 60 minutes with 30 seconds increment added per move from move 1 (scoresheets must be kept up-to-date throughout the game). Up to two half-point byes available (but not final round) – if notified a week in advance. Players absent without giving notice will score 0.

**Lightning (Blitz) Tournaments:** The time control for club lightning tournaments is 3 + 2, i.e. 3 minutes plus an increment of 2 seconds per move from move one.

**Rapid Championship:** Grand Prix format with four 5- or 6-round Swisses (2 rounds per night). Each player counts his/her three best results (2nd Leg results will be scaled up) with ties broken by the players' fourth scores. Time control is 25 minutes per player with an increment of 5 seconds per move from move 1.

**Winter Tournament** – 4-round swiss with accelerated pairings. Time control 60 minutes with 30 second increment.

**Club Championships:** Standard time control of 90 minutes for the game, with an increment of 30 seconds per move from move 1. Top section round-robin (if practical); the rest will play in a swiss with B-Grade and C-Grade trophies to be awarded, and certificates for other Grades.

**Spring Tournament** – top section a round-robin (if practical); the rest play in a 5-round swiss. Time control 60 minutes with 30 second increment.

**Fischer-Random Championship:** A 6-round swiss-system tournament. Like the Rapid, this has two rounds a night, with a time control of 25 minutes per player with an increment of 5 seconds per move from move 1. Not rated (until FIDE makes a Chess960 list!).

**How to enter club tournaments:** For standard and rapid events, an entry list is usually posted on the club notice board a couple of weeks in advance of the first round with entries closing on the Wednesday before the first round. The Lightning Championship should also be entered in advance. Entries may also be emailed to heligan@heliganchess.nz.

**Commitment:** FIDE-rated events require a licensed arbiter to be present, so games cannot be played at home. FIDE results must be submitted monthly. We may abandon attempts to hold round-robins if there is still the likelihood of many absences due to illness.

**Note:** our **Junior Club** on Friday evenings (7:00-8:30pm) will restart on Friday 26th January.