

Thanet Chess League

## Mick Croft Cup 2010-11

Monday 14th November

**Broadstairs v Woodnesborough**

**Bridge v Birchington**

**Folkestone & Margate - Byes**

### Rules

One team of 5 players per club, average grade 125 maximum, with players graded under 75 to count as 75 in the average calculation. Players may only play for one club per season.

Games are to be played on the night of the week that the home club normally meets, when they do not have a fixtured game. The first round has a week set aside on the fixture list.

Please arrange a convenient night with the opposing captain for subsequent rounds. Toss for colours – odd boards will have the opposite colour to even boards.

Time control : 36 moves in an hour and a half, then clocks back 15 minutes for a quick-play finish.

Drawn matches are to be decided on the lowest board count – add up the board numbers where each team won, the lowest count will win. If the board count is equal, then eliminate the result of the bottom board and see what the result is. Repeat this process if need be, until there is a result. For example, if one team wins on 1 and 4 and the other on 2 and 3, with a draw on 5, board count would be equal, so we would then eliminate the bottom board, which would not produce a result, so the next board up would be eliminated and the team who won on boards 2 & 3 would thus win.

Board 1 : 1 – 0  
2 : 0 – 1  
3 : 0 – 1  
4 : 1 – 0  
5 : ½ – ½  
2½ – 2½

Board count is equal at 5 each, so now eliminate the board 5 result.

Board 1 : 1 – 0  
2 : 0 – 1  
3 : 0 – 1  
4 : 1 – 0  
2 – 2

Still a draw, so eliminate board 4.

Board 1 : 1 – 0  
2 : 0 – 1  
3 : 0 – 1  
1 – 2

So the away team has won by bottom board elimination.

If there are five draws then the team with white on fewer boards will win.