



Colorado State Chess Association State Championship

THE TIVOLI STUDENT UNION
AURARIA CAMPUS
900 Auraria Parkway
Denver, Colorado 80204

FEBRUARY 17th and 18th
2007

TOURNAMENT SCHEDULE SUMMARY

Please see the scholastic section of <http://www.colorado-chess.com> for any last minute information pertaining to this tournament

SATURDAY - Feb 17, 2007

7:30 - 7:50 Registration – Check-In

8:00 Players Meeting (Mandatory)

8:30 Round 1 (G/60)

11:00 Round 2 (G/60)

1:30 Round 3 (G/60)

4:00 Round 4 (G/60)

SUNDAY- Feb 18, 2007

8:30 Round 5 (G/90)

12:00 Round 6 (G/90)

3:15 AWARDS

Sections	Individual Trophies	Team Trophies
K - 3	1st - 10th	1st - 3 rd
4 - 6	1st - 10th	1st - 3 rd
7 - 9	1st - 10th	1st - 3 rd
10-12	1st - 10th	1st - 3 rd

In the event of a tie, trophies will be awarded based on tie breaks (1. Modified median, 2. Solkoff, 3. Cumulative.)
In the event of a tie for 1st place, co-champions will be declared with the 1st place trophy going to the winner based on tie breaks.

The top male and female players in the 10-12 division will be invited to be the Colorado Denker and Polgar representatives for 2007.

TOURNAMENT ORGANIZER
Tom Nelson

Chief Tournament Director
Mary Nelson

Computer Pairings
Lee Simmons and Larry Grohn

The Scholastic Division of the CSCA expresses great appreciation to the University of Colorado at Denver for sponsoring this tournament and promoting scholastic chess in Colorado. Special thanks to Director of Student Affairs: Obe Hankins.

*** Please keep this page for future reference ***

Players, Parents and Coaches Information

Who can play? You must be a current USCF (United State Chess Federation) member and a current CSCA (Colorado State Chess Association) member. It is not necessary to have a rating. You may join the USCF or renew your membership by checking the appropriate boxes on the entry form. For the CSCA, you may purchase a yearly membership or pay for a one-tournament membership. The yearly membership includes a subscription to the Colorado Chess Informant magazine and also allows members to participate in other CSCA-sponsored events throughout the year. Any child who is in grade K-12 and who is either a resident of Colorado or a resident of a bordering state may enter the tournament. This includes home-schooled children of equivalent age. A youth that graduates in December from 12th grade may participate as an individual in this tournament. Note that if a child elects to enter a division that is higher than their age (e.g. a 6 year old enters the 4-6 grade division), they are only eligible for awards based on their standings in the division they play (in this example, the 4-6 grade division). In addition, they would only be eligible to play on a team composed of members in the division they entered (in the same example, the 4-6 division). You must bring proof of USCF membership to the tournament (usually your USCF membership card). Out-of-state entries may win trophies, however, the state title may only be awarded to a resident of Colorado. The CSCA is the sponsoring organization for this tournament and provides boards and pieces. In addition, the CSCA provides monetary assistance for the top boy and girl in the 10-12 division so that they can represent Colorado in the Denker and Polgar Tournament.

How many games do I play? This is a six round tournament. You will play all rounds (unless you draw a bye for a particular round).

What is a bye and how are they handled in this tournament? When there are an odd number of players in a division, there will be one player in each round who gets a full-point bye. This player will get a full point (as if they had won their game) for that game and will not have to play. It should be noted that byes do not count very well during tie-break calculations. If a player cannot participate in a round, they may still play in the tournament. They may request a 1/2-point bye for those games that they will not be able to attend. They must do this at check-in time (before 8am on the first day of competition) and get it approved. ½ point bye's will be awarded for the first four rounds, rounds five and six will receive 0 point byes. Byes requested after 8am on the first day of competition will not receive points. Requested byes are not revocable after 8am on the first day of the tournament.

