

Sussex Schools' Chess Competition 2010 – 2011

Butler Cup Round 2

As some schools will be travelling a significant distance to play a single game of chess; if time permits and both teams agree, two rounds could be played.

If two rounds are to be played, the rules are as follows:

1. Before play begins, each captain exchanges team lists, arranged in descending order of current known playing strength.
2. The captains then toss for colours: the team winning the toss chooses to take white either in the first or second round.
3. Each team shall play in team list order as follows:
 - no pair of opponents shall meet twice
 - in round 1, both teams shall play in the order shown on the list
 - in round 2, players in the home team shall play in the order shown on the list, and the players of the away team shall change places as follows:
 - home board 1 vs away board 2
 - home board 2 vs away board 1
 - home board 3 vs away board 4
 - home board 4 vs away board 3
4. The winning team will proceed to Finals Day to play for the Butler Cup, and the other team will play for the Butler Plate on the day. If the combined scores for the two rounds are equal, the winner shall be determined by **board count**ⁱ or, if this fails, by **bottom board elimination**ⁱⁱ.

ⁱ **Board Count:** Note down the numbers of the boards each team won on, and add up those numbers for each team. The team with the lowest total is deemed to be the winner.

ⁱⁱ **Bottom board elimination:** Eliminate the bottom board, and add up the points scores for the remaining boards of each team. If the scores are still level, eliminate the next board etc until the tie is broken. The team with the highest score is deemed to be the winner.

Why Board count works:

With one point for a win, half a point for a draw and zero for a loss, a drawn team chess match can only happen if both teams have won an equal number of games. (In the example above, both teams have 2 wins.)

With players seated in order of playing strength, the team that has been successful against the stronger members of the opposing team should have more wins on the lower numbered boards.

Adding together the numbers of the winning boards for each team reveals if either of them has been more successful against those stronger opponents. They will have a lower total board count than their opponents.

Why the elimination rule works

The scores were level at the end of the match; You've tried board count, but that didn't help.

All that's left is the elimination rule. It effectively reduces the size of the teams, one board at a time, until the tie is broken.

By removing the weakest players first, preference is given to the team whose strongest players have been more successful.