

Welcome Players, Parents & Coaches!!



VCF

Virginia Chess Federation
est. 1934

Today's Presentation **WILL BE RECORDED**

We will start a minute or two after 9:30am

2021-22 Virginia Scholastic Chess Championships



Topics We Will Cover ...

- Tournament Website
- Tournament Overview & Location
- Event Schedule
- Do I need to Check In?
- Covid-19 Protocols
- Event Rules
- Pairings
- What to do if You have a Problem during your game
- What to do when your game is over
- Awards
- Cell Phones ...
- Friday Night Blitz Tournament

www.vachess.org



Scan this QR-Code with your phone to see the:

- Participating Player's List
- Pairings
- Standings

2021-22 Virginia Scholastic Chess Championships



Tournament Overview

- Saturday and Sunday, March 26-27, at the Fredericksburg Expo and Convention Center
 - Blitz on Friday, March 25th at 6:30 pm (4 or 5 rounds)
- This is an **over-the-board** (in-person) tournament
- Players compete in one of EIGHT sections:
 - 4 Championship Sections: K-3, K-5, K-8 and K-12
 - 4 “Under” Sections: K3U600, K5U1000, K8U1200, and K12U1400
 - Top Player in the K-5, K-8 and K-12 Championship Sections and the Top Girl in K-12 qualify to represent Virginia at the U.S. Open Invitationals in late July (in southern California), with healthy stipends provided by VCF (e.g., over \$500 per player)
- “Chess Vendors” on site at the tournament
 - T-shirts & Hoodies with the Event Logo, your name, etc.
 - Chess Sets, Books, Clocks, Scorebooks and other fun chess stuff

