



US CHESS
FEDERATION

2018
**NATIONAL SCHOLASTIC
CHESS TOURNAMENT
REGULATIONS**

FOR USE IN THE FOLLOWING TOURNAMENTS:

US CHESS SUPERNATIONALS

US CHESS SPRING NATIONALS

NATIONAL ELEMENTARY (K-6) CHESS CHAMPIONSHIP
NATIONAL MIDDLE SCHOOL/JUNIOR HIGH (K-9) CHESS CHAMPIONSHIP
NATIONAL HIGH SCHOOL (K-12) CHESS CHAMPIONSHIP

US CHESS FALL NATIONALS

NATIONAL SCHOLASTIC K-12 GRADE CHAMPIONSHIP

US CHESS YOUTH EVENTS

NATIONAL YOUTH ACTION CHAMPIONSHIP
U.S. JUNIOR CHESS CONGRESS
U.S. JUNIOR OPEN

FIRST PUBLISHED IN 1984

THIS EDITION IS EFFECTIVE FEBRUARY 1, 2018

CHANGES FROM THE JANUARY 2017 EDITION
ARE HIGHLIGHTED USING ~~STRIKE THROUGH TEXT~~ AND **RED TEXT**

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SUMMARY OF CHANGES FOR 2018

The Scholastic Council and US Chess are pleased to present the 2018 National Scholastic Chess Tournament Regulations. This document culminates work by the Scholastic Council to capture, analyze and apply lessons from 2017's scholastic chess events. Most important, it incorporates feedback from attendees at our Scholastic Meetings during National Scholastic tournaments, input from persons who attended the Scholastic Committee Workshop at the US Open, suggestions from National Tournament Directors who have served as Chief TDs or Chiefs of the Backroom/Pairings during National Scholastic Events, and guidance from the US Chess Executive Board.

To help readers identify changes from 2017's regulations, we use **red text** and ~~strike-through text~~. Here is an overview of the changes for 2018:

1. Major Changes:

- Section 1.3: Adds that the US Chess Director of Events is the US Chess point of contact.
- Section 3.2: Reflects the new process for requesting and allocating Team Rooms. The new procedures already are in effect for the 2018 Spring Scholastic Nationals.
- Section 13.2: Updates the definition of a school and replaces Section 13.2 from 2017—the old language of “*one building or adjacent connected buildings*” has been evolved to reflect today's realities of schools located in multiple buildings and multiple campuses. Further, to address team eligibility issues, the new words require schools with students on multiple campuses to receive prior approval to compete from US Chess at least 2 weeks before the tournament starts.
- Section 13.3 and 13.4: Updates the definitions for home schools and virtual schools, and adds greater specificity to options home/virtual schoolers have for forming teams.
- Section 21.6 and Appendix E (Spectator Conduct): Revised so 21.6 and Appendix E are in complete agreement about spectator conduct regarding cell phones, laptops, etc. in the Playing Hall and Seating Areas. Use of, or talking on, such devices remains prohibited anywhere in the Playing Hall.

2. Minor Changes:

- Section 11.2.2: Clarifies the rules on what happens to players scores when they change sections.
- Section 12.1: Adds a footnote to provide the US Chess phone number and to “strongly recommend” contacting US Chess at least two weeks before a tournament starts AND before players, parents, and coaches commit their financial resources toward a tournament.
- Section 12.3: Updates the examples so they are applicable to the 2018 tournament year.
- Section 12.4.2.3: Clarifies matters involving use of other over-the-board ratings for situations where the other rating represents far fewer games than the players US Chess rating, even when the other rating is more recent.
- Section 18.1.1: Updated to reflect existing practice whereby Accelerated Pairings only are used in the Championship Sections.
- Appendix A-1 (Scholastic Blitz Rules): Reflects the rules used at the 2017 K-12 Grades and adds clarifications when dealing with Pawn Promotion and illegal moves by the King.
- Appendix B-1 (Scholastic Bughouse Rules): One very minor change to address a player who moves his/her partner's pieces.

3. Administrative Changes: Changes made in 2017 have been adopted in full, unless changed again for 2018.

For the Scholastic Council,

Sunil Weeramantry (NY)
Russell Harwood (TX)
Co-Chairs

1 INTRODUCTION

1.1 Basic Principles.

The US Chess National Scholastic Chess Tournament Regulations are intended to *fulfill the special needs and expectations of players, coaches and parents at our national scholastic events*. These regulations are a reference to the special rules that govern these events, along with some suggestions to help the event run smoothly. They are designed to maintain, promote, preserve and enhance the dignity and significance of US Chess national scholastic events. These regulations carry the weight of history and hands-on experience. However, no regulations should be held inviolate when better ideas arise or when the regulations leave room for interpretation. Proposed improvements to these regulations shall be referred to the US Chess Office and the Scholastic Council for consideration in the next scholastic chess year. Clarification or interpretations of the existing rules for the current scholastic chess year shall be referred to the US Chess office and the Scholastic Council. After all, the main principle of these regulations is this: ***Our young players deserve the best!***

1.1.1 To foster consistency between state and national-level scholastic events, US Chess encourages state scholastic organizations to adopt these regulations for state scholastic championships.

1.2 Tournament Proposals.

US Chess and the Scholastic Council will review proposals for the following tournaments: National Elementary (K-6), National Middle School/Junior High (K-9), National High School (K-12), National Youth Action Championship, and the National Scholastic K-12 Grade Championship. US Chess will solicit interest in site selection and then negotiate with the local organizer details of the proposed tournament. The Scholastic Council will be part of the final selection process. Expressions of interest by affiliates are indeed welcome, since in all cases US Chess wishes to partner with a local organization(s) for local arrangements (e.g. securing local TDs), in coordination (and agreement) with US Chess. However, site selection and all contracting for these events will be handled by US Chess.

1.2.1 Whenever US Chess is the organizer the US Chess main office shall be responsible for all details listed herein as the organizer.

1.2.2 Many chess tournaments and chess activities are organized under the name “US Chess” or “US Chess Federation,” yet are managed fully by other organizations and/or individuals. Such organizations may enter into contracts for facilities, goods, services, etc., though US Chess must approve these contracts first. Such organizations are not representatives of US Chess management, they are independent contractors.

1.3 US Chess Point of Contact.

The US Chess *Director of Events* is the point of contact for questions about these regulations. The Director of Events can be reached at the US Chess Main Office, (931)787-1234.

2 EVENT DATES

2.1 National Scholastic Events

2.1.1 Fall Nationals. The National K-12 Grade Championship:

2.1.1.1 Should be played between November 15 and December 15.

2.1.1.2 Must not be scheduled on Thanksgiving Day weekend.

2.1.2 Spring Nationals. National Elementary (K-6), Middle School/Junior High (K-9) and High School (K-12) Championships:

2.1.2.1 Should be held between and to include the third weekend in March and the second weekend in May.

2.1.2.2 Must not be scheduled on Easter or Passover.

2.1.2.3 Try to avoid Daylight Savings Time weekend, as well as, the test dates for the Scholastic Aptitude and Advanced Placement exams (High School only).

2.2 National Youth Events

2.2.1 National Youth Action

2.2.1.1 Should be held between November 1 and December 1.

2.2.1.2 Must not be scheduled on Thanksgiving Day weekend.

2.2.2 U.S. Junior Chess Congress: Whenever possible.

2.2.3 U.S. Junior Open: Should be held in the summer.

- 2.2.4 Dates should not conflict with any other National Tournament and, if possible, they should not conflict with the North American Youth Chess Championships, the Pan-American Youth Festival, the World Youth Chess Championships, or the World Cadet Chess Championships.

3 SITE SELECTION AND CHARACTERISTICS

3.1 Quality and Site Selection.

- 3.1.1 Our primary concern is assuring the quality of national scholastics.
- 3.1.2 US Chess will make every reasonable effort to rotate these events geographically from year to year.
- 3.1.3 Acceptable sites include, but are not limited to, hotels with convention facilities, schools, colleges, and convention centers.
- 3.1.4 All tournament-related playing and meeting space proposals must be approved by US Chess before they are signed.

3.2 Site Characteristics.

- 3.2.1 The Playing Hall must allow for a minimum of 25 sq. ft. of usable space per player. This should include space for spectators. The top 20 boards of all Championship sections, except for primary grades, should have no more than two boards per six or eight foot table. Bids must include a Playing Area able to accommodate the maximum number of expected players.
- 3.2.2 The site should have a large Skittles Area that is at least half the size of the playing hall(s). The Skittles Area should be in the immediate vicinity of the playing site, indoors, and easily accessible from the playing room. It is recommended the Skittles Area be 3/4 of the size of the playing area(s).
- 3.2.3 Team Rooms (especially for the Elementary and Middle School/Junior High events) should be available to coaches needing a more private area to instruct and counsel team members. Teams should expect to pay reasonable charges for the use of such space. Whenever possible, Team Rooms should be under the same roof as the Playing Hall, or in a building connected to it. **The US Chess Main Office or the Event Organizer will advertise Team Room availability, pricing, and request and allocation procedures well in advance of the event.** ~~Team Room locations will be provided at the time the rooms are reserved by the team with the US Chess Main office.~~
- 3.2.4 Toilet facilities must be adequate for large numbers of youngsters and must be inspected, cleaned and maintained every hour during rounds. Restrooms for players only should be easily accessible to the playing room.
- 3.2.5 Water should be provided in the Playing Area(s) and maintained every hour during rounds.
- 3.2.6 Pictures and descriptions of the tournament site, including size, lighting, available sanitary facilities, or any physical equipment available should be included with each contract.
- 3.2.7 A map of the area should be available showing inexpensive restaurants and attractions near the site. This should be done on the website site and available on paper at chess control.
- 3.2.8 For the National Middle School/Junior High (K-9) and National Elementary (K-6) Tournaments a "Play Area" should be provided that allows the children an acceptable area to run and play.
- 3.2.9 A centrally-located information booth, called "Chess Control", shall be provided near the Playing Area, or on the primary route players will take to and from the Playing Area. Chess Control shall:
- 3.2.9.1 Be a one-stop-shop where players, coaches and parents can enter into the tournament, change sections, check the status of their registration, and ask general questions about the event.
- 3.2.9.2 Provide participants with directions to local restaurants, transportation, interesting sites, and other non-tournament information.
- 3.2.9.3 Provide a message center where families and players can receive emergency information. This message center should have a pre-advertised phone number and/or email address.
- 3.2.9.4 Serve as the central location for "Lost and Found."
- 3.2.10 There should be food available on site that is priced comparably to fast food. There should be ample food services available that, if necessary, all of the anticipated participants may be fed within a two hour period. Food vendors should be open at least 60 minutes before the first round starts each day and close no earlier than 60 minutes before the last round is scheduled to end.
- 3.2.11 The site must be handicapped accessible.
- 3.2.12 It is recommended that a photographer be available throughout the tournament.
- 3.2.13 Ample signage should be on display at numerous locations throughout the facility a minimum of twelve hours prior to the first scheduled event of the tournament.

4 LODGING**4.1 Cost**

- 4.1.1 Lodging should be inexpensive and accessible to the playing site.
- 4.1.2 A single price for 1-4 people per room should be negotiated.
- 4.1.3 If the hotel(s) is providing the playing site, the cost of meeting space should be directly related to the total number of room-nights sold (such as on a sliding scale). Free meeting space is generally negotiable with most hotels.
- 4.1.4 If the hotel(s) is not providing the playing site, the hotel(s) contract(s) may be structured to provide the tournament a rebate of \$3 to \$10 per room night sold to help defray playing site and other tournament costs. Rebates are considered tournament income. When US Chess is not the organizer, any amount higher than \$10 per night may not be accepted without the prior written consent of the US Chess main office.
- 4.1.5 The organizer should provide, at least 6 months before the start of the event, a list of all recommended hotels, rates, addresses, phone numbers, distance from playing site, and contact information on the US Chess website.

5 TRANSPORTATION

Organizers should ensure the availability of transportation between the headquarters hotel and nearest commercial airport, railroad, and bus terminals and shuttle service between playing site and headquarters hotel if they are beyond walking distance of each other. All such travel arrangements should be publicized at least six months in advance for the benefit of players, coaches and parents.

