

Colorado State Chess Association



Scholastic State Championship

THE TIVOLI STUDENT UNION
AURARIA CAMPUS
900 Auraria Parkway
Denver, Colorado 80204

February 17th and 18th
2018

TOURNAMENT SCHEDULE SUMMARY

Please see the Scholastic section of <http://www.colorado-chess.com> for last minute information pertaining to this tournament. In January, we will start posting the registered participants there.

Main Tournament Schedule		
SATURDAY - Feb 17, 2018 7:30 - 7:50 – Check-In 8:00 Players Meeting (Mandatory) 8:30 Round 1 (G/60 d/5) 11:00 Round 2 (G/60 d/5) 1:30 Round 3 (G/60 d/5) 4:00 Round 4 (G/60 d/5)		SUNDAY- Feb 18, 2018 8:30 Round 5 (G/90 d/5) 12:00 Round 6 (G/90 d/5) 3:15 AWARDS
Kindergarten – 1st Grade Tournament Schedule		
SATURDAY - Feb 17, 2018 7:30 - 7:50 Registration – Check-In 8:00 Players Meeting (Mandatory)		5 Rounds (G/30 d/5) Approximately 15 minutes between rounds AWARDS ~3:30
Trophies – Main Tournament		
Division: K-3, K-6, K-8, K-12		
All Sections	Individual Trophies – 1–10	Team Trophies – 1–3
Trophies – Kindergarten – 1st Grade Tournament		
1–5 for Top Five Individuals All Other participants will receive a participation trophy		

In the event of a tie, trophies will be awarded based on tie breaks (1. Modified Median 2.Solkoff 3. Cumulative 4. Cumulative of opposition).

In the event of a tie for 1st place, co-champions will be declared with the 1st place trophy going to the winner based on tie breaks

The top player in the K-12 division will be invited to be the Colorado Denker representative for 2018.

The top player in the K-8 division will be invited to be the Colorado Barber representative for 2018.

The top girl in the K-12 division will be invited to be the Colorado National Girls Invitational Tournament representative for 2018.

TOURNAMENT ORGANIZER –Colorado Scholastic Coordinator - Todd Bardwick

CHIEF TOURNAMENT DIRECTOR – Senior TD - Todd Bardwick

COMPUTER PAIRINGS – Buck Buchanan

The Scholastic Division of the CSCA expresses great appreciation to the University of Colorado at Denver for sponsoring this tournament and promoting scholastic chess in Colorado.

***** Please keep this page for future reference *****

Players, Parents and Coaches Information – Main Tournament

DIVISIONS FOR 2018

1. K-1 - Any Kindergartner through first grade child can play in this Unrated division (not required to be a USCF member).
2. K-3 – Any Kindergartner through third grade child can play in this Rated division.
3. K-6 – Any Kindergartner through sixth grade child can play in this Rated division.
4. K-8 – Any Kindergartner through eighth grade child can play in this Rated division. The winner of this division will be invited to represent Colorado at the “Dewain Barber Tournament of K-8 Champions”
5. K-12 - Any Kindergartner through twelfth grade child can play in this Rated division. The winner of this division will be invited to represent Colorado at the “Arnold Denker Tournament of High School Champions.” The top girl in this division will be invited to represent Colorado at the “National Girls Invitational Tournament.

Who can play?

- A. Any child who is in grade K-12 and who is either a resident of Colorado or a resident of a bordering state may enter the tournament. This includes home-schooled children of equivalent age. A youth that graduates in December from 12th grade may participate in the tournament.
- B. You must be a current USCF (United State Chess Federation) member (except for K-1 division). It is not necessary to have a USCF rating. You may acquire or renew a USCF membership online at: <https://secure2.uschess.org/webstore/member.php>

Please note: An out-of-state participant may win a trophy; however, the state title may only be awarded to a resident of Colorado.

How many games do I play? This is a six round tournament. You will play all rounds (unless you draw a bye for a particular round or win by forfeit).

