

Welcome Players!!



The meeting will start a couple of minutes after 7 PM

HCPS Chess Championships

Saturday, April 18, 2026



Topics We Will Cover this Evening ...

- Tournament Website
- The Playing Venue
- Round Times and Time Control
- Rules of Chess
- Pairings: Who am I playing?
- How to Report Your Game Result
- Awards



Tournament Website

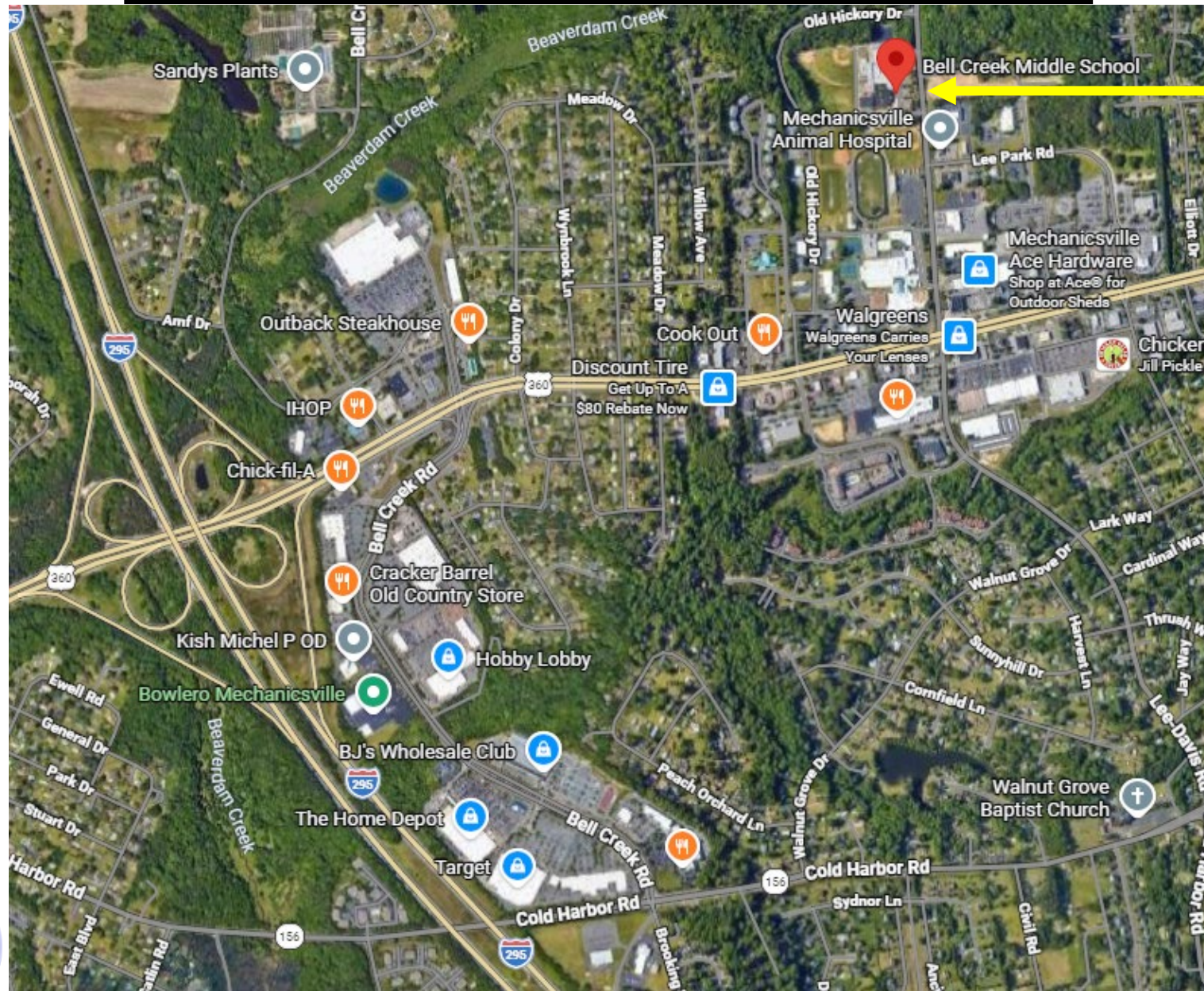
www.vachess.org

- Who's signed up to play
- Results from completed rounds
