

Western Canadian Open

Date: July 9-18

Place: Vancouver Airport Conference Resort

Rds: 10

Type: single section Swiss

Times: Rds 1-9: 6pm; Rd 10: 9am

TC: 40/2, 20/1, SD 15

EF: Before Dec. 31, \$79; before Mar. 31, \$99; before June 30, \$125; at door, \$150; GM/IM/FM: free entry; juniors: 25% discount

Prizes: \$\$BEN; see website

Reg: through website; onsite on July 9, 2004

Org: BCCF, PO Box 15548, Vancouver, BC V6B 5B3

Misc: event site www.chessbc.com; FIDE rated

Prize Fund and Structure

	1 st	2 nd	3 rd	4 th	5 th	Round*	Total
Open/Unrated	\$4000	\$2000	\$1000	\$500	\$200	\$1500	\$9200
U2200	\$500	\$400	\$300	\$200	\$100	\$750	\$2250
U2000	\$500	\$400	\$300	\$200	\$100	\$750	\$2250
U1800	\$500	\$400	\$300	\$200	\$100	\$750	\$2250
U1500	\$500	\$400	\$300	\$200	\$100	\$750	\$2250
Junior	\$300	\$200	\$100				\$600
Senior	\$300	\$200	\$100				\$600
Women	\$300	\$200	\$100				\$600
Total						\$4500	\$20,000

Notes:

1. A Player can only win one (non-Round) prize.
2. Unrated Players can ONLY compete for the Open/Unrated Prizes.
3. Accepted Ratings: CFC, FIDE, USCF, FQE.
4. The Prize Fund is based on 200 paid entries.

*Distribution of Round Prizes

1. Each round, there would be a best played game prize, a brilliancy prize and an upset prize, each worth \$25 (\$50 for the Open/Unrated):
"Best played game" - the game of the highest overall quality, whether exemplified by strategic depth, tactical ingenuity and creativity or endgame artistry. The prize would be awarded to the winner of the game or, if the game was drawn and it was thought suitable, the prize would be split between the players.
"Brilliancy prize" - the game with the flashiest, most violent, sacrificial and deepest combination(s). The prize would be awarded to the winner of the game or, in rare circumstances, to a player who drew by means of a brilliant combination.
"Upset prize" - the game in which the lower rated player gained the most rating points, most likely by winning, but conceivably by drawing.
2. The best played game and brilliancy prizes would be decided as follows:
 - The candidate games submitted by the players would be entered into ChessBase, but without the players' names. The player submitting the game would be encouraged to enter the game into the program.
 - The games would be e-mailed to a panel of eminent players.

- Each panel member would be allowed three votes for each category: 3 points would be awarded for a first place vote; 2 points would be awarded for a second place vote; and 1 point would be awarded for a third place vote.
 - The games with the most votes from the panel would win the prizes for that round.
 - In addition, the candidate games would be posted on the internet and people could vote in the same way as the panel members. This could be just for fun, so people see how they stacked up against the panel in judging the games, or there could even be prizes for those who were closest to the panel's decisions.
3. The prizes would be awarded shortly before the next round in the tournament hall, printed in the tournament program and posted on the tournament website.
 4. If the panel of judges determined that a best played game or brilliancy prize should not be awarded for a particular round and class, the prize money would be added to the same prize for the next round. Similarly, if no player qualified for the upset prize for a particular round and class, the prize money would be added to the upset prize for that round and class the next round.

Miscellaneous

No smoking, alcohol, or computers.