

Troon Chess Club OFP Salver overview

1. The salver runs from September to April (8 months)
2. A new opening is selected each month although an opening can be carried over into the next month.
3. The idea behind a new opening is to introduce some interesting openings that some players may not have seen before and thus gain some learning /ideas.
4. All members can play in the Salver.
5. A player can only play 2 games per night.
6. There is no requirement to record your move although you can if you wish.
7. The **minimum** time limit is 30 minutes each. The time limit is set amicably by the 2 players.
8. Currently there are 12 groups numbered 1 to 12
9. Each group covers a grading band of 100 points. Group 1 is for players with a grading of 1800 to 1899. Group 2 is 1700 to 1799. Group 3 is 1600 to 1699 and so on down to group 12. Group 12 comprises players of ungraded (UG) to 700. If you are UG but a good player you will be put in a suitable group.
10. Scoring: - If you play a person in your group and win you get 12 points. If you draw you get half the points you would have got for winning i.e. 6 points. No points are lost for losing.
11. Example: - If someone in group 7 plays someone in group 5 and wins they get 14 points because their opponent is in a higher group (12+2). If however the group 5 player wins then the Group 5 player gets 10 points (12-2). If the result is a draw the group 7 player gets 7 points (half of 14) and the group 5 player gets 5 points (half of 10).
12. It may be best to play opponents in your group or in a slightly higher group. It also helps to study the opening.
13. If you play the same opponent twice in one night you will be black one game and white the next game. In your first game you will draw for colour to see who is black or white.
14. All games must be played with a clock. If you run out of time you lose.
15. Games played do not affect your grade.
16. Results of the scores should be noted on the score sheet provided on the notice board.
17. If after 5 games and you score more than 45 points you will be moved up a group. If you score less than 15 points you will be placed in the next lowest group. Note:- 45 points is 75% of 60 which is equivalent to winning 5 games against an opponent in your group. 15 points is 25%. This same rule applies after your next 5 games and so on.
18. This is a friendly tournament (ha, ha).
19. You can offer a draw at any time. This should be made when **your** clock is ticking.
20. The winner is the one with the most points after the last playing day.
21. The winner is awarded the OFP salver to keep for a year.