

Kentucky Chess Association 2018 Bluebook



Written by Scholastic Coordinator Ryan Velez

Table of Contents

Page 3	A letter to the parents about scholastic chess growth throughout Kentucky
Page 5	Quads System
Page 6	Quad Map
Page 7	State Individual and Team Championship Rules & Regulations
Page 14	Kentucky Scholastic Chess Championships Regulations
Page 17	Tournament Entry Info
Page 19	State Individual Registration Form
Page 20	State Team Registration Form

The State of Scholastic Chess in Kentucky (2017 - 2018)

Chess is growing across the state and has continued its upward trend. However, this year snow has caused the cancellation of a couple of tournaments in Louisville and surrounding areas. But, I am happy to report that everyone who decided to reschedule their events did a good job in not stepping on each other's toes!

This year, for the first time in KY Chess History, the K1 kids will be qualifying for the state team championship in the same way as everyone else: through the Quads. Thanks to the large sites in Bullitt County, we'll be able to hold the event which could approach as many as 500 players which would be a KY State Championship record. However, our expectations are that we'll be between 320 – 400. To reach 500, we'd need a 180 player alternates section.

Last year I reported there was a 20% increase in non-Louisville tournaments around the state. That number has increased slightly since last year by the value of one or two additional tournaments. However, in Louisville, approximately 8 – 10 new tournaments have popped up once per month on Fridays opening a new day for scholastic players to experience chess. These events have been well attended since June 2017.

Another significant change that affects the scholastic community, in a positive way of course, is the KCA's new webmaster Brian Marshall, Caleb Marshall's dad. Brian raised concerns about the KCA website and wanting it to become better than it is. As the KCA's webmaster at the time had been distant for some years, the board offered to appoint Brian as webmaster. After serious thought, and some very lengthy e-mails, he agreed to do it. We'll have more to report on that later as this is a new development.

Starting next year, the KCA will be able to do more for kids at its scholastic tournaments. It has taken the board several years to get back to where the KCA once was in terms of its finances. However, with some changes to the tournaments suggested by Ryan Velez, the KCA should be expecting a windfall in resources for state team this year. Ryan has also had the board re-write the way it brings in money from tournaments for next year onward so that the KCA will benefit more than it has in the past. Alan Trimble, Quad C coordinator, has expressed he wants to see the scholastic events use that money to grow scholastic events and make them much more memorable. I am inclined to agree with him pending we don't get snowed out or have issues this year (snow is always on my mind).

On a final note, the KCA would like to thank Tom Knight, Quad A coordinator, for his role the past several years. He has helped grow chess in Western, KY to the point that no one there is a shoe in to the state championship anymore. He helped grow the US Chess Membership Satellite event in Western, KY and has gotten a string of tournaments put together for people to continue their interest. Tom is going to be stepping down as Quad A coordinator next year. He will be replaced by Don Winters, who has had a big hand in helping Tom with Quad A. Tom, we sincerely appreciate your efforts. We wish you well and look forward to seeing your team compete in the years to come.

--Ryan Velez, *KCA Scholastic Coordinator*

KCA Championship Rules and Regulations

A. Powers and Limitations of the Kentucky State Scholastic Chess Coordinator

A1. If necessary, a Scholastic Coordinator's decision or ruling is considered of a higher order than the Blue Book in cases where

- A1.1. There is no designation in the Blue Book for a specific situation;
- A1.2. A contradiction in the Blue Book is found;
- A1.3. Or any unforeseen situation that requires a ruling before an appeals committee process.

A2. Prior to each state championship event, a Tournament Appeals Committee must be appointed as per the US Chess Rulebook.

A2.1. If a player has a question about any ruling by a tournament director, that player may appeal through that director in accordance with US Chess rules.

A2.2. The proper order of appeals is as follows:

- a. The player complains to the Floor TD of their section;
- b. From there it goes to the section chief if one was appointed;
- c. Next it goes to the Chief Tournament Director;
- d. If the Scholastic Coordinator is not also the Chief TD, then it goes to the Scholastic Coordinator;
- e. After that the appeals committee handles the claim;
- f. The next claim would go to the KCA Board where the Scholastic Coordinator can plead the case and submit any written documentation from the plaintiff(s) to the KCA. However, the Scholastic Coordinator must abstain from the vote;
- g. If the ruling is still not accepted, it can be further appealed to the appropriate US Chess committee (Ethics, TDCC, etc...). From here the ruling must be accepted one way or the other as there is no higher authority to which an appeal may be made.

A2.3. Understand that the timing of certain complaints can alter how the complaint is handled. For example, if a touch move claim is made after a game, there can be no ruling in favor of the player making the complaint. But if that claim is made during the game, it is easier to handle the situation.

A2.4. Only players and coaches may lobby complaints. *Parents have no standing to make an appeal as they were not one of the player's in the game, they could not have witnessed the game, and they are not considered impartial.* If your team does not have a coach then designate one person who will serve as the chess sponsor for the day, usually this is not in question but if it is be sure to decide this *before* the tournament.

