

PERTH CHESS CLUB CALENDAR 2021

(as at 29-04-2021)

Venue: Multi Purpose Hall / Undercover Area, North Woodvale Primary School, Woodvale.

Website: <http://www.perthchessclub.org.au>

Times: All tournament games start at 7.30pm and should finish between 9.30pm & 10.30pm.

Fees: All tournaments are **free** to club members.

"Catch-up" evenings: For the 8 player rated division/group tournaments, prior to the last round, there is a "catch-up" evening *, that may be used for playing unplayed games (from previous rounds).

Rated tournaments are shaded - enter by midday on Sunday prior to starting date:

Contact: Rob Maris email robandnat1@bigpond.com or text 0434 018 624.

Dates	Name / Details	Time Control	Rounds
Jan 13, 20	Allegro Championship	15 mins each	8
Jan 27 Feb 10, 17, 24 Mar 3, 10, 17*, 24	Mary Thomson Cup (8 player groups)	60 mins plus 30 secs per move	7
Mar 17*	Mary Thomson Cup Catch-up & Rapid Play Tournament	25 mins each	3
	Rapid Player Tournament	25 mins each	3
Mar 31, Apr 7, 14, 21 May 5, 12, 19	Championship (FIDE rated Swiss)	60 mins plus 30 secs per move	7
May 26 Jun 2	Fixed Opening Tournament	25 mins each	6
Jun 9	Bernard Anton Shield: Perth club v Metro club & Rapid Player Tournament	25 mins each 25 mins each	3 3
Jun 16, 23, 30 Jul 7, 14	Fred Maris Trophy: 6 Player Divisions	50 mins plus 30 secs per move	5
Jul 21	Annual General Meeting &	60 mins (approx.)	
Jul 21, 28	Rapid Play Championship	25 mins each	5
Aug 4, 11, 18, 25 Sep 1, 8, 15	2 Tournaments (both FIDE rated Swisses): Wolfgang Leonhardt Cup & John Brooke Cup	60 mins plus 30 secs per move	7
Sep 22	Problem Solving Competition & Lightning Championship	3 mins plus 2 secs per move	7
Sep 29 Oct 6, 13, 20, 27 Nov 3, 10*, 17	8 Player Groups	70 mins plus 10 secs per move	7
Nov 10*	8 Player Groups Catch-up & Rapid Play Tournament	25 mins each	3
Nov 24	Fischer Random (960 Chess)	10 mins plus 3 secs per move	5
Dec 1	Christmas wind-up: Trophy presentations & Handicap Lightning	Based on rating: 5 mins plus 3 secs per move versus 3 mins plus 2 secs per move	7