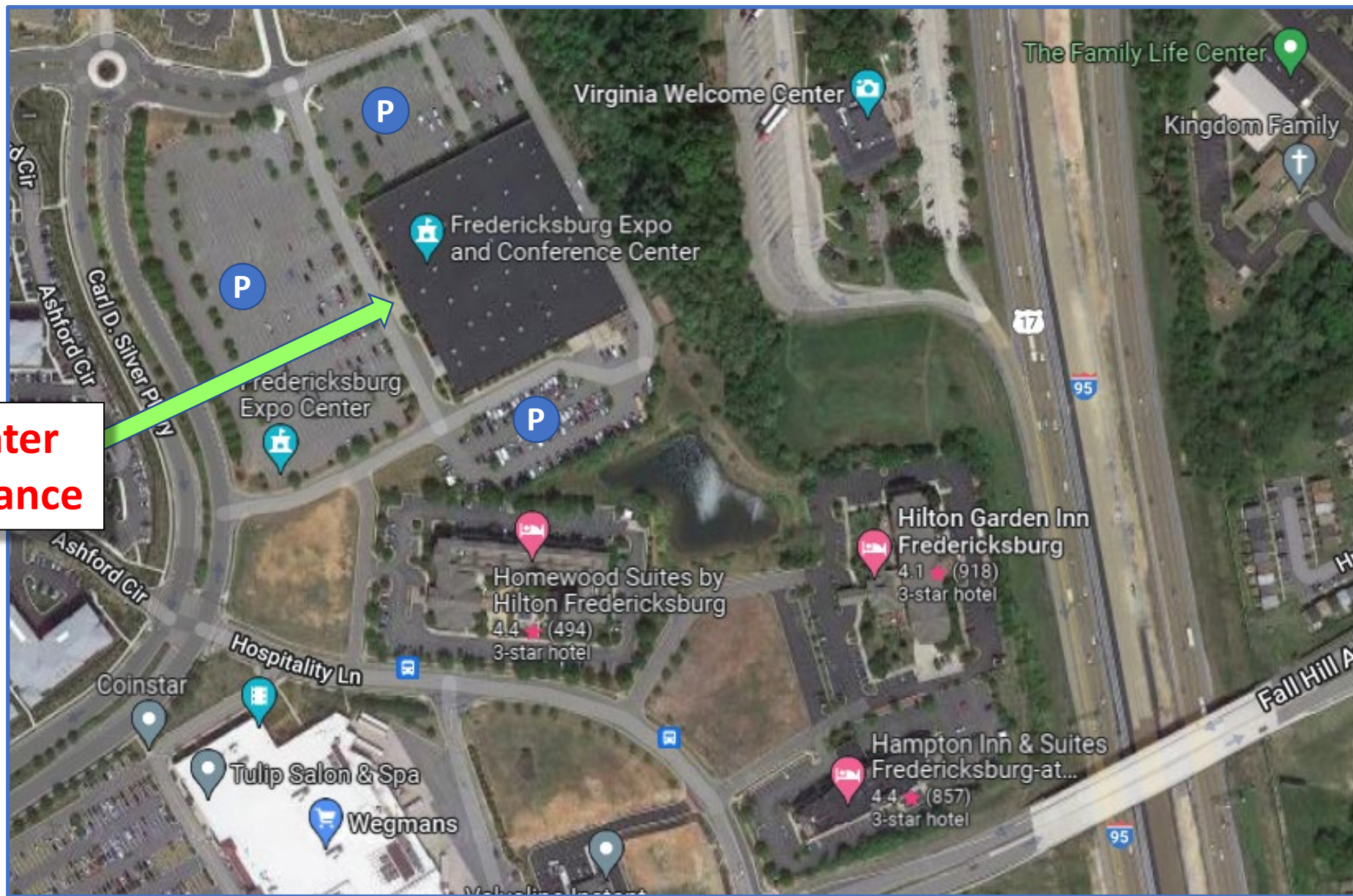


Fredericksburg Expo & Conference Center

2371 Carl D. Silver Pkwy
Fredericksburg, VA 22401



Close-up View



**Expo Center
Main Entrance**

Inside the Venue

1. **All games will be played in Exhibit Hall B**
2. Exhibit Hall A is the “waiting area” to use in between games.
3. Parents may accompany their players as they move into the Playing Area. We will announce when it is time for parents to leave the playing area.
4. Be sure your player’s personal items are marked with their names ... helps a lot!!
5. **Give your children instructions** on what to do after they finish their game so they can find you.



Tournament Schedule

- Round Times & Time Control: See the Schedule online at [this link](#).

Day / Date	Start Time	Remarks / Time Control
Friday, March 25 th	4 pm: On-site Registration Opens 6 pm: Blitz Registration CLOSES 6:30 pm: Round 1 of Blitz	Time control for Blitz is Game-in-5-minutes (each player has 5 minutes), with no time delay or increment
Saturday, March 26 th	Round 1 at 9 am Round 2 at 12:30 pm Round 3 at 4:30 pm	Game-60 with 5-second time increment (same as Round 1) Game-90 with 10-second time increment
Sunday, March 27 th	Round 4 at 8:30 am Round 5 at 1:00 pm	Game-90 with 10-second time increment (same as Round 4)

- **Side Events:**

- 4-Round “Parents & Friends” Tournament: Saturday & Sunday (Round 1 at 12:45 pm)
- Simultaneous Exhibition vs. a Master on Saturday starting at 1 pm

- **Players’ Ratings:** We will use the higher of each player’s over-the-board and online Regular (slow) Ratings in accordance with the US Chess National Scholastic Regulations.

- Ratings are from the **February 2022** Rating Supplement.



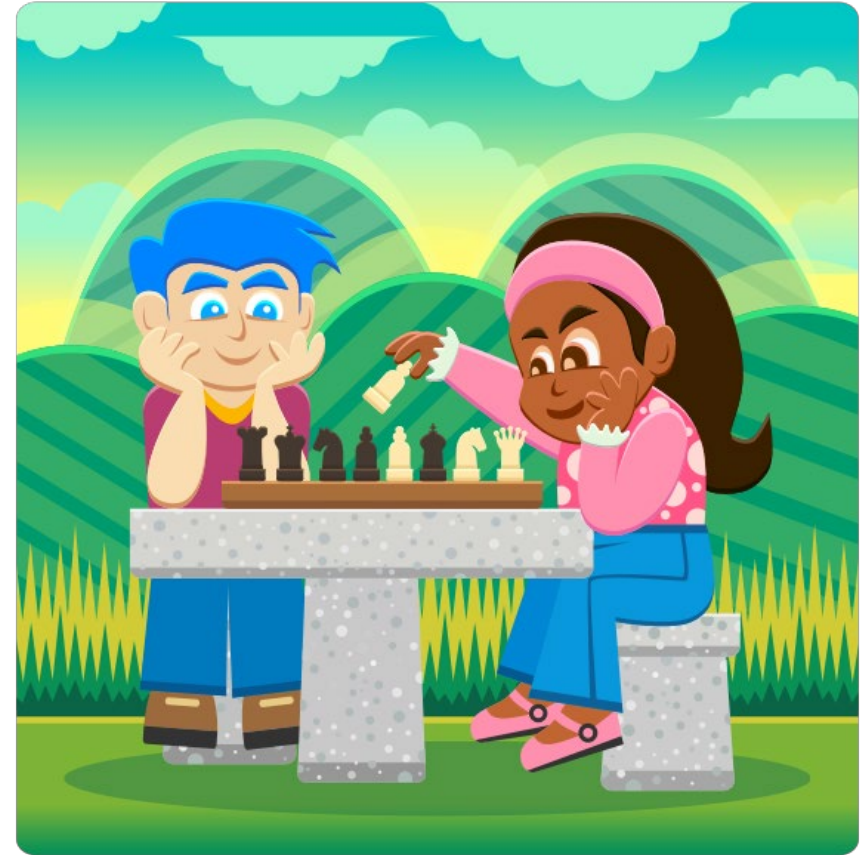
What are the Covid-19 Protocols?