A3. The Scholastic Coordinator shall appoint all tournament directors, assistant directors, and volunteer staff for each state championship event. This includes the power to delegate these responsibilities to another person (especially in the case of events being across the state). The Scholastic Coordinator shall also appoint Quad Directors numbering one for each Quad.

A3.1. The Kentucky State Scholastic Coordinator is the chief organizer for all state championship events. The Scholastic Coordinator may delegate this task for any event except the State Team Championship. Note that this does not include the “Quad” Tournaments as those are not in themselves state championships but regional championships.

A3.2. The Scholastic Coordinator may also pay a chosen delegate or appointee to go help run a tournament if necessary or requested. This person’s pay will be the KCA’s responsibility based upon the proposed payment amounts drafted by the Scholastic Coordinator and Treasurer. The pay can include a normally priced hotel room, travel money for gas, and payment for services rendered. If the event in question generates enough revenue to pay this delegate/appointee’s fees without causing undue hardship on the organizer then the organizer should cover it if they requested the help.

A3.3. The Scholastic Coordinator may appoint themselves as a Quad Coordinator and Chief Organizer of any single Quad tournament. After that, the Scholastic Coordinator should only be used as a backup Chief Organizer or Quad Coordinator in the event one cannot be appointed or unforeseen circumstances arise when a coordinator steps down.

A3.4. When appointing staff for each event, the Scholastic Coordinator may determine who has the experience necessary based on the tournament director certification level obtained by applicants or candidates for various positions. The Scholastic Coordinator may also appoint people based on the event history on their US Chess tournament directing profile, their US Chess ranking, and their reputation with running events.

A3.5. The Scholastic Coordinator should appoint people who can maintain the impartiality needed to be a tournament director based on any information pertinent to potential impartiality. For example, if an applicant has a child on a high school team, they should not be allowed to be a floor TD in that section; however, they could still be a floor TD in another section. Maintaining the maximum possible impartiality is key to ensuring transparency and the fairest tournament experience possible for all.

A4. To the best of their ability, the Scholastic Coordinator should balance their obligation to grow chess throughout Kentucky and their obligation to financially benefit the KCA. The State Championship cycle cannot exist if too much money is lost year to year. But, without an emphasis on growing chess by putting championships in different parts of the state, the soul of the KCA would not be perpetuated. Therefore, a proper balance is required.

A5. The official Rules of Chess, as compiled, modified and sanctioned by US Chess, shall govern all tournaments in the Quads or Championship Series, unless as amended or stated otherwise in the KY Bluebook. The official rules of chess always refers to US Chess' most recent version.

B. Admittance to the Tournament Hall

B1. No parents, coaches, or observers are permitted in the Tournament playing in any state championship event area once a round has begun. This rule is in effect to eliminate the possibility and the potential perception of cheating. This precaution is necessary to preserve the integrity of the tournaments. This rule is recommended for use at all Quads.

B1.1. Play-offs for team championships, if they are required, are open to spectators unless the Scholastic Coordinator or Quad Coordinator says otherwise.

B1.2. The Scholastic Coordinator, after opening the floor to spectators during a play-off game, may open or close the floor to spectators at any time for any reason.

C. Assistance During Active Chess Games

C1. While any team game is in progress, players of both teams in question are forbidden to talk with anyone except with a tournament director, their captain in certain circumstances, or their coach in the presence of the tournament director.

C2.1. To speak with a tournament director, a player needs to raise their hand. They should not pause their clock if a clock is active in their game unless they have less than 5 minutes. Depending on the nature of the question, the director will let the clock run or pause it themselves.

C2.2. To speak to the captain of the team, a player must simply go speak to the captain. The only question that can be asked of the captain is "Is it good for the team if I take a draw?" to which the captain may answer "Yes" or "No." The captain can look at the position before determining their answer.

C2.3. If a player needs to speak to their coach, they should raise their hand to get a tournament director's attention first. Then, arrangements can be made by tournament staff to get that player's coach. The tournament director must be present for the conversation. If a conversation like this occurs away from the tournament director, tournament sanctions against that team or the player in that game might occur at the discretion of the Scholastic Coordinator and/or tournament staff.

C2.4. Interference in any game by a coach or parent can result in forfeiture of that game. Repeated infractions can result in expulsion from the tournament.

C2.5. If a cell phone or any electronic device other than the chess clock or an approved electronic notation device is present during a chess game, it will be presumed as interference with the game and appropriate action will be taken. The US Chess penalty

ranges from a severe warning, to losing half of the time on your clock, to forfeiture of the game and/or expulsion from the tournament.

C2.6. If a player's time runs out, anyone who calls attention to this fact other than the players involved in the active game in question are subject to penalties as they have interfered with the game. Interference actions include, but are not limited to, gasping, pointing, whispering, or telling a coach. It is up to the active players to notice when time runs out on the clock for either side during their own game.

D. Byes

D1. In any round, if the number of players or teams in a tournament is uneven, one player or team may be given a 1-point, or full point, bye.

D1.1. Players and teams may only receive a full point bye once per tournament and this player or team must be in the lowest score group in their section.

D1.2. Floor TDs may revoke a bye and re-pair the player or team who received the bye with a game in their division if an option becomes available.

