

British Knockout Championship 2019 Regulations

Venue:

Olympia Conference Centre, Hammersmith Road, London W14 8UX

Dates and Times:

Preliminary Round: Saturday 30th November 1100

Quarter Finals: Sunday 1st December 1100

Semi Finals: Monday 2nd December to Wednesday 4th December 1600

Pro Biz Cup: Thursday 5th December
RAC Club Pall Mall.

Final Friday 6th December to Sunday 8th December
Friday 1600; Saturday and Sunday 1400.

There will be no match for third place, but players will be required to play unrated exhibition games of Classical Chess in which the LCC spectators will choose the openings, and also some Blindfold Chess.

The Semi Finals, the Final and the Exhibition Match will take place alongside the London Chess Classic Grand Chess Tour Finals.

Format:

The tournament is an 8-player knockout, with 5 invited players and 3 qualifiers, seeded on 1st November 2019 FIDE Ratings.

Quarter Finals: 1 v 8; 2 v 7; 3 v 6; 4 v 5

Semi Finals: Winner QF 1 v Winner QF 4; Winner QF 2 v Winner QF 3.

A draw for colours in each match was performed by ECF Chief Arbiter Lara Barnes on Saturday 23rd November 2019. Please see Appendix 1.

Preliminary Round Format (subject to change in the light of the number of acceptances of invitations):

There will be 9 rounds of games played with a time limit of 10 minutes plus 5 seconds increment.

Schedule:

Game 1: 1100; Game 2: 1145; Game 3: 1230; Game 4: 1315; Game 5: 1430; Game 6: 1515; Game 7: 1600; Game 8: 16.45; Game 9: 17.30.

Preliminary Round Tiebreaks:

Tie breaks will only be staged for qualifying places. If there are ties for fourth place or below, before or after the tie breaks have taken place, prize money will be shared.

Playoffs shall commence at 1830 and shall comprise Blitz games played at a time limit of 5 minutes plus 3 seconds increment.

The players in the ties shall contest a Blitz Round Robin, with the pairing numbers determined by lot.

If there are still any ties after the Blitz Round Robin is complete, the players in any remaining ties shall contest a further Blitz Round Robin. This process shall continue subject to the following paragraph.

If any tie remains after four Blitz Round Robins have been held, the Tournament Director and the Chief Arbiter shall be empowered at their discretion to direct that the tie be resolved by other means.

If at any stage there are only two players in any tie, future Round Robins shall be Double Round (a mini-match consisting of two games) rather than Single Round.

Where all the players in any remaining tie are the same as at the start of the previous Round Robin, the next Round Robin shall take place with colours reversed.

Where the players in any remaining tie are fewer than at the start of the previous Round Robin, there shall be a fresh draw for the pairing numbers in the next Round Robin.

Please see Appendix 2 for an example.

Quarter Finals

Best of 2 games

Game 1: 1100; Game 2: 1630

Minimum 30 minute interval between the Standardplay games and any Playoffs.

Minimum 10 minute interval between Playoff games.

Time Limits:

Standardplay: 90 minutes plus 30 seconds increment

Playoffs (2 games): 10 minutes plus 5 seconds increment

If still undecided, Armageddon game 5 minutes v 4 minutes with 2 secs increment / move from move 61.

Semi Finals, Final and Exhibition Match (for losing Semi Finalists)

Each match will comprise two Standardplay games, two Rapid games and four Blitz games. All games in each match must be completed, even when a match is already decided.

The player who has White in Standardplay Game 1 shall have Black in Rapid Game 1 and in Blitz Games 1 and 3.

Semi Finals Schedule:

Standardplay Game 1: Monday 2nd December 1600 – 2230

Standardplay Game 2: Tuesday 3rd December 1600 – 2230

Rapid and Blitz Games: Wednesday 4th December starting at 1600

Pro Biz Cup: Thursday 5th December at the RAC Club starting at 10.30.

Final and Exhibition Match Schedule:

Standardplay Game 1: Friday 6th December 1600 – 2230

Standardplay Game 2: Saturday 7th December 1400 – 2030

Rapid and Blitz Games: Sunday 8th December starting at 1400

Time Limits:

Standardplay: 130 minutes plus 30 seconds increment

Rapid: 25 minutes plus 10 seconds increment

Blitz: 5 minutes plus 3 seconds increment

Playoffs (2 games): 10 minutes plus 5 seconds increment

If still undecided, Armageddon game 5 minutes v 4 minutes with 2 secs increment / move from move 61.

Scoring:

In the Standardplay games, a win shall score 6 points, a draw 3 points and a loss 0 points.

In the Rapid games, a win shall score 4 points, a draw 2 points and a loss 0 points.

In the Blitz games, a win shall score 2 points, a draw 1 point and a loss 0 points

Accordingly, a total of 15 points will be required in order to win the match without the need for a playoff.

FIDE Rating:

All games except for the Exhibition Match and any Armageddon games will be submitted for the appropriate category of FIDE rating and will also be submitted for rating within the Universal Rating System (URS™). Permission has been obtained from FIDE for any dead games to be rated.

Draw Offers:

In Standardplay games players must not agree to a draw in less than 30 moves.

Illegal Moves:

In all formats, a player completing a second illegal move during a game shall lose the game. For the first illegal move, the player's opponent shall receive an extra two minutes in a Standardplay game or a Rapid game and an extra one minute in a Blitz game or an Armageddon game.

Attire:

For the Semi Finals, the Final and the Exhibition Match, players are required to dress in business attire. Players should not wear sweatpants, sweatshirts, sneakers or jeans.