- Parent's and Player's Choice
- Hand Sanitizer & Sani-wipes at player's boards



Some Important Event Rules ...

- **Eligibility Requirements**: All players must satisfy at least one of these criteria to play in this tournament ...
 - Player is a Virginia resident and attends a K-12 School in Virginia
 - Player is NOT a Virginia Resident, but attends a K-12 School in Virginia
 - Player is a Virginia Resident, but attends a K-12 School in another state
 - Player is the family member of an Active Duty member of the U.S. military stationed in Virginia (temporary duty does not count)
 - Player is Home-schooled in Virginia



Some Important Event Rules ...



- **Team Eligibility**: A “team” is 2 or more players who attend the same public, private or home school in the Commonwealth of VA and playing in the same section of the Tournament.
 - **Team Points** are calculated by **adding the scores of the top-performing players** from the same school.
 - Championship Sections: 4 highest-scoring players
 - Under Sections: 3 highest-scoring players
 - Schools cannot have more than one team in the same section.
 - They can have more than 4 players, **but they all count as one team** with their team score determined by the top 3 or 4 performing players.
 - Players who “play up” into a higher section CANNOT have their points count toward a team score in another section of the tournament.

Some Important Chess Rules to Know ...

Topic	Example	Consequences / Comments
<i>Illegal Moves</i>	<ul style="list-style-type: none"> • Player incorrectly moves a piece or a pawn. 	<ul style="list-style-type: none"> • The player's opponent receives 2 extra minutes of time (but only if the game is being played using a chess clock)
<i>Touch-Move</i>	<ul style="list-style-type: none"> • A player touches her Knight, but then moves her Queen. 	<ul style="list-style-type: none"> • The player must move the piece that was touched first • This is usually not a time penalty, but it can be for repeated offenses
<i>Castling</i>	<ul style="list-style-type: none"> • Player moves the Rook first, then the King 	<ul style="list-style-type: none"> • "Castling" is a KING's MOVE. Move the King First!!! • If you move the Rook first, then you have made a Rook move.
<i>Unsportsmanlike Conduct</i>	<ul style="list-style-type: none"> • Talking during your game • Making noises • Trying to force your opponent to move 	<ul style="list-style-type: none"> • This can be a time penalty • If your "talking" is giving move information to another player or saying something to another player like "that's a bad move", then you could immediately lose your own game.

Some Important Chess Rules to Know ...

Topic	Example	Consequences / Comments
<i>Board Setup Incorrectly</i>	<ul style="list-style-type: none"> Queen and King on wrong squares 	<ul style="list-style-type: none"> If more than 10 moves have been played, the game cannot be re-started.
<i>Bathroom ...</i>	<ul style="list-style-type: none"> Player asks permission to go to the Restroom 	<ul style="list-style-type: none"> You do not need to ask If there is a clock on the game, the clock continues to run. You cannot stop or pause the clock to go to the Restroom.
<i>Player Refuses to Move</i>	<ul style="list-style-type: none"> Player is in a “lost” position, and knows it 	<ul style="list-style-type: none"> This is a type of unsportsmanlike conduct It can result in your game being ruled a loss, including other penalties
<i>Capturing the Opponent’s King</i>	<ul style="list-style-type: none"> Player leaves his/her King in Check, and the opponent captures it on the next move 	<ul style="list-style-type: none"> This means the player who left their King in check has made an illegal move “Capturing the King” is not permitted The Tournament Director will return the position to the move made before the King was captured and then enforce the “Touch-Move Rule” for the offending player, plus a time penalty of 2 minutes added to the opponent’s clock.