D2. No half-point byes will be awarded to any team during the state team championship. State champions are determined through playing and players / teams should not be rewarded for not playing. This means teams cannot request half-point byes. Teams can request 0-point byes.

E. Recording and Notating Games

E1. It is strongly recommended that each player record their games. A player who does not record their games risks all the following:

E1.1. That player will be unable to use their opponent's scoresheet against them for any claim.

E1.2. That player will have no way to prove 3-fold-repetition, the 50-move rule, or claim an illegal move has been made.

E1.2.1 You can still claim an illegal move was made on the current move. But you cannot claim an illegal move was made 5 moves ago, for example.

E1.3. By electing not to notate your game, or by stopping notating in the middle of the game, you are opening yourself up to potential cheating behaviors that you will not be able to make claims against. It should be noted by every player that if you are not notating and your opponent cheats the rules will potentially support your opponent.

E1.4. Understand that there is a 100% no tolerance attitude about cheating in chess tournaments by the KCA, the Scholastic Coordinator, and any staff hired. However, if your opponent's queen moves like a knight, and no TD witnessed it, it becomes difficult to prove that if you aren't notating. We will always do everything we can to prevent

cheating and find the truth, and the best thing you can do to protect yourself and help us is notate your games.

E1.5. When either player has 5 minutes or less on their clock, they may stop notating. The above risks do apply but if either player is this low on time it is possible to have a TD watch your game. TDs will declare draws if they observe 3-fold repetition or count out the 50-move rule. TDs are also empowered to point out downed flags (when a player has run out of time) at state championship events. With a TD watching, you are protected as if you were notating.

E2. You must make your move before writing down your move.

E2.1. In the US Chess rule book there is a sub-variation on this rule that allows for the reverse scenario: you may write your move down before you move. However, KCA state Championship Events observe the rule E2 (listed above) which corresponds to US Chess rule 15 A in the US Chess rule book.

E2.2. Writing your move before making your move on the board can be considered “taking notes” which is against the US Chess rules.

F. Reporting Your Result

F1. Once a game is completed, you must report your score at the scorer’s table. Then, go set up your chess board. It is a good idea to leave the board set up before you report your score so that if the end position is needed to resolve a dispute, it remains intact.

F1.1. In 4-Board team events, the team captain, not the team’s coach, is responsible for ensuring that all game results are written and recorded properly on the team pairing sheets provided. Failure to turn in the sheets on time can result in major delays of the tournament or other potential issues.

F1.1.1 The K1 Section of the State Team Championship will be run as a normal team modified swiss. Scores will be reported to a score keeper and team captains will not have to turn in a team score sheet.

F1.1.2 The K1 section at the State Team Championship will serve as a gateway for younger folks to be part of a big event and learn how state championships work. The emphasis from the KCA’s perspective is to get new players interested and adding the K1 section to state team is part of that goal.

F1.1.3 If a player is subbed into the K1 Championship section from the alternate section, that player’s score will be equal to the score achieved by the player they are replacing. This rule is in effect to maintain the team’s record over previous rounds. Since it is being paired as a team modified swiss, this special rule is needed.

F1.1.4. If a player is replaced from the K1 Championship section and placed into the alternate's section, their score will be the same as it is in the Championship section. The reason for this is because, while in the state championship section, they were playing harder players than are in the alternates section. Therefore, whenever a K1 player is switched between the main event and the alternate section and vice versa, they retain the score of original player in the main event.

F1.2. When reporting your score, both you and your opponent need to be present. If they are not the tournament directors will do their best to find the absent player. If the absent player cannot be found before the next round, the reported result will stand. If neither player reports, and a good faith effort on the tournament staff's behalf turns up nothing, the Chief Tournament Director has the right to award a double forfeit to both players/teams in question. This action can also potentially withdraw the absent players from the event (which is automatically done in the pairing's software).

G. Chess Team Composition

G1. Teams are comprised of students who attend the same school. For the purposes of team play, the KCA follows the US Chess definition of a school which can be found in the Scholastic Regulations on the US Chess website. The follow regulations are listed here for convenience and will be updated as US Chess updates their rules year to year

G1.1 – Sch. Regs. 13.2.1 “A school is defined as an institution which has one name, is located in one building or connected adjacent buildings, and is under one administrator and which provides core curricular instruction in English, math, science, and social studies.”

G1.2 – Sch. Regs. 13.2.1.1 A ‘local public school’ for a home schooled or virtual school student is defined as the public school the student would attend if attending public school. The local public school for a 3rd grade home schooled or virtual school student is the local public elementary school the child would attend if going to public school.

G1.3 – Sch. Regs. 13.2.1.2 A ‘public school district’ is a grouping of public schools (most usually within a city or county, but may be a single school in a small city) recognized and designated as being a public school district by that state’s department of education. A ‘local public school’ is not the entire district but is the area that a single public school covers.

G1.4 – Sch. Regs. 13.2.2 A student will be considered to attend a school if and only if he or she physically attends classes at that school building and receives more than 50% of his or her core curricular instruction during those classes.

