

2024 CLUB PROGRAMME

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 Tournament	(RR1; S1)	
	24	Closed (venue unavailable)		
May	1	"	"	(RR2; S2)
	8	"	"	(RR3; S3)
	15	"	"	(RR4; S4)
	22	"	"	(RR5; S5)
	29	Rapid Championship, 2nd Leg	(1-2)	
June	5	"	"	" " (3-4)
	12	"	"	" " (5-6)
	19	Club Championships	(RR1; S1)	
July	26	"	"	(RR2; S2)
	3	"	"	(RR3; S3)
	10	"	"	(RR Catch-up; S4)
	17	"	"	(RR4; S5)
	24	"	"	(RR5; S6)
	31	"	"	(RR6; S7)
	Aug	7	"	"
14		"	"	(RR Catch-up; S9)
21		"	"	(RR8; S10)
28		"	"	(RR9; S11)
Sep	3	Rapid Championship, 3rd Leg	(1-2)	
	11	"	"	" " (3-4)
	18	"	"	" " (5-6)
	25	Spring Tournament	(RR1; S1)	
Oct	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)	
	27	"	"	" (3-4)
Dec	4	"	"	" (5-6)
	11	FIDE-rated Lightning Championship		
	18	Bughouse Blitz & Trophy Presentation		

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. **Please be aware** that games on Catch-up nights are unlikely to be FIDE-rated, because of restrictions on submitting results to FIDE.

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 6-round Swisses (2 rounds per night). Each player counts his/her three best results with ties broken by the players' fourth scores. Time control is 25 minutes per player with an increment of 10 seconds per move from move 1.

Autumn and Spring Tournaments – top section a round-robin (if practical); the rest play in a 5-round swiss. 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 (2 rounds longer) with B-Grade and C-Grade trophies to be awarded, and certificates for other Grades.

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 10 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. There are Catch-up nights for round-robins but any games that you miss would have to be scored as defaults. FIDE results must be submitted monthly, so Catch-up games might not be FIDE-rated (they will be NZCF-rated). 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.