

# *Third Cincinnati Scholastic Chess Series*

## 2009-2010 Tournaments

**What:** The 2009-2010 Cincinnati Scholastic Chess Series is a series of six US Chess Federation-sanctioned tournaments conducted during the school year for scholastic players.

**Format:** Four-round Swiss tournament in four sections; G/30 time control (“game in 30” — each player has 30 minutes for the entire game)

**Sections:** Four sections based on grade (or equivalent age, as of September 1, 2009, for those not in a standard school grade):

- ◆ Grades K–3 (ages 5–8)
- ◆ Grades 4–6 (ages 9–11)
- ◆ Grades 7&8 (ages 12–13)
- ◆ Grades 9–12 (ages 14–18)

Sections may be combined depending on the number of entrants. Accelerated pairings may be used in combined sections. Any K–8 player who chooses to do so may play up (that is, play in any section higher than the one for his or her grade/age). A player may play in different sections in different tournaments, but changing sections may affect his or her chances of winning a trophy (see “Prizes”).

**When/** Tournaments are scheduled for the following dates and locations

- Where:**
- ◆ October 10, 2009 – **Seven Hills Upper School**, 5400 Red Bank Road, Cincinnati, OH 45227
  - ◆ November 7, 2009 – **Highlands Middle School**, 2350 Memorial Parkway, Ft. Thomas, KY 41075
  - ◆ December 5, 2009 – **Lakota East High School**, 6840 Lakota Lane, Liberty Township, OH 45044
  - ◆ January 9, 2010 – **Sycamore Junior High School**, 5757 Cooper Road, Montgomery, OH 45242
  - ◆ February 6, 2010 – **St. Ursula Academy**, 1339 E. Mcmillan Street, Cincinnati, OH 45206
  - ◆ March 6, 2010 – **Sycamore High School**, 7400 Cornell Road, Montgomery, OH 45242

**Advance registration by mail now being accepted — registration form included in this flyer.**

*Onsite registration will be 8:00–8:30 am. Round 1 will begin at 9:00 am. Projected starting times for rounds 2, 3 and 4 are 10:05, 11:10 and 12:15 respectively; however, rounds 2, 3 and 4 in each section will begin as soon as possible after the previous round ends. The tournament should end by 1:30 pm.*

**Ratings:** All tournaments will be *rated events*, meaning that the results will be reported to the US Chess Federation (USCF), which will calculate a rating for each player based on his or her performance. A rating is a numerical measure of a player’s relative playing strength. Because these are rated tournaments, *membership in the USCF is required for participation* (see “USCF” below for more information about membership). It is *not necessary that a player already have a rating* in order to play in these tournaments. *Unrated players will earn a rating* as a result of playing in one or more of these tournaments.

**USCF:** The USCF offers a variety of membership options. Dues for one year are shown below. Information is current as of May 2009.

- ◆ *Premium Young Adult:* \$32, 12 issues per year of *Chess Life*, must be 25 or under at expiration
- ◆ *Regular Young Adult:* \$24, online access to *Chess Life*, must be 25 or under at expiration
- ◆ *Premium Youth:* \$27, 6 issues per year of *Chess Life*, must be 16 or under at expiration
- ◆ *Regular Youth:* \$20, online access to *Chess Life*, must be 16 or under at expiration

- ◆ *Premium Scholastic*: \$23, 6 issues per year of *Chess Life for Kids*, must be 13 or under at expiration
- ◆ *Regular Scholastic*: \$16, online access to *Chess Life for Kids*, must be 13 or under at expiration

Discounted two- and three-year memberships are also available, but the member must meet the age restriction in each year of the membership term. Family memberships are also available for parents and all children under 25 (\$70/year) or for only all children under 25 (\$44/year).

USCF memberships may be purchased or renewed online at [www.uschess.org](http://www.uschess.org), or at the tournament site during the onsite registration period.

**Sets:** Boards and pieces will be provided for all players.

**Clocks:** Players must use clocks in the 7&8 and 9–12 sections. Players in the 4–6 section will also be required to use clocks, beginning with the top board, as long as clocks are available. The remaining players in the 4–6 section and players in the K–3 section are not required to use clocks except as noted in the next paragraph. For players using a time delay, the time delay is five seconds and the time control is reduced to 25 minutes for each player.

