

Norfolk County Chess Association - Rapidplay Handicap Cup

40 Teams are to play two matches in one evening at the move rate of twenty minutes with a 10 second increment per move.

41 Before starting a match players for each team are to be placed in strict rating order.

42 Ratings used for this purpose should for preference be Rapidplay ratings but if a player does not have a Rapidplay rating then a normal ECF rating is to be used. In the event that a player has neither rating then that player is to be assessed as the average of all the other rated players in the team. Estimated ratings can be used where the estimate is based on any ratings in the previous 5 years. Any queries on ratings are to be referred to the Competitions Controller before a match is started.

44 The average rating for each team is to be worked out and the winning team shall be decided depending on the difference in average rating as follows.

(a) If the difference in rating is 40 or less and the result is 4-4 then the winning team shall be determined by:

- (i) Board count
- (ii) Bottom board elimination
- (iii) The lower average rated team wins

(b) For any other result the winning team shall be determined as follows:

Rating Score needed to win - Difference by the higher rated team

- 41-115 = 5 points
- 116-190 = 5.5 points
- 191-265 = 6 points
- 266-340 = 6.5 points
- Over 340 = 7 points

Home team player strict rating order	Rating	Away team player strict rating order	Rating
Home team average rating =		Away team average rating =	

Game 1 - Player & Result		Game 1 - Player & Result	
Away Board 2		Home Board 1	
Away Board 1		Home Board 2	
Home Board 4		Away Board 3	
Home Board 3		Away Board 4	

Game 2 - Player & Result		Game 2 - Player & Result	
Home Board 1		Away Board 1	
Home Board 2		Away Board 2	
Away Board 3		Home Board 3	
Away Board 4		Home Board 4	

Home Team Total =

Away Team Total =