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2 IMPORTANT TOPICS

•US Chess Tournament format & Basic Rules

The Chess Parent Survival Guide



US CHESS TOURNAMENT FORMAT & BASIC RULES

PART 1



SWISS SYSTEM PARNGS

#	Name	Rating	Round 1	White	Black
1	Anirudh	1500	Board 1	Fu	Anirudh
2	Beatrix	1400	Board 2	Beatrix	Guam
3	Cathy	1300	Board 3	Harvey	Cathy
4	Dane	1200	Board 4	Dane	Ida
5	Emir	1100	Board 5	Jorge	Emir
6	Fu	1000	Rating determi	ines board order	for rd l pairings
7	Guam	900	Color is rando	mly assigned	
8	Harvey	800		, ,	
9	Ida	700	The top half pl	ays the bottom ha	lf (see the black line)
10	Jorge	600			US C



SWISS SYSTEM PARNGS

CHESS

FEDERAT

	#	Name	Rating	Round 1	White	Black	
	-1	Anirudh	1500	Board 1	Fu	Anirudh	
Г	-2	Beatrix	1400	Board 2	Beatrix	Guam	
	-3	Cathy	1300	Board 3	Harvey	Cathy	
┍∔	-4	Dane	1200	Board 4	Dane	Ida	
₩	-5	Emir	1100	Board 5	Jorge	Emir	
Ш	→6	Fu	1000	Rating determi	nes board order	for rd 1 pairings	
	→7	Guam	900	Color is randor	mly assigned		
	-8	Harvey	800	The term helf rely	and the bettern be	If (no o the block	1:
	→9	Ida	700	The top half plays the bottom half (see the black li		. intej	
	→10	Jorge	600				S CH

SWISS SYSTEM PAIRINGS

#	Name	Rating
1	Anirudh	1500
2	Beatrix	1400
3	Cathy	1300
4	Dane	1200
5	Emir	1100
6	Fu	1000
7	Guam	900
8	Harvey	800
9	Ida	700
10	Jorge	600

Round 1	White	Black	Result
Board 1	Fu	Anirudh	0-1
Board 2	Beatrix	Guam	1-0
Board 3	Harvey	Cathy	0-1
Board 4	Dane	Ida	0-1
Board 5	Jorge	Emir	0.5 – 0.5

The top 3 rated players won their games

Ida beat a higher rated opponent (this is an "upset")

Jorge and Emir drew



SWISS SYSTEM PAIRINGS

#	Name	Rating	Rd 1
1	Anirudh	1500	1.0
2	Beatrix	1400	1.0
3	Cathy	1300	1.0
4	Dane	1200	0.0
5	Emir	1100	0.5
6	Fu	1000	0.0
7	Guam	900	0.0
8	Harvey	800	0.0
9	Ida	700	1.0
10	Jorge	600	0.5

Round 2	White	Black
Board 1	Anirudh	Cathy
Board 2	Ida	Beatrix
Board 3	Emir	Dane
Board 4	Fu	Jorge
Board 5	Guam	Harvey

3 Score groups are created: 1.0, 0.5, and 0.0

Pairings are made within score groups from now on

The higher rated player gets the color they are due

Color conflicts sometimes produce unexpected pairings



No player can play their opponent a second time

TYPES OF WINS (AND LOSSES)

- Checkmate
 When a king cannot get out of check by
 moving, blocking, or capturing
- **Resignation** When a player quits the game
- Loss on Time When a player runs out of time on their clock
- Forfeit A Tournament Director can rule a player forfeit for not showing up, bad sportsmanship, etc...
- **Double Forfeit** If neither player shows up to the game



TYPES OF DRAWS

- Agreement
 Both players agree to a draw
- Stalemate
 It is a player's turn but they have
 no legal moves

50-Move Rule

Insufficient Material

Both Clocks Expire

- **3-Fold Repetition** If the same position occurs 3 times, a player may claim a draw.
 - If no pawn has moved and no capture has occurred for 50 moves then the game can be ruled a draw.
 - If neither side can produce checkmate (like if both sides only have a king).
 - If time runs out on both clocks, the game is a draw.