If players are not using a clock and their game has not been concluded when only ten minutes remain in the round period, a tournament director will place a clock on the game, with each player having five minutes to complete the game. If one player’s time expires before the game has been concluded on the board, the player with time remaining is the winner “on time.”

The organizers will provide some clocks, but ***all players who own clocks are requested and encouraged to bring them.***

**Signing In:** Lists of all players who registered in advance will be posted at the tournament by section. Upon arrival, players should check off their names and confirm the information listed for them. See the registration staff to correct errors or request changes; if all the information is correct, no further action is required.

***All players should be present by 8:30 am.*** A player arriving later than 8:30 am should not expect to be paired in round 1.

**Byes:** The only byes that will be permitted are full-point byes when a player gets “paired out” (meaning that because the section has an odd number of players, one player necessarily is left without an opponent). When a player is paired out, he or she will earn two points: one for a game played and one for a win. (See “Points” for details.) Thus, for scoring purposes, getting paired out is equivalent to winning a game. No player will be paired out more than once in any tournament.

*No half-point bye will be allowed* for any game that a player chooses not to play or is not present to play. This applies to players who arrive at a tournament after roll call has been taken: if they are not paired in round 1, they will not be given a half-point bye.

**Teams:** Although the CSCS tournaments are primarily individual competitions, they also offer an opportunity for team competition. Teams are defined by section and school; players are asked to identify their school on their entry forms. Home-schooled players will default to a “home schooled” team for each respective section/age range. There is no limit to how many players may be on a team; however, only the top three scores for a team in each tournament will count toward the series team trophy. (The players earning these top scores may vary from tournament to tournament.) Team scores from only five tournaments will count toward team prizes. If a team plays in all six tournaments, its lowest tournament score will be disregarded. Pairings will be made in the usual manner for individual Swiss tournaments

— that is, individual pairing rules will have precedence over team affiliation, and two players on the same team may be paired against each other.

**Points:** Series prizes will be awarded based on points. Players will earn one point for every game played (regardless of the game's outcome), one point for every win, and one-half point for every draw. Although there are six tournaments in the 2009-10 series, the points from *only five* tournaments will count toward series prizes. Therefore the maximum number of points that can be earned during the series by any one player is 40. This means that a player may miss one tournament and still potentially score the maximum number of points. If a player plays in all six tournaments, his or her lowest tournament score will be disregarded for purposes of series prizes. Tournament results and cumulative point totals will be posted throughout the year on [www.chessinnati.com](http://www.chessinnati.com).

**Prizes:** The following prizes will be awarded for CSCS tournaments:

- ◆ *Tournament individual medals:* Medals will be awarded to the top three individual finishers in each section at each tournament.
- ◆ *Series individual trophies:* Trophies will be awarded to the top three individual finishers in each section, based on the total number of *points accumulated during the series* taking into account only the best five tournament scores for each player.
- ◆ *Series individual medals:* Anyone who does not win a place trophy but does earn a “plus” score for the entire series will be awarded a medal. A plus score is any score greater than 20 points for the series taking into account only the best five tournament scores for each player.
- ◆ *Series team trophies:* Trophies will be awarded to the top team finisher in each section, based on the total number of *points accumulated during the series* taking into account only the best five tournament scores for each team.

It is not necessary to play in every tournament, or to be present at the March tournament, to be eligible for a series prize.

For players who play in more than one section over the course of the series, the following provisions apply:

- ◆ Players may win a trophy only in the section in which they play in their final tournament.
- ◆ Points earned by a player in any higher section will be counted toward any trophy awarded in the lower section in which the player played, but points earned in a lower section will not count toward any trophy awarded in the higher section in which the player played.
- ◆ To be counted toward a team trophy, points must be earned in the section for which the team trophy will be awarded.

**Ties:** If two or more players are tied for any *tournament individual medal*, the medal winner will be determined by means of a “blitz” playoff. As many blitz playoff games will be played as are required to determine a single medal winner. (That is, when more than two players are tied, the medal winner will need to win more than one blitz playoff game.)