Anti Cheating:

Scanners will be in use and players may be subject to routine checks before or after a game.

Players in play must not talk to spectators without the permission of an arbiter. (For the Preliminary Round and the Quarter Finals, only a few invited spectators will be present, but they may be close to the players.)

Mobile Phones, Watches and Pens:

Players are requested to avoid bringing mobile phones and smartwatches into the playing venue if possible. Any phones and smartwatches which are brought in shall be given to the Chief Arbiter or a Deputy Chief Arbiter and will be stored during play. All such phones must be completely switched off. If a player's phone makes any sound during play, the player shall forfeit the game, unless in exceptional circumstances the Chief Arbiter shall decide otherwise.

For the Semi Finals, the Final and the Exhibition Match, players are not permitted to bring **any** mobile phones, watches or pens into the playing area. Standardplay games must be recorded using official pens which will be provided.

Default Time:

In the Preliminary Round and the Quarter Finals, a player who arrives more than 30 minutes after the start of a Standardplay game, or after the expiry of the allotted time in a Rapid game or an Armageddon game, shall lose the game, unless in exceptional circumstances the Chief Arbiter shall decide otherwise.

In the Semi Finals and the Final a player who arrives more than 10 minutes after the start of a Standardplay game or a Rapid game, or more than 3 minutes after the start of a Blitz game or an Armageddon game, shall lose the game, unless in exceptional circumstances the Chief Arbiter shall decide otherwise.

Prize Fund:

Subject to the modifications below:

Winner: £10000

Runner Up: £7500

Losing Semi Finalists: £5000

Losing Quarter Finalists: £2500

Preliminary Round: Please see below

If any match is decided only by playoff games from the Quarter Finals onwards, then the loser will receive 35% of the prize money at stake (the difference between winning and losing) for that round and the winners' prize money will be reduced accordingly. Please see Appendix 3.

Preliminary Round Prize Money

The three qualifiers receive no prize money (They are guaranteed a minimum of £2500 in the Quarter Finals)

Fourth Place: £1000

Fifth, Sixth and Seventh Places: £500 each

Tie breaks will only be staged for qualifying places. If there are ties for fourth place or below, before or after the tie breaks have taken place, prize money will be shared.

All players invited to the qualifier will receive a minimum fee/prize of £250, provided that they play in every round.

This minimum is designed to ensure that you can stay overnight if necessary and that you can get to the tournament in good time.

Please see Appendix 2 for an example.

Other Matters:

Players who qualify for the Semi Finals are required to assist with the Pro Biz Cup, LCC events the LCC Dinner and Pro Biz and LCC dinner. Please see the letter of invitation from Tournament Director Malcolm Pein.

Players in the Preliminary Round who have played in round one of the FIDE Open can take two half point byes in the FIDE Open.

Appeals:

Any appeal against a decision of the Chief Arbiter shall be addressed to Tournament Director Malcolm Pein.

Malcolm Pein
Tournament Director
25th November 2019

Appendix 1

Players and Pairings

Players	Ratings#
1 GM David Howell	ENG 2701
2 GM Michael Adams	ENG 2692
3 GM Luke McShane	ENG 2675
4 GM Gawain Jones	ENG 2663
5 GM Nicholas Pert	ENG 2557
6 Player X	
7 Player Y	
8 Player Z	

FIDE Ratings are at 1st November 2019

The three qualifiers, designated a Players X, Y and Z, shall be ordered by their FIDE Ratings on 1st November 2019. Any tie shall be resolved by lot.

Pairings (The first named player has White in Game 1)

Quarter Finals

1. Howell v Player Z
2. Adams v Player Y
3. McShane v Player X
4. Pert v Jones

Semi Finals

1. Winner Quarter Final 4 v Winner Quarter Final 1
2. Winner Quarter Final 2 v Winner Quarter Final 3

Final

Winner Semi Final 2 v Winner Semi Final 1

In the Semi Finals and the Final, the player who has White in Standardplay Game 1 shall have Black in Rapid Game 1 and in Blitz Games 1 and 3.

Appendix 2

Preliminary Round Tiebreak Regulations and Prize Money Distribution

Example

Player A wins the Preliminary Round outright and therefore qualifies.

Players B, C, D, E and F tie for second place. In the first Blitz Round Robin, B scores 3 points, C, D, and E each score 2 points, F scores 1 point. B qualifies, F is eliminated. In the second Blitz Round Robin, C scores 2 points, D scores 1 point, E scores 0 points. C qualifies.

Players G, H and I tie for seventh place.

A, B and C have qualified, so receive no Preliminary Round Prize money. D, E and F share the fourth, five and sixth prizes, £2000 in total. They receive £666.67 each.

G, H and I are entitled to share the seventh prize, £500. They would receive £166.67 each, but they are each entitled to receive the £250 minimum.

Appendix 3

Prize Money Distribution

Hort System Modified

In the event of a playoff, 70% of the prize money at stake for that round will be shared (Hort System Modified). Hence the loser will receive 35% of the prize money at stake for that round and the winners' prize money will be reduced accordingly.

The effect of this is given below.

Position	Prize Money (no playoffs)	Prize Money (possible range)	Prize Money (playoffs every round)
	£	£	£
Quarter Final Loser	2500.00	2500.00 – 3375.00	3375.00
Semi Final Loser	5000.00	4125.00 – 5875.00	5000.00
Runner Up	7500.00	5750.00 – 8375.00	6625.00
Winner	10000.00	7375.00 – 10000.00	7375.00