There are 4 types of byes

- I Point Byes
 Given to the lowest rated / scoring player if there is an odd number. A full point is given because it is not the player's fault they have no one to play. Thus, they are awarded a full point.
- 0.5 Point Byes
 When players request not to play in a specific round, they are given a half-point bye. Most tournaments have a limit on the number of requested half-point byes. Since this is a request, a full-point bye is not given.
- O Point Byes
 If a player has surpassed the allotted number of byes they may request, further requests will result in a 0-point bye. More commonly, a player who requests a bye in the final round is awarded a 0-point bye. This is a rule at most tournaments.



RESULTS SLIPS

- **Results slips** are how we determine what happened in each game
- Each results slip asks for the following information:
 - Top of Slip
 - Round
 Circle the round
 - Board Number Write the proper board number
 - Section Write the proper section

• Middle of Slip

Player Names
 Proper spelling & legibility count
 Also, if you play white, your name must be where it says "White"

Proper spelling & legibility count

Player Schools

Bottom of Slip

- The Game Result Circle the game result
- Signatures Both players must sign under their name
- TD initials
- TDs only initial after the players fill the entire slip out themselves



RESULTS SLIP RULES

- Results slips are the responsibility of your child, <u>not you</u>.
 - Chess tournaments teach player agency
 - It is up to players to stand up for themselves
 - Some kids struggle with this and that is ok!
 - Help them work through it and learn to speak up when needed.
 - It is possible your child may lose some games due to this rule, help them learn from it.

Signatures mean the players <u>agreed</u> to the result

- If players sign the slip and agree to an incorrectly circled result it will be difficult to reverse that result retroactively.
- If there is a discrepancy between your child's score and their score on the cross tables, please inform Chess Control.
 - You will need the round number and board number or the (each) incorrectly reported round.
 - We'll do our best to help but understand certain issues cannot be fixed retroactively.
 - We will also make sure you understand the situation so as not to leave you in the dark.



BASIC US CHESS RULES

- **Touch move** If you touch one of your pieces, you must move that piece.
- Touch Take If you touch an opponent's piece, you must capture it if able.
- Notation Writing down your moves (and your opponent's moves) allows you to make claims during the game that you can't make if you are not notating
 - 50-move rule
 - 3-fold repetition
 - Illegal move claims
 - Etc...

Notation is required at national tournaments.

These are not the only rules, but are basic rules that come up often. For a more complete version of the rules, the new rule book will be posted online at <u>www.uschess.org</u> on or slightly before 1-1-19



THE CHESS PARENT SURVIVAL GUIDE







- Chess Set
 - Pieces (white & black)
 - Board
 - Clock
 - Bag
- Notation Book
 - Pencil
- Emergency Contact Information
- Have a meeting plan for when the game is finished



CELL PHONES & OTHER DEVICES

<u>Cell phones must be turned off</u> when in the playing hall.

<u>Cell phones must be turned off during the game</u>. You cannot exit the playing hall and turn your phone on. This could lead people to believe you are cheating and you will be forfeited by a tournament director.

<u>Cell phones must be turned off and put away in your chess bag</u>. They can be used before or after your game, but not during.

Thank you



CHESS PARENT COMPOSURE

"We are in the business of teaching people how to lose." – Ryan Velez

This simple quote helps people understand that true value of chess: learning how to lose.

As a parent, it is critical to help your child learn how to lose with grace and win with dignity.

If your child and learn how to lose in chess and be constructive about it, then this attitude will transfer to other areas in their life.



CHESS PARENT COMPOSURE

When pairings are posted, it is common for parents to rush into the playing hall en masse.

My advice is as follows:

Teach your children how to find their board
 Walk them to their board
 Get your photo
 Begin heading out

Hanging out in the playing hall delays the start of the round. I promise we aren't trying to be mean. We just want to start on time.





I am opening it up now for parents to ask questions about tournaments, chess, etc...

If I do not get any questions, I will begin telling you about various chess stories. ③

