

CAMBORNE CHESS CLUB
CLUB CHAMPIONSHIP 2025/26
RULES

- 1) The competition is open to all members of Camborne Chess Club
- 2) To ensure inclusion in the draw for round 1, entries must be received by the organiser by 9 a.m. on Sunday 19 October 2025. Players entering after this date will be required to take a 1/2 point bye in round 1.
- 3) There is no entry fee. Entrants are required either to pay the annual club subscription or the session fees for meetings which they attend.
- 4) The competition will consist of a single section.
 - a) The winner will be declared club champion and hold the Trevor Johns cup for the ensuing year.
 - b) The Philip Williams Cup will be awarded to the highest scoring player rated in the lower half of the draw.
 - c) In the event of a tie for first place the winner of the Trevor Johns Cup will be determined using the "sum of progressive scores" method. If this fails to break the tie, trophy will be shared.
 - d) If two or more players tie for the Philip Williams Cup, the trophy will be shared.
 - e) The designated rating will be determined when all entries have been received.
- 4) There will be six rounds under the Swiss pairing system. The organiser will set the pairings for each round using an ECF-approved computer program and distribute them to the players as soon as possible after the completion of the previous round.
- 5) Subject to the exception in rule 6(a), games will be played at the club meetings listed in rule 7).
 - a) The game may be played at any other agreed venue or date if the players so agree.
 - b) If a) applies, it is the responsibility of the players to agree the date for their game at the earliest opportunity. As soon as agreement has been reached, both players must inform the organiser of the agreed date.
- 7) The dates for each round are as follows:
Round 1: 22 October 2025
Round 2: 3 December 2025
Round 3: 4 February 2026
Round 4: 4 March 2026
Round 5: 15 April 2026
Round 6: 13 May 2026
- 8) All games will be played using a digital timer at the rate of 75 minutes for the entire game with increments of 10 seconds per move starting at move 1.

Organiser and controller

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