

Auckland Catholic Primary Schools Chess Competition

Tuesday 20th October 2020

Saint Paul's School, 498 Don Buck Road, Massey, Auckland.

Format: Championships and Beginners tournaments between teams from Catholic Primary Schools in Auckland.

Both tournaments would be run as 6 round swiss systems between teams.

Teams consist of 4 players (with optional reserve) in years 1 to 6 from the same school. Schools may have multiple teams in the same tournament.

Players must be ranked in order of playing strength within a team; the order must be declared before the start of the event and must not change during the event.

Note that teams may be paired against another team from the same school.

Time Controls: Games are played with **rapid** time control of 15 minutes each player plus 5 seconds increment per move from move one.

| <u>Schedule:</u> | <u>Starting:</u> |
|------------------|-----------------------------------------------|
| Arrival | 9.00am Tuesday 20 th October 2020 |
| Start / Welcome | 9.15am Tuesday 20 th October 2020 |
| Round 1 | 9.30am Tuesday 20 th October 2020 |
| Round 2 | 10.15am Tuesday 20 th October 2020 |
| Round 3 | 11.00am Tuesday 20 th October 2020 |
| Round 4 | 11.45am Tuesday 20 th October 2020 |
| Round 5 | 12.30pm Tuesday 20 th October 2020 |
| Round 6 | 1.15pm Tuesday 20 th October 2020 |
| Prizegiving | 2.00pm Tuesday 20 th October 2020 |
| Departure | 2.15pm Tuesday 20 th October 2020 |

Refreshments: Self service tea and coffee is available for accompanying adults.
There is **no** canteen available. Players need to bring their own food and drink.

Entry Fees: \$20 per team.
Only first 30 teams accepted due to space constraints.
Entries close **Thursday 15th October 2020**. Late entries may be accepted.
Account for online payment: **12 3085 0310721 00** (state school name & CHESS).
Cheques payable to "St Paul's Catholic School" and posted to:
PO Box 83-234, Westgate, Auckland 0657.

Online Entry or Information

Scan QR code below or navigate to chess.ac.nz and click on event's link button.