What do I bring? Boards, sets and score sheets will be provided for competition games. You will need to bring your own sets for practice games. Chess clocks will NOT be provided. You are encouraged to bring your own clocks. Please make sure names are on all chess items. Bring proof of USCF membership, e.g. USCF membership card or USCF membership paperwork.

Do I have to play with a chess clock and/or keep a score sheet? All players will be required to use clocks if they are available. Score sheets for recording moves will be provided. Keeping score is not mandatory, but strongly advised, and needed in case of certain disputes. Tournament Directors will put clocks on games approximately 20 minutes before the end of the round. A result report must be handed in at the computer table at the end of your game.

What supervision is there? All players are required to have adult supervision. Tournament Directors will supervise in the tournament area only. Children that do not obey the rules will be asked to leave the tournament.

Who is eligible for Team Trophies? There is no maximum number of players on a school team. Teams must have a minimum of two players. The top three players' points on each team will count towards the team score. If there are fewer than three players on a team, then their cumulative score will count towards the team score. Ties will be broken with the following tie-break systems: 1. Modified Median, 2. Solkoff, 3. Cumulative. Every effort will be made to avoid pairing team members. Exceptions will be made in the last three rounds. Please indicate the school team on the entry form for each entrant. School teams must be established by the time of pre-registration. Any corrections to school affiliation must be made before the beginning of the 3rd round.

1. School Districts whose elementary schools go K – 5 and start their middle schools with 6th grade.
 - a. 6th grade players may play for an elementary school in the 4-6 division if the following conditions are met:
 1. They attended the elementary school the previous year.
 2. There are only one or two 6th graders in their middle school playing in the tournament. If there are three or more 6th grade players in the tournament from their middle school the players must form a team from their middle school.
 - a. Exception to rule 1.a.1. The student moved into the school district this year and began attending the middle school. The student can then play for any elementary school that directly feeds into the middle school.
2. School Districts whose middle schools only go to 8th grade and start their high schools in 9th grade.
 - a. 9th grade players may play for a middle school in the 7-9 division if the following conditions are met:
 1. They attended the middle school the previous year.
 2. There are only one or two 9th grade players from their high school playing in the tournament. If there are three or more 9th grade players in the tournament from the high school the players must form a team from their high school.
 - a. Exception to rule 2.a.1. The student moved into the school district this year and began attending the high school. The student can then play for any middle school that directly feeds into the high school.

How do I enter? You must pre-register. There will be no on-site entries. To enter, the entry form in this booklet must be filled out and sent with a check made out to CSCA Scholastics. Send the registration form and check to Tom Nelson – 7354 S. Quince Court, Centennial, CO 80112. Entries MUST BE POSTMARKED BY FEBRUARY 10, 2007. The entry fee is \$22.00. If you are not a current USCF member, be sure to include additional money to pay for your membership. You should indicate this on the entry form. Limited scholarships are available by contacting Tom Nelson. You will be required to provide a written teacher recommendation and show the need to obtain a scholarship.

What time do I report to the tournament site? All players need to check in no later than 7:50 AM on the first day of the tournament. The player's meeting is mandatory for all players. It will start promptly at 8:00 AM. The first round of the tournament will start at 8:30AM. All other rounds will begin when scheduled.

Should I bring food? The food court at the Tivoli will be open for several hours during lunch.

What about bad weather? In the event of inclement weather, check <http://www.colorado-chess.com> for up to date information.

Any Hotels Nearby? You bet! Email Tom Nelson at cscsa-scholastic-chess@comcast.net after January 1 for a list of hotels in the area.

Who do I contact if I have questions? Tom Nelson: 303-482-2870

SUMMARY OF USCF RULES

The 2007 Colorado State Chess Association Scholastic State Championship
is sanctioned by the United States Chess Federation
and conducted by its rules.

