

Galway Autumn Tournament

A FIDE-rated (and ICU-rated) tournament, taking place on Saturday afternoons.

Venue

Galway Bridge Centre, St Mary's Road, Galway H91 C2C3 (ground floor room)

Schedule

Round 1: 18 October

Round 2: 1 November

Round 3: 15 November

Round 5: Sunday 7 December [please note that this round is on the Sunday, not Saturday]

Round 5: 20 December

Starting time for all rounds: 3 p.m.

Rate of play: 90 minutes per player for the game, plus 30 seconds per move.

Method of entry

Because this tournament is FIDE rated, there has to be a bit more bureaucracy, particularly for players who do not have a FIDE ID. (You can check whether you have a FIDE ID on the FIDE ratings [site](#).) To enter, fill in and submit this [form](#) before midday on the Friday before the first round you are playing in. Entries at the venue cannot be accepted, because there will not be time to do the required bureaucracy.

If you do not already have a FIDE ID, then please make sure to fill in the last question on the form. Also, please note that you will need to be registered with FIDE by one of FIDE's Federations, which are mainly national ones. You cannot do that yourself. If you wish to be registered with Ireland (IRL) this can be done automatically when the results are sent in. If you wish to be registered with any Federation other than Ireland, you must contact that Federation and get them to sign you up. This must be done **before** the tournament starts; I am not allowed to accept entries from players who do not have FIDE IDs and are not willing to be registered with Ireland. If you email the organizer (Pete.Morriss@universityofgalway.ie) in good time, I can send you the contact address of your preferred Federation. But be aware that Federations rarely perform this function promptly, and may well require you to join their Federation (which will cost you) before signing you up.

Entrants must be members of the Irish Chess Union (unless coming from abroad).

Entry fee

Entry fee is €40 (€30 concessions), to be paid on arrival at the venue for your first game. Cash (or cheque) only, please.

Pairing Schedule and Information

Pairings for each round will be made at 2.45 p.m. on the relevant Saturday (i.e. 15 minutes before the start of play). Only players who have presented themselves to the organizer at the venue by then will be paired. This is to ensure that nobody will fail to get a game because their opponent does not show up, so please make sure to arrive before 2.45. If you are travelling and are unavoidably delayed, you will be

paired if you send me a text message (086 870 1483) between 2.30 and 2.45 saying that you are on your way. (Not email or phone call; they won't be checked.) The default time is 30 minutes.

Accelerated pairing will be used in the first few rounds, to try to minimize mismatches. Full details are available on request.

Any player may receive up to two half-point byes for rounds which they do not play, excluding the final round. Players who enter after round 1 has taken place will receive half-point byes (up to two) for the rounds they missed.

If there are an odd number of players, usually the lowest rated player of those with the fewest points will be the one to miss out and not get a game, and will receive one point for the round - the equivalent of a win. A player may only receive such a forced bye once in the tournament. (Such a person can play an unrated game against a spectator - e.g. a parent - or the arbiter, should he or she wish, so that their journey is not entirely wasted.) Note that the 'Galway bye' rule will apply in the first two rounds: that is, the point for a win will be added at the end of the tournament, not immediately. That rule was developed to ensure that the weakest player does not find that they are playing one of the stronger players in round 2.

Prizes

First: €200

Second: €100

Third: €50

Grading: €50

Players rated under 1600 on the entry list are eligible for the grading prize. Prizes will be shared in the event of a tie. Prize-winners may receive trophies, instead of cash prizes, should they wish.

Mobile Phones

You are strongly advised not to bring a mobile phone with you, nor any other device capable of communicating with others or assisting play, including a smart watch. If you do bring such a thing, it must be **switched off** whenever your game is in progress. It must also be **switched off** (not to silent) at all times that it is in the playing room; this applies to spectators and parents, as well as players. (If it cannot be switched off, it must be handed over to the arbiter before play starts.) If your device makes **any noise** during your game you will automatically lose that game; if it makes any noise in the venue during play you may be excluded from the playing area. These are just standard rules for chess tournaments.

Playing Rules

The FIDE rules of chess will apply (see the [FIDE Laws of Chess](#)).

If you have any queries or would like further information, please email the organizer at Pete.Morriss@universityofgalway.ie