

Leinster Chess Union Competition Entry Form Branagan Cup and Killane Shield

League Controller
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Club

E Mail contact

Playing Nights.....

	Branagan Cup	Killane Shield
Players per team	5	5
Number of teams		
Cost per team	€20	€20
Total Cost		

Teams consist of 5 players, from a panel of up to 8 players to be registered with the controller when entering teams

All players must be I C U registered

Entry Fee ---€20 Per team

Cheques payable to the leinster chess union

Entries with fee must reach the controller by Friday 2nd March 2007.

Branagan Cup competition is open to players from the Armstrong Cup and the Heidenfeld trophy divisions of the Leinster Leagues.

Killane Shield competition is open to players from the Ennis-O'Hanlon-B A-and Bodley Leagues only (including players who have "subbed-up" to the top two divisions during the 2004/05 season).

Both competitions are based on a "knock-out" format rather than a league format.

Players from the first two divisions cannot play in the Killane Shield competition
Players from the lower divisions can play in the Branagan Cup competition
Current leinster chess rules apply in both competitions.

The rates of play are as follows :-

Branagan Cup : 2 hours per player for all moves

Killane Shield : 1 hour and 45 minutes per player for all moves.

M Germaine Competition Controller

Team Entry Forms

Branagan Cup

[illegible]

Killane Shield

[illegible]

Rules

Branagan Cup ----- Killane Shield

Rule 1 All games must be finished on the date agreed between the clubs for playing the match.

Rule 2 First named team will be the home team and the away team will have white on boards 1, 3 and 5.

Rule 3 Allegro rules will apply. (Main issue arising under the rules is that a player in the last five minutes of his/her time does not have to record the moves of the game).

Rule 4 – Tie Breaks

Step 1- In the event of a drawn match, the bottom boards will be eliminated until a result is achieved.

Step 2 - Where there is a draw on all five boards, the top 2 boards will play a 10 minute allegro game (i.e., 10 minutes per player) to decide the match. The players should reverse colors for these two games.

The result of the no1 board will be the game that decides the match, but in the event that the no1 board is again drawn then the no 2 board will be the game that will decide the match. **If no result can be achieved at this stage then the winning team will be decided by the toss of a coin in the presence of both team captains on completion of the two drawn allegro matches.**

All results must reach the controller by the final date set out to play the match.

Any queries about the interpretation of the rules should be raised with the undersigned:-
email is mlgermaine@eircom.net .

M Germaine
Controller