In most respects the normal rules of chess apply also to the blitz playoff games, but the following differences should be noted:

- ◆ The time control will be G/5 (game in five minutes for each player) with no time delay.
- ◆ “Clock move” will govern rather than “touch move.” This means that a player is not obligated to move or capture any touched piece while his or her move is in progress; a player may “take back” and change a move any number of times until he or she hits the clock to complete the move. Once a player hits the clock, the move is final and cannot be changed — unless it is an illegal move that is called by the opponent.
- ◆ Illegal moves *must* be called by either player, and if they are not called, they stand as played except as noted below.

- ◆ Failure to get out of check *must be called*. That is, capturing the opposing king is not permitted. However, if the player giving check does *not* call his opponent's failure to get out of check and makes his own move in turn (i.e., the player giving check was apparently unaware that he was giving check), then the played moves stand and play continues. If failure to get out of check is subsequently noticed and called, play continues from that point; no effort will be made to reestablish the position when check was first given.
- ◆ There will be no time penalty for called illegal moves; however, the player calling the illegal move should start his opponent's clock again immediately without moving, so that the opponent repairs the illegal move on his own time.

With respect to *series individual trophies*, ties will be broken based on the tied players' scores in the March tournament, or, if necessary, the most recent earlier tournament where the tied players both/all played and their scores differed.

**Mon Roi:** Players using an electronic scoresheet (Mon Roi or other similar device) to record their games are reminded that such devices are to be used exclusively for recording moves as they are played and not for analysis or any other purposes that would constitute assistance. Accordingly the tournament rule is that *each move must be played on the board before it is recorded in the device*. The tournament directors' expectation is that a player will pick up the device only when a move has just been played, will record the last move played, and will then immediately put the device back onto the table. Failure to adhere to this rule will result in a warning upon the first infraction and in forfeiture of the game and withdrawal from the tournament upon a second infraction.

**Entry:** *Discounted advance entry* for all tournaments is available. A registration form is included in this flyer. **All players must have a current USCF membership to play in any tournament** and are asked to provide their USCF identification number on the registration form. Players who need to purchase or renew a USCF membership are encouraged to do so online at [www.uschess.org](http://www.uschess.org) before completing the registration form.

Players may register onsite at any tournament between 8:00 and 8:30 am. Players who are already USCF members should *bring proof of current membership* (membership card, mailing label from *Chess Life*, or dues receipt from the USCF website). Players may purchase or renew USCF memberships at onsite registration. Payment at onsite registration must be by check or cash (no payment by credit card).

Entry fees are additional to USCF dues and are as follows:

|                        |                              |                       |      |
|------------------------|------------------------------|-----------------------|------|
| Any one tournament:    | \$15 in advance, \$20 onsite | Any four tournaments: | \$45 |
| Any two tournaments:   | \$30                         | Any five tournaments: | \$50 |
| Any three tournaments: | \$40                         | All six tournaments:  | \$60 |

If a player registers onsite for any tournament plus one or more future tournaments, *the advance registration rate will apply to all tournaments*. For example, a player who registers onsite at the October tournament for the October, November and January tournaments will pay only \$40 (not \$50).

Players should indicate on the registration form which dates they are registering for but may change dates later if they wish. A player who misses a tournament for which he or she registered may transfer the registration to a future date in this series. *Be sure to notify the tournament directors of any date changes so that they can update the advance entry records.* **No entry fees will be refunded.**

**For more information:** More detailed information will be provided to players by email upon receipt of their registration form and will also be available on [www.chessinnati.com](http://www.chessinnati.com). Anyone wishing to contact the tournament directors with questions or for another reason should contact either Doug Dysart at 513-484-3768 (mobile) or [dougdyart@hotmail.com](mailto:dougdyart@hotmail.com), or Alan Hodge at 513-697-0763 (home) or [ahodge4@cinci.rr.com](mailto:ahodge4@cinci.rr.com).