Some Important Event Rules ...

• Chess Equipment:

- The VA Chess Federation will provide ALL CHESS BOARDS AND PIECES
- You REALLY SHOULD bring a CHESS CLOCK that is capable of being set for Time Increment (e.g., it adds time after each move) ... *get one at the US Chess Webstore, Amazon, etc.*
- Your Chess Notebook and Pencils/Pens/Erasers

• Chess Notation: Is **REQUIRED** in these sections of the tournament.

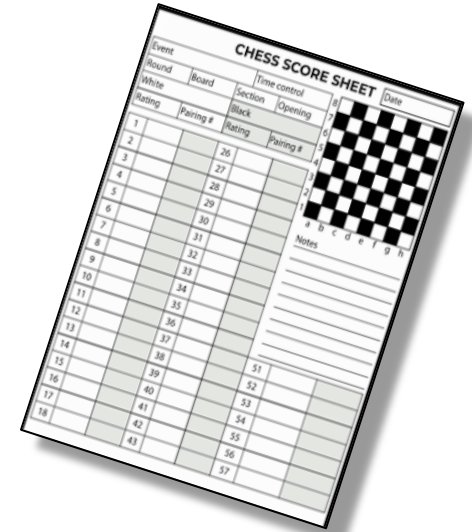
- K-5, K-8, and K-12 Championship Sections
- K-8 Under 1200 and K-12 Under 1400 Sections

• Notation is NOT required in these sections, but it is **HIGHLY ENCOURAGED**:

- K-3 Championship
- K-3 Under 600 and K-8 Under 1000

• The only authorized Electronic Notation Device you can use in the tournament is one of these:

- ChessNoteR
- PlyCount
- Monroi



What are “Pairings”, how do they work?

- ***What are Pairings?*** Pairings inform the players “Who is playing whom” in each Round of the tournament.
- **How They Work:** The pairing method used is known as the “Swiss System”.
 - For Round 1, we list all players in descending order according to their US Chess Rating.
 - We include “unrated” players at the end of that list in random alphabetical sequence.
 - The list of names, ordered from 1 to “n”, is split in half so that the Upper Half plays against the Lower Half.



What are “Pairings”, how do they work?

- ***Example Pairings: Consider a section with 10 players ...***

1. ***John (950)***
2. ***Sally (890)***
3. ***Joe (810)***
4. ***Liz (800)***
5. ***Josette (745)***
6. ***Jonathan (720)***
7. ***Alice (697)***
8. ***Sam (Unrated)***
9. ***Bobby (Unrated)***
10. ***Walter (Unrated)***