- Standings



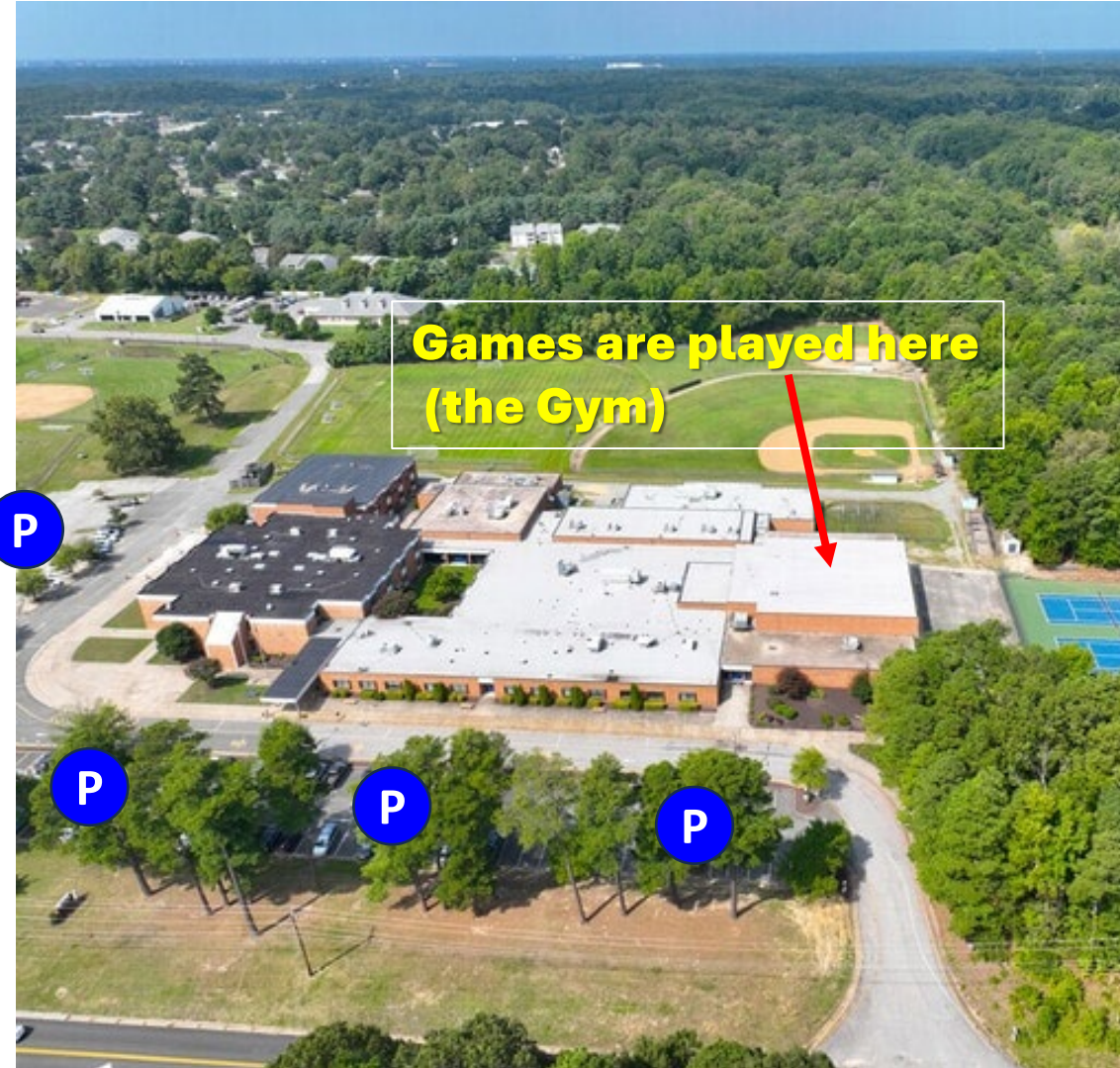
The Playing Venue

Bell Creek MS
8021 Lee-Davis Road
Mechanicsville, VA



The Venue

Bell Creek Middle School



Bell Creek MS



- Games are being played in the Gymnasium
- The Tournament Desk will open about 10 AM
- Round 1 is at 12-noon!!
- Players who have not registered by 11:45 AM will be paired for Round 2.
- Everyone should get to play 4 games. ***This is NOT an elimination tournament.***

