

Texas Charter School Academic & Athletic League 2011 Chess Tournament

Dates:

San Antonio Qualifier: 1/20/2011 5:00 pm at Por Vida Academy

1135 Mission Rd. San Antonio, TX 78210

Dallas Qualifier: 1/21/2011 5:00 pm at TBD

Houston Qualifier: 1/22/2011 11:00 am at Girls and Boys Preparatory Academy

8415 West Bellfort Houston, TX 77071

State Championships: 1/29/2011 12:00 pm at State Capitol Building, Austin

State Qualifiers: The top 4 teams from each qualifier will advance to State. (however due to the level of involvement we may advance everyone 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 2 age levels of competition: 6th - 8th grade and high school. Students in grades younger than 6th grade are eligible to participate.

Tournament Description:

1. This is a six round chess tournament (5 rounds at regional competitions).
2. At most games will last 30 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 winner 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. Playoffs: All players undefeated 6-0 after the sixth round will play a blitz playoff (5 minute chess (10 minute total, with clocks) against other undefeated players. Other ties will be determined by standard USCF Tiebreak Methods. See USCF rules. (unless we do not have our top 3 finishers yet, then we will play a playoff until we have our top 3 finishers.

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 (note this game may also be used to decide the individual winner if applicable) If a team has two students tied as the top finisher then the coach will pick who will represent his school, at the coaches discretion or by a coin flip to be determined by the coach.

Individual Competition

The individual winner will be awarded to the player with the most points at the end of the game. If there is a tie this will be resolved through the playoff method described above.

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. Touch-move at all times; if adjusting, announce, "I adjust" before making an adjustment.
3. 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)
4. When finished with game, Shake hands, reset the chessboard, post result, and leave the playing area.
5. The playing area must remain quiet while games are in progress. No talking during play.
6. Please clean your area before leaving.
7. Parents and coaches are spectators. Your help is very important to us, but you may not interfere with the chess games.
8. Have Fun!!!
9. Absolutely no running or horseplay will be tolerated! You may be asked to leave. Coaches are responsible for controlling their students and fans.

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
- * Understand the "touch-move" rule

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