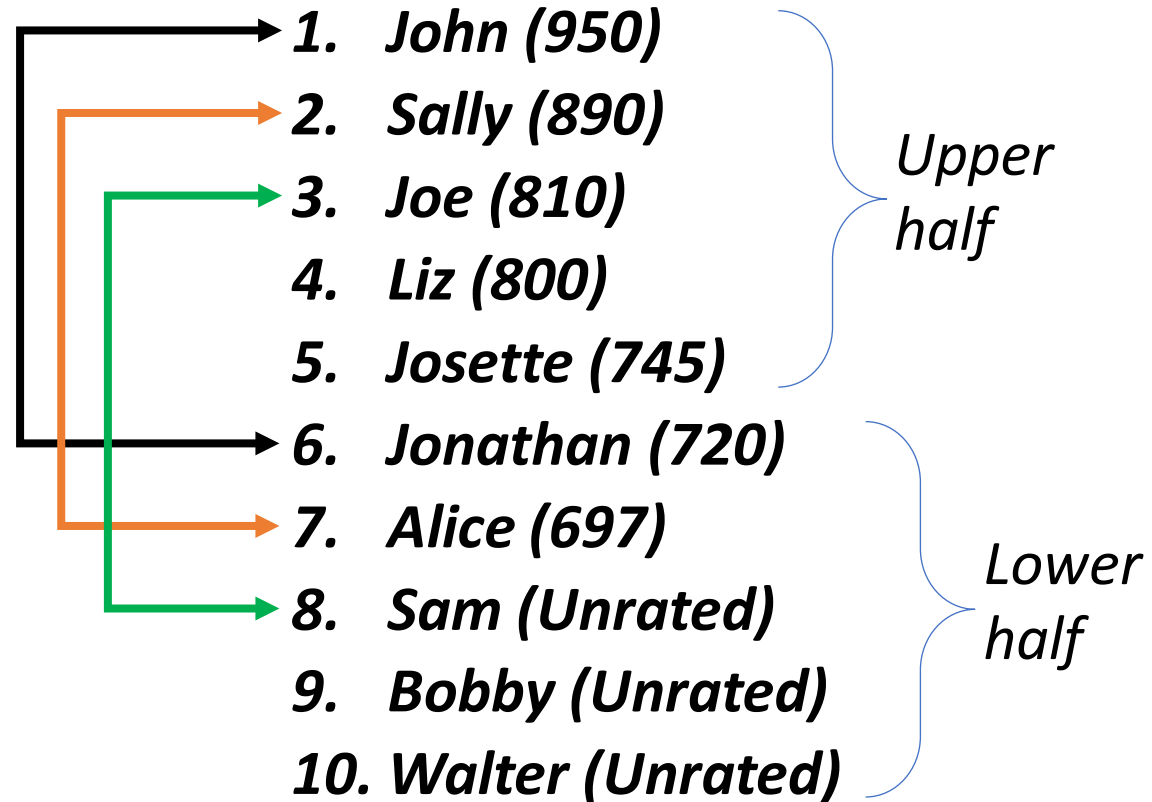
- **Swiss System pairings.**

- For Round 1, all players are listed in order of their US Chess Rating, from highest to lowest. The Unrated players are added at the end of that list in random sequence.



What are “Pairings”, how do they work?

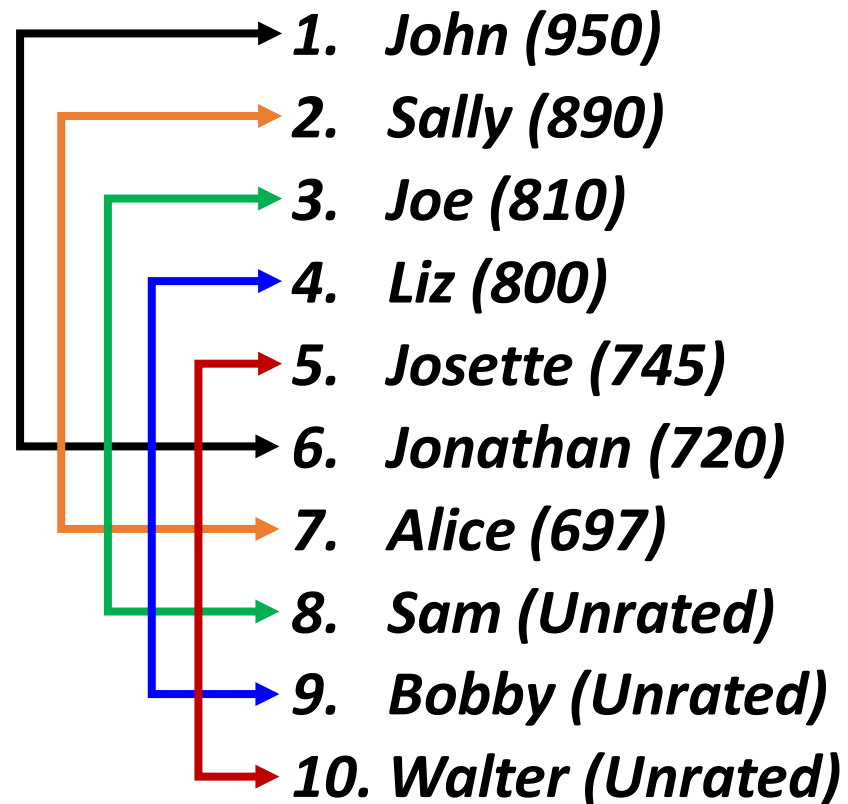
- **Example Pairings:**



- The list of names, ordered from 1 to “n”, is divided into two parts – an upper half plays and a lower half.
- Those two groups of players are paired against each other as shown.
 - Player 1 plays Player 6
 - Player 2 plays Player 7
 - Player 3 plays Player 8
 - Etc.