What is a bye and how are they handled in this tournament?

- A. When there are an odd number of players in a division, there will be one player in each round who gets a full-point bye. This player will get a full point (as if they had won their game) for that game and will not have to play.
- B. If a player cannot participate in a round, they may still play in the tournament. They may request a 1/2-point bye for two of the first four rounds and 0 point byes for the last two rounds. A player requesting more than two byes in the first four rounds will receive 0 point byes for all rounds over the first two requested byes. A player must request these byes when they send in his/her registration or before 8am on the first day of competition. Byes requested after 8am on the first day of competition will not receive points. Requested byes are not revocable after 8am on the first day of the tournament.

What do I bring? Boards, sets and score sheets will be provided for competition games. You will need to bring your own sets for practice games. Chess clocks will NOT be provided. You are encouraged to bring your own clocks. Please make sure names are on all chess items. Bring proof of USCF membership, e.g. USCF membership card or USCF membership paperwork.

Do I have to play with a chess clock and/or keep a score sheet? All players will be required to use a clock if their opponent brings a clock and wants to use it. Score sheets for recording moves will be provided. Keeping score is not mandatory, but strongly advised, and needed in case of certain disputes. Tournament Directors will put clocks on games approximately 20 minutes before the end of the round.

What supervision is there? All players are required to have adult supervision. Tournament Directors will supervise in the tournament area only. Children that do not obey the rules will be asked to leave the tournament.

Who is eligible for Team Trophies? We will use the same Team Requirements as stated in the “USCF National Scholastic Chess Tournament Regulations: Section 13 TEAM REQUIREMENTS FOR NATIONAL SCHOLASTIC EVENTS”. The top four players points from each school will count towards the team score. The team winners for each division will be the 2018 Colorado State Scholastic Team Champions.

Ties will be broken using the same tie breaks as the individual tie breaks above. Every effort will be made to avoid pairing team members for the first two rounds. Please indicate the school team on the entry form for each entrant. School teams must be established by the time of preregistration. Any corrections to school affiliation must be made before the beginning of the 3rd round.

How do I enter? You must preregister. There will be no on-site entries. You can register online at: <http://www.colorado-chess.com/scholast/schtour.shtml> or request a mail-in entry

fill it out, and return it with a check made out to the Colorado State Chess Association to Todd Bardwick; 1 Red Fox Lane; Englewood, CO 80111. All entries **MUST BE RECEIVED BY FEBRUARY 10, 2018**. Mail-in entry forms can be requested by emailing Todd at tbardwick@yahoo.com. Please do not wait until the last minute to enter.

PLEASE NOTE: Players sending in incomplete, inaccurate, or unreadable entry forms will receive a 0 point first round bye. Corrections to his/her form will be made during the first round.

Should I bring food? The food court at the Tivoli will be open for several hours during lunch.

What about bad weather? In the event of inclement weather, check <http://www.colorado-chess.com> for up to date information.

For questions, contact Todd Bardwick at 303-770-6696 (land line - doesn't take texts) or tbardwick@yahoo.com

SUMMARY OF USCF RULES

The 2018 Colorado State Chess Association Scholastic State Championship
is sanctioned by the United States Chess Federation
and conducted by its rules.

Please note the following guidelines:

TOURNAMENT DIRECTORS (TD)

Tournament Directors will be on the tournament floor at all times to assist you in the event of any problem or question. Raise your hand and keep it in the air until a TD comes to assist you. Remember that a TD will generally not interfere with your game. It is up to you to make a claim. If you think that a TD has ruled incorrectly concerning your game, ask to appeal to the Chief TD immediately. The Chief TD has the final say. To file a protest, you must post \$100 with the Tournament Organizer. The process for protesting outlined in the USCF Rule book will be followed to resolve such protests.

TOURNAMENT ROOM

Coaches, parents, and other advisers may assist players in finding their boards before each round. During the game, only players whose game have not been completed and TD's will be allowed in the tournament room.