## Cincinnati Scholastic Chess Series 2009-10 Registration Form

|                              |                |
|------------------------------|----------------|
| <b>Parent/Guardian Name:</b> |                |
| <b>Address*:</b>             |                |
| <b>Telephone*:</b>           | <b>Email*:</b> |

Use the table below to register up to three players:

|  |  |  |  |
|--|--|--|--|
| <b>Name</b>  |  |  |  |
| <b>Age</b> as of September 1, 2009   |  |  |  |
| <b>School</b> (or "home schooled")   |  |  |  |
| <b>USCF ID</b> ("New" if no ID)  |  |  |  |
| <b>Rating</b> ("Unr" if no rating)   |  |  |  |
| <b>Section</b> — A player may play in the section for his or her grade/age or in any higher section. Players may change sections later if desired. | <input type="checkbox"/> K-3 (ages 5-8)<br><input type="checkbox"/> 4-6 (ages 9-11)<br><input type="checkbox"/> 7&8 (ages 12-13)<br><input type="checkbox"/> 9-12 (ages 14-18)   | <input type="checkbox"/> K-3 (ages 5-8)<br><input type="checkbox"/> 4-6 (ages 9-11)<br><input type="checkbox"/> 7&8 (ages 12-13)<br><input type="checkbox"/> 9-12 (ages 14-18)   | <input type="checkbox"/> K-3 (ages 5-8)<br><input type="checkbox"/> 4-6 (ages 9-11)<br><input type="checkbox"/> 7&8 (ages 12-13)<br><input type="checkbox"/> 9-12 (ages 14-18)   |
| <b>Tournaments</b> — Which tournaments are you registering for?  | <input type="checkbox"/> All six tournaments<br><input type="checkbox"/> Oct <input type="checkbox"/> Nov <input type="checkbox"/> Dec<br><input type="checkbox"/> Jan <input type="checkbox"/> Feb <input type="checkbox"/> Mar | <input type="checkbox"/> All six tournaments<br><input type="checkbox"/> Oct <input type="checkbox"/> Nov <input type="checkbox"/> Dec<br><input type="checkbox"/> Jan <input type="checkbox"/> Feb <input type="checkbox"/> Mar | <input type="checkbox"/> All six tournaments<br><input type="checkbox"/> Oct <input type="checkbox"/> Nov <input type="checkbox"/> Dec<br><input type="checkbox"/> Jan <input type="checkbox"/> Feb <input type="checkbox"/> Mar |
| <b>Entry Fee*</b> for player:  |  |  |  |
| <b>Total Entry Fees</b> for all players:   |  |  |  |

- \*Select the applicable entry fee for each player —
- Any one tournament: \$15 in advance, \$20 at site
  - Any two tournaments: \$30
  - Any three tournaments: \$40
  - Any four tournaments: \$45
  - Any five tournaments: \$50
  - All six tournaments: \$60

**Important notes:**

- The entry fee is additional to USCF dues.
- Make your check payable to Doug Dysart.
- Payment at onsite registration must be by check or cash (no payment by credit card).

How did you hear about the CSCS?  Played in previous series  Chess Life TLA  Email/mail from CSCS  
 Chessinnati website  School program/coach/bulletin  Told by friend  Other: \_\_\_\_\_

I (Parent/Guardian) understand that this chess tournament is not an event organized or sponsored by the host school. I acknowledge that the organizers of this tournament will take all reasonable precautions customary and usual to conducting such tournaments, and beyond this I assume any risk associated with my child(ren)'s participation in this tournament. I understand further that the tournament director(s), tournament organizer(s), school officials, and the Board of Education are not to be held responsible in case of accident, and I agree to hold same harmless in the event of accident. In the event of a medical emergency, I hereby authorize emergency medical treatment for my child (if deemed necessary by a physician) if I am not at the tournament site and cannot be reached at the following telephone phone number: \_\_\_\_\_.

\_\_\_\_\_  
Signature of Parent/Guardian

\_\_\_\_\_  
Date

**To register by mail, return your completed form with your check to Doug Dysart, PO Box 499006, Cincinnati, OH 45249-9006. Make check payable to Cincinnati Scholastic Chess. (A check payable to Doug Dysart is also acceptable.)**

*\*Information requested is for the exclusive use of the CSCS organizers to enable them to contact CSCS participants and will not be given, sold, or made available to or otherwise shared with any other organization or individual except as required by law.*