What are “Pairings”, how do they work?


• Completed Pairings ...



Board	WHITE	Res	BLACK	Res
1	John (950)		Jonathan (720)	
2	Alice (697)		Sally (890)	
3	Joe (810)		Sam (Unrated)	
4	Bobby (Unrated)		Liz (800)	
5	Josette (745)		Walter (Unrated)	

What are “Pairings”, how do they work?

• *Results of Round 1*



Board	WHITE	Res	BLACK	Res
1	John (950)	1	Jonathan (720)	0
2	Alice (697)	0	Sally (890)	1
3	Joe (810)	1	Sam (Unrated)	0
4	Bobby (Unrated)	0	Liz (800)	1
5	Josette (745)	0	Walter (Unrated)	1

1-point Score Group

- John (White, 950)
- Sally (Black, 810)
- Liz (Black, 800)
- Joe (White, 697)
- Walter (Black, Unrated)

0-point Score Group

- Josette (Black, 745)
- Jonathan (Black, 720)
- Alice (White, 697)
- Sam (Black, Unrated)
- Bobby (White, Unrated)

What are “Pairings”, how do they work?

- ***Pairings for Round 2***

- ***Winners from Round 1 play each other***
- ***Those who lost in Round 1 play each other***
- ***But there are now an odd-number of players in each Score Group!***

1-point Score Group

- John (White, 950)
- Sally (Black, 810)
- Liz (Black, 800)
- Joe (White, 697)
- Walter (Black, Unrated)

0-point Score Group

- Josette (Black, 745)
- Jonathan (Black, 720)
- Alice (White, 697)
- Sam (Black, Unrated)
- Bobby (White, Unrated)

What are “Pairings”, how do they work?

• *Pairings for Round 2*

- *Winners from Round 1 play each other*
- *Those who lost in Round 1 play each other*
- *Players “normally” alternate colors each round*
- *But there are now an odd-number of players in each Score Group!*

1-point Score Group

-
- John (White, 950) ... Black
 - Sally (Black, 810) ... White
 - Liz (Black, 800) ... White
 - Joe (White, 697) ... Black
 - Walter (Black, Unrated) ... White

0-point Score Group

-
- Josette (White, 745) ... Black
 - Jonathan (Black, 720) ... White
 - Alice (White, 697) ... Black
 - Sam (Black, Unrated) ... White
 - Bobby (White, Unrated) ... Black

Board	WHITE	Res	BLACK	Res
1	Liz (800)		John (950)	
2	Sally (810)		Joe (697)	
3	Walter (Unrated)		Josette (745)	
4	Jonathan (720)		Sam (Unrated)	
5	Bobby (Unrated)		Alice (697)	

Have a Problem or Question during Your Game?

- Don't wait until your game is over to tell us about the problem!!
- **DO NOT argue** with your opponent
- Do not ask your opponent "what's the rule about...?"
– You'll get a bad answer.
- **Raise your hand and summon a Tournament Director** to your table
 - Pause your Clock
 - Calmly state your issue
 - If your opponent is making the claim DO NOT interrupt him/her ... you will get a chance to tell "your side" of the issue



Reporting Your Game Results

What to do when your game is done ...

- Raise your hand to summon the Tournament Director
- DO NOT re-set your chess board until the TD instructs you to re-set it
- Complete the Game Result Slip
- Your game result is not official until the TD validates it and initials the Result Slip

Game Result Slip		Virginia Chess Federation	Do not remove from room
Board #	Round:	1 2 3 4 5 6	Give your Slip to a TD or Drop it at the appointed place.
White's Name	<i>(Print name neatly here)</i>		<input type="checkbox"/> White Won (1-0)
Black's Name	<i>(Print name neatly here)</i>		<input type="checkbox"/> Black Won (0-1)
			<input type="checkbox"/> Draw (1/2 – 1/2)
<div> <div></div> <div>Virginia Scholastic Chess Championships</div> <div></div> </div>			

Every Player should bring a Pencil or Pen to their game!!