6 FINANCES**6.1 Contracts**

- 6.1.1 All contracts must be approved and signed by US Chess when US Chess is undertaking full management responsibility for the event.
- 6.1.2 When a local organizer is undertaking full management responsibility, US Chess need only review and approve the contract, though it need not be a signatory thereon, as the local organizer is acting as an independent contractor and is fully responsible and liable for all activities or actions pursuant to the contract.

6.2 Responsibilities

- 6.2.1 When US Chess is not the principal organizer, the local organizer is contractually responsible for the execution of these regulations (with US Chess oversight) before, during and after the tournament.
- 6.2.2 US Chess will provide financial statements from previous events to the organizer upon request.
- 6.2.3 US Chess's share of the profits from National scholastic events will go to US Chess. Tournament income includes, but is not limited to, entry fees, book and equipment sales, food and beverage sales, sale of chess pieces and boards used in the tournament, advertising income, fees paid by promoters and exhibitors, hotel room night rebates, team room rentals, rebates, etc.
- 6.2.4 US Chess will negotiate an agreement with the local organizer, which will define roles, responsibilities, and the financial arrangements between the two parties. The financial arrangements may be a share of the profits, a per-head fee, or some combination thereof.

7 FOOD & EQUIPMENT VENDORS

US Chess has the right of first refusal to sell chess books, chess equipment, T-shirts, commemorative boards / sets and other chess paraphernalia at any US Chess national event. All outside vendors must be approved by US Chess, including concessions.

8 STAFFING**8.1 Chief Tournament Director**

The Chief TD for all national scholastics must be certified at the "National Tournament Director" level. Additionally, the Chief TD must have strong experience in administering large scholastic events, especially those using computer pairing programs. The Chief TD must be acceptable to US Chess.

8.2 Number of TDs

The Chief TD and/or organizer is responsible for appointing an adequate number of certified assistant TDs to help administer each event. The organizer should not serve on the directing staff.

8.2.1 A minimum of four TDs, including the Chief TD should be on staff. These TDs should have strong knowledge of computers and computer pairings, as they are expected to generate pairings, standings, team results, etc., round by round, as well as, to handle inevitable problems.

8.2.2 Each event must have a Chief Floor TD (“Floor Chief”) with a sufficient number of assistants.

8.2.2.1 The ratio of TDs to players should be as follows:

- Grades 10-12: 1 TD per 100 players
- Grades 7-9: 1 TD per 75 players
- Grades K-6: 1 TD per 50 players

8.2.2.2 Each Floor TD should begin the tournament by having responsibility to support one specific Section Chief. As the round progresses, the Section Chief or Floor Chief can re-assign Floor TDs to other sections based on the number of remaining games. Floor TDs are not “released” from the Playing Hall until relieved of their responsibilities for the round by their Section Chief or the Floor Chief.

8.2.2.3 Floor TDs will handle disputes and make rulings. Players are allowed to appeal rulings under the specifications of US Chess Rule 21H. ***The best time for a player to appeal a ruling is immediately after the TD makes the initial ruling.*** Waiting several more moves, or until after the game ends, tends to complicate the appeals process. Appeals are to be made first to the Section Chief TD, then the Chief Floor TD, and then the Chief TD. Appeals above the Chief TD will be made to a Special Referee appointed to cover the tournament by the Director of Events. If a Special Referee is consulted, the decision of the Special Referee is final for the purpose of the event, but may be overruled later if the player appeals to the US Chess Federation under US Chess Rule 21L.

8.2.2.4 During play, a minimum of two experienced Floor TDs should be present in large tournament rooms and one Floor TD in small tournament rooms.

8.2.2.5 Volunteers who are not certified TDs may assist floor directors to keep order; however, they cannot make rulings and must direct all questions regarding the rules to certified TDs.

8.2.2.6 All staff should wear identification stating their name and duty. The TD certification level should be listed on the name tag.

8.3 Compensation

The TD staff is expected to be appropriately compensated. Such compensation should include, but is not limited to, lodging and free food. Each TD should be compensated enough to at least cover any reasonable transportation costs.

8.4 Volunteers

A large number of well-trained volunteers is essential to the success of US Chess national scholastic tournaments. The organizer is responsible for training the volunteers. They may be responsible for such duties as:

- 8.4.1 Receiving entries at Chess Control
- 8.4.2 Entering registrations into a data base
- 8.4.3 Checking ratings of players
- 8.4.4 Checking schools of players
- 8.4.5 Checking in players and teams on-site
- 8.4.6 Setting up the playing room
- 8.4.7 Manning results-tables
- 8.4.8 Controlling access at doors to the Playing Area
- 8.4.9 Providing for the needs of the TD staff

9 BACK ROOM & AUTOMATION REQUIREMENTS

9.1 Back Room

The computer room (e.g. the “Back Room”) should be assembled at least one day before the tournament to make sure there are no problems

9.2 Printers

- 9.2.1 Fast ink-jet or laser printers are preferred.
- 9.2.2 At least one computer and printer shall be available for non-pairing/technical purposes by authorized staff.

9.3 Computers.

- 9.3.1 The large size of these events necessitates pairing by computer. A list of approved computer programs may be obtained from US Chess.
- 9.3.2 If any computer equipment is acquired or donated for the tournament, such equipment will be considered assets of the tournament. Assets may not be disposed of without the express consent of US Chess.

10 PUBLICITY**10.1 Importance**

Publicity is an important part of attracting new participants to National Scholastic events. Many scholastic chess programs are not aware of the existence of US Chess's slate of national scholastic chess championship events. Organizers should include plans for publicity in their proposals. The organizer should coordinate with the US Chess main office to produce press releases and publicity for the event.

10.2 Announcements / Press Releases

- 10.2.1 These events will be announced in **Chess Life** and **Chess Life Kids**.
- 10.2.2 Flyers advertising National Scholastic and Youth events will be mailed to all US Chess affiliates except prison affiliates.
- 10.2.3 Organizers should arrange publicity with local news media, prior to, during, and immediately after these events.
- 10.2.4 The organizer should prepare a press release listing major winners immediately upon conclusion of the tournament. Ideally, this release should be available during the awards ceremony.

10.3 Program Book

A tournament program book should be prepared that includes the following components:

- 10.3.1 Schedule of events
- 10.3.2 List of past winners
- 10.3.3 Prize list
- 10.3.4 Specific rules for the tournament (e.g. rules that supplement the official **Rules of Chess**)
- 10.3.5 List of tournament directors
- 10.3.6 Volunteer staff
- 10.3.7 Scoresheets for each round of play (extra scoresheets also must be prepared)
- 10.3.8 Information about local restaurants and attractions.
- 10.3.9 The location, time, and sequence of events for the Awards Ceremony.
- 10.3.10 Instructions for "early pickup" of trophies after the last round.
- 10.3.11 Player procedures and acceptable conduct for spectators, players, and coaches.

11 ENTRY FEES & REGISTRATION**11.1 Fees & Entry Deadlines**

- 11.1.1 The entry fee shall be kept as economical as practical and set in accordance with the approved budget.
- 11.1.2 Early Entry deadline(s) should be used for each event. When practical, early entry deadline dates should be set to occur no sooner than one week after the date when US Chess is expected to publish the Rating Supplement to be used for the event. To comply with this requirement, organizers will discuss their proposed early entry dates with the US Chess Director of Events before advertising those dates in TLAs, event flyers, mass emails, and websites.

11.2 Late Registration, Section Change Requests, Byes, and Check-in Procedures

- 11.2.1 Late Registration: Players registering the day of the event may be paired or receive a Half-point Bye at the discretion of Chief Tournament Director, or the organizer when the event is outsourced.

- 11.2.2 (*Substantially re-written for 2018.*) Section Change Requests: Player requests for a “section change” are subject to a fee. Players should make their section change requests as soon as possible. **To encourage teams to properly form before the tournament the following rules apply to section change requests made after Round 1 has begun:**
- 11.2.2.1 For players who change sections **before Round 2**:
- Players moving to a stronger section will have their Round 1 score reduced by one-half point. Losses are not adjusted.
 - Players moving to a weaker section will retain their Round 1 score.
 - Players with a full-point or half-point Bye in Round 1 will retain their Bye score.
 - Each Player’s eligibility for section change will be screened by the tournament staff in accordance with Paragraph 12 of these regulations.
- 11.2.2.2 If a player changes sections **after Round 2**, then none of the player’s points carry to the new section except their Round 1 score adjusted in accordance with 11.2.2.1 above, as well as, points earned due to player-requested or computer-generated Byes. When Byes are involved, no player may carry more than one total point to the gaining section.
- 11.2.2.3 If the need for a section change is caused by an error of the Tournament Staff or US Chess, then the Chief TD has the authority to decide how a player’s points will carry to the gaining section.
- 11.2.2.4 In all situations, any games played shall remain as “rated games.” The player’s Tie Break Points from the original section are not carried to the new section.
- 11.2.3 A Half-point Bye is available for Round 1, if requested as part of the advance or on-site entry process. Zero-point byes are available for any round. The Chief Tournament Director shall have the ability to grant a Half-point Bye for any round based on unusual circumstances, except the last round.
- 11.2.4 Check-In Procedures. All players (or their parents/coaches) are advised to “check-in” at Chess Control when they arrive to be sure there are no problems with their entry, team information, or Bye requests.
- 11.2.4.1 It is important that “check-in” is a smooth process allowing players to resolve any problems they may have with their entries.
- 11.2.4.2 A complete list of the advance entry players shall be posted periodically on the tournament web page. This web page should be updated regularly.
- 11.2.4.3 Two lists of participants per section should be posted prior to Round 1: alphabetical and with school name. A complete team roster for all schools shall be posted on site. It is the responsibility of the players and/or coaches to report mistakes or corrections to the TD staff.
- 11.2.5 Rules specific to the tournament and side events will be available in advance of the event.

12 PLAYER ELIGIBILITY

12.1 General Eligibility

The following players are eligible:

- 12.1.1 Full-time students who are enrolled in school (public, private, home, or virtual) in the United States or its territories for the entire semester in which the event is held. ***US Chess strongly encourages players, parents or coaches who have questions about eligibility to contact the US Chess Director of Events by email or phone well in advance of the tournament. (See footnote)***
- 12.1.2 U.S. citizens who are attending school abroad.
- 12.1.3 Home-schooled and virtual-schooled students who live in the United States or are U.S. citizens living abroad.

¹ Contact the US Chess Director of Events at (931)787-1234. ***US Chess strongly recommends*** contacting us at least two weeks before a tournament starts AND before players, parents, and coaches commit their financial resources toward a tournament. We strongly advise against waiting to adjudicate a player’s eligibility on-site at a tournament.

12.2 Age and Grade Eligibility

12.2.1 The following ages are as of September 1 of the school year in which the tournament takes place. These age requirements are the **upper limit for each grade**, including students who are home-schooled or virtual-schooled. Our national events are grade-based and require all players to play in a section that allows for their current grade.

Grade	Age Limit	Grade	Age Limit
Kindergarten	6 years old	7 th Grade	13 years old
1st Grade	7 years old	8 th Grade	14 years old
2nd Grade	8 years old	9 th Grade	15 years old
3rd Grade	9 years old	10 th Grade	16 years old
4th Grade	10 years old	11 th Grade	17 years old
5th Grade	11 years old	12 th Grade	18 years old
6th Grade	12 years old		

12.2.2 There shall only be one year of eligibility per grade level unless one of the situations listed below applies:

12.2.2.1 **Pre-schoolers** may play in the Kindergarten Section at the K-12 Grade Nationals, or in any “K-X” Section in other events. Pre-schoolers may continue to play as Kindergartners or in K-X sections in subsequent years until they start the first grade.

12.2.2.2 **Players who repeat a grade** in school may have a second year of eligibility in that grade as long as they are age-eligible for that grade.

12.3 Rating Supplements

12.3.1 For Spring Nationals or SuperNationals starting **before the 10th of the month**, the previous month’s Rating Supplement will be used. For example, **the 2018 Jr. High (K-9) Nationals start on April 6th and will use the March 2018** Rating Supplement.

