

25. Chess

Competition Format

The Open Chess Championship is open to any student from Year 12 and below to represent his college. The Intermediate Chess Championship is open to any student from Years 9 & 10 to represent his college. The Junior Chess Championship is open to any student from Years 7 & 8 to represent his college.

EVENT SCHEDULE

9.30am	Arrive and Set Up
10.00am	Round 1
10.30am	Round 2
11.00am	Morning Tea
11.15am	Round 3
11.45pm	Round 4
12.15pm	Round 5
12.45pm	Lunch
1.10pm	Round 6
1.40pm	Round 7
2.15pm	Presentations
2.20pm	Departure

Divisions

Schools are allocated to a division based on results from the previous year's event, with each division comprising either 7 or 8 teams of up to 10 players. All participants compete in each round. The team finishing last in Division 1 shall move to Division 2 for the following year and the winning team from Division 2 shall be promoted.

Player Registrations

The chess coach from each school will be provided with login details for the Tornado website for the ACC tournament. Additional places may be opened up for schools to register more players following that deadline, depending upon the total number of players entered. The team coach / manager must report to the score table upon arrival at the venue to confirm all registration details. Changes can be made up to the start of the competition.

Competition Rules

1. Each school is to bring a team of players with a minimum of 4 players and a maximum of 10 players per team. Additional players may be entered following the registration deadline – to be decided at the discretion of the tournament director.
2. The tournament will be run according to the Swiss format. The goals of this format are:
 - a) Each round, players play against opponents of a similar ability to themselves
 - b) Never play the same player twice
 - c) Balance the players games with black and white
 - d) All players will play 7 games

3. The player who wins the game must report the score to the score-table. If it is a draw, both players must report their scores. Players who lose are not required to report scores.
4. Results are scored as follows; 1 point for a win, $\frac{1}{2}$ for a draw, and 0 for a loss.
5. At the start of each round the pairings will be posted in an accessible display area in the venue. Players listed on the left-hand side will be White and players on the right-hand side will be Black. These details will be also be updated live online throughout the tournament – participants can access this information by clicking on the Tornelo link: <https://au.tornelo.com/tournaments/acc-chess>
6. After each round players will be re-ranked and matched according to the number of games they have won. (eg. a player with 3 wins will play someone else with 3 wins).
7. Players from the same team will not play against one another (an exception can be made at the arbiter's discretion for two players who have not yet scored a win).
8. Normal rules of chess apply including the touch move rule, castling, en passant etc. N.B. The King must be touched first when castling, not the rook.
9. Spectators are not to talk to players while they are playing. If spectators talk it is the responsibility of the players to notify the arbiter who will remove the spectators.
10. If there is a dispute it is the responsibility of the player to notify the arbiter at the time of the dispute, NOT AFTER THE EVENT.
11. The duration of each game is 30 minutes i.e. 15 minutes per player. At the end of a game, set up the chess pieces again.
12. At the end of 7 rounds, final team placings will be determined by the SUM of the TOP 4 scores for each team. A separate award will be presented for Division 1 and Division 2.
13. An arbiter, clocks, chess boards and pieces will be provided by Chess Kids.