G1.5 – Sch. Regs. Can be found at

http://www.uschess.org/images/stories/scholastic_chess_resources/us_chess-scholasticregs_jan2016.pdf Please not that the most up-to-date version as of 2/1/2018 is the 2016 Scholastic Regulations which has a lot of editing and unfinished proofreading. Will update as necessary year to year.

G2. Home schooled students are eligible to participate on teams. A home-schooled student is defined as a student who receives at least 50% of his or her core curricular instruction at home. Under US Chess rules, home school students have the following options when forming and/or participating on a scholastic team:

G2.1 A home schooled student may represent his or her local public school when access to extracurricular activities is permitted and the student resides within the boundaries of the local public school as defined by Kentucky law. Presently, Kentucky law's states *"State law only requires the public school district to allow opportunity for a student to participate in extracurricular activities if the student is enrolled in the public school district. Some districts are willing to allow homeschools to participate, but this is decided by individual school districts."*(<https://education.ky.gov/federal/fed/Documents/Kentucky%20Homeschool%20Information%20Packet.pdf> – page 4).

G2.2 A home school student may join with other home-schooled students who reside within the same boundary of the local public school as defined by Kentucky law.

G2.3 There may be more than one home school team per recognized public school district.

G3. In addition to the US Chess rules (G1) and Kentucky Law (G2), the KCA has its own homeschool requirements:

G3.1 If a student attends school in Kentucky but lives out of state, that player may compete on their school's team in KY Team championship events (State Team, Quads).

G3.2 If a student's US Chess Membership lists their home state as Kentucky but they attend school out of state, that student may compete in any individual based state championship since US Chess recognizes their home state as Kentucky (State Individual, Grade Level, Junior Closed, etc...).

G3.3 If a home school team organizes itself in Kentucky but registers with an out-of-state homeschool organization, they may participate in the Kentucky Team Championship events but must provide a signed letter stating they follow all Kentucky laws, US Chess and Scholastic Regulations, and KCA regulations. The letter must also state every team member agrees not to participate in a different state's team championship.

G3.3.1 The letter must be signed by either a single Homeschool coach or chess sponsor or all the parents sending their students if no agreed upon coach or sponsor exists.

G3.4 If a home school team is out of state but registers with a KY home school organization, they may participate in KY team championships pending signatures followed by procedures outlined in rules G3.3 and G3.3.1.

H. Substitutions at the State Team Championship

H1. Substitutions are allowed during the state team championship. The spirit of substitutions is to help allay unexpected difficulties such as someone becoming sick, unexpected circumstances prevent a player from the event like weather or extreme traffic jams, and other similar reasons.

H1.1. Once an alternate is substituted into team tournament play, that player must finish the tournament.

H1.2. You cannot substitute a player in and out repeatedly. *This means you can substitute a maximum of 4 times per team.* Essentially, the starting 4 boards may each be substituted out once for another player. After that, there are no more substitutions.

H1.3. Any player who is substituted will be entered into the alternate section unless otherwise instructed by the player's coach.

H1.4. Substitutions must be submitted using the substitution form in this booklet near the back (or by forms provided at the tournament).

H1.5. Substitutions must be submitted *before* the end of the previous round.

H1.6. The Chief TD reserves the right to allow emergency substitutions.

H1.7. If a player has a medical emergency during a game and cannot finish the game, the game will be forfeited (or drawn if there is insufficient mating material). You cannot substitute a player in an active game. The game will be rated normally.

H1.8 Also see F1.1.3 and F1.1.4.

H2. Substitutions during play-off matches:

H2.1. A play-off match occurs when two teams tie for first place. When this occurs, both remain co-champions but both cannot take home the 1st place trophy; therefore, a play-off occurs. In the event of more than a 2-way tie, a play-off is skipped and tiebreaks are used because there is not an efficient way to have 3 or more teams engage in a play-off.

H2.2. When a play-off occurs, coaches may make substitutions before the first play-off and in between play-off rounds if each round continually results in a tie.

H2.3. Keep in mind that players who were substituted out of the main event cannot be substituted into the play-off match as per rule H1.2.

H2.4. Furthermore, if a team has used all 4 of their substitutions, then no substitutions can be made during the play-off match.

I. Time Forfeits

I1. A player loses on time if their flag has fallen or their time has expired.

I1.1. Analog clocks (face clocks) should be set so that the time will expire at 6:00. Digital clocks shall be set for the number of minutes in the round.

I1.2. If a time delay feature is used, the time delay shall be set for 5 seconds, unless otherwise specified by the Chief Tournament Director.

I1.3. Only the players in an active game may claim a time forfeiture or a tournament director who feels allowing the game to continue is significantly delaying the tournament progress.

I1.4. A player may claim time forfeiture only if they first stop the clock. If a player fails to stop the clock and their time also expires, then the game might be awarded a draw unless the tournament director can impartially vouch for what occurred as a witness to the game or can find an impartial witness who observed what occurred.

J. Touch Move

J1. Touch move is always in effect at all KCA championship events except for the Blitz Championship and the Bughouse Championship.