12.3.2 For Spring Nationals starting **on or after the 10th of the month**, the current month’s Rating Supplement will be used. Accordingly, **the 2018 Elementary (K-6) Nationals start on May 11th and will use the May 2018** Rating Supplement.

12.3.3 The K-12 Grade Nationals ~~will shall~~ use the current month’s Rating Supplement.

12.4 Other Rating Systems

12.4.1 When the US Chess main office receives other over-the-board (OTB) rating information during the event entry process, US Chess shall seriously consider, in consultation with the Scholastic Council and the Ratings Committee, using this rating information to determine section and prize eligibility in accordance with US Chess rules 28D and 28E.

12.4.2 For the Spring Nationals and SuperNationals, all forms of entry for the Under and Unrated sections shall **requires players to disclose at the time of registration whether they have one or more ratings in other OTB rating system(s)**.

12.4.2.1 Other OTB rating systems include, but are not limited to, FIDE, foreign systems, the Northwest Scholastic Rating System (NWSRS), and ChessXpress (CXR).

12.4.2.2 Authority for deciding whether and how ratings from any particular OTB system will be used resides with a 3-person group consisting of the US Chess Director of Events, the Chief TD for the tournament, and the Scholastic Council Representative for the event. **When necessary**, this group shall consult with the Ratings Committee. ~~as necessary, during the decision process~~

12.4.2.3 For the Spring Nationals and SuperNationals, the tournament staff shall **apply the calculations below to players entering an Under or Unrated section, and then use the higher of the US Chess or Adjusted Rating** to: 1) validate or correct Section eligibility, 2) pair players, and 3) determine their prize eligibility.

- NWSRS: If the player’s NWSRS is:
 - ♦ Below 1400, subtract 200 points. (See footnote) ²

² **For example**, a 4th grade player with a US Chess Rating of 710 discloses during registration, or is discovered by US Chess to have, a NWSRS Rating of 1080 and enters the K5-U900 Section at the Elementary Nationals. The player’s NWSRS rating is less than 1400, so the Adjusted Rating is 1080 minus 200, or 880. Since the 880 Adjusted Rating is greater than the player’s 710 US Chess Rating, the Adjusted Rating is used to declare the player “eligible” to compete in the K5-U900 section. The

- ♦ From 1400 to 1499, subtract 100 points
 - ♦ 1500 or above, subtract 50 points
 - CX: No rating adjustment.
 - Other Rating Systems: Other systems brought to the attention of US Chess shall be reviewed by a 3-person group using specifications in the Rules of Chess (28C, 28D and 28E) and guidance from the Ratings Committee.
 - For any other OTB rating system, if the source of a player's rating is their US Chess rating, **or the other OTB rating is judged by the 3-person group to not be representative of the player's current strength**, then that player's current US Chess rating shall be used, not the rating listed in the other OTB system's database. (*See footnote*)³
- 12.4.2.4 To track other OTB rating issues for each Spring National Scholastic Tournament, the US Chess Scholastic Council shall appoint one person as the OTB Database (OTB DB) Lead for each tournament. The OTB DB Lead's primary responsibilities are to:
- 1) Assist the US Chess Office, Director of Events, and Chief TD in tracking information on registered players who have disclosed their other OTB rating(s)
 - 2) Research other common OTB rating systems to identify players who may have ratings in those systems
 - 3) Notify the Director of Events, US Chess Office, and Chief TD upon learning of players who have other OTB ratings
 - 4) Provide recommendations to the Director of Events and Chief TD on how to handle each specific case
- 12.4.2.5 The database created by the OTB DB Lead will be used by the Tournament Staff (Chief TD and Back Room Chief) to ensure each player's rating is correctly listed in the pairings program. For each OTB system the OTB DB Lead shall create, where feasible, a product similar to the US Chess Rating Supplement used for the tournament. (*See the footnote below*).⁴
- 12.4.2.6 Players who enter an Under or Unrated section, and do not disclose that they have another OTB rating, shall have their status in the event reviewed in accordance with US Chess Rule and the procedures outlined in Section 12.4 of these Scholastic Regulations. This review can result in a broad array of actions that include, but are not limited to: no negative action being taken because the non-disclosure was truly an oversight; adjusting the player's rating within their current section; adjusting the player's rating and moving the player to the appropriate section of the tournament, with or without any Byes or points; loss of team points; lack of eligibility for certain awards; or, expulsion from the tournament.
- 12.4.2.7 In those instances when a player's US Chess rating, or adjusted rating based on another OTB system, makes the player ineligible for the section s/he has entered, the US Chess Office will notify the player, parent or coach (e.g. the person who sent in the entry) by email or phone within 5 working days. Notification will summarize the issue and include recommendations on what section(s) the player is eligible to compete in. Players who wait to enter the tournament the week it begins may not learn about their section eligibility issues until they arrive at the tournament site.

rating of 880 also becomes the player's Assigned Rating for purposes of ***pairings and prize eligibility***. The Assigned Rating will be shown on the Wall Charts and Pairing Sheets at the tournament, but are not listed online before the tournament.

³ **For example**, consider a player in one of the Under sections who has an established US Chess rating. If this player is found to have a performance rating in another system that is higher than the player's US Chess rating, but that rating represents a performance in comparatively few games (e.g. one tournament vs. dozens of US Chess-rated games), then the player's US Chess rating shall be used. This includes instances when "the other rating" may be more recent. **The decision about what rating to use is the responsibility of the "3-person group" specified in paragraph 12.4.2.2.**

⁴ **For example**, if the May Rating Supplement is used for the 2018 Elementary (K-6) Nationals, then the OTB DB Lead shall create an equivalent "May Rating Supplement" for each of the other OTB rating systems being used in the tournament. The ratings listed in these products shall reflect player ratings dated as close as possible to the cut-off date for the US Chess May Rating Supplement.

12.5 Definition of an Unrated Player.

An unrated player is a player who has no rating published in the US Chess Rating Supplement used for the tournament. In accordance with paragraph 12.4 of these Scholastic Regulations and US Chess rule 28D, ***a player who has an OTB rating in another recognized rating system as described above probably will not be considered unrated*** for the purpose of prizes and sectioning, even if the player has no US Chess rating. Accordingly, the Unrated Section in a US Chess National Scholastic Event is only for players who have no rating.

13 TEAM REQUIREMENTS FOR NATIONAL SCHOLASTIC EVENTS**13.1 Individual Tournament, Team Scoring**

National Scholastic Events are individual tournaments with team scoring. A student who does not qualify to represent a team under rules 13.2, 13.3, or 13.4 can compete only as an individual.

13.2 Team Composition

In National Scholastic Events (i.e., the Spring Nationals and the K-12) a team is comprised of students who attend the same school.

13.2.1 ***(Completely replaces 13.2.1 in the 2017 version.) A school is defined as an institution which is under one Head of School and serves one student body. A school may be located in one or more buildings, and on one or more campuses. A school must provide core curricular instruction as defined by state or local law or regulation. Schools with students on multiple campuses must seek prior approval from the US Chess Director of Events at least two weeks before the start date of the tournament to compete in a US Chess national scholastic event. (See footnote)⁵***

13.2.1.1 A ‘local public school’ for a home schooled or virtual school student is defined as ***the public school the student would attend if attending public school.*** For example, the local public school for a 3rd grade home schooled or virtual school student is the local public elementary school whose geographic footprint, as defined by the applicable local department of education authorities, encompasses the student’s home residence address.

13.2.1.2 A ‘public school district’ is a grouping of public schools (most usually within a city or county, but may be a single school in a small city) recognized and designated as being a public school district by that state’s department of education. A ‘local public school’ is not the entire district but is the area that a single public school covers.

13.2.2 A student will be considered to attend a school if and only if he or she physically attends classes at that school and receives more than 50% of his or her core curricular instruction from that school.

13.2.2.1 ***Pre-School players*** are allowed to play for the school (public or private) they plan to attend once they reach Kindergarten age. Before travelling to a tournament, the parents, coach or guardian of such a player shall obtain a “Letter of Authorization” signed by a senior administrator (e.g. Principal, Director, Vice-Principal, Assistant Director, School Master) of the school to document their players’ eligibility to participate as part of a specific school’s team. In this letter, the senior administrator shall verify that the player would attend the school if the player were old enough. The player, parents, coach or guardian should bring this letter to the tournament and be ready to provide it to US Chess if requested.

13.2.3 Each school may enter **only one team per section.**

13.3 Home Schooled Students

Teams may also be comprised of home schooled students.

13.3.1 A home schooled student is defined as a student who receives at least 50% of his or her ~~core~~ curricular instruction at home, ***through a local home school cooperative, or through other methods of homeschooling allowable by state law.***

⁵ Also see Section 12 (Player Eligibility). Contact the US Chess Director of Events at (931)787-1234.

13.3.2 Home schooled students have ~~two~~ **three options** for participating on a scholastic team in US Chess National Scholastic Events:

13.3.2.1 A home schooled student may represent his or her local public school when access to extracurricular activities at the school is permitted and **the student resides within the boundaries of the local public school as defined in 13.2.1.** Before travelling to a tournament, the parents, coach or guardian of such a player shall **obtain a “Letter of Authorization” signed by a senior administrator** (e.g. Principal, Director, Vice-Principal, Assistant Director, School Master) of the school to document their players’ authorization to participate as part of a specific school’s team. The player, parents, coach or guardian shall bring this letter to the tournament and be ready to provide it to US Chess upon request.

13.3.2.2 A home schooled student may join with other home schooled students **who reside within the boundary of the same local public school** (see 13.2.1.1 above).

13.3.2.3 (New for 2018.) Home schooled students who attend the same local home school cooperative may form a team. A home school cooperative must meet the definition of a school in 13.2.1. Most importantly, it must offer academic subjects and not be formed solely as a chess club for the purpose of competing.

13.3.3 There may be more than one home school team per recognized public school district.

13.4 **Virtual School Students**

Teams may also be comprised of virtual school students.

13.4.1 Virtual school students are students who receive more than 50% of their ~~core~~ curricular instruction on-line, but not in the school building.

13.4.2 (Completely replaces 13.4.2 in the 2017 version.) Virtual schooled students have **three options** for participating on a scholastic team in US Chess National Scholastic Events:

13.4.2.1 Virtual school students may play for their local public school in the same manner as home school students under the provisions of 13.3.2.1.

13.4.2.2 Virtual school students enrolled through the public school system and **who live within the boundaries of their local public school** may form a team in the same manner as home school students under the provisions of 13.3.2.2.

13.4.2.3 Students who attend the same virtual school, but do not live within the boundaries of their local public school, **must seek prior approval from the US Chess Main Office as specified in 13.2.1 before registering to compete as a team.**

13.5 **Team Size**

13.5.1 A scholastic team must contain a minimum of two players to be eligible for team prizes.

13.5.2 There is no maximum number of players who may compete on a team, but only the top 4 scores in any section count for team score in the **Spring Nationals**, and the top 3 scores in the **K-12 Grade event**.

13.6 **Other Specifications**

13.6.1 No club teams are allowed in National Scholastic events.

13.6.2 Bonus points will not be added to team or individual scores. Points cannot be transferred between sections unless the player has changed sections as described in Section 11.2.

13.6.3 The coach, an adult team representative when there is no ‘coach’, or the ‘Team Captain’ is responsible for assuring that all of the team’s players are properly registered and eligible to participate as members of the team.

13.6.4 US Chess Affiliate Membership is encouraged for all teams.

14 **TEAM REQUIREMENTS FOR NATIONAL YOUTH EVENTS**

This Section describes Team requirements for National Youth events only—e.g., the U.S. Junior Chess Congress, the National Youth Action Championship, and the U.S. Junior Open. For Team Requirements that apply to other National Scholastic events, please see Rule 13.2.

