

SUPER SATURDAY

science, technology, engineering and math expo

May 19, 2012 @ the Harlem Armory

Annual Scholastic Chess Tournament

Pre-registration through May 11, On-site Registration 8:00-9:00AM at tournament

Guidelines and Rules

Tournament Director: Mr. John Adams, Barnard College Science & Technology Entry Program (STEP)

1. We ask that all parties remember that this tournament is for the benefit of the players.
2. Please do not interfere with any matches being contested.
3. It is the responsibility of the players to ask an official for assistance in the event of a dispute.
4. The decision of the tournament director is complete, final and without challenge.
5. All decision made by tournament officials will be immediately reviewed and ruled upon by the tournament director.
6. All matches will be a maximum of 15 minutes.
7. A minimum of seven moves per player must be made during the allotted match time period (15 minutes) unless a match is completed by a check-mate, or, a player surrenders.
8. Each player will be given an index card for each match they play. The player must annotate their moves on the index card. Every time a player makes a move they must record it on their card.

We are encouraging the use of "Chess Notation," however, if you [the player] do not know chess notation, just write the move number, and next to the number the first letter of the piece moved. Example: 1p = first move pawn. 2b = second move bishop.

The reason and purpose for the recording of the moves is to 1) Make sure you have satisfied the tournament play rule of minimum moves, and 2) to prepare you for play in USCF (United States Chess Federation) tournaments when you are ready for them.

9. At the end of the match time period, if check-mate has not been achieved, a tournament official will total the points of each player, and the player with the highest total will be declared the winner.

The totals will be arrived at by adding the accumulated pieces value [the pieces captured during the match] in accordance with the acknowledged standard value of individual chess pieces.

PAWN = 1 point ROOK = 5 points KNIGHT= 3 points BISHOP= 3 points
QUEEN = 9 points KING = Losing the king can be only accomplished by check-mate, meaning, if you lose the king, you lose the game.

10. Coaching, by anyone, is not allowed and may result in the immediate disqualification of the offending player.
11. A tournament official will be responsible for keeping match time. The official will start the match/es, and end the match/es. The official will let the players know when five (5) minutes remain in the match. It is at the official's discretion on whether they should announce intermediate time requests for players about the time remaining in their respective match.
12. Above all else, enjoy the tournament and your match/es.