J1.1. Touch move guidelines are outlined in the US Chess Rule Book. Touch Move states that if you touch a piece with intent to move, then you are compelled to move that piece. It also states if you touch a piece that you can capture, you are compelled to capture that piece.

J1.2. If a piece needs to be adjusted because of an off-placement on the board that, if not corrected, could put the piece's placement into an ambiguous state, players may say "I adjust" before moving the piece. By saying "I adjust" you are signaling you do not necessarily have intent to move that piece.

J1.3. For players who lack the ability to speak, they may do a thumbs up for a few seconds before shifting the piece to signal they do not have intent to move the piece. This rule was added to make considerations for mute players or players who have lost their voice but are still healthy to play. Players who can speak should not use this rule.

K. US Chess Status

K1. Participants in all Quad tournaments and the State Championship Series must be current US Chess members. There will be no exceptions to this policy. This is because all state championships are nationally rated through US Chess.

K1.1. If a membership status is in doubt and cannot be documented by the player, a new/renewed membership must be purchased during the event they are attending.

L. Swiss System Pairings

L1. The Swiss System can accommodate a large number of players in a relatively short period of time. Basic Swiss System pairing rules are:

- L1.1. A player may not be paired against the same opponent more than once.
- L1.2. Players with equal scores are paired whenever possible
- L1.3. Players receive alternate and equal colors whenever possible
- L1.4. No player should be scheduled to play the same color in 3+ consecutive rounds (unless required in a few rare instances)
- L1.5. Everyone plays all scheduled rounds (there is no elimination in a Swiss System tournament)

L2. The State Individual championship, the Grade Level Championship, and the Blitz championship are Swiss System Tournaments. Players can and will likely be paired against opponents from their same school.

L3. At any KCA event other than the State Team Championship, accelerated pairings may be used if any sections are too large given the advertised number of rounds. This is at the discretion of the Chief Tournament Director for each event.

M. Team Modified Swiss Pairings

M1. The tournament is played as a normal Swiss System tournament with pairings made on an individual basis per the rules above, except that teammates are paired as if they have already played each other and thus will never be paired to play against each other.

M1.1. The team score is determined by adding the points accumulated by the top four scoring players on a team. A minimum of two players is required to qualify for team awards. (Note: a team must have a minimum of three players to compete for the title of State Champions.)

M1.2. There is no limit on the number of players a school may enter on its team except during the State Scholastic Team Championship, although the TD may require adjustments if the number exceeds 25% of the total tournament field and /or adversely affects pairing decisions.

M1.3. During the State Scholastic Team Championship, only 4 players can play on the team during the main event. However, a team may bring any number of players to the event to participate in the Alternate's section. However, note that only 4 players from the Alternate section may be substituted into the main event (see rule H1.2.)

M2. Regional (Quad) playoffs are played as Team Modified Swiss Events.

M2.1. The K-1 State Team Championship will be played at the State Team Championship this year. If this can become the norm, this rule will eventually be deleted.

M2.2. The K-1 event will be paired using the Team Modified Swiss system. They will still be restricted to 4-player teams with 4 alternates and a maximum of 4 substitutions.

N. Team Event Boards

N1. Players on each 4-person team are ranked from highest rating to lowest rating and assigned to board positions 1 through 4 (or 8 when including the alternates), high to low.

N1.1. Players must play the same board order throughout the tournament; failure to do so will result in forfeiture of the boards that play out of order.

N1.2. If a team plays with only 3 members, they must forfeit Board 4 and shift their seating so games are played on boards 1, 2, and 3.

N1.3. For pairing purposes, team ranking will be calculated based upon the average ratings of the top 4 players entered in the event.

N1.4. Unrated players must be placed on the lowest boards, for example one Unrated player would have to play Board 4, two Unrated players would have to play Board 4 and Board 3, three Unrated players would have to play Board 4, Board 3 and Board 2.

N1.5. Unrated players will be assigned a rating based on the following: an Unrated player on Board 2 is assigned 50 points below the rating of Board 1. An Unrated player on Board 3 is assigned 50 points below the rating of Board 2. An Unrated player on Board 4 is assigned 50 points below the rating of Board 3. In no case will an unrated player be assigned a rating less than 100.

N1.6. A team with all four boards unrated will be assigned a team rating of 500.

N2. In the 4-board Team Championship Tournament, all players will be placed on the team roster in order of the rating published on the most recent ratings supplement. The TD reserves the right to order the players and pair the tournament based on the ratings published on the United States Chess Federation's Players/Ratings page if necessary due to time constraints and applied equally across all teams.

N2.1. This team roster establishes the board order for the entire tournament and may not be altered (including any Game/5 playoff which may be needed to determine the champion). The State Scholastic Coordinator or his/her delegate is the final authority for questions on this rule.

N2.2. The term "Alternate" is sometimes confusing within the context of this rule. Please remember that an alternate is not an additional player who can be substituted into any position as in many other sports. When a player is designated as an Alternate and is then substituted into the Team, that player will take their appropriate board position and all players will close to Board 1. Active players on the team are then not considered "Alternates" from that point forward.

N3. Each team must designate a team captain. The team captain comes with several powers and responsibilities that must be observed. Please note that a team captain does not have to be your top board but it does have to be one of your top 4 boards.