14.1 **Basic Team Composition**

Teams will represent chess clubs and consist of youth who:

14.1.1 Meet the age requirements, as defined in Section 12.2 of these regulations

14.1.2 Are members of the club represented

14.1.3 Are residents of the United States

14.2 Club Teams

US Chess recognizes **two types of club teams** for National Youth events:

14.2.1 A **School Club** is a club whose team members meet together in any brick-and-mortar school, home school, or virtual school. School club players shall be students who go to the same school and meet the attendance criteria of Rule 14.2.4 below.

14.2.2 An **Outside Club** is a club who draws its players from different schools and whose players meet together regularly as described in Rule 14.2.4 below. Outside clubs may meet at any location.

14.2.3 A group of students who receive individual private lessons from the same coach **are not** a club.

14.2.4 Any student who desires to play for a School or Outside club must attend at least six regularly scheduled club meetings over a period of at least three months immediately preceding the tournament and must be verified by the club president or designated club official. A club team member cannot count more than two attendances for any seven consecutive days for purposes of this regulation.

14.2.4.1 A student who attends both a School Club and an Outside Club is eligible to play for either club only in a National Youth event. However, the player may not change clubs once the tournament begins, even if the player meets all Rule 14.2.4 attendance criteria for both clubs.

14.2.5 A club team must contain a minimum of three players to be eligible for team prizes.

14.2.6 There is no maximum number of players who may compete on a club team, but only the top four scores in any one section of the National Youth Action, or the top three scores in any one section of the US Junior Open or US Junior Chess Congress, will count toward the team score.

14.2.7 Bonus points will not be added to team or individual scores. Points cannot be transferred between sections unless the player has changed sections. The section change must be authorized by the Chief TD for the tournament.

14.2.8 The Coach or designated adult accompanying the club team is responsible for assuring that all of his or her players are properly registered and eligible to participate as members of the team.

14.2.9 US Chess encourages Club Teams to obtain Affiliate Memberships.

15 OPENING CEREMONY

15.1 Ceremony Length

15.1.1 The organizer will arrange a brief (maximum 15 minutes) but impressive Opening Ceremony, a half hour prior to the start of the first round.

15.1.2 The organizer will arrange for a US Chess representative to be present who, along with the organizer, will welcome all participants and guests. Local dignitaries (mayor, county executive, congressmen, school superintendent, etc.) will be invited to attend, as well as, the press. Past experience has shown that local officials have a strong interest in participating in such ceremonies.

15.1.3 While they may not always be able to attend, an invitation to the US Chess President and US Chess Executive Director to participate in the Opening and/or Closing Ceremonies should be formally extended.

15.1.4 Official proclamations from the mayors, county executives, and governors are often obtainable. These proclamations may welcome visiting teams and even designate a "chess week." The presentation of the National Anthem is strongly encouraged.

16 AWARDS CEREMONY

The organizer is responsible for one or more awards ceremonies in keeping with the stature of a national championship.

16.1 Ceremony Length

The ceremony should last no longer than an hour and a half.

16.2 Number of Awards Presented

16.2.1 The number of awards being presented on stage in each section shall be included in the Tournament Newsletter, and (if possible) also in the Tournament Program.

16.2.2 Place awards not being presented on stage will be announced before handing out the place awards during the ceremony. For example, if the Team trophies for a section are 1st-15th place,

but only 1st-10th are being presented on stage, then the Announcer shall announce the players who won the 11th-15th place trophies before handing out the 1st-10th Team trophies.

- 16.2.3 The list of prize winners should be posted as soon as possible. Award lists shall be posted sufficiently ahead of the awards ceremony to allow for errors to be brought to the attention of the Tournament Director and to allow corrections to be made. If corrections are made, the awards lists shall be re-posted as soon as possible and before the awards ceremony.

16.3 Awards Presentation

- 16.3.1 The order of the awards presentation should be announced at the beginning of the ceremony.
- 16.3.2 It is recommended that a senior representative from US Chess, the Chief Tournament Director and/or the US Chess Scholastic Council representative (when present) announce prize winners. A minimum of three assistants should be available to hand out trophies.
- 16.3.3 Trophies should be displayed in awarding order (this saves time and prevents mistakes and confusion).
- 16.3.4 Award winners shall be called to the stage in an orderly fashion for trophy presentation. Walk them across the stage and read their names.
- 16.3.5 The scores of winners should be mentioned and ties acknowledged.
- 16.3.6 Individual and team award presentations will be from lowest to highest place.
- 16.3.7 A separate area for photography should be provided for players. This area should be located far enough away from the stage so as to not disrupt the ongoing awards presentation. If available, it is recommended that a US Chess banner be available as a background.

17 SECURITY AND HEALTH

17.1 Security

- 17.1.1 The organizer should work with the host facility's staff to ensure appropriate security arrangements are in place for the event.
- 17.1.2 If the host facility does not get involved in security matters, the organizer needs to contact the local police department and discuss the event with them.

17.2 Health Matters

- 17.2.1 All teams should be encouraged to leave a local phone number and/or hotel room number with tournament personnel so they can be contacted in case of emergency.
- 17.2.2 No alcohol or tobacco products are to be allowed in any hotel or convention space which is contracted for the event.
- 17.2.3 For all tournaments where the anticipated attendance is above 1,000 the organizer must supply trained medical personnel on site.

18 TOURNAMENT FORMAT

Any deviations from the specifications of this section must be reviewed by the US Chess Scholastic Council's representative and approved by the US Chess Executive Board before event advertising begins.

18.1 Pairings

- 18.1.1 *National Scholastic events are individual tournaments with team scoring.* Accordingly, they are paired as individual Swiss System tournaments, with individual scores added to create team scores. Whenever a **Championship** section has more than $2^{(N+1)}$ players where "N" is the number of rounds, the Chief TD will consider using accelerated pairings (e.g. 7 rounds with more than 256 players, or 9 rounds with more than 1024 players). **Accelerated pairings will not be used to pair players in the Unrated or Under sections.**
- 18.1.2 Players from the same State or Team will not be paired together earlier than Round 5 in a 7-round event, or Round 4 in a 6-round event unless no other reasonable natural pairing can be made such as:
- 18.1.2.1 When *more than 25% of the players in a section or score group* are from the same State or Team, they may be paired together as early as Round 2.
- 18.1.2.2 When *more than 50% of the players in a section or score group* are from the same State or Team, some players must be paired together starting in Round 1. It is strongly recommended that for national tournaments only pairing programs that can accommodate these requirements be used. A waiver from the US Chess is required for the use of non-compliant programs.

- 18.1.2.3 When conflicts occur between individual pairings and team considerations—and where the top prizes/awards are at stake—individual pairings shall have higher priority.

18.2 Scoring

The combined total of the top four scoring players from the same school determines that team's score in the **Spring Nationals** and the **National Youth Action Championship**, the top three scoring players in the **K-12 Grade Championship**, the **U.S. Junior Open** and the **Junior Chess Congress**.

18.3 Sectioning

Sections at the Spring Nationals, including SuperNationals, shall be organized as follows:

18.3.1 **High School:** K-12 Championship; K-12 Under 1900; K-12 Under 1600; K-12 Under 1200; K-12 Under 800; and, K-12 Unrated

18.3.2 **Junior High:** K-9 Championship; K-8 Championship; K-9 Under 1250; K-8 Under 1000; K-8 Under 750; and, K-9 Unrated

18.3.3 **Elementary:**

- K-6: Championship, Under 1400, Under 1000, and Unrated
- K-5: Championship, Under 1200, and Under 900
- K-3: Championship, Under 1000, Under 700, and Unrated
- K-1: Championship and Under 500/Unrated (unrated K-1 players are eligible to play in this section)

18.3.4 Note: In the Spring Nationals, Unrated Players may enter only in the Championship or Unrated sections, except as noted in the K-1 Under500/Unrated Section. (See Section 12.5 of these regulations for the definition of an Unrated Player.)

18.4 K-12 Grade Championship

There will be one section for each grade K through 12.

18.5 National Youth Action Championship

Four Sections: High School (K-12), Middle School/Junior High (K-9), Elementary (K-6), and Primary (K-3).

18.6 Junior Chess Congress

Eight Sections: Ages 6 and under, 8 and under, 10 and under, 12 and under, 14 and under, 16 and under, 18 and under, and 20 and under.

18.7 U.S. Junior Open

Three Sections: Under age 21, under 15, and under 11.

18.8 Start Times

18.8.1 **Spring Nationals: K-12, K-9 and K-8 Sections, including Under and Unrated Sections:**

- Rounds 1-2: Friday 1:00 pm & 7:00 pm
- Rounds 3-4-5: Saturday 9:00 am, 2:00 pm & 7:00 pm
- Rounds 6-7: Sunday 9:00 am & 2:00 pm

18.8.2 **Spring Nationals: K-6 and lower sections, including Under and Unrated Sections:**

- Rounds 1-2: Friday 1:00 pm & 6:00 pm
- Rounds 3-4-5: Saturday 10:00 am, 2:00 pm & 6:00 pm
- Rounds 6-7: Sunday 10:00 am & 2:00 pm

18.8.2.1 The K-1 sections may have different start times than the other sections.

18.8.3 **K-12 Grade Championship**

- Rounds 1-2: Friday 1:00 pm, 6:00 pm
- Rounds 3-4-5: Saturday 10:00 am, 2:00 pm & 6:00 pm
- Rounds 6-7: Sunday 9:00 am & 1:00 pm

18.8.3.1 Rounds in the K-1 sections may have different start times. The Tournament Life Announcement and the Event Program will specify any differences.

18.8.3.2 Bughouse: Thursday at 11:00 am with 5 rounds of 2-game matches and all players in one section. This is not a national championship event, and the face plates on the winning team's two trophies shall say "1st Place."

18.8.3.3 Blitz: Thursday at 5:00 pm with 6 rounds of 2-game matches in two sections—K-6 and K-12. Minimum team size is 2 players, and the maximum number of players' scores that count toward Blitz Team awards is the top 3 scores. This is not a national championship event, and the face plate on the winning team's trophy shall say "1st Place."

18.8.4 **National Bughouse Championship** (at all Spring Nationals / SuperNationals)

- 6 Rounds, with Round 1 on Thursday at 11:00 and subsequent rounds held as soon as possible after the previous round. (*See also Appendix B.*)

18.8.5 **National Blitz Championship** (at all Spring Nationals)

- 6 Rounds, with Round 1 on Thursday at 5:00 pm and subsequent rounds held as soon as possible after the previous round. Minimum team size is 2 players, and the maximum number of players' scores that count toward Blitz Team awards is the top 4 scores. (*See also Appendix.*)

18.8.6 **National Youth Action Championship**

- Rounds 1-2-3-4-5: Saturday 10:00 am, 12-noon, 2:00 pm, 3:30 pm & 5:00 pm
- Rounds 6-7-8-9: Sunday 10:00 am, 12-noon, 2:00 pm, & 3:30 pm

18.8.7 **Junior Chess Congress**

- Rounds 1-2-3: Saturday 10:00 am, 2:00 pm, 6:00 pm
- Rounds 4-5: Sunday 9:00 am & 1:00 pm

18.8.8 **U.S. Junior Open**: Round times to be determined by the organizer

18.8.9 **SuperNationals**: Please consult the Tournament Life Announcement for this event, the tournament program book, and other informational materials handed out or posted at the tournament by US Chess.

18.9 **Time controls:**

18.9.1 **Spring Nationals and SuperNationals:**

18.9.1.1 All K-12, K-9 and K-8 Sections shall have a time control of Game/120, with a 5-second time delay.

18.9.1.2 All K-6, K-5, K-3 and K-1 sections shall have a time control of Game/90, with a 5-second time delay.

18.9.1.3 In all sections the US Chess Rule Book rule (11D) about two extra minutes for illegal moves or touch-move violations will not be imposed until either player has less than 60 minutes remaining on their clock.

18.9.2 **K-12 Grade Championship:** Game/90, with 5-second time delay.

18.9.2.1 In all sections the rule (11D) about two extra minutes for illegal moves or touch-move violations will not be imposed until either player has less than 60 minutes remaining on their clock.

18.9.3 **National Youth Action Championship:** G/30, with 5-second time delay.

18.9.4 **Junior Chess Congress:** G/90, with 5-second time delay.

