

## INTRODUCING: The Cork Chess Club Ladder System

This is a new opportunity for players who want to benefit from playing more long games and/or to practice for tournaments. You will have the ability to play every week and from round 1 you will start playing opponents of about equal strength, not half way through the tournament as in Swiss tournaments. It is a flexible system and allows for new entries at any time during the season. And it is a simple system to use; no computer needed for pairings. Henk de Jonge has played a version of this system in The Netherlands for many years and he will be the first tournament controller. He will explain the system to others as we go along. Unfortunately it is not possible to have the games rated for the ICU at the moment. There's no entry fee and prizes are yet to be decided.

### The system

The ladder will start on 4<sup>th</sup> November 2016. Play is on every Friday which is not designated as a club championship round. Before round 1 the players who have indicated that they wish to participate and those who show up on the first night will be ranked according to rating (Sep 2016 list is used where possible)\*. #1 starts on 100 points; #2 and #3 = 99; #4 and 5 = 98; #6 and #7 = 97; #8 and #9 = 96; #10 - # 12 = 95; #13 - # 15 = 94 etc. All rankings from round 2 onwards will be in this order: 1st) highest nr. of points; 2nd) most games played; 3rd) highest rating; 4th) alphabetic.

Starting points for new entries during the season will be decided by the tournament controller on the day, taking into account their rating and playing strength compared to others on the list at that time.

Each evening everybody who wishes to play puts a tick behind their name (or they can text Henk on 087 414 7328 – only on the same day). **Entries accepted until 20.15. Latest starting time is 20.30.**

If there's an odd number, the last player to arrive will be designated the odd one out and receives + 2 points. A win scores +6 points; if you draw you gain 2 points; a loss will be -2 points; no show = -5 points (3 no shows => you're out of the tournament.)

### The pairings

#1 on the list of those who wish to play that evening plays #2 (unless they have already played each other or both need the same colour), #3 vs #4 B, etc. Colours will be decided as in Swiss tournaments. In round 1 the first board tosses for the colour. You can only play someone 2 times, once before and once after the halfway mark – the second time with reversed colours.

Playing modus: 90 mins. + 15 sec/move from move 1. A player below 16 years of age may choose to play 60 mins. + 15sec/move from move 1 if he/she informs his/her opponent before the game has started.

(\*The start ranking list for next and subsequent seasons will be the final ladder list from previous season.)

Disputes will be dealt with by the tournament controller in a fair manner; his decision will be final.