Please note the following guidelines:

<p style="text-align: center;">TOURNAMENT DIRECTORS (TD)</p> <p>Tournament Directors will be on the tournament floor at all times to assist you in the event of any problem or question. Raise your hand and keep it in the air until a TD comes to assist you. Remember that a TD will generally not interfere with your game. It is up to you to make a claim. If you think that a TD has ruled incorrectly concerning your game, ask to appeal to the Chief TD immediately. The Chief TD has the final say. To file a protest, you must post \$100 with the Tournament Organizer. The process for protesting outlined in the USCF Rule book will be followed to resolve such protests.</p> <p style="text-align: center;">TOURNAMENT ROOM</p> <p>Coaches, parents, and other advisors may assist players in finding their boards before each round. During the game, only players whose game have not been completed and TD's will be allowed in the tournament room.</p> <p style="text-align: center;">CLOCKS AND TIME CONTROLS</p> <p>All players are encouraged to play with a clock. All players will be required to use clocks if available. The TD's will put clocks on games with approximately 20 minutes remaining. Clocks must remain running at all times, except when a TD is called by either player to resolve a dispute.</p> <p style="text-align: center;">RECORDING MOVES</p> <p>Each player is strongly encouraged to record the moves. A player who chooses not to do so gives up the right to claim a draw by triple occurrence of position or under the 50-move rule, and gives up the right to challenge such claims by their opponent. The player also gives up the right to claim anything illegal other than the last move.</p> <p style="text-align: center;">TOUCH MOVE</p> <p>If you touch a piece when it is your turn to move, that piece must be moved if you can do so legally. If you touch an opponent's piece when it is your turn to move, the opponent's piece must be captured if you can do so legally. You must say "I adjust" before touching a piece if you want to adjust that piece on the board. You should do so only when it is your turn. If you accidentally release a piece on an unintended but legal square, you must leave it on that square.</p> <p style="text-align: center;">ILLEGAL MOVES</p> <p>A player must call an illegal move. The TD may not call any illegal moves.</p> <p style="text-align: center;">CHECK</p> <p>Announcing check is not required. It is the responsibility of the opponent to notice the check, and a player who does not may suffer serious consequences. (See the touch move rule.)</p> <p style="text-align: center;">LATE ARRIVAL</p> <p>A player who is more than one hour late for a scheduled round loses the game by forfeit and will normally be dropped from the tournament. The hour is measured from the actual starting time of the round, which may not be the scheduled starting time. A player should start their opponent's clock once the TD announces that the round has begun. If a clock is not available at the start of a round, any elapsed time before one becomes available will be split between both players. If both players are late for the start of a round, the first to arrive must split the elapsed time before starting the opponent's clock</p>	<p style="text-align: center;">DRAWS</p> <p>If you want to offer a draw to your opponent, you should do so after you make a move, but before you start your opponent's clock. Your opponent may decline the draw by saying so or by moving a piece. A draw offer is valid until the opponent turns it down. If both players agree to a draw, the game is over. A reasonably complete and accurate score sheet is required to claim a draw by triple occurrence of position or under the 50-move rule. If such a claim is found to be incorrect, two minutes will be added to the opponent's remaining time.</p> <p style="text-align: center;">REPORTING OF RESULTS</p> <p>Immediately upon completion of the game, players should:</p> <ol style="list-style-type: none">Indicate on the result sheet who won.Set up the pieces.Turn the result sheet in at the computer pairing table.Leave the tournament room and not re-enter until the round is complete. <p style="text-align: center;">PAIRINGS</p> <p>The Swiss System Pairing Computer Program will be used for this tournament. Players will generally be paired with other players who have the same score each round. Players should not receive the same color three times in a row unless no other acceptable pairing is possible. Players on the same team will not be paired against each other during the first three rounds. If you believe there is a pairing error, report it to a TD immediately! Once the round starts, it will be too late for changes.</p> <p style="text-align: center;">CONDUCT OF PLAYERS</p> <p>Keep as quiet as possible on the tournament floor so that you do not disturb other players. You may not speak to anyone while your game is in progress unless a TD is present. If there is a problem of any kind during your game, call a TD immediately. If you wait until after your game is over, the TD will be unable to change the result, even if your claim was correct. You may not consult any chess books, computers or other material during the game. You may not leave the tournament room during your game for any reason without getting permission from a TD. Players may talk to coaches and teammates only in the presence of a TD.</p> <p style="text-align: center;">INTERFERENCE</p> <p>NO interference in any game by spectators, other players, coaches, or parents will be tolerated. Penalties include expulsion from the tournament. Only the player involved should point out irregularities by raising your hand to summon a TD. TD's will generally limit their self-initiated involvement in a game to situations involving sportsmanship matters.</p> <p style="text-align: center;">OTHER RULES</p> <p>All other rules will be based upon the 5th Edition of the Official Rules of Chess as published by the United States Chess Federation. Penalties for rules violations are at the discretion of the Chief TD and may vary from warnings and time penalties to forfeitures and expulsion from the tournament.</p>
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2007 CSCA SCHOLASTIC STATE CHAMPIONSHIP APPLICATION

