

CZECH OPEN 2018

29th INTERNATIONAL CHESS AND GAMES FESTIVAL

12th - 29th July 2018, Pardubice, Czech Republic

Subject to small alternation

A) 20. 7. – 29. 7. Open grand master tournament - GM and IM norms, rating for ACP TOUR and FIDE

- ELO FIDE \geq 2100, 9 rounds by Swiss system, 1,5h / 40 moves + 30 min + 30s / each move from the first move

B) 20. 7. – 29. 7. Open rating tournament - rating for FIDE

- ELO FIDE \geq 1700 and $<$ 2400, 9 rounds by Swiss system, 1,5h / 40 moves + 30 min + 30s / each move from the first move

C) 21. 7. – 29. 7. Open rating tournament - rating for FIDE

- ELO FIDE $<$ 2100 or without ELO FIDE, 9 rounds by Swiss system, 1,5h / 40 moves + 30 min + 30s / each move from the first move

D) 21. 7. – 29. 7. Open rating tournament - rating for FIDE

- ELO FIDE $<$ 1700 or without ELO FIDE, 9 rounds by Swiss system, 1,5h / 40 moves + 30 min + 30s / each move from the first move

E) 12. - 15. 7. Open Championship of the Czech Republic of 4-member team tournament - rating for FIDE

- without limitations, 7 rounds by Swiss system, 2 x 1,5h + 30s/move

F) 20. 7. Open 4-member team tournament of youngsters up to 16 years of age

- players born in 2002 and younger, 7 rounds by Swiss system, 2x 15min. + 5 s /move

G1) 18. - 19. 7. Open Championship of the Czech Republic in rapid chess - rating for FIDE and ACP TOUR

- without limitations, 9 rounds by Swiss system, 2x 15 min. + 10s /move

G2) 18. - 19. 7. Open rapid tournament - rating for FIDE

- rapid ELO FIDE $<$ 2100 (or ELO FIDE $<$ 2100 for those, who do not have rapid ELO FIDE) or without ELO FIDE, 9 rounds by Swiss system, 2 x 15 min. + 10s/move

G3) 18. - 19. 7. Open rapid tournament - rating for FIDE

- rapid ELO FIDE $<$ 1700 (or ELO FIDE $<$ 1700 for those, who do not have rapid ELO FIDE) or without ELO FIDE, 9 rounds by Swiss system, 2 x 15 min. + 10s/move

H) 16. - 17. 7. Open Championship of the Czech Republic in blitz marathon

- without limitations, each with each (max. 24 hours), 2 x 5 min.

I) 22. 7. Open blitz k.o. tournament - rating for FIDE

- without limitations, 11 rounds by Swiss system + k. o., 2x 3 min. + 2s /move

J) 13. - 18. 7. Open rating tournament - rating for FIDE

- without limitations, 7 rounds by Swiss system, 1,5h / 40 moves + 30s / each move from the first move

K) 14. - 15. 7. Open Championship of the Czech Republic in problem solving competition

- without limitations, solving system according to rules of the world solving championship

L) 14. 7. Open Championship of the Czech Republic of bughouse

- pairs of players without limitations, system according to the number of participants, 2x 3 min. + 2s / move (Bronstein)

M) 17. 7. Open Championship of the Czech Republic of Fischerandom chess

- without limitations, 7 rounds by Swiss system, 2x 15 min. + 10s /move

N) 18. 7. Open super blitz chess tournament

- without limitations, 13 double rounds by Swiss system, 2 x 3 min.

O) 16. 7. Open pairs tournament in rapid chess

- pairs of players without limitations, 7 rounds by Swiss system, 2x 10min. + 5 s /move

P) 17. 7. Open pairs blitz tournament

- pairs of players without limitations, 11 rounds by Swiss system, 2 x 5 min.

Q1, Q2, Q3) 24. - 26. 7. Open blitz tournaments series - 3 separate tournaments, rating for FIDE

- without limitations, 11 rounds by Swiss system, 2x 3 min. + 2s /move

R) 27. 7. Open 4-member teams blitz tournament

- without limitations, system according to the number of teams, 2 x 5 min.

S) 26. 7. Open tournament in Raindropchess

- without limitations, playing system according to the number of participants, 2x 15 min.

T) 28. 7. Thematic tournament – prescribe moves will be specified in detailed regulations

- without limitations, 7 rounds by Swiss system, 2x 10 min. + 5 s /move

U) 16. 7. Polgar Superstar Chess World Championship

- without limitations, playing system according to the number of participants, 2x 5 min. + 2 s /move

V) 20. 7. Open tournament in Basque Chess

- without limitations, 6 rounds by Swiss system, both opponents play against each other on 2 boards, each game has it's own clock, there is no influence one game on the other, 2x 10 min. + 5 s /move

More detailed information:

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