Sections in the Tournament ... and Awards

- There are 3 Sections
 - High School
 - Middle School
 - Elementary School
- ALL players must play within their own grade group and for the school they attend. Players are not allowed to “team” across schools.
- There are Individual and Team trophies, plus medals and ribbons
 - Top Individuals and Teams in each section
 - Top Home School Team



How to “Check-in” at the Tournament

Check the Tournament Website (www.vachess.org)

- If your name and school are listed correctly on the tournament website, **then you already are fully registered** for the tournament and **do not need to check-in**
- We also will post a list of registered players for each Section at the tournament site, so you can check that too.



Rounds, Start Times and Time Control



All Sections

- Onsite Registration is open until 11:45 (or so).
- Round 1 of the Tournament is at 12-noon.
 - Players who do not show up for Round 1 will be paired for Round 2 only if they show up by 12:15, otherwise they will be dropped from the event.
- Rounds 2-4 are scheduled as soon as possible after all 3 sections finish the previous round
- Time Control: Game-20, with 3 seconds of Time Delay



Tournament Logistics

- All Chess Sets and Chess Clocks are provided by the tournament.
- All games will use a Chess Clock.



What Does “Time Control” Mean in Chess?

- The time control describes how much “thinking time” each player gets for the entire game.
- All rounds use a Time Control of G/20, delay-3.
 - G/20 means that each player has 20 minutes to complete all their moves.
 - The “delay-3” part of the Time Control means that each player’s clock waits for 3 seconds before it begins to subtract time from your total time remaining. In other words, each player gets “3 free seconds” per move before their primary time begins to decrease.



Selected US Chess Rules

Topic	US Chess Official Rules of Chess
<i>“Touch-move”</i>	<ul style="list-style-type: none"> • When it is your turn and you touch one of your pieces, you must move that piece if it can make a legal chess move. • There are no “Take-backs” or “skip-a-move”
<i>Illegal Moves</i>	<ul style="list-style-type: none"> • An illegal move happens when a player moves a piece to an incorrect destination square (e.g., moving a Knight like a Bishop). • The penalty is to add 2 minutes to the opponent’s clock. • Continued illegal moves can result in greater penalties, including taking time off the offender’s clock, or the loss of the game.
<i>Out of Time ...</i>	<ul style="list-style-type: none"> • Only the two players in the game can make a claim that a player has run out of time
<i>Moving with Two Hands</i>	<ul style="list-style-type: none"> • This is incorrect. It is not “illegal”, but repeated warnings can result in a time penalty. • The correct procedure is: <ol style="list-style-type: none"> 1. Move your piece to its destination square 2. Press your side of the Chess Clock



Selected US Chess Rules

Topic	US Chess Official Rules of Chess
<i>Castling</i>	<ul style="list-style-type: none"> • Most players “Castle” to move their King to safety early in the game • <u>Correct: Touch the King first, then the Rook.</u> • Incorrect, but not illegal: Touching the Rook first.
<i>Pawn Promotion</i>	<ul style="list-style-type: none"> • Correct: Move the pawn to the 8th rank, replace it with the desired piece, and press your clock. The <u>choice of Promotion piece cannot be changed after that piece touches the board.</u> • Correct: Upside-down Rook CAN be used as a Queen. • Using two hands is incorrect, but it is not illegal.



How Do I Know Who I am Playing?

- ***These are called the “Pairings” for each round***
- ***What are Pairings?*** Pairings inform the players “Who is playing whom” in each Round of the tournament.
- ***How Pairings 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 sequence.
 - The list of names, ordered from 1 to “n”, is split in half so that the Upper Half plays against the Lower Half.