18.9.5 **U.S. Junior Open:** G/120, with 5-second time delay.

19 **CHESS NOTATION**

19.1 **Requirements**

19.1.1 The recognized forms of notation are algebraic and descriptive.

19.1.2 Recording of chess notation is required in the K-5 and K-6 Championship sections of the National Elementary, and in all sections of the National Middle School/Junior High (K-9) and the National High School (K-12). Chess notation shall be required in Grades 4-12 of the K-12 tournament and the K-12, K-9 and K-6 sections of the National Youth Action Championship.

19.1.3 The use of approved electronic notation devices is permitted (See Appendix F).

19.1.4 Although strongly encouraged, the recording of chess notation is **not required** in the non-championship sections of the Elementary at the **Spring Nationals**, nor any of the Primary school sections (grades K-3) in **any national scholastic event**. However, players who do not keep score give up their right to claim draws or make other claims requiring the corroboration of a score sheet.

- 19.1.5 Specially designed large score sheets (available from US Chess) must be available for the Elementary events.
- 19.1.6 Score sheets must be printed in the tournament program booklet.

20 TIE BREAKS

Tie-breaks are used only to award trophies. ~~Players or teams with equal scores may change the face plate on their trophy to reflect this (at their own cost).~~

20.1 Calculating Tie Breaks

- 20.1.1 Computer programs are now used to determine pairings, standings and **tie-breaks** for all national scholastic events.
- 20.1.2 If tie-breaks are done by hand, they should be calculated at the end of the next-to-last-round. Careful preparation for manually calculating tie-breaks is necessary, even when using a computer.

20.2 Players tied for 1st Place

- 20.2.1 **All** players tied for first place are considered co-winners, but trophies will be awarded based on tie-breaks.
- 20.2.2 In the National K-12 Grade Championship, all section winners shall be designated **National Champion**.
- 20.2.3 In the Spring Nationals, only the winners of a Championship Section shall be designated **National Champion**.

20.3 Tie-Break Systems Used

- 20.3.1 When individual scores are equal, the following order of tie-break systems will be used to designate individual awards:
- Modified Median
 - Median
 - Solkoff
 - Sonneborn-Berger
 - Cumulative
 - Coin flip
- 20.3.2 When team scores are equal, the following order of tie-break systems will be used to designate team awards:
- Total Individual Median
 - Total Solkoff
 - Total Sonneborn-Berger
 - Total Cumulative
 - Coin flip

21 CONDUCT OF THE TOURNAMENT

21.1 Playing Area Setup Considerations

- 21.1.1 The top boards should be roped off to highlight the top contestants and also to prevent congestion. Some events have highlighted these boards by isolating them in a central area.
- 21.1.2 The use of demonstration boards, internet transmission, or closed circuit TV to display the top boards is recommended. If closed circuit TV is used, place the monitors in a separate room.
- 21.1.3 The intent is to allow spectators to see the players, but **our goal is a completely silent Playing Hall!** Access should not be denied to any person who conducts him or herself properly. The Chief TD and/or the organizer may limit spectator access only for the following two conditions: entries exceed predictions to the point that space limitations prevent full access or unforeseen emergency situations threaten the integrity of the tournament. The tournament staff may clear spectators from the playing hall prior to the start of each round to guarantee that the players have found their places and can hear the signal to start clocks. Once that signal is given, spectators should be allowed to return to the playing hall(s) as soon as possible. No spectators (including players with finished games) should be allowed to sit in any area where tournament games are in progress. Only players and tournament staff are allowed in the aisles between the tables. ***See the Guide for Spectator Conduct (Appendix E) and Rule 21.6 below.***

- 21.1.4 The K-1 section of the Elementary event must be closed to everyone except the players and tournament staff (always be prepared to restrict access when necessary). The organizer will provide a “parent waiting area” immediately adjacent and connected to the K-1 playing room. The organizer also will install measures to account for all K-1 players (e.g. name-tags or wristbands), escorting them to/from bathrooms using volunteers (not a player’s parents), and handing off each player to their parent / guardian / coach after his/her game finishes.
- 21.1.5 In the interest of player security, at all elementary sections of national events, certain doors will be identified as player exits according to the physical layout of the facility.
- 21.1.6 Where space permits, a designated parent waiting area shall be set up in the playing hall where parents and other responsible adults can meet players who are exiting the playing area after the conclusion of their game. Adults may remain in this area from the start of the round until all games have been completed. This does not apply to K-1 sections.

21.2 Announcements and Photography

- 21.2.1 Except in the event of an emergency, announcements may only be made prior to the start of each round.
- 21.2.2 Photography using cameras with flash or audible shutters is restricted to the first ten minutes of each round. Silent, unobtrusive photography will be allowed at all times, unless the tournament staff determines that it is a distraction.

21.3 Volunteers and Pairing Lists

- 21.3.1 Relatives and coaches of players are not allowed to serve as TDs or volunteers in the same section as participating players.
- 21.3.2 A list of pairings by team should be provided to coaches as soon as possible prior to the start of each round. All players from the team should be listed alphabetically regardless of section. The team pairing lists should be distributed alphabetically by team.

21.4 Game Result Slips

- 21.4.1 The organizer will provide Game Result Slips for each section in the tournament. The use of different color slips for each section (or different sections in the same room) is a preferred practice.
- 21.4.2 The Game Result Slip will contain places for both players to print their name, school, section, round of play, grade in school, indicate the result, and sign the result. It also will provide a place for the TD to sign or place his/her initials.
- 21.4.3 Players must fill out and sign the Result Slip indicating the result of the game. A TD will pick up the form at the board. No player shall exit the playing room with the Game Result Slip for their game in their possession.

21.5 Electronic Devices, including Cell Phones

- 21.5.1 Electronic Devices (ED).
 - 21.5.1.1 Definition. An ED is electronic technology capable of performing any of the following functions: 1) transmitting information to or from a player; 2) calculating chess moves or variations; or, 3) playing pre-recorded chess advice. Examples of EDs include, but are not limited to: cell phones, walkie-talkies, iPads, iPods, e-readers, palm computers, iWatches, wireless or wired head/earphones, music playing devices, some cameras or video devices, and voice recorders.
 - 21.5.1.2 The ‘brand name’ of a device is not the primary factor for determining whether a player’s ED is allowed. Rather, the issue is the device’s functionality—e.g. ***whether it is capable of providing any form of assistance that benefits the player during an ongoing game.***
 - 21.5.1.3 Exceptions to the restrictions on EDs include chess clocks, approved electronic notation devices (see Appendix F), necessary medical devices, electronic DGT boards provided and setup by the organizer, and any other EDs approved by the Section Chief or Chief Tournament Director.
- 21.5.2 ***US Chess strongly encourages players not to bring their EDs into the Playing Area***, which includes the playing room, seating area, spectator area, and bathrooms. US Chess recommends players leave their EDs with their parents or coaches.

- 21.5.3 Players who bring their EDs into the playing room **must turn-off their EDs and either stow them in a back-pack, chess bag or purse,** or put them in the container or place designated by the Tournament Director. **This restriction is in effect for the entire duration of a player's game.**
- 21.5.3.1 Once games begin, all players' **EDs must remain stowed in the place where the player put them.** EDs, or the back-pack or purse in which they are stowed, cannot be toted to the bathroom or carried around while observing other games.
- 21.5.3.2 During their games **players may not have their EDs on their physical person** or stowed in a manner that allows the player to receive assistance during play (e.g. it cannot be in your pocket, in your hand, in the coat you are wearing, on the floor where you can read the screen, etc.).
- 21.5.3.3 **Event-specific Rules.** Players, parents and coaches should **read the TLA for the event, the event program, the event website, and information posted by the Chief TD at the venue,** because these resources often have additional guidance concerning EDs.
- 21.5.4 Penalties. Penalties for violating these procedures may include time deduction, game forfeiture, or expulsion from the tournament.
- 21.5.5 Players must understand that once their game is complete, they are now "spectators" for the remainder of the current round (see Rule 21.13).

21.6 Spectator Behavior (including Electronic Devices, Talking, Photography and Video).

- 21.6.1 **Spectator** (definition). The designation of "Spectators" includes all people inside the Playing Hall other than players with ongoing games, Tournament Directors, Event Staff, Hotel Staff, Security, Media with US Chess Press credentials, and medical support personnel. By definition, parents, coaches or guardians are Spectators. In addition, a player whose game is finished also is a Spectator.
- 21.6.2 **Spectator's Electronic Device.** **All Spectators are PROHIBITED** from using any Electronic Device (ED) in the Playing Hall—**not even in the designated Seating Area.** See Section 21.5 above for the definition of an ED. Spectators who abuse this rule can expect to be asked to leave the Playing Hall by the Tournament Staff. See Also Appendix E (Guide for Spectator Conduct).
- 21.6.3 **Talking among Spectators.** Any talking **must be kept to a quiet whisper.** **Talking on a cell phone is not permitted anywhere in the Playing Room, including the Seating Area.** Spectators whose talking disturbs play should expect to be told by the Tournament Staff to leave the Playing Hall for at least 15 minutes during the current round, longer for repeat offenses.
- 21.6.4 **Photography and Video-recording.** Unless the Chief TD or Floor Chief specifies otherwise, photography or video-recording is permitted only during the first 10 minutes of each round. **This includes the use of cell phones and tablet computers (in accordance with 12.6.2 above they are electronic devices).** At no time is flash photography or video lighting allowed. This rule does not apply to persons who possess an official US Chess Press / Media Pass or another appropriate pass authorized by the US Chess.

21.7 Players and Ongoing Games

- 21.7.1 **During a game, players should remain at their boards or in the Playing Room silently observing adjacent games within their Section.**
- 21.7.2 A player with an active game **may not leave the Playing Room except to travel to and from the lavatory.** When a "Players Only" bathroom has been designated at the tournament, **it is the only bathroom players shall use while their games are in progress.** After a player's game ends, that player is a spectator and may not use the Players Only bathroom.
- 21.7.3 Players who need to leave the playing room during play for an extended period (more than 10 minutes) will inform one of the TDs in their Section before leaving the playing area. Players gone from the playing area for an unusual period of time should expect to be questioned by the Tournament Staff when they return to the board.
- 21.7.4 Exceptions include medical emergencies.

21.8 Contact between Players

- 21.8.1 Except for a medical emergency, **a player whose game is in progress shall not have contact with anyone without first getting permission from a Tournament Director.** Players and

spectators have a heightened sensitivity towards any behavior that has an appearance of cheating. A good practice is for players to treat friends and teammates as strangers—avoiding any interaction while their games are in progress. Having a nearly silent playing hall minimizes distractions.

22 TROPHIES & AWARDS

22.1 General Specifications

- 22.1.1 Players can win only one individual trophy. Place trophies take precedence over all other trophy awards.
- 22.1.2 Trophy size, looks, weight and quality should display the prestige and importance of a *National Chess* Championship event.
- 22.1.3 Trophies should have chess figures and must be approved by the US Chess.

22.2 Sizes and Face Plates

- 22.2.1 Trophy sizes in each **Championship section** will be the same. They also will be significantly larger than the trophies in the other sections. Team and individual trophies in Championship sections must be the same size and be graduated from a **minimum** of 48" in height (for first place) down to a **minimum** of 24" (for the lowest place). The face plates for first place individual and team awards in Championship sections will bear the words "National Champion."
- 22.2.2 Team and individual trophies in other sections must be the same size and graduated from a **minimum** 36" in height (for first place) down to a **minimum** of 18" (for the lowest place). Rating class trophies shall be smaller than the lowest place trophies, but no smaller than 14". The face plates for first place individual and team awards in these other sections will use the words "1st Place." ***They shall not use the word "Champion" or "Champions,"*** which are reserved for the face plates of the top trophies/awards in the Championship sections.

