

Texas Charter School Academic & Athletic League 2012-2013 Chess Tournament

Dates:

North Texas Qualifier: TBD

East Texas Qualifier: 10/25/12 – Harmony School of Innovation, 9421 W. Sam Houston Pkwy S, Houston, TX 77099

Central Texas Qualifier: 11/5/12 – Henry Ford Academy, 439 Arbor Place, San Antonio, TX 78207

South Texas Qualifier: TBD

State Championships: 11/10/2012 – Austin, TX

State Qualifiers: The top 4 teams from each qualifier will advance to State.

Fees: The entrance cost per school is \$150 per team (teams are made up of 4 participants). Schools may have more than 1 team.

Chess: We will have 3 age levels of competition: 4th – 6th Grade, 6th - 8th Grade, and High School. Students can play up in grade level, but not down.

Tournament Rules:

1. Regionals consist of a five round chess tournament (6 rounds at state competition)
2. At most, games will last 25 minutes
3. A team is made up of up to 4 individuals
4. If you are assigned to play a teammate, please let the Tournament Director (TD) know before you start the game (in some cases we may make you play a teammate, but check with us first!)
5. The tournament will be conducted in the Swiss style method: meaning the results of each round will determine who you play in the following round. For example winners from the first round will be scheduled to play other first round winners while first round losers will play other first round losers. This system allows for the most balanced of opponents and for most players to be able to walk away with a victory. While at the same time having the better players play each other in order to determine the best overall player.
6. A win is worth 1 point, a stalemate is worth 1/2 point, and a loss is worth 0 points
7. Although we expect everyone to play with proper etiquette, TCSAAL does not enforce the “touch rule”
 - a. TCSAAL does not enforce the “50-move” rule
8. A stalemate will result from three-fold repetition. This is the scenario in which opposing players, while able to make other moves, both repeat the same move three (3) times in a row.
9. A stalemate also happens when a player is no longer able to move any pieces unless it is to put them in check which is not allowed

Prizes:

Prizes will be awarded to the top three finishers in both the team and individual categories.

Team Competition

The team winner will be determined by cumulating the scores of the teams' top 4 finishers. If there is a tie between the top teams there will be a playoff between the top finishers of each team. If a team has two students tied as the top finisher then the coach will pick who will represent his school, at the coach's discretion or by a coin flip to be determined by the coach. Tie-Breaker games will have a maximum of 15 minutes. If a winner has not determined at this point, then the

winner will be determined via the points system. In the event that games are still tied we will add 5 minutes and re-score as necessary until a winner is determined by victory or points system.

Individual Awards

TCSAAL will recognize all individuals that finish in the top 3 point totals by awarding those individuals with certificates.

Important reminders for players:

1. You have the right to appeal a decision of a floor Tournament Director (TD). If you wish to see the chief TD, tell the floor TD right away. DO NOT wait until after the game is over to make this complaint.
2. Notable games (it is suggested that you write the moves of both players) or else risk losing the ability to make many claims (i.e. draw by triple occurrence)
3. When finished with game, shake hands, reset the chessboard, post result, and leave the playing area
4. The playing area must remain quiet while games are in progress. No talking during play.
5. Please clean your area before leaving
6. Parents and coaches are spectators. Your help is very important to us, but you may not interfere with the chess games.
7. Have Fun!!!
8. Absolutely no running or horseplay will be tolerated! You may be asked to leave. Coaches are responsible for controlling their students and spectators.

Player & Coach Expectations:

All players must be able to do the following:

- * Properly move all of the chess pieces
- * Understand pawn promotion
- * Understand rules for “advanced” moves: castling and en passant capture (note: en passant is tough to teach, but please present it to your players, so all players are exposed to this move prior to the tournament)
- * Understand Check and the ways to get out of Check (move, block, capture)
- * Understand Checkmate

Players should also:

- * Understand the relative value of the pieces (Q=9, R=5, B=3, Kn=3, P=1)
- * Know how to achieve and stop “Scholar’s Mate” (the “four-move mate”)
- * Be able to solve “mate-in-one” chess puzzles
- * Have a sense of how to checkmate with a King and Queen vs. a lone King

Players should also (but not required):

- * Have a basic understanding of chess strategy including opening play
- * Have a basic understanding of chess tactics including pins, forks, skewers
- * Be able to solve “mate-in-two” chess puzzles
- * Be able to mate with a King and Queen vs. a lone king
- * Have a sense of how to mate with a King and Rook or a King and 2 Bishops v. a lone king
- * Know how to record the moves of a chess game