The tournament is NOT an elimination event!!

Excellent video ... <https://www.youtube.com/watch?v=th-aCRbOYbY>



Example of a "Pairing Chart"

Board Number

Players with the White pieces

Players with the Black pieces

Bd	Team	Res	White	Team	Res	Black
11	OAKKNOLLMS		NGUYEN, Tran Thao Nhi (0.0)	OAKKNOLLMS		SISTA, Saatvik (0.0)
12	CHICKMS		GIESE, Aiden R (0.0)	OAKKNOLLMS		JANGANATI, Samuel (0.0)
13	CHICKMS		KOMALAPATI, Haman Pragnya (0.0)	OAKKNOLLMS		BILLINGS, Gavin (0.0)
14	OAKKNOLLMS		VINNAKOTA, Vihaan (0.0)	CHICKMS		ANKROM, Aiden Rk (0.0)
15	CHICKMS		RONNY, Ethan (0.0)	CHICKMS		GURUSINGAM, Vijayesh (0.0)
16	OAKKNOLLMS		CH, Aadhya (0.0)	CHICKMS		POLLUCHALLA, Yathin Sri (0.0)
17	BELLCREEKMS		STAMPER, Reese A (0.0)	BELLCREEKMS		PLANDER, Ronan A (0.0)
18	OAKKNOLLMS		SAKINALA, Swara (0.0)	CHICKMS		GINOOP, Aaron (0.0)
19	CHICKMS		PARRAMORE, Oliver R (0.0)	CHICKMS		OLIPHANT, Ethan Joshua (0.0)
20	CHICKMS		JOHN, Ethan (0.0)	CHICKMS		NUHSE, Thomas Matthew (0.0)
21	LIBERTYMS		BIBB, Jonah (0.0)	CHICKMS		ASHOK, Lakkshanya Sanvi (0.0)

Game Result for White goes here

Game Result for Black goes here



Two Players at their Board for the Game ...

Board Number



23
→
Virginia Chess Federation
←
24



What are “Pairings”, how do they work?