22.3 Quantities

- 22.3.1 For **each section** of a **Spring National Tournament**, US Chess shall award:
 - A minimum of 1 individual trophy per 10 players and a minimum of 1 team trophy per 15 players in each section based on average attendance for the past two years. Where new sections are involved for which there is no history, the Director of Events will work with the Scholastic Council to identify appropriate quantities of individual and team trophies.
 - Plaques for 4 players and the coach of the top five teams
 - Trophies for the top 3 places in each of the following class sections:
 - 22.3.1.1 **High School:**
 - K-12 Championship Section: 1900-1999, 1800-1899, 1700-1799, 1600-1699, 1500-1599, 1400-1499, 1300-1399, 1200-1299, U1200, Unrated
 - 22.3.1.2 **Middle School/Junior High:**
 - K-9 Championship Section: 1400-1599, 1200-1399, 1000-1199, U1000, Unrated
 - K-8 Championship Section: 1500-1599, 1400-1499, 1300-1399, 1200-1299, 1100-1199, 1000-1099, U1000, Unrated
 - 22.3.1.3 **Elementary:**
 - K-6 Championship Section: 1300-1399, 1200-1299, 1100-1199, 1000-1099, 900-999, 800-899, U800, Unrated
 - K-5 Championship Section: Same class awards as K-6 Championship
 - K-3 Championship Section: 1100-1199, 1000-1099, 900-999, 800-899, 700-799, 600-699, U600, Unrated
 - 22.3.1.4 **National Bughouse Championship**
 - National High School: K-12 section only
 - National Junior High/Middle School: K-9 section only
 - National Elementary: K-6 section only
 - SuperNationals: Sections for K-12, K-9 and K-6

22.3.1.5 **National Blitz Championship**

- National High School: K-12 section only
- National Junior High/Middle School: K-9 section only
- National Elementary: Sections for K-6 and K-3
- SuperNationals: Sections for K-12, K-9, K-6 and K-3

22.3.2 Each grade level of the **K-12 Grade Championship: Top ten individuals and top five teams** per 100 players in each section (averaged over the past two years), plus the following class awards:

Grade	Class Awards by Grade						
12	1400-1599	1200-1399	1000-1199	Under 1000	<i>none</i>	<i>none</i>	Unrated
11	1400-1599	1200-1399	1000-1199	Under 1000	<i>none</i>	<i>none</i>	Unrated
10	1400-1599	1200-1399	1000-1199	Under 1000	<i>none</i>	<i>none</i>	Unrated
9	<i>None</i>	1200-1399	1000-1199	800-999	Under 800	<i>none</i>	Unrated
8	<i>None</i>	1200-1399	1000-1199	800-999	Under 800	<i>none</i>	Unrated
7	<i>None</i>	1200-1399	1000-1199	800-999	Under 800	<i>none</i>	Unrated
6	<i>None</i>	<i>none</i>	1000-1199	800-999	600-799	Under 600	Unrated
5	<i>None</i>	<i>none</i>	1000-1199	800-999	600-799	Under 600	Unrated
4	<i>None</i>	<i>none</i>	1000-1199	800-999	600-799	Under 600	Unrated
3	<i>None</i>	<i>none</i>	1000-1199	800-999	600-799	Under 600	Unrated
2	<i>None</i>	<i>none</i>	1000-1199	800-999	600-799	Under 600	Unrated
1	<i>None</i>	<i>none</i>	<i>None</i>	800-999	600-799	Under 600	Unrated
K	<i>None</i>	<i>none</i>	<i>None</i>	800-999	600-799	Under 600	Unrated

22.3.3 Each section of the **National Youth Action Championship**: 10 individual and 5 team trophies per 100 players in each section (average attendance in the past two years); plus plaques for 4 players and coach of top five teams.

22.3.4 Each age group of the **Junior Chess Congress**: Top 10 individual finishers in each section and top 5 teams.

22.3.5 In addition to the minimum number of trophies listed above, extra trophies should be awarded based on the following calculation: Add the total number of players who have participated in each section over the last two years and divide the average number by 6. These trophies should be awarded only in the case that the final number exceeds the minimum requirement. These additional trophies may be allocated to those tied with place trophy winners.

22.3.6 Ribbons and certificates for each participant have been used effectively at these events. Such items need no ceremonies and may be handed out at the results table. Organizers should be aware that tangible awards of some nature are recommended for the enhancement of these nationals. Plans for awards should be included in the bid and in advance publicity for the event.

22.3.7 Special trophies (gender specific trophies, etc.) are prohibited. Grade trophies are prohibited at all Spring Nationals.

22.3.8 Do not accept donations of extra trophies without the approval of the US Chess.

22.3.9 For all Side Event tournaments the minimum awards will be equal to the minimum offered in the championship section of that tournament. See Appendices for specific information on the Blitz and Bughouse.

23 SCHOLASTIC MEETING AND OTHER MEETINGS

23.1 Scholastic Meeting

23.1.1 The Director of Events will schedule a Scholastic Meeting at every US Chess National Scholastic Event. This meeting usually occurs 15-30 minutes after the start of one of the rounds of play and is led by the US Chess Scholastic Representative to the tournament or the Organizer. Senior staff from US Chess frequently attend. This meeting should last no longer than an hour.

23.1.2. The purpose of the meeting is to discuss the tournament and any scholastic chess topics.

23.2 Other Meetings

- 23.2.1 Additional meetings and seminars are common at US Chess National Scholastic events. Examples include, but are not limited to: Grandmaster Simultaneous Exhibition, Book Signings, and Lectures; discussions on Women's Chess and/or International Youth Chess; US Chess Executive Director's "Open Door", etc.
- 23.2.2 All meetings must be approved by the Director of Events or Organizer in time for them to be printed in the event Program Book.

24 INTERNET COVERAGE AND SPECIAL CONSIDERATIONS**24.1 Before the Tournament**

- 24.1.1 ***At least four months before the tournament.*** US Chess or the organizer will provide a dedicated "Event Home Page" for each National Scholastic Tournament. The page will have essential information about the event (e.g. event-specific rules, lodging instructions and locations, registration fees and instructions, sectioning, awards, etc.). The home page also will contain links to make lodging arrangements and to enter the tournament.
- 24.1.2 The Event Home Page will have links to the list of pre-registered players showing each player's name, school, grade in school, section entered, and Bye requests.
- 24.1.3 When possible, the Event Home Page will include a PDF or on-line edition of the official Event Program which participants can download or print.

24.2 During the Tournament

- 24.2.1 Once the event begins, US Chess or the Organizer will add links on the Event Home Page so players can access the pairings, results and standings for all sections throughout the tournament.
- 24.2.2 When pairings are posted on-line, players, parents and coaches must remember that the "Official Pairings" are those pairings posted near or inside the Playing Area. There are occasions when the on-line pairings are different. When this occurs, the pairings posted near or inside the playing hall have precedence.

24.3 After the Tournament

- 24.3.1 US Chess or the Organizer will update the Event Home Page and include links to pages containing the Official Results.
- 24.3.2 US Chess or the Organizer also may provide links to one or more Post-Event Surveys being used to gather information from participants.

24.4 Recommended Special Considerations

- 24.4.1 Provide a large map of the United States, with the number of players from each state indicated on the map.
- 24.4.2 Provide coaches with a copy of the US Chess tournament cross-table as soon as it is available online.
- 25.4.3 Organized activities for players add to the attractiveness of these events. Such activities, including simultaneous exhibitions or lectures by famous players, are recommended.
- 25.4.4 It is strongly recommended that side events (blitz tournaments, etc.) be completed on the day before the start of a national scholastic.

25 SUPERNATIONALS**25.1 Definition & Specifications**

- 25.1.1 A SuperNational is a concurrent, co-located, single tournament that includes all three Spring Nationals.
- 25.1.2 SuperNationals must follow all of the specifications in the previous sections of these regulations in addition to the regulations in this section.
- 25.1.3 SuperNationals may be held no more frequently than every four years. The first SuperNational was held in 1997.

////////// End of the main text, Appendices begin on the next page //////////

APPENDIX A: NATIONAL SCHOLASTIC BLITZ CHAMPIONSHIP REGULATIONS

- A1.0 It is highly encouraged to have a Blitz Tournament as a side event at all National Scholastic events. However, *the only Blitz Tournaments that will be considered as National Championships will be those associated with the Spring Nationals.*
- A2.0 Rules. See Appendix A-1 on the next page.
- A2.1 All games will be played under Game-5 time control, with no time delay.
- A2.2 The rules that to be followed for a National Scholastic Blitz event (Appendix A-1) are to be displayed at an appropriate easy-to-find location on the US Chess website.
- A3.0 Tournament Format
- A3.1 Sections will be divided as follows:
- **National High School:** K-12 Championship
 - **National Junior High/Middle School:** K-9 Championship
 - **National Elementary:** K-6 Championship and K-3 Championship
 - **SuperNationals:** K-12 Championship, K-9 Championship, K-6 Championship, K-3 Championship
- A3.2 It is recommended that the tournament be a double-swiss tournament with a number of rounds appropriate for the number of participants.
- A3.3 No round is to begin after 9:30pm.
- A3.4 Entries are to be online (when available) and are also allowed onsite up to 4:00pm on the tournament day. Contestants in line at 4pm will be allowed to register. Additional entrants may be allowed at the discretion of the Chief TD and Tournament Organizer.
- A3.5 Round 1 shall begin at 5:00pm on Thursday, with subsequent rounds held as soon as possible after the end of the previous round.
- A4.0 The individual and team awards for the Championship Section, as explained in A3.1 above, shall be the same as in the Championship Section for that Spring National. Other sections will have the number of awards that are deemed necessary based on projected attendance.

APPENDIX A-1: US CHESS SCHOLASTIC BLITZ RULES

Last updated January 2018 (with changes shown in red text)

1. **Blitz will be played using Touch-Move rules**, not “Clock-Move.” Therefore, if a player touches one piece, then moves another and presses the clock, the opponent may press the player’s clock to force the player to move the piece touched, or may stop the clock to claim a violation. A penalty may be assessed.
2. One “round” of Blitz chess consists of 2 games, one played with the White pieces, the other played with the Black pieces (and vice-versa for the opponent). White first goes to the player whose name appears on the left-hand side of the Pairing Sheet.
3. Pairings will be made using the higher of each player’s US Chess Regular and Blitz ratings as listed in the Rating Supplement used for the main tournament. Established ratings take precedence over provisional ratings. If a player has no US Chess Regular or Blitz rating, but has a rating in another over-the-board rating system, the Chief TD has the option to follow procedures specified in 28D and 28E of the Rules of Chess to assign the player a rating. If a player receives an assigned rating, it will be used for pairings and prize eligibility.
4. Each player must make all of their moves in the five minutes allotted on his clock. Time delay feature will not be used.
5. All the clocks must either have a special device, usually called a flag, or be a digital clock.
 - a. Whatever clock is used, analog or digital, the clock must continue to run for both sides even if one side’s time has expired.
 - b. A digital timer (given it meets the requirements of 5a) is preferred over an analog clock.
 - c. If Black and White have equivalent clocks (e.g. both analog or both digital), then the player with Black chooses the clock provided that player is at the board when the round begins.
6. Before play begins both players should inspect the position of their pieces and the setting of the clock, since once each side has made a move all claims for correcting either are null and void. The only exception is if one or both players have more than five minutes on their clock, then the tournament director (TD) may reduce the time accordingly.
 - a. If the King and Queen are set up incorrectly, it is legal to castle short on the Queenside and long on the Kingside.
 - b. If an illegal position is created or an illegal move made without the opponent making a claim, the position stands and a claim not allowed when the opponent has determined the next move (e.g. has released their piece on its destination square).
7. Each player must press the clock button with the same hand used to move the pieces. This rule also applies to castling and capturing.
8. The TD may state at the start of the event the direction the clocks are to face. The player with the Black pieces then chooses which side of the table on which to sit.
9. Except for pushing the clock button, neither player should touch the clock except:
 - a. To straighten it.
 - b. If either player knocks over the clock, the opponent gets one minute added to their clock.
 - c. If your opponent's clock does not start you may push the opponent’s side down and re-start your side; however, if this procedure is unsatisfactory, please call for a TD.
 - d. Each player must always be allowed to push their clock after moving. Neither player should keep their hand on, or hovering over, the clock. **Moving with one hand and pressing the clock with the other hand is not allowed.**