N3.1. The team captain is responsible for getting all games results recorded on the state championship score sheets put on each table before each round. They are responsible for turning this sheet into a TD or the score table. The team captain may also be asked by any of his or her team mates “Does a draw help the team?” The captain may say only “Yes” or “No.” The captain may look at their teammate’s position and make a silent determination on how to answer the question.

N3.2. It is advised that the team captain stay in the room until all team mates finish their games. If the captain finishes before any of his or her team mates, the captain should remain at the table until all games are finished.

N3.3. Advice to coaches: make your most responsible player the captain.

N3.4. If a team captain is replaced by an alternate, a new team captain must be designated.

N4. Teams will then be paired as if they were individuals in a Swiss System tournament. Rules governing color assignment will determine the colors assigned Boards 1 and 3. If, for example, Board 1 for Chess Elementary is assigned White, Boards 1 and 3 will play White while Boards 2 and 4 will play Black.

N4.1. Scoring is based on MATCH POINTS, with a team receiving 1 point if they win the round (2.5 points or higher on the combined individual boards), 0 points if they lost the round (1.5 points or less) and each team receiving .5 points in the event of a tie (2 points each) for that round.

O. Tiebreaks

O1. In all KCA championship events, if only two players or teams tie for first place, a 5 minute no delay blitz play-off is used as the first tie-break method instead of normal tie-break formulas. This is done so that chess decides who gets the first place trophy and who gets second place. Both still remain co-champions.

O2. In the event that there is a 3 or more way tie between individual competitors or teams then tiebreak formulas are used. For non-first place awards tiebreak formulas are always used.

O2.1. Tiebreaks are used in the following order for non-team events:

a. **Modified Median** – The sum of opponent’s scores discarding some high and low scores: (1). For players with a “plus” score, the lowest scoring opponent is discarded. (2) For players with “even” scores, the highest and lowest scoring opponents are discarded. (3) For players with “minus” scores, the highest scoring opponent is discarded. All the above scores are adjusted for unplayed games such as byes and forfeits by giving each 0.5.

b. **Solkoff** – The sum of all opponent’s final scores.

c. **Opponent’s Cumulative** – the cumulative tiebreak points for each opponent

are calculated then added together.

d. **Cumulative** – The sum of the player’s cumulative (running) scores for all of the rounds. One point is subtracted from the sum for each unplayed win or one-point bye. For example, if a player’s results over a five-round event were a win, loss, win, draw, loss the wall chart would show a cumulative score round by round as 1, 1, 2, 2.5, 2.5. Adding across the cumulative tiebreak total is 9.

e. **Coin Toss** – the final tiebreak when all things being even, a coin toss is done to determine who gets the first place trophy.

O2.2. Tiebreaks are used in the following order for team events:

a. **Blitz Play-off** with 5 minutes and 0 delay as long as there are only two teams tied for first. This is a head-to-head 4-board play-off.

1. A coin flip determines who gets white on boards 1 and 3 and black on 2 and 4. The lower rated team gets to call head or tails. The winner of the flip determines which team has white.

2. If additional rounds are necessary then colors are flipped.

3. Players must handle the clock and pieces with the same hand.

4. Any player who knocks over any number of pieces must replace them on their own time. In other words, if you knock pieces over, do not hit your clock and *then* pick them up.

5. Touch move is in effect. This rule is separate from touch move not being in effect during the Blitz Championship because this play-off is considered a tiebreak (which means the blitz games are not rated). If you knock over pieces, you do not need to say “I adjust” to pick them up. However, to adjust standing pieces, you do.

6. If the opponent makes an illegal move, you should stop the clock and claim “Illegal move.” Making an illegal moves results in losing the game.

b. **US Amateur Teams** – For each round, the final score of the opposing team is multiplied by the number of points scored against that team. For example, if Team A scored 3.5 – 0.5 against Team B, which finished the tournament with two match points, Team A’s tiebreak for that round is $3.5 \times 2 = 7$.

c. **Solkoff** (explained in O21a).

d. **Game Points** – which is “The total game points earned by the teams involved.”

e. **Coin Toss** (explained in O21e).

P. Qualifications for Limited Entry Tournaments:

P1. For the US Chess *Arnold Denker Tournament of High School Champions*, the *Barber Tournament of Middle School Champions*, and the *National Girls Invitational Tournament*, and the *Kentucky Junior Championship* invites are decided as follows:

- | | | |
|-------|---------------|--|
| P1.1. | <i>Denker</i> | Top High School Player in the State Individual Championship. |
| | <i>Barber</i> | Top Middle School player in the State Individual Championship. |

<i>NGIT</i>	Top Girl from the State Individual Championship.
<i>Junior</i>	High School Champion, Top Middle School Champion, Top finisher in the Action Championship, and top 2 finishers from the KY Open.

P1.2. If the top player resigns their invitation, then it goes to the next player down through 5th place. If all 5 decline, then the same formula is used during the State Team Championship. If the top 5 players from that event also decline then players can be invited from the Grade Level Championship starting with the highest grades.