- ***Example Pairings for a section with 10 players ...***

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

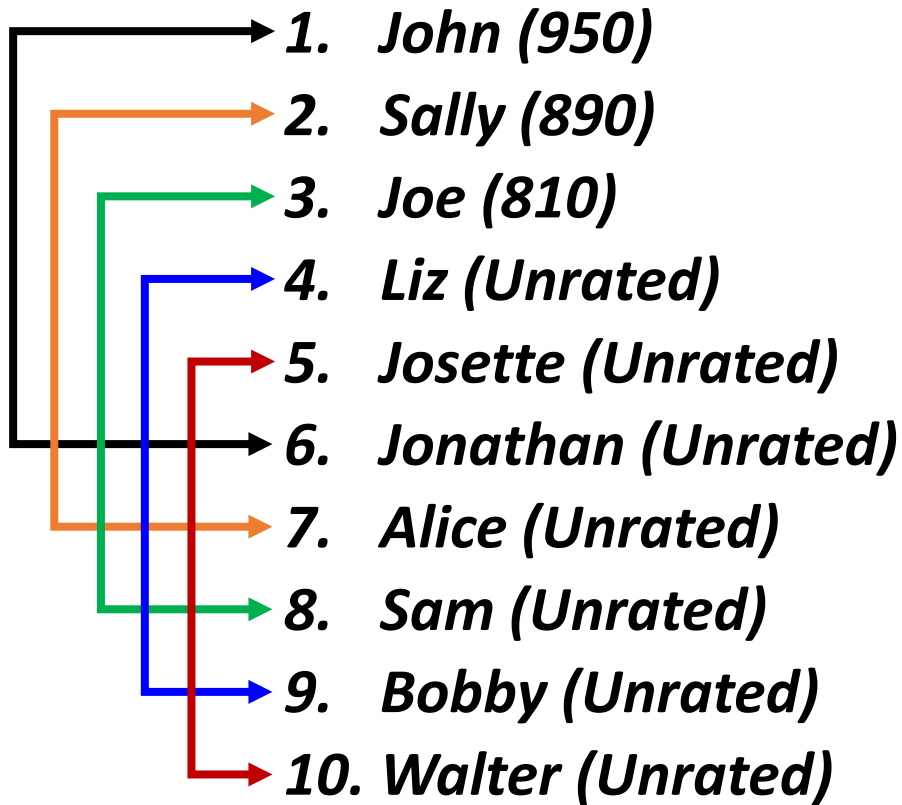
- **Swiss System pairings.**

- For Round 1, we list all players in order of their US Chess Rating, from highest to lowest.
- Unrated players appear at the end of the list in random order.



What are “Pairings”, how do they work?


- **Completed Pairings for Round 1 of a section with 10 players ...**



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

What are “Pairings”, how do they work?

• Results of Round 1



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

5 Players in the 1-point Score Group

1. John (White, 950)
2. Sally (Black, 890)
3. Joe (White, 810)
4. Liz (Black, Unrated)
5. Walter (Black, Unrated)

5 Players in the 0-point Score Group

1. Josette (White, Unrated)
2. Jonathan (Black, Unrated)
3. Alice (White, Unrated)
4. Sam (Black, Unrated)
5. 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*



Round 2 Pairings ...

Board	Res	WHITE	Res	BLACK
1		Walter (Unrated, 1.0)		John (950, 1.0)
2		Sally (890, 1.0)		Joe (Unrated, 1.0)
3		Liz (Unrated, 1.0)		Josette (Unrated, 0.0)
4		Jonathan (Unrated, 0.0)		Bobby (Unrated, 0.0)
5		Sam (Unrated, 0.0)		Alice (Unrated, 0.0)

1-point Score Group ... Now Playing

- John (White, 950) ... Black
- Sally (Black, 890) ... White
- Joe (White, 810) ... Black
- Liz (Black, Unrated) ... White
- Walter (Black, Unrated) ... White

0-point Score Group ... Now Playing

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



Have a Problem or Question during Your Game?

- Don't wait until your game is over to raise your concern!!
- **DO NOT argue** with your opponent
- Don't 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



Excellent video ... <https://www.youtube.com/watch?v=ii-KTHkrVpc>



Reporting Your Game Results

What to do when your game is done ...

- Raise Your Hand to summon a Tournament Director, who will help you validate your game result
- BOTH you and your opponent GO TO THE SCORER'S TABLE
- REPORT YOUR SCORE to the **parent volunteer**



Awards

- **Distributed after Round 4**
 - **Individual Awards**
 - **Elementary: 1st-8th Place**
 - **Middle School: 1st-5th Place**
 - **High School: 1st-3rd Place**
 - **Team Awards**
 - **Elem: Top 5 Teams**
 - **MS: Top 3 Teams**
 - **HS: Top 2 Teams**
- **Chess Medals to players who scored 2 points or higher but did not qualify for a place award**
- **Chess Ribbons to all players**



How are Awards Determined

- ***For Individual Players:***
 - Each Round: Win (one point), Draw (half point), Loss (no points).
 - The sum-total of the above for all 4 rounds.
- ***For Teams:***
 - Teams earn "points" based on the performance of their players.
 - For this tournament, the performance of the 3 players from your school **who score the most points** will be counted toward your school's total score.
 - For example, if a team has 5 players, only the scores of the Top 3 performers are counted for the team score--not all 5 players' scores.



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.**
 - **PLAYERS MAY NOT USE ANY ELECTRONIC COMMUNICATION DEVICE while their game is in progress.**
- ***If your phone ...***
 - ***Rings ... 10 minutes off your clock (1st Offense); Loss of Game (2nd Offense).***
 - ***Rings/buzzes and you answer it ... instant Loss of Game.***
 - ***If you are texting at the table ... you will lose instantly.***
- ***If you take your phone out of the Playing Room while you are playing***
 - ***This will very likely to result in instant Loss of Game***
- ***iWatches or earbuds are NOT allowed ...***

