

OLECHESS 2019 COMPETITIONS – RULES

For all competitions, behave with dignity & good sportsmanship, showing respect to your opponent & to the OleChess staff.

SIMULTANEOUS EXHIBITION

1. The instructional staff will challenge the entire camp, with each instructor playing all members of his or her class simultaneously. Board assignments will be posted in the tournament room.
2. You will play the black pieces. You must record your game on a score sheet or in your scorebook.
3. At the start of the exhibition, your instructor will come to your board to play the first move and will then proceed to the next board. When your instructor returns to your board, make your move, after which your instructor will make a move in response. The instructor's move is not considered to be made UNTIL he moves on the next board, or makes another move on your board. This pattern is repeated for each move until your game is fully played out.
4. You must only move when your instructor is present at your board. Moving at other times may draw a warning or forfeiture.
5. If you are not prepared to move when your instructor arrives at your board, you may request a pass and your board will be passed by. After you have passed three times, your instructor has the right not to allow you to pass again so as to speed up play.
6. When your game is over you may quietly watch other games in progress or review your game with another instructor or meet the counselors outside the tournament room for organized activities.

TOURNAMENT OF CHAMPIONS

1. 5 round Swiss G/60; (possibly) accelerated pairings for Rounds 1 and 2, Unrated, trophies to top 2-3 per section depending on number of sections and size of section.
2. Board assignments will be posted daily in the tournament room prior to the round. Results/standings will also be posted.
3. Set analog clocks to 5:00. Digital clocks with time delay capacity should be set for 60 minutes with a 5-second delay.
4. Shake your opponent's hand before and after the game.
5. Prior to starting the game, be sure your name and your opponent's name are correctly recorded on the score sheet.
6. Record your game move by move, as clearly and legibly as possible, in either your personal score book or on a OleChess score sheet. You may discontinue recording your game if you have fewer than five minutes on your clock.
7. In general, U.S. Chess Federation tournament rules will be used.
8. Concentrate on your own game. Do not leave the board when it is your move.
9. Quiet! Keep the tournament room quiet! Only talk to your opponent to announce a checkmate, adjust a piece (only when it is your move) or to offer a draw. If you have a dispute with your opponent (Example: if you believe your opponent made an illegal move), stop both clocks and raise your hand for the director to resolve the problem. If the director rules you to be in the wrong, you may be penalized. If you talk excessively, you may be penalized.
10. If you touch a piece you must move it if possible and your piece must remain on the square when you have released it. You may not take back a move. If you touch an opponent's piece you must capture it if possible.
11. If you have questions or need assistance and it is your opponent's move, you may leave the board to consult with the director. If it is your move, raise your hand for assistance. Never stop the clocks unless you wish the director to make a ruling on your game.

BLACK AND GOLD BLITZ

5-6 round Swiss, depending on number of sections.

Score keeping is not required. Set analog clocks to 5:55. Digital clocks should be set for NO time delay.

1. The opponent of a player who makes an illegal move may claim a win. Ex: Hang a king, the opponent may take it or claim a win.
2. Touch-Move: Touch move will be enforced for blitz chess.
3. A player must have less than one minute to claim of insufficient losing chances. If denied, it is an automatic loss.
4. All other rules of normal chess apply to blitz chess.

QUICK CHESS

Probably a 4 -5 round Swiss, USCF quick-chess rated, likely time control G/15. Number of rounds and time control depends on number of players. USCF Quick Chess rules apply. Board assignments posted in the tournament room.

BUGHOUSE MANIA

X round Swiss depending on number of entrants, 1 section (playoffs to determine winner in case of tie); winning team plays a staff selected team in an exhibition match immediately following the tournament. Board assignments posted in tournament room.

1. Description: Bughouse is team chess in which players choose a partner and play against another team of two players.

2. Each team must have a team name when signing up for the tournament. Team names must not be profane and must be generally acceptable. Submission of an inappropriate team name may result in the team being withdrawn from the competition.
3. Boards are set up side-by-side so that one member of each team has white and the other black.
4. Clocks are set to record playing time for both boards with five minutes allotted for the completion of each game. Each clock must face toward the board. Should either flag fall, the team with the player who has run out of time loses.
5. Course of Play:
6. Players of the black pieces for each team simultaneously start their clocks to begin play.
7. Whenever a player captures a piece, they immediately give it to their partner, who may use any extra pieces by using a turn to place the piece on a vacant square on his/her board (instead of moving a piece currently on the board). This is called "placing a piece."
8. It is permissible for players to store pieces received from their partners until it is a good time to use them. It is not mandatory that players immediately (or ever) play pieces obtained from their partners.
9. Stored pieces must be kept in the open in plane sight.
10. Pieces can be placed on any vacant square, except that a pawn may not be placed on the first or eighth rank.
11. You CAN place a piece on a square that results in check or checkmate.
12. Pawns may be MOVED to the eighth rank and promoted. Turn the pawn sideways and ANNOUNCE the promotion. EX: QUEEN! If captured, the promoted pawn reverts to a pawn.
13. A move is determined only after a player has pressed his or her clock. Touch move does NOT apply to Bughouse chess. Pieces may even be released on a square, but the move is still incomplete until the clock is pressed.
14. The opponent of a player who makes an illegal move may claim a win. If a player hangs a king, for example, the opponent may capture it, or just claim a win.
15. You are encouraged to talk to your partner, but you cannot touch his/her board or pieces. This will result in forfeiture if observed.
16. If you need a ruling at any time during your game, stop the clocks and alert a director.
17. All other rules of normal chess apply to Bughouse.

SURVIVOR SIMUL

In general, a normal simul, but with a few interesting twists:

1. All masters play against all participants. Masters may skip over participants, and may rearrange the order in which they come to the player's board
2. The simul begins while most of the master instructors are having 1-1 conferences with students. This is an opportunity for students to do well against the part-time instructional staff.
3. If a participant in the simul is A SURVIVOR – that is, they have not lost or drawn by the announced time (probably high noon) then they are declared the winner of the game.

CHES NOTATION

All participants at OleChess 2019 should be familiar with chess notation. If you are not, please consult a beginning chess book or scholastic web site such as that maintained by the United States Chess Federation (<http://www.uschess.org>) for more information.

Other sites with information include <http://chess.about.com/library/ble21brd.htm>, <http://www.jaderiver.com/chess/notate.html>, <http://www.avlerchess.com/learn-notation.html>, <http://www.logicalchess.com/hcc/scholastics/tutorials/notation.html>. Score sheets will be available in the tournament room, or you may use your own scorebook.

ALL PARTICIPANTS are expected to record chess notation for the main tournament, for every simul, and are encouraged to do so for Quick Chess. Instructors will review your games with you to help you improve, and are unable to do so if you do not keep accurate chess notation.

GENERAL

For more information on chess rules, see www.uschess.org, or order the Official Rules of Chess 5th ed.