

CHESS  KLUB



Bengaluru
**OPEN
TOURNAMENT**

UNDER THE AEGIS OF KSCA & BUDCA

TOURNAMENT FORMAT: **SWISS**
EVENT CODE: **KSCA/G022/2425**

16TH JUNE 2024 | 11:00 AM IST

LAST DATE OF REGISTRATION:
SATURDAY, 15TH JUNE 2024

VENUE

REDBRIDGE INTERNATIONAL ACADEMY
#114, S BINGIPURA VILLAGE HULIMANGALA POST,
BEGUR - KOPPA RD, BENGALURU,
KARNATAKA 560105, INDIA

CALL

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theklub.co/blropen



Saleem Beig
International Arbiter

AWARDS 25 TROPHIES, 25 MEDALS

- FOR TOP 3 WINNERS AND TOP 2 FEMALE PLAYERS IN EACH CATEGORY
- MEDALS FOR NEXT 5 WINNERS IN EACH CATEGORY
- CERTIFICATES FOR EVERY PARTICIPANT

AGE CATEGORIES

- U-11 CATEGORY FOR THOSE BORN ON OR AFTER 1ST JANUARY 2013
- U-13 CATEGORY FOR THOSE BORN ON OR AFTER 1ST JANUARY 2011
- U-15 CATEGORY FOR THOSE BORN ON OR ON AFTER 1ST JANUARY 2009
- SENIOR CATEGORY FOR THOSE BORN ON OR BEFORE 1ST JANUARY 1969
- OPEN CATEGORY FOR THOSE NOT COMING UNDER ANY OF THE ABOVE CRITERIA

Entries for under-9 category shall not be accepted.

Age proof should be carried by all age category participants - Birth certificate/ School ID Card/ Govt approved documents like Aadhaar/Ration Card/Passport

TENTATIVE SCHEDULE

REPORTING TIME	10 AM
PLAYERS MEETING	10.30 AM
ROUND 1	11 AM
ROUND 2	11.45 AM
ROUND 3	12.30 PM
ROUND 4	1.15 PM
LUNCH BREAK	1.45 PM
ROUND 5	2.15 PM
ROUND 6	3 PM
ROUND 7	3.45 PM
ROUND 8	4.30 PM
PRIZE DISTRIBUTION	5.30 PM



The number of rounds will be less for categories with less players

TOURNAMENT RULES

1. All the players should be registered with Karnataka State Chess Association. If you do not have KSCA ID, please register yourself on <https://karnatakachess.com/player-registration/>
2. Players should **report to the venue at 10am IST**. Late comers won't be allotted extra time to play their games.
3. **Age proof** should be carried by all age category participants - Birth certificate/ School ID Card/ Govt approved documents like Aadhaar/Ration Card/Passport
4. Players can register for a particular category if they meet the following criteria:
 - U-11 category for those born on or after 1st January 2013
 - U-13 category for those born on or after 1st January 2011
 - U-15 category for those born on or on after 1st January 2009
 - Senior category for those born on or before 1st January 1969
 - Open category for those not coming under any of the above criteria
5. **Cut-off time for a player to report to the playing hall shall be within 5 minutes** from the start of the round. If the opponent is not present even after this time has lapsed, then s/he may call the arbiter to claim a win by forfeit.
6. **Use of restrooms or snacking** should be done **before the start of a round**. A player shall not be allowed to stop her/his clock for using the restroom or grabbing a snack.
7. **Time control** – 15 + 0 i.e., **15 minutes** for each side.
8. **No. of rounds** – 4 to 8. To be declared by the arbiter based on the no. of players present in the players meeting before the start of Round 1.
9. **Point system** – 1 for a win, 0.5 for a draw & 0 for a loss.
10. **Tournament format** – Latest FIDE Rules and SWISS system shall be followed.

11. **Tie-breaker system** - Following shall be the order of deciding the winner in case of a tie - 1. Buchholz Cutl, 2. Buchholz, 3. Sonneborn Berger, 4. Progressive Score, 5. Direct encounter, 6. Number of wins and 7. Number of wins with Black pieces
12. Players should **start & end all their games** with a **firm handshake**.
13. The **player with Black pieces** shall **be asked to start the clock**. The **player with White pieces** shall **play the first move** and then **press the clock**.
14. A player can win by - **a) Checkmate, b) Opponent resigns, c) Opponent runs out of time while you have enough pieces, d) Opponent making too many illegal moves, e) forfeit, f) Technical grounds**
15. A player can draw by - **a) Agreement, b) Stalemate, c) Insufficient material, d) Three-fold repetition, e) Fifty move rule, f) Timeout v/s Insufficient material**
16. Players **cannot offer a draw before the 30th move** of Black.
17. **"Touch & Move" rule shall be followed** throughout the tournament - If a player touches a piece, s/he must move it, if it is legal to do so.
18. If a player touches her/his **opponent's piece**, then s/he must capture that piece, if it is legal.
19. The player should **use the same hand** to move the piece and press her/his clock.
20. If a player has touched a piece but **has not placed it** on another square then s/he can choose to place it on **any other square** where that piece can legally be placed on. The player cannot play the piece again in the same move if s/he has lost contact and left the piece on a square.
21. The player should **neither touch the opponent's side** of the clock **nor press her/his clock without making a move**.
22. **Talking shall not be allowed when a round is in progress**. A player can only say -: 1. **"Offer of a draw"** (when it is her/his turn) and 2. **"I adjust"** (when a piece is knocked down by mistake and the player wants to put it back on its original place on the board)