P1.3. For the Junior Championship, if players decline their invites then the next invites go down the line through 10th place in each respective qualifying event. After that, the event is either smaller, doesn't occur, or an alternative format is decided upon by the scholastic coordinator and KCA President.

P1.4. If any invites are not accepted and stipend money is attached to the invitation, then the KCA keeps the stipend money in reserve for future qualifiers (see P3).

P2. Rules for special invitational events

P2.1. High school players must be enrolled in a high school to participate; this does include home school. Middle school players must be enrolled in a middle school; this does include home school. Only K12 girls may be invited to the NGIT event.

P2.2. A Junior player is defined as someone who will be under 21 years of age. For tournament purposes, you cannot be 21 years old and play in the tournament. So, if your birthday lands on the tournament's scheduled date (usually in July) then you are not eligible to play.

P3. Stipends

P3.1. The Kentucky Chess Association pays 3 stipends to help the Denker, Barber, and NGIT qualifiers afford the trip to go to their respective tournaments.

P3.2. Each stipend is between \$600 - \$800 year to year. The number can fluctuate based on how well the events that are used to raise this money do.

The Quad Tournaments and State Championship Cycle

Q1. Kentucky has been divided into fourths (Quads). The top prizes in each Quad are team invitations to the State Team Championship. Four invites per section are awarded and the sections are K1, K3, K5, K8, and K12. The invites are sent through e-mail and accepted through e-mail. If one Quad fails to produce 4 teams due to low turnout, then another Quad with overflow will submit another team. To decide who fills in, the Quads rotate who gets the first invite, second invite, etc... Here is the rotation schedule with the years representing the specific year the State Team Championship occurs.

Year	1 st Invite	2 nd Invite	3 rd Invite	4 th Invite
2018	B	C	D	A
2019	A	B	C	D
2020	D	A	B	C
2021	C	D	A	B
2022	B	C	D	A

Q2. After all teams are invited and accept / decline, if there are still spots available, invites shall be extended to

Q2.1 schools who sent incomplete teams to the Quads.

Q2.2 After that, invites may be extended to overflow teams in other sections to play up (eg: Middle school invite to High School).

Q2.3 If there are still vacancies, inviting teams with known chess clubs who did not participate will be done. Known chess clubs can be derived from previous Quad and State Team participants. Input from local coaches and businesses may also be obtained. The main goal for the Scholastic Coordinator in this stage of sending out invites is to ensure to the best of their ability that invites go to teams with students who understand the basic rules of chess and tournament play. It would be preferable to have a vacancy if no such team can be found.

Q3. Quad / State Team Weather Policy

Q3.1 If possible, Quad coordinators should pre-plan potential snow dates and make the necessary arrangements. However, this can potentially be costly and will not be a hard-fast rule.

Q3.2 If a Quad or State Team must be canceled, rescheduling is a top priority on the part of that Quad coordinator and/or the Scholastic Coordinator.

Q3.2.1 It is a good idea for Quad Coordinators to schedule their Quads in Late January to early February so that rescheduling becomes an option. If the Quad is scheduled too late, then a cancellation may not permit a rescheduling.

Q3.3 If a Quad cannot be rescheduled before State Team then the participants in the State Team from that Quad will be determined based on when teams signed up with priority going to teams who signed up first.

Q3.3.1 This is not the preferred way to go about this but it is objective.

Q4. Below are the Quad Coordinator and their contact information. The next page features the map of Kentucky that demonstrates the Kentucky Quad divisions.

Quad A Regions 1, 2, 3, 4:

2018 Quad A Coordinator: Thomas Knight (270) 933-8228 or WestKyChess@gmail.com

Allen, Ballard, Barren, Breckinridge, Butler, Caldwell, Calloway, Carlisle, Christian, Crittenden, Cumberland, Daviess, Edmonson, Fulton, Graves, Grayson, Hancock, Henderson, Hickman, Hopkins, Livingston, Logan, Lyon, Marshall, McCracken, McLean, Metcalf, Monroe, Muhlenberg, Ohio, Simpson, Todd, Trigg, Union, Warren, and Webster.

Quad B Regions 5, 6, 7, 8:

2018 Quad B Coordinator: Ryan Velez (502)240-9325 or ChessPerformance@gmail.com

Adair, Anderson, Bullitt, Carroll, Gallatin, Green, Hardin, Hart, Henry, Jefferson, Larue, Marion, Meade, Nelson, Oldham, Owen, Shelby, Spencer, Taylor, Trimble, and Washington.

Quad C Regions 9, 10, 11, 12:

2018 Quad C Coordinator: Alan Trimble (859)263-2222 or alt1978@aol.com

Bath, Boone, Bourbon, Boyle, Bracken, Campbell, Casey, Clark, Clinton, Fayette, Fleming, Franklin, Gerrard, Grant, Harrison, Jessamine, Kenton, Lincoln, Mason, McCreary, Mercer, Nicholas, Pendleton, Pulaski, Robertson, Russell, Scott, Wayne, and Woodford.

