**Rules 56 (Clough)**

Byes requested by a team score 2.5 points. Such a Bye must be requested before the draw for that round is made. No requested Byes allowed in the final round of matches. No team allowed more than one Bye throughout the competition. Table for 4-board teams based on the latest official monthly rating list as outlined in Rule 8. 4

|  |  |  |
| --- | --- | --- |
| Grade difference between teams | Handicap points (Ha) weaker team | Handicap points (Ha) stronger team |
| 0-250 | +1.5 | +1.5 |
| 251 – 800 | +2 | +1 |
| 800 – 1,400 | +2.5 | +0.5 |
| 1,400 or greater | +3 | +0 |

**Rule 58 (Clough)**

In order to calculate the opposing team's Handicap points, absent players are graded as follows: If a nominated player, expected to play, fails to arrive in time, that player's grade is given to his prescribed board which will be in the correct board order according to that grade. If a team has fewer than 4 players to start with, the available players must fill the highest available boards (i.e., the lowest board(s) are defaulted and each defaulted board is given 1,500 rating points).

**Rule 61 (Clough)**

Players with no previous grade are given a provisional grade of 1,500. The grade to be used for ungraded players under the age of 16 at 1st September in the year of the start of the competition will be 1,150.

**Rule 62 (Clough)**

Players whose grades have expired should use their most recent published grade, minus 60 rating points for each year that it is out of date, up to a maximum 300 points deducted.

Any player graded below 750 based on fewer than 10 games should be given an adjusted grade of 750.

Rule 65 (Clough

No team may have an aggregate grade of greater than 7,200. There is no restriction on individual grades.