10. Defining a win.
 - a. A game is won by the player:
 - 1) Who has mated their opponent's King.
 - 2) Whose opponent resigns.
 - 3) Whose opponent's flag falls first, at any time before the game is otherwise ended, provided the player makes a valid claim and neutralizes the clock while their own flag is still up and has mating material.
 - 4) Who, after an illegal move, takes the opponent's King (if the King is in check) or claims the win and stops the clock.
 - b. An illegal move does not negate a player's right to claim on time, provided the player makes the claim before the opponent's claim of an illegal move. If the claims are simultaneous the player who made the illegal move loses.
 - c. Either two minor pieces (except K vs K+N+N), a Pawn, a Rook or a Queen is sufficient mating material.
11. Defining a draw.
 - a. A game is a draw:
 - 1) If one of the Kings is stalemated, even if a flag fall is claimed simultaneously.
 - 2) By agreement between the players during the game only.
 - 3) If the flag of one player falls after the flag of the other player has already fallen and a win has not been claimed, unless either side mates before noticing both flags down. Checkmate nullifies any later time claims.
 - 4) If one player has insufficient mating material (see 10c above) when the opponent's flag falls or makes an illegal move.
 - b. To claim a draw by perpetual check, a three-time repetition is necessary with the player counting 1, 2, 3, out loud so as to make it quite clear and easier for the TDs to assist. The claimant should stop the clock after the third repetition.
 - c. "Insufficient Losing Chances" (ILC) claims will be allowed only under the following conditions:
 - 1) If both players each have just one identical piece and if neither side can show a forced win.
 - 2) In K+Bishop vs K+Bishop and the Bishops are of opposite colors, with only one Pawn on the board, provided that no forced win can be demonstrated.
 - 3) K+Rook Pawn vs K can be claimed as a draw once the defender's King is on the Rook file in front of the Pawn. K+Pawn vs K can be claimed as a draw once the defender is on the square directly in front of the Pawn, as long as the Pawn is not on the 7th rank.
 - 4) K+R+Rook Pawn vs K+R is a draw if the Pawn is blockaded by the King and there is no immediate win demonstrated.
12. If a player accidentally displaces one or more pieces, the player shall replace them on their own time. If it is necessary, the opponent may start the offending player's clock without making a move in order to make sure that the culprit uses their own time while replacing the pieces.
13. It is unsportsmanlike conduct to knock over any pieces then punch the clock. For the first offense **claimed by a player, the opponent will receive** a warning from the TD. **If the claimant's flag fell while any of the opponent's pieces are laying on the board the claimant will receive** one ~~extra~~ minute of time on the clock). For a second offense the TD will add one minute to the claimant's clock. For a third offense the offender shall forfeit the game. ~~Thereafter, the TD may use other penalties or expel a player from the event for repeated offenses.~~

14. In case of a dispute either player may stop the clock to summon a TD. In any unclear situation the TD will consider the testimony of both players and any reliable witnesses before rendering a decision. If a player wishes to appeal the decision of a TD, the player must first appeal to the Section Chief. Then, if necessary, the player may appeal to the Chief TD whose decision in all cases is final.
15. The TD shall not pick up the clock; except in the case of a dispute.
16. Spectators and players in other games are not to speak or otherwise interfere in a game. If a spectator interferes in any way, such as by calling attention to the flag fall or pointing out an illegal move, the TD may cancel the game and rule that a new game be played. The TD may also expel the offending party from the playing room. If the offending party is participating in the event, penalties at the discretion of the TD may be assessed up to expulsion from the event.
17. When a clearly drawn position is reached (see Rule 11), either player may **pause** ~~stop~~ the clock and appeal to the TD for a draw.
 - a. If the TD rules a draw, the game is over.
 - b. If the TD denies the claim, the TD will impose a one minute penalty (or half the remaining time if less than two minutes remain) to the clock of the player who made the claim.
18. Illegal moves, unnoticed by both players, cannot be corrected afterwards, nor can they become the basis for making a claim. An illegal move is completed when the player presses the clock, whereupon the opponent may claim a win.
19. Moving the King next to another King is illegal. If this move occurs, the player making the move **loses the game if the opponent makes a proper claim.** ~~the game, regardless of whether the opponent claims the illegal move.~~
20. If a player promotes a Pawn and **the desired promotion piece is not available, the player has the right to pause the clock to retrieve the desired promotion piece.** ~~leaves the Pawn on the board, only the opponent has the option of stopping the clocks while a replacement piece is found.~~
21. Only a TD may determine if a clock is defective and change the clock once the game begins.
22. Excessive banging of pieces or clock will not be tolerated. The offending player may be penalized with loss of time.
23. Each player is responsible for coming to the game with a clock. If neither player has a clock, then both players will receive a forfeit loss for both games. All players are required to know how to operate their clock and how to make any changes to the clock that may be necessary during a game.
24. Until superseded, the **current edition of the** Official Rules of Chess (~~6th edition~~) and the **current** online edition of “Rulebook Changes” shall be used to resolve any situation not covered by these Scholastic Blitz Rules.

APPENDIX B: US CHESS SCHOLASTIC BUGHOUSE REGULATIONS

- B1.0 It is highly encouraged to have a Bughouse Tournament as a side event at all National Scholastic events. However, *the only Bughouse Tournament that will be considered as a National Scholastic Championship will be the bughouse event associated with the Spring Nationals.*
- B2.0 Tournament Format
- B2.1 Bughouse Rules. See Appendix B-1 on the next page.
- B2.2 The tournament will begin at 11:00am on Thursday, with subsequent rounds held as soon as possible after the previous round ends.
- B2.3 All entries are to be onsite on Wednesday evening and Thursday morning, with registration stopping at 10:00am. Contestants in line at 10 am will be allowed to register. Additional entrants may be allowed at the discretion of the Chief TD and Tournament Organizer.
- B2.4 The rules to be followed for a National Scholastic Bughouse tournament (Appendix B-1) shall be displayed at an appropriate easy-to-find location on the US Chess website.
- B3.0 The team awards for the Championship Section, as explained in B2.1 above, shall be the same as in the Championship Section for that Spring National. Other sections will have the number of awards that are deemed necessary based on projected attendance.

APPENDIX B-1: US CHESS SCHOLASTIC BUGHOUSE RULES

Last updated January 2018 (with changes shown in red text)

1. Teams are composed of two players, no substitutions are allowed.
2. Each team match consists of two games, one for each player, against the other team.
3. Each team decides which player is to play white and which player is to play black in each game of the two-game match.
4. The time control is Game in five minutes, with no delay (G/5; d/0)
5. Each player is responsible for providing a clock. If players in an individual game do not have a clock, both players receive a forfeit loss for that game.
6. **The game is clock-move.** A move is not completed until the opponent's clock has been started.
7. Each match is concluded as soon as one of the players on a team wins the game.
8. **Illegal moves lose if they are properly claimed.**
 - a. If an opponent makes a move and starts the opponent's clock, the player forfeits the right to claim that illegal move.
 - b. Before play begins, both players should inspect the position of the pieces and the setting of the clock since once each side has made a move all claims for correcting either are null and void. The only exception is if a clock is set for over five minutes, then the tournament director (TD) may reduce the time, accordingly.
 - c. Illegal moves unnoticed by both players cannot be corrected afterwards, nor can they become the basis for later making an illegal move claim. If the King and Queen are set up incorrectly when the game begins, then the player may castle short on the Queen side and long on the King side. Once each side has made a move, incorrect setups must stay.
9. When a piece is captured, it is passed to the partner only after the move is completed.
10. A player has the option of either moving one of the pieces on his board or placing on the board a piece received from the partner.
 - a. A captured piece may be placed on any unoccupied square on the board, with the exception that a pawn may not be placed on the first or last rank.
 - b. Pieces may be placed to create check or checkmate.
 - c. If a player promotes a pawn, the pawn must be left on the board and the player must clearly indicate to the opponent to what piece the pawn is being promoted. The promoted pawn will be laid on its side to indicate that it is a promoted pawn. A promoted pawn, which has been captured, reverts to a pawn and not the promoted piece.
11. A player may not attempt to hide pieces captured by either player in the team. The first attempt will result in a warning and the second attempt will result in forfeiture of the game.
12. **Partners may verbally communicate throughout the game.** It is legal to make move suggestions to partners. It is illegal, and grounds for forfeiting the **game or the** match, if a player physically moves one of their partner's pieces.
13. Each player must press the clock button with the same hand used to move the pieces, except that a player may use both hands during castling. When capturing, only one hand may be used. The first infraction will result in a warning, the second in a one-minute penalty and the third will result in forfeit of game.
14. Players should not touch the clock except for pushing the button after making a move or to straighten it.
 - a. If a player knocks the clock over, the opponent gets one minute added to his/her clock.

- b. If the opponent's clock does not start, a player may start the opponent's clock re-start his/her side. Call the TD if this procedure is unsatisfactory.
 - c. Each player must always be allowed to press the clock after a move is made. Players should not keep their hands on or hovering over the clock.
15. **Defining a win.** A game is won by the player:
- a. Who has mated the opponent's king. When on move, a player may wait until the partner supplies a piece that accomplishes check or checkmate provided the player's time does not run out.
 - b. Whose opponent resigns.
 - c. Whose opponent's flag fall, at any time before the game has otherwise ended, provided the player points it out and stops the clock while his own flag is still up. An illegal move does not negate a player's right to claim a win on time provided the claimant does so before the opponent's claim of an illegal move. If the claims are simultaneous, the player who made the illegal move loses.
 - d. Who, after an illegal move by the opponent, captures the king or stops the clock and makes the claim.
16. **Defining a draw.** A game is a draw:
- a. By agreement between the teams only during the game.
 - b. If both flags are down and no claim has been made, unless either side delivers checkmate before the flag-fall is noticed. Announcing the properly delivered checkmate nullifies any subsequent fall-flag claims.
17. If a player displaces one or more pieces, he shall replace them on his own time. If necessary, the player may start the opponent's **clock** without making a move to ensure the culprit uses his own time. It is unsportsmanlike conduct to knock over pieces and press the clock. The first offense will result in a warning unless this causes the opponent's fall to fall, in which case the opponent will get an extra minute added. For the second offense the opponent will get an extra minute added to his clock. The third offense will result in forfeit of the game. The TD may administer other penalties for subsequent similar infractions in the event, to include expelling the offending player.
18. In case of a dispute, either player may stop the clock and summon a TD. In any unclear situation, the TD will consider the testimony of both players and the testimony of any unbiased and reliable witnesses before rendering a decision. A player may appeal a TD decision to the Section Chief then, if necessary, to the Floor Chief whose decision is final.
19. The TD shall not pick up any clock, except in case of a dispute.
20. Spectators, including players in other matches, may not speak about or otherwise interfere in a game. If a spectator interferes in any way, such as by calling attention to a flag-fall or an illegal move, the TD may cancel the game and rule that a new game be played, and he may expel the offending person from the playing room. Calling flag-falls, illegal moves, etc., is the responsibility of the players and TDs will not do so.
21. Only a TD may rule that a clock is defective and authorize a clock change.
22. Excessive banging of pieces or clock will not be tolerated and the offending player may be penalized with loss of time.
23. Insufficient losing chances claims cannot be made in Bughouse games.
24. Until superseded, the current edition of the Official Rules of Chess and the current online edition of "Rulebook Changes" shall be used to resolve any situation not covered by these Scholastic Bughouse Rules.

APPENDIX C: FAMILY AND FRIENDS TOURNAMENT

As a means to include adults in the National Scholastic Championships, the organizer is encouraged to conduct a “Family and Friends Tournament”. The format, schedule and prize fund shall be up to the organizer with the exception of the following additional trophies for the following pairs:

- a. Father – Child
- b. Mother – Child
- c. Brother – Child
- d. Sister – Child
- e. Aunt – Child
- f. Uncle – Child
- g. Cousin – Child
- h. Coach – Child
- i. Grandfather – Child
- j. Grandmother - Child

Note: The word “Child” refers to a player in any section of the National Championship. Players in the Family and Friends Tournament shall be solely responsible for informing the Section TD of all relationships awards they qualify for including the section in which their “Child” is playing. Prizes will be awarded based on the sum of the Family and Friends Tournament participant and their “Child” based on an equal number of rounds. If there are four rounds in the Family and Friends Tournament, the “Child’s” score after the first four rounds is taken. Awards will be handed out at Chess Control the last day of the main tournament. A pair of trophies will be awarded to the winners of each pairing.

