

1. This competition is for teams of four players.
2. Each match will comprise two rounds of Rapidplay games. The time control for each player is 25 minutes with an increment of 10 seconds per move. If Fischer timing is unavailable, then each player will have 30 minutes for the entire game.
3. The away team will have White on the odd boards for the first game and White on even boards for the second game.
4. Rapidplay ratings should be used to determine board order. If a player does not have a rapidplay K-rating, then their current, or agreed estimated, standard play rating, should be used. The board order, and players, need not remain the same for both games.
5. The mean rapidplay rating for each team is to be worked out. Any defaulting players are excluded from the calculation. For example, if a team defaults on board 1 in the first round and board 3 in the second, then the aggregate rating of the players who played is divided by 6. The winning team shall be decided depending on the difference in average rating as follows:

If the difference in rating is 40 or less, the team that wins on the most boards wins the match – in the event the result is 4-4 then the match is drawn. For any other result the winning team shall be determined as follows:

Rating Difference	Score needed to win by the higher rated team
41-115	5
116-190	5.5
191-265	6
266-340	6.5
Over 340	7

In the event the higher rated team does not reach the required score, the lower rated team is deemed to have won the match.

6. The team winning a match will receive two points towards league standings.
7. Teams drawing a match will each receive one point towards league standings.

8. The structure of the league (e.g. all-play-all once/twice, swiss) will be determined by the Competitions Secretary.
9. Players may play for more than one team in this competition. However, clearly, they cannot play for both teams involved in a match.
10. In matters of board order and penalties, this competition defaults to the SCCA league and general rules.

To help with the calculations for this competition, use the table on the next page and the following directions:

- Fill out the results and players in the first table below.
- Sum the results and enter the highlighted cell in row (a).
- Sum the ratings for each team and enter the aggregate rating in the highlighted cells in row (b). For defaulting players, do NOT add any rating.
- Enter the number of defaulting players for the teams in the highlighted cells in row (c).
- Subtract the number of defaulting players from 8 (i.e. the number of players in a team). Enter highlighted cell in row (d)
- Divide your aggregate rating for each team by the value in row (d).
- Fill out the second table on the next page, and refer to the rules, to determine the score needed to win.

Board	Home Team Player	Rating	Home Score	Away Score	Away Team Player	Rating
Match 1 – Board 1						
Match 1 – Board 2						
Match 1 – Board 3						
Match 1 – Board 4						
Match 2 – Board 1						
Match 2 – Board 2						
Match 2 – Board 3						
Match 2 – Board 4						
a) Match results						
b) Sum of Ratings						
c) Number of defaults						
d) 8 minus (c)						
e) Mean rating (b) / (d)						

Higher Rated Team	Mean Rating	Lower Rated Team	Mean Rating	Rating Difference	Score To Win
(f)	(g)	(h)	(i)	(g)-(i) =	