

		50% refund on remaining money paid
	15th June	No refund
Place Prizes (Open)	1 st	£200
	2 nd	£100
	3 rd	£50
Rating Prize (Open)	W-We	£25
Place Prizes (Other Sections)	1 st	£120
	2 nd	£60
	3 rd	£30

Section C: Prize Calculation

Entry Limit

Entry for the 42nd Birmingham Rapidplay is limited to 150 players in total.

Postal Entries

No postal entries can be accepted.

Prize Calculation

The place prizes in all tournaments will be awarded to the player scoring the most points. There will be no tie-breaks applied, and in the event of a tie on points, the prize money will be shared equally between all tied players.

The rating prizes will be calculated on W-We, where W is the number of points scored, We is the expected number of points based on the difference between the ratings of the players in the game. A player is only eligible for a rating prize if:

- The player has not defaulted any games in the tournament, and
- The player had not withdrawn from the tournament (see the section on Byes below)

Players allocated a rating of 0 (see Allocation of Ratings in All Sections above) are not eligible for rating prizes.

Where there is a tie for a rating prize, the prize shall be won by the lowest-rated player involved in the tie.

Where a player wins a place prize and a rating prize, the player will win whichever prize is of the higher value.

Prize lists

Full prize lists for each tournament will be published online as soon as possible at the end of the tournaments. The event organisers will contact all prize winners as soon as possible to arrange for the payment of prizes.

Byes

One half Point bye may be requested for Rounds 1 to 6 (or a request may be cancelled) either:

- At the time of entry, or
- At any point before the pairings are published for each tournament. Where the pairings are published as soon as they are available, the request should be made no later than the conclusion of the last game in the round of the tournament being played. Such requests should be made to the Chief Arbiter at the tournament.

Players who miss more rounds than the number of Half Point Byes permitted in each tournament will be withdrawn from the tournament, unless the Chief Arbiter decides otherwise.

Section D: Registration, Defaults & Pairing Alterations

Defaults

A player who defaults a game will not be included in the pairings for the next round of the tournament, or any subsequent round, unless the Chief Arbiter decides otherwise. Should this be decided, the Chief Arbiter reserves the right to apply a bond of £50, which will be returned at the end of the tournament if the player takes part in all remaining rounds. A player who defaults a second game in the tournament will be expelled from it, and shall not have the bond returned to him.

All re-arranged games listed below will be rated by both ECF and FIDE.

Late Pairings

The Organisers may permit players to enter (or register) after the pairings have been published for Round 1 of a tournament. In general, these players will score 0 points in the rounds they have missed. However, the player may be paired against another player in this category, who has entered the same tournament, and that game shall be played as though part of the tournament. Should any players remain after this process, then they will be considered available for any of the pairing procedures below once the default time for the relevant tournament has elapsed.

Re-pairings

No re-pairings will be offered in the event of a player defaulting their game, the opponent will win their game by forfeit. If the opponent who wins their game by forfeit wishes to play a game, the organiser will make every effort to find another player to play against them in a ECF and FIDE Rated game.

Section E: Miscellaneous

Mobile Phones

During play mobile phones and other electronic devices must be completely switched off and placed in a bag below the table or on the table in front of the player. A player must not have any such device about their person or carry it with them during play.

A player will be immediately forfeited if during the game any such device either

- (a) makes any sound; or
- (b) is found to be switched on; or
- (c) is found to be about their person or being carried by them.

Anti-Cheating

Players may be scanned before or after their game.

Parental Responsibility

Parents or guardians are responsible for their children during the tournament. The organisers and helpers are not able to act "in loco parentis" and are not able to take responsibility for any child's actions, or for the actions of anyone that may affect your child.

Liability

The organisers accept no responsibility for any loss, theft or accident during the tournament.

Right to Refuse Entry

The Chief Organiser reserves the right to refuse entry without being required to state a reason, and to transfer players between tournaments at any time.

Zero Tolerance to Abuse

The Chief Arbiter is empowered to expel a who shows dissent by word or action towards an arbiter, or any member of staff connected with the tournament.