



## CAISSA PAIRS RAPID 2024

1. The tournament will be played at Caissa Chess Club (\*), 6/F Wing Cheong Commercial Building, 19-25 Jervois Street, Sheung Wan, Hong Kong on May 26<sup>th</sup>, starting at 1.30pm, expecting to finish around 6pm.
2. The tournament won't be rated, so everybody can participate. It will be played according to the FIDE 'Laws of Chess', Rapid play.
3. Teams will consist of 2 players, with a Maximum rating average of 1900 FIDE (considering the highest rating of each player). Team order must follow up FIDE Rapid or Standard rating, if any. For those unrated, the Team will decide their placement based on the estimated order of strength (Board 1 the strongest). Once players are numbered 1 and 2, their order can never change during the whole tournament. Organizers might request change of board order if they consider it doesn't reflect the players strength.
4. Registration can be done at <https://www.caissahk.org/open-tournaments> until May 24<sup>th</sup> or until reaching 16 teams, whatever happens first. Entry fee is 500 HKD per team.
5. The Competition System will be Swiss System, with 6 rounds. The team assigned with White will play with White on the board 1 and with Black on the board 2. Pairings will be done by computer system and no claim against them will be accepted, except a mistake when entering the results. Players will have 15 minutes per game, plus 5 seconds of increment after every move. Number of rounds or tournament format might change depending on the total number of players.
6. Teams who don't have both players in the venue 5 minutes before the first round, won't be paired in that round even if they have paid the registration fee. Teams who default a game without any notification to the Arbiter won't be paired in future rounds.
7. Recording is not mandatory. Players must write the correct result in the Game Result Slip that will be provided in every round. That slip should be signed. Once signed, the result will stay even if it's not correct.
8. Mobile phones should be switched off in the playing hall, except with arbiter permission.
9. Standings criteria
  1. Match Points
  2. Team Medium Bucholz
  3. Team Total Bucholz
  4. Team Sonneborn-Berger.
  5. Board Points
  6. Armageddon game (White 5 minutes, Black 4, no increment, White must win)

Prizes will be trophies for the top 3 teams, and for the best player in each board.

\* Venue could change to nearby location based on registration numbers