Awards

- Individual and Team Awards for the Main Event:

<u>K-3 Champ.</u>	<u>K-5 Champ.</u>	<u>K-8 Champ.</u>	<u>K-12 Champ.</u>
1 st -10 th Individual	1 st -10 th Individual	1 st -10 th Individual	1 st -8 th Individual
1 st -8 th Teams	1 st -8 th Teams	1 st -8 th Teams	1 st -8 th Teams
Top & 2 ^d Place for: U1200, U1000, U800, plus Top Unrated Top Girl	Top & 2 nd Place for: U1600, U1400, U1200, plus Top Unrated Top Girl	Top Under 1700 Top Under 1500 Top Under 1300 Top Unrated Top Girl	Top Under 1800 Top Under 1600 Top Unrated Top Girl
<u>K-3 U600</u>	<u>K-5 U1000</u>	<u>K-8 U1200</u>	<u>K-12 U1400</u>
1 st -10 th Individual	1 st -10 th Individual	1 st -10 th Individual	1 st -8 th Individual
1 st -8 th Teams	1 st -8 th Teams	1 st -8 th Teams	1 st -8 th Teams
Top, 2 nd & 3 rd U400, Plus Top & 2 nd Unrated, Top Girl	Top & 2 nd for: U800, U600, U400, plus Top & 2 nd Unrated Top Girl	Top Under 900 Top Under 700 Top Under 500 Top Unrated Top Girl	Top Under 1000 Top Under 800 Top Under 600 Top Unrated Top Girl

PRIZE NOTES:

- Place awards have priority over all of the “Under” and “Unrated”.
- Chess Medals for all players who finish with 2.5 or more points
- Participation Ribbons for all K3, K5 and K8 players
- Blitz Awards (Individual and Team) based on the number of players who register



Cell Phone Policy

- **TURNED OFF and PLACED FACE-DOWN ON YOUR TABLE. Do not take your phone to the Bathroom or outside of the Playing Hall until your game is FINISHED.**
 - **Give it to your parents**
- ***If you leave your phone on ...***
 - ***And it rings ... 10 minutes off your clock (1st Offense); Loss of Game (2nd Offense)***
 - ***If you answer the phone ... instant Loss of Game***
 - ***If it buzzes because you received email or text ... 10 minutes off your clock***
- ***If you take your phone out of the Playing Room while you are playing***
 - ***Very likely to result in instant Loss of Game***



The Blitz Tournament

- **Friday Evening:** March 25th
 - Same player eligibility rules as the Main Tournament
 - Registration for Blitz will CLOSE at 6PM sharp! Players who register after 6PM will be paired for Round 2
 - Round 1 is at 6:30 PM. Rounds 2 through 4 (or 5) will start as soon as possible after the end of the previous Round.
- **Two Sections:** All players MUST play in their own Grade Section, you cannot “play up” in the Blitz Tournament.
 - **K-5:** Players in Grades Pre-K through 5.
 - **6-12:** Players in Grades 6 through 12.
 - We will probably play only 4 Rounds, but we reserve the right to add a 5th round if there are a lot of players (over 128) in a Section.
- **Time Control:**
 - **Game in 5-minutes:** Each player has 5 minutes to make ALL of their moves.
 - Everyone plays two games each round—one as White, one as Black.
- **An Illegal Move loses the game** if it is claimed correctly by the opponent.



Most Common Problems Before and During the Tournament

- **Before:**

- Player registered in the Wrong Section
- You do not have to “register” as a team. Two or more players who attend the same school and who are playing in the same section of the tournament are “automatically” a team. You do not have to have a “school chess club” to be a team.
- Players on the same team have “school codes” that do not match

- **During:**

- Lost Personal Property ...
 - Put your name on EVERYTHING ... coats, hoodies, chess clocks, chess bags
- Raising a problem AFTER the game is over ...



Your Way Ahead for the Tournament ...

- **Get Registered and Read the Rules**

- Registration link and Rules are at www.vachess.org
- Registration Fee ***increases to \$75*** on Sunday, March 20

- **Practice using ...**

- The Main Event's Time Control. It may be longer than you are used to playing. **"Move fast, Lose fast!"** Learn to pace yourself!
- Chess Notation while you are playing a game ... especially if you have been playing online or have never used Chess Notation.