CLOCKS AND TIME CONTROLS

All players are encouraged to play with a clock. All players will be required to use a clock if their opponent brings a clock and wants to use it. The TDs will put clocks on games with approximately 20 minutes remaining. Clocks must remain running at all times, except when a TD is called by either player to resolve a dispute.

RECORDING MOVES

Each player is strongly encouraged to record the moves. A player who chooses not to record the moves, will not have written evidence to back up a claim of a draw by triple occurrence of position or the 50-move rule, and gives up the right to challenge such claims by their opponent.

TOUCH MOVE

If you touch a piece when it is your turn to move, that piece must be moved if you can do so legally. If you touch an opponent's piece when it is your turn to move, the opponent's piece must be captured if you can do so legally. You must say "I adjust" before touching a piece if you want to adjust that piece on the board. You should do so only when it is your turn. If you accidentally release a piece on an unintended but legal square, you must leave it on that square.

ILLEGAL MOVES

A player must call an illegal move. The TD may not call any illegal moves.

CHECK

Announcing check is not required. It is the responsibility of the opponent to notice the check, and a player who does not may suffer serious consequences. (See the touch move rule.)

LATE ARRIVAL

A player who is more than one hour late for a scheduled round loses the game by forfeit and will normally be dropped from the tournament. The hour is measured from the actual starting time of the round, which may not be the scheduled starting time. A player should start their opponent's clock once the TD announces that the round has begun. If a clock is not available at the start of a round, any elapsed time before one becomes available will be split between both players. If both players are late for the start of a round, the first to arrive must split the elapsed time before starting the opponent's clock.

DRAWS

If you want to offer a draw to your opponent, you should do so after you make a move, but before you start your opponent's clock. Your opponent may decline the draw by saying so or by moving a piece. A draw offer is valid until the opponent turns it down. If both players agree to a draw, the game is over. A reasonably complete and accurate score sheet is required to claim a draw by triple occurrence of position or under the 50-move rule. If such a claim is found to be incorrect, two minutes will be added to the opponent's remaining time.

REPORTING OF RESULTS

Immediately upon completion of the game, players should raise their hands. ATD will come over to your table to verify the results of the game.

- a. Both players will sign the results sheet.
- b. Set up the pieces.
- c. The TD will then make sure the results sheet is taken to the scorer's table.
- d. Leave the tournament room and not re-enter until the round is complete.

PAIRINGS

The Swiss System Pairing Computer Program will be used for this tournament. Players will generally be paired with other players who have the same score each round. Players should not receive the same color three times in a row unless no other acceptable pairing is possible. Players on the same team will not be paired against each other during the first three rounds, unless a school heavily dominates the number of players in a Division making this impractical. Players in the Unrated K-1 Division will be seeded into the tournament randomly. If you believe there is a pairing error, report it to a TD immediately! Once the round starts, it will be too late for changes.

CONDUCT OF PLAYERS

Keep as quiet as possible on the tournament floor so that you do not disturb other players. You may not speak to anyone while your game is in progress unless a TD is present. If there is a problem of any kind during your game, call a TD immediately. If you wait until after your game is over, the TD will be unable to change the result, even if your claim was correct. You may not consult any chess books, computers or other material during the game. You may not leave the tournament room during your game for any reason without getting permission from a TD. Players may talk to coaches and teammates only in the presence of a TD.

INTERFERENCE

NO interference in any game by spectators, other players, coaches, or parents will be tolerated. Penalties include expulsion from the tournament. Only the player involved should point out irregularities by raising your hand to summon a TD. TD's will generally limit their self-initiated involvement in a game to situations involving sportsmanship matters.

OTHER RULES

All other rules will be based upon the 6th Edition of the Official Rules of Chess as published by the United States Chess Federation. Penalties for rules violations are at the discretion of the Chief TD and may vary from warnings and time penalties to forfeitures and expulsion from the tournament.