APPENDIX D: FORMS**National Tournament Proposal**

Please note: The National High School, National Junior High, National Elementary, National K-12 Grade Championship, and the SuperNational Tournaments are organized by the US Chess Director of National Events and are not bid out to other organizers.

Tournament: _____ Dates: _____

Site: _____ Sq. Ft. _____

Location: City: _____ State: _____ Phone: (____) _____

Affiliate: _____ ID#: _____

Organizer: _____

Organizer's Telephone #'s: H (____) _____ W (____) _____

Chief TD: _____

Chief TD's Telephone #'s: H (____) _____ W (____) _____

Primary Hotel: _____

Primary Hotel Rates: Sgl: _____ Dbl: _____ Trl: _____ Qd: _____

Secondary Hotel: _____

Secondary Hotel Rates: Sgl: _____ Dbl: _____ Trl: _____ Qd: _____

Secondary Hotel: _____

Secondary Hotel Rates: Sgl: _____ Dbl: _____ Trl: _____ Qd: _____

Secondary Hotel: _____

Secondary Hotel Rates: Sgl: _____ Dbl: _____ Trl: _____ Qd: _____

Area history of national and large non-national events:

<u>Year</u>	<u>No. of Players</u>	<u>Event</u>
_____	_____	_____
_____	_____	_____
_____	_____	_____

Organizer's experience:

<u>Year</u>	<u>No. of Players</u>	<u>Event</u>
_____	_____	_____
_____	_____	_____
_____	_____	_____

Chief TD's experience:

<u>Year</u>	<u>No. of Players</u>	<u>Event</u>
_____	_____	_____
_____	_____	_____
_____	_____	_____

Prize Distribution (list any prizes to be awarded other than those listed in the National Tournament Regulations - please be specific):

PLANNING BUDGET

Expenses:	Administrative supplies.....	\$ _____
	Advertising.....	\$ _____
	Commemorative boards & sets.....	\$ _____
	Computer/printer rental.....	\$ _____
	Computer/printer supplies.....	\$ _____
	Insurance.....	\$ _____
	Miscellaneous.....	\$ _____
	ParaMedic or Medical Staff.....	\$ _____
	Photo Copier rental.....	\$ _____
	Photo Copier supplies.....	\$ _____
	Playing site rental.....	\$ _____
	Postage.....	\$ _____
	Rating Fees (US Chess, FIDE).....	\$ _____
	Security.....	\$ _____
	Shipping.....	\$ _____
	Tables & Chairs.....	\$ _____
	Telephone.....	\$ _____
	Tournament Director Fees.....	\$ _____
	Trophies/Awards (Main Tourn).....	\$ _____
	Trophies/Awards (Side Tourn).....	\$ _____
	T-Shirts for Staff.....	\$ _____
	Other (list) _____	\$ _____
	_____	\$ _____
	_____	\$ _____
	Total Expenses.....	\$ _____

Income:	Revenue Share with Book Vendor.....	\$ _____
	Revenue Share with Equipment Vendor	\$ _____
	Commemorative Boards & Sets.....	\$ _____
	Other Concessionaire Revenue Sharing.....	\$ _____
	Donatations & Contributions.....	\$ _____
	Entry Fee - Main Tourn. (Advance).....	\$ _____
	Entry Fee - Main Tourn. (On-site).....	\$ _____
	Entry Fee - Side Tourn. (Advance).....	\$ _____
	Entry Fee - Side Tourn. (On-site).....	\$ _____
	Sponsorship.....	\$ _____
	Tournament Program Advertising.....	\$ _____
	Other (list) _____	\$ _____
	_____	\$ _____
	_____	\$ _____
	Total Income.....	\$ _____

Projected Revenue: Income minus Expenses..... \$ _____

SITE EVALUATION CHECKLIST
Location:

- | | | |
|---|---------|--------|
| 1. In safe area..... | YES [] | NO [] |
| 2. Accessible to public transportation..... | YES [] | NO [] |
| 3. Accessible to handicapped..... | YES [] | NO [] |
| 4. Food available near by..... | YES [] | NO [] |

Playing Site:

- | | | |
|---|---------|--------|
| 1. Playing site free..... | YES [] | NO [] |
| 2. Based on hotel room occupancy..... | YES [] | NO [] |
| 3. Available 24 hours per day..... | YES [] | NO [] |
| 4. Has minimum required sq. ft. per player..... | YES [] | NO [] |
| 5. Adequate lighting throughout playing rooms..... | YES [] | NO [] |
| 6. Ample tables (w/ table cloths) and chairs..... | YES [] | NO [] |
| 7. Adequate climate control..... | YES [] | NO [] |
| 8. Carpeted or other sound cushioning material..... | YES [] | NO [] |
| 9. Adequate climate control..... | YES [] | NO [] |
| 10. Frequent water service provided..... | YES [] | NO [] |
| 11. Room setup free or part of site fee..... | YES [] | NO [] |
| 12. Adequate number of restrooms nearby..... | YES [] | NO [] |
| 13. Sufficient wall space available nearby..... | YES [] | NO [] |
| 14. Separate analysis area available..... | YES [] | NO [] |
| 15. Securable TD room..... | YES [] | NO [] |
| 16. Securable Concessionaire / Vendor Rooms..... | YES [] | NO [] |
| 17. Large & accessible registration area..... | YES [] | NO [] |
| 18. Photocopier available..... | YES [] | NO [] |
| 19. Outside contractors allowed..... | YES [] | NO [] |
| 20. Adequate skittles area available..... | YES [] | NO [] |
| 21. Adequate spectators area..... | YES [] | NO [] |
| 22. Separate Bathrooms for Players..... | YES [] | NO [] |
| 23. Medical Staff (provided by hotel, or separate)..... | YES [] | NO [] |
| 24. Free Internet Access for Guests / Attendees..... | YES [] | NO [] |

Guest Rooms:

- | | | |
|---|---------|--------|
| 1. At or near playing site..... | YES [] | NO [] |
| 2. Adequate block of rooms reserved..... | YES [] | NO [] |
| 3. Alternate lodging near playing site..... | YES [] | NO [] |
| 4. Reduced room rates..... | YES [] | NO [] |
| 5. Guests responsible for own charges..... | YES [] | NO [] |
| 6. Complimentary room(s) available..... | YES [] | NO [] |
| 7. Complimentary suite(s) available..... | YES [] | NO [] |
| 8. Recreational facilities available..... | YES [] | NO [] |

Site Arrangements:

- | | | |
|--|---------|--------|
| 1. Hotel Management is easily accessible..... | YES [] | NO [] |
| 2. Hotel rebates per room-night available..... | YES [] | NO [] |
| 3. Hotel(s) to provide post-convention report..... | YES [] | NO [] |
| 4. Hotel(s) agreement contract enclosed..... | YES [] | NO [] |

PROPOSAL AGREEMENT WITH US Chess

I _____ agree to fulfill the terms of this proposal and to abide by the US Chess National Tournament Regulations. As the organizer, I will make every effort to ensure the integrity and success of this event:

(Proposed Event)

- We request that US Chess provide concessions for this event.
- We request that other concessionaire options be discussed.

Signature

Date

- Playing site agreement included.
- Hotel agreement included.
- Hotel brochures included.
- Playing area diagram included.

APPENDIX E: GUIDE FOR SPECTATOR CONDUCT(Last updated **January 2018**)

1. **What is a spectator?** A Spectator is anyone inside the Playing Room observing the games in progress or waiting in the authorized Spectator Area or Seating Area for a game to finish. Coaches and event participants whose games are finished also are spectators. **See also Section 21.6** in the Scholastic Regulations.
2. **Unacceptable Conduct.** **Spectators *WILL NOT*:**
 - a) Stand in front of or make eye contact with the player whose game you are observing.
 - b) **Use or talk on a cell phone, laptop computer, tablet, walkie-talkie, or any electronic communication device anywhere in the Playing Room.** This prohibition includes the Spectator Area and the Seating Area.
 - c) Camp out at one game.
 - d) Make faces, gestures, or convey in any visible way your opinion of a game you are watching.
 - e) Discuss even whisper opinions of a game being observed, not even if you are whispering.
 - f) **Speak with any player at or away from the board while their game is in progress.**
 - g) Assume the role of Tournament Director (TD) and intervene for any reason such as pointing out illegal moves, etc.
 - h) Make any noise, such as opening a bag of potato chips, within earshot of a game in progress.
 - i) Discuss a game at its conclusion if other games are being played in the vicinity, and do NOT analyze a game at a board in the tournament room.
 - j) Take pictures after the first ten minutes when using flash or a camera with an audible shutter.
 - k) Take pictures at any time from a location which makes you an obvious distraction to the players.
 - l) Attempt to enforce rules yourself.
 - m) Discuss instances of cheating or rules violations with the perpetrators.
 - n) **Stand in front of the doors** to the Playing Hall, or open them to look inside. During times when the TD has asked for the doors to remain closed, PLEASE HELP US KEEP THEM CLOSED.
 - o) Criticize a player, team, or persons involved with the tournament at any time or in any manner that can be interpreted as disruptive, unsportsmanlike, or hostile.
3. **Permissible Conduct.** **Spectators shall:**
 - a) Report instances of cheating or rule violations by players or other spectators to the TD staff, ***as long as this process does not disrupt the conduct of the tournament.***
 - b) Comply with any requests or instructions issued by members of the tournament staff.

Spectators who abuse this guide for conduct, may be told by the Tournament Staff to leave the Playing Hall for at least 15 minutes during the current round or longer for repeat offenses.

This guide shall be prominently posted at multiple locations in the venue.

APPENDIX F: APPROVED ELECTRONIC NOTATION DEVICES**Introduction:**

Approved electronic notation devices are in common use at US Chess National Scholastic Tournaments. US Chess no longer requires players to “register” their device with the Tournament Director (TD) before game play. Players who own these devices are responsible for setting and operating them according to the instructions below. Players who do not own an approved electronic notation device should expect they may be paired against players who do.

Device Owners should:

1. Set the device in the appropriate mode for recording moves.
2. Turn off or disable any setting(s) that could alert the player of illegal moves.
3. Make the move on the board before recording the move on the device.
4. Keep the device on the table (or immediately above the table) in plain view of the opponent at all times during the game.
5. Touch the device only when recording moves.
6. Never input “variations” in the device at any time during a game.
7. If asked by the opponent to see the player’s device to enter missing moves on their scoresheet, the player will set the device mode to algebraic (or the appropriate mode that allows the opponent to see all previous moves) and turn the device around so the opponent can view the display screen. The device will remain on the table (or immediately above the table) at all times.
8. Never take their device with them if they leave the board while the game is still in progress.
9. Be ready to take written notation if their device malfunctions (if notation is required during game play in this section). If this happens, the player should begin notation with the next move and fill-in missing moves when the player is on move by borrowing the opponent’s scoresheet or device.
10. Summon a TD when questions arise.

Opponents:

1. May ask the player who owns the device to show them the device, explain its use, and ensure it is correctly set for game play for this tournament.
2. May not ask the device owner to take written notation instead of using the device.
3. May ask the device owner to see the player’s device for the purpose of entering missing moves on his/her own scoresheet. When this occurs, the device will remain on the table.
4. Should summon a TD when questions arise.

Coaches/Parents:

1. Are strongly encouraged to assist their players in understanding proper tournament etiquette regarding these devices before tournament play begins.
2. Should summon a TD when questions arise before the start of a game.

Tournament Directors:

1. Should check a player’s device to verify that it is correctly set when requested to do so by a player.
2. Circulate among the players during competition ensuring proper usage of the device.
3. Are not responsible for knowing how to operate each type of device.