Quad D Regions 13, 14, 15, 16:

2018 Quad D Coordinator: Lee Armstrong (606)743-8052 or robert.armstrong@morgan.kyschools.us

Bell, Boyd, Breathitt, Carter, Clay, Elliot, Estill, Fleming, Floyd, Greenup, Harlan, Jackson, Jonson, Knott, Knox, Laurel, Lawrence, Lee, Leslie, Letcher, Lewis, Madison, Magoffin, Martin, Menifee, Montgomery, Morgan, Owsley, Perry, Pike, Powell, Rockcastle, Rowan, Whitley, and Wolfe.

For dates & times contact the above Quad Coordinators. The Quads happen in January and February each year.

Championship Tournament Formats 2017 – 2018 Cycle

State Team Championship

Location North Bullitt High School 3200 East Hebron Lane Shepherdsville, KY 40165
Date March 24th, 2018
Round 4
Time Control G/60; delay 5
Sections K1, K3, K5, K8, K12
Round Times Round-1 is 9:00 AM, others are ASAP
Entry Fee \$25 per player before March 12th. Entries thereafter are \$30 per player.
This is an invitational event which requires your team(s) to finish in the top 4 at the designated Quad Tournament. No onsite registration for this event.

State Team Alternate Section

Location North Bullitt High School 3200 East Hebron Lane Shepherdsville, KY 40165
Date March 24th, 2018
Round 4
Time Control G/60; delay 5
Sections K3, K5, K8, K12
Round Times Round-1 is 9:00 AM, others are ASAP
Entry Fee \$20 per player before March 8th. Entries thereafter are \$30 per player.
This section is open to all KY Scholastic players in the state. There will be no onsite registration for this event.

State Individual Championship

Location 2400 Washington St, Paducah, KY 42003
Date March 10th and 11th, 2018
Round 5 Rounds
Time Control G/90;d5 for K8 and K12
G45;d5 for K5
G/30;d5 for K1 and K3
Sections K1, K3, K5, K8, K12
Round Times Round-1 is 10:00 AM
Entry Fee \$25 per player before **March 8th**. Entries thereafter are \$30 per player.
This section is open to all KY Scholastic players in the state.
Online Reg: westkychess.com/tournaments

The 2018 State Team Scholastic Chess Championship Page 1

Saturday March 24, 2018

North Bullitt High School at 3200 E Hebron Lane Shepardsville, KY 40165

4 round Team Head-to-Head format; G/60 time control

Player check-in begins at 8:00; Coaches/Players meeting at 8:45

Rounds at 9:00, 11:30, 1:45, 4:00...awards ASAP (expect 6:30-7:00) all times are EST

Team rating will be the average of top four individual player ratings

USCF member required and will be available on-site

Trophies:

Top 5 with the first and second place teams also receiving a plaque for the coach and 4 plaques for the top 4 individual scorers. All perfect scorers will also receive a Perfect Score trophy

Entries:

The entry fee for each team is \$25 per player (make the check(s) payable to Kentucky Chess Association) if postmarked on or before March 12th, 2018. For entries postmarked after the late date the entry fee is \$30 per player. All team entries and entry fees are to be handled by the coach, sponsor or one parent acting as the coach/sponsor. ENTRY FORMS MUST BE TURNED IN AND MUST BE ON TIME. IF NO ENTRY FORM IS RECEIVED BY MARCH 4, 2015 THE SCHOLASTIC COORDINATOR MAY REPLACE THAT TEAM TO ENSURE A FULL FIELD.

Coaches may pay with one check and submit a list of students. Participant ratings will determine board order. Parents must sign their students up individually but may skip the payment process if a coach is using a single check (we always separate the payment process online for this reason).

Mail team entries, including the Alternate/s, to

Ryan Velez

173 Sears Ave, #079

Louisville, KY 40207

Email for info only – **no email entries accepted** – ChessPerformance@gmail.com

2018 State Team Scholastic Tournament Entry Form Page 2

Circle Section: K1 K3 K5 K8 K12

School: _____ Coach/Sponsor: _____

Coach Phone: _____ Coach E-mail: _____@_____

We need the contact information for players for last minute communications and emergencies.

Player 1: _____ USCF ID: _____

Phone: _____ E-mail: _____

Player 2: _____ USCF ID: _____

Phone: _____ E-mail: _____

Player 3: _____ USCF ID: _____

Phone: _____ E-mail: _____

Player 4: _____ USCF ID: _____

Phone: _____ E-mail: _____

Alternate 1: _____ USCF ID: _____

Phone: _____ E-mail: _____

Alternate 2: _____ USCF ID: _____

Phone: _____ E-mail: _____

Alternate 3: _____ USCF ID: _____

Phone: _____ E-mail: _____

Alternate 4: _____ USCF ID: _____

Phone: _____ E-mail: _____

Alternate 5: _____ USCF ID: _____

Phone: _____ E-mail: _____

My school is from Quad _____ and finished in _____ place.

Make checks payable to **Kentucky Chess Association**

Mail this form and check to:

Ryan Velez
173 Sears Ave, #079
Louisville, KY 40207

Call or email Scholastic
Coordinator Ryan Velez for team
qualification information:
502-240-9325 or
ChessPerformance@gmail.com