23. On reporting **an illegal move**, a **warning shall be issued**. If the **2nd illegal move is reported**, then the **game shall be stopped** and the **opponent shall be declared as the winner** irrespective of the position on the board.
24. Taking help from external sources – database, book, person, gadget, etc. while playing shall be treated as cheating. Anybody found doing so shall be removed from the tournament with immediate effect.
25. A player should **pause the clock and call the Arbiter** -: a) If s/he observes that her/his opponent has made an illegal move; b) To show the final position of the completed game
26. **Castling** is the King's special move. So, the player must **touch & move the King first**, and then only the Rook.
27. **En passant (capture of a pawn while passing by)** is an optional move.
28. A **pawn that has reached the last rank must be replaced** by one the following pieces -: Queen, Rook, Bishop, or Knight. Only then should a player press her/his clock.
29. If it is not her/his turn, the player **should not touch the board or the pieces in play**.
30. A player **cannot block her/his opponent's view** of the board at any point of time.
31. If a player wishes **to resign**, then s/he can **tip her/his king over** on its side or say **"I resign"** before pausing the clock and calling the arbiter.
32. If a player is wasting her/his time by playing irrelevant moves instead of trying to secure a win, then the arbiter shall declare the game as a draw.
33. If two players are found to have pre-arranged the result of a game by making a set pattern of moves, then the arbiter may award zero points to both of them.
34. To avoid any biases, **all the pairings shall be done by the computer**.

35. **Spectators aren't allowed** in the playing hall while a round is in progress.
36. In case of a conflict, the **decision of the Chief Arbiter** shall be treated as final.
37. **Protests**, if any, against the decision of the Chief Arbiter, shall be made by a player **in writing with a protest fee of Rs. 1000/- within 15 minutes of the occurrence of the incident** to the Appeals Committee. The protest fee shall be refunded back to the player if her/his appeal is upheld.
38. An **Appeals Committee consisting of 5 members shall be formed at the Player's Meeting**. The decision of the Appeals Committee is final and binding on all the players.
39. A player may **withdraw from the tournament** at any stage, only **after informing the Chief Arbiter in writing**.
40. A player **cannot join the tournament after half the number of rounds in their age category** have been completed.

SWISS TOURNAMENT EXPLAINED

A Swiss tournament is different from a Round-Robin tournament in that no players are eliminated after any round. Every player will play every round regardless of the last round result, and the player with the highest no. of points at the end of the tournament is declared as the winner.

In a Swiss tournament, you don't necessarily play every other player. If there are a lot of players in the tournament, there may not be enough rounds for everyone to play against everyone.

Pairings try to put together players of similar rating. Because of this, the highest rated player might not always be the winner, and a lower rated player who defeats all her/his opponents (who would be of similar rating to her/his own) could end up winning.

GUIDELINES

1. Players should keep their electronic devices in a switched off mode while a round is in progress either in a bag or hand over the same to their companion. If a player is found to be in possession of an electronic device while a round is in progress, her/his opponent shall be declared as the winner.
2. Chess board, pieces and clocks for the matches shall be provided by the organisers.
3. Attendance at the closing ceremony is mandatory for all prize winners. If any player remains absent, then her/his prize shall be awarded to the next player on the list.
4. If a player is eligible for more than one prize, s/he will receive only the higher one.
5. A player must score at least half a point to be eligible to receive a prize.
6. Parking space shall be provided at the venue.
7. Players should make their own arrangements for their travel and stay.
8. Drinking water shall be provided at the venue. However, players are advised to bring their own water bottles.
9. Hot and fresh food will be served to all players by the organisers for free. However, parents/guardians can buy food/snacks from vendors in the facility.
10. Parents/Guardians and spectators are not allowed in the playing hall.
11. Please respect the arbiters, volunteers, staff and property at the venue.
12. Please make sure that you leave the premises neat and clean.