Must be Postmarked by February 10, 2007, Absolutely no entries will be taken at the door!

Feb. 17 - 18, 2007 at **THE TIVOLI STUDENT UNION** – Auraria Campus 900 Auraria Parkway Denver, CO 80204

Division – Check One: K-3 4-6 7-9 10-12 Enter Grade: _____

Name of school if you are registering as part of a school team: _____ (optional)

USCF ID Number: _____ (Enter **NEW** if registering for the first time with the USCF) Exp. Date: _____

Last Name: _____ First Name: _____ M.I. _____

Address: _____

City: _____ State: _____ Zip Code: _____

Phone Number: _____ E-Mail: _____

Authorizing Affiliate:
T5016398
Affiliate Name: CSCA
Selling Officers Name:
Tom Nelson
Date: February 17, 2007

Check One: M F Date of Birth: _____ / _____ / _____
Month / Day / Year

USCF Membership Fee - Check	One (Required)	USCF Membership Fees are non-refundable.	
Current USCF Member	___ \$0	(Must be a current member on day of tournament to check this.)	
Youth (15 years old or under)	___ 1 Yr. \$17	___ 2 Yr. \$31	___ 3 Yr. \$44
Young Adult (24 years old or under)	___ 1 Yr. \$23	___ 2 Yr. \$42	___ 3 Yr. \$60
Family Plan #1	___ 1 Yr. \$64	<small>(Includes parents and their children under age 20 living in one household with one address. Includes any full-time college student up to age 24.)</small>	
Family Plan #2	___ 1 Yr. \$35	<small>(Includes all children under age 20 in the household at the same address.)</small>	
Scholastic (12 and Under)	___ 1 Yr. \$15	___ 2 Yr. \$28	___ 3 Yr. \$40

CSCA Fee – Check One (Required)	
Tournament Only Fee:	___ \$3 (Recommended)
Annual Membership Fee:	___ \$10 (For people who will be playing in other CSCA events and would like to receive the CSCA newsletter throughout the year.)
Family Plan – Annual Membership Fee:	___ \$15 First Person
	___ \$3 Second or greater Family Member
Current CSCA Member	___ \$0 (Must be a current member on day of tournament to check this.)

Total Amount Due:	Tournament Fee:		Make Check Payable to: CSCA Scholastics Send to: Tom Nelson 7354 S. Quince Court Centennial, CO 80112
<small>Scholarships based on need are available upon request. Please contact Tom Nelson at (303) 482-2870</small>	USCF Membership Fee:		
	CSCA Fee:		
	TOTAL:		
			Parent Volunteers Needed If you would like to help put on this year's tournament please put your phone # below:

RELEASE AND WAIVER This entry Form contains a complete waiver and release from liability. Please read it carefully before signing. Unsigned entries will not be accepted. All participants under age 18 must have this application signed by a parent or guardian. Each participant in this tournament is responsible for his or her safety. As a condition of entry, you agree that the organizers and managers of the CSCA Scholastic State Championship are not responsible for your safety, the actions of any other attendees, or conditions at the tournament site. By signing this entry, you are waiving any claim you might have in the future against the organizers or managers for damages or injury of any kind arising out of this tournament, even though it may be due to the NEGLIGENCE or CARELESSNESS of the organizers. You further agree to hold the organizers and managers harmless, and indemnify them generally and specifically, from all such liability.

Participant _____ Signature of Parent/Guardian of Participant _____