Competition Rules

1 Each company may enter a team of up to four Boys who may be from Junior or Company section or both.

2 The competition will be run using the “Swiss” system. If there are 16 or fewer Boys there will be four rounds. If there are more than 16 Boys there will be 5 rounds.

3 1 point is awarded for each game won. Half a point is awarded for each game drawn.

4 The winning team will be the team scoring the highest points total.

5 The individual winners will be the Company and Junior Section Boys scoring most points.

6 Where teams score equal points the following procedure, known as “Sum of Opponents Score” (SoS), will apply.

 a) for each opponent beaten add that opponents score

 b) for each opponent drawn with add half that opponents score

 The team with highest SoS will win.

7 If necessary this procedure will be used to split individual Boys.

8 For the first round a draw will be made to determine opponent and colour.

 For subsequent rounds , where possible Boys with similar scores will be paired together.

 Wherever possible Boys will alternate colours.

 Wherever possible Boys from the same Company will not be paired together but this cannot be guaranteed.

9 No two Boys will play each other more than once.

10 In the event of there being an odd number of Boys the Boy remaining at the end of the draw for the first round will be given a bye and will score one point. For subsequent rounds a Boy who has not had the bye and who has the lowest score will be selected to have the bye. He will score one point. No Boy will have more than one bye.

11 In the event of the SoS method being used to split teams or Boys a Boy who has had a bye will score his own score as at 6a above.