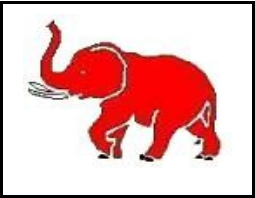




NELSON MANDELA BAY CHESS OPEN (EP OPEN) 27 April – 28 April 2012 RATED TOURNAMENT



Prizes
<p>First prize – 40% of entrance fees Second prize – 20% of entrance fees Third prize – 10% of entrance fees & Medals will be awarded</p>
Personal information
First names:
Surname :
Date of birth
National Rating:
Tel:
Cell:
E-mail:
<p>Email the Entry form to: wadalpat@mandelametro.gov.za or Fax to 041 506 3154</p>

Playing Schedule
Venue
Tournament Rules
Registration

Fri 27	Player Registration	7:30-8:30
Fri 27	Round 1	09:00-11:15
	Round 2	11:30 -13:45
	Round 3	14:00-16:15
Sat 28	Round 4	09:00-11:15
	Round 5	11:30-13:45
	Round 6	14:00-16:15
	Prize giving	16:30

Sydenham Primary School
Prince Alfred Road
Sydenham, Port Elizabeth
(Opposite the Soccer Stadium)

Fide rules as at 1 July 2009 will apply.

All games to be notated.

All chess equipment and notation books are the player's responsibility.

Time control for all rounds will be 45 minutes plus 30 seconds increment per player.

Registration
<p>Please register by Monday 25 April 2012</p> <p>1. Open Section Entry fee: R70 for seniors; R50 for juniors/scholars</p> <p style="text-align: center;"><input type="checkbox"/></p> <p>2. B- Section Entry Fee: R 40</p> <p style="text-align: center;">c</p> <p style="text-align: center;"><input type="checkbox"/></p> <p style="text-align: center;">. Payment at the venue.</p> <p>3. Chief Arbitor : Ms Madelaine Hugo Deputy : Mr Shane Maartens</p> <p>4. Enquiries:</p>

B-Section Rated tournament

Entrance fee for the B Section will be R40 only. The number of players will determine the number of rounds to be played. All youngsters/players are welcome and invited to participate. Prize money will be determined on the number of entrants. Time control for all rounds will be 45 minutes plus 30 seconds increment per player.

Clocks for rent at R5 per round

Participants are responsible for their own travel and accommodation arrangements.

The organizers reserve the right to change the number of rounds and playing schedule depending on the number of entrants

