

# **NATIONAL INTERSCHOOL CHESS FINALS**

**Hastings, 27-28<sup>th</sup> September, 2008**

## **Welcome**

Congratulations on your school's qualification for the National Interschool Chess Finals. This year's event is hosted by Peterhead School and will be the biggest yet, with 50 teams qualifying from over 600 teams that took part in regional competitions.

## **Venue**

The venue is the Hastings Sports Centre in Railway Road, Hastings (near the centre of the city).

## **Registration**

There is no entry fee for the National Interschool Finals, but schools must register their intended participation. We have not set a date for this, as we understand the difficulties in organising all the details of your team's trip and will accept a school's registration right up until the week before the competition. But, we would appreciate your school letting us know as soon as your decision to attend has been made and for you to send in the registration form with your likely team list. Changes can be made later to the team list.

## **Contacts**

For specific questions relating to the National Finals tournament and Hastings:

*National Finals Tournament Organiser*

*Sally Rice                      Email: [srice@peterhead.school.nz](mailto:srice@peterhead.school.nz)*

*Tournament web page        [www.peterhead.school.nz/nationals2008.html](http://www.peterhead.school.nz/nationals2008.html)*

For specific questions relating to interschool competition rules and team requirements:

*NZ Chess Federation Interschool Co-ordinator*

*Scott Wastney                Email: [wastneys@clear.net.nz](mailto:wastneys@clear.net.nz)*

For chess equipment please support a long time sponsor of the NZ Interschool Chess competitions:

*NZ Chess Supplies, PO Box122 Greytown (5742),*

*Phone: (06) 304 8484,*

*Fax: (06) 304 8485*

## **Accommodation**

Each school will be responsible for arranging their own accommodation. Peterhead School cannot offer accommodation, but there are many motels in the vicinity of the venue and schools would do best to check out this option. There will be an accommodation section posted on the tournament website (it should be available shortly after this newsletter has been sent to schools.

(Web page: [www.peterhead.school.nz/nationals2008.html](http://www.peterhead.school.nz/nationals2008.html))

## **Canteen**

There will be a canteen on site offering lunch food, snacks and drinks.

## **Parking**

There is plenty of parking on site at the Hastings Sports Centre.

## **Book Stall**

New Zealand Chess Supplies will be running a stall at the venue selling a range of chess equipment and books.

## National Finals Format

### New Format

For the first time the National Interschool Finals will use the 'Swiss' tournament format. The Swiss format is also used in almost all other major NZ and International tournaments. This allows more teams to participate and makes it possible for the tournament schedule to be set in advance. The event comprises three sections, Primary (year 1-6 students), Intermediate (year 7-8 students) and Secondary (year 9-13 students). Each section will be 8 rounds.

### Team Composition

Teams comprise of 4 players and 1 optional reserve from the same school. All members in the team must be of the correct, or of a lower, school year as registered on the school roll. Teams must be ranked in order of playing strength. Each player is paired against the same ranked player in opposing teams. Players must keep to their team order for the duration of the competition. If a team has a reserve player, he/she may only play at board 4.

### Schedule

The Tournament Organiser may make changes to the given schedule, but this will be announced in advance and should not affect the overall start and finish time.

#### Saturday 27<sup>th</sup> September

<i>Players assembly</i>	9:30 am
Round 1	10:20 – 11:20
Round 2	11:30 – 12:30
<i>Lunch break</i>	12:30 – 1:30
Round 3	1:30 – 2:30
Round 4	2:40 – 3:40
Round 5	3:50 – 4:50
<i>Reminder: Daylight savings starts on Sunday 28<sup>th</sup> September</i>	

#### Sunday 28<sup>th</sup> September

<i>Players should be at the venue by 9:45 am</i>	
Round 6	10:00 – 11:00
Round 7	11:10 – 12:10
<i>Lunch break</i>	12:10 - 1:10
Round 8	1:10 - 2:10
<i>Prize giving to be held as soon as possible after the final round. The event should be completed no later than 3:00pm</i>	

### Time control

The time control will be 25 minutes plus 5 second increments using digital chess clocks

### Seeding of teams

Teams will be seeded using the following order of criteria:

(1) Average NZ Chess Federation 'rapid' rating. (2) Your region's final standing in the previous year's National Chess Finals (3) Alphabetical.

### Scoring System

In a Swiss format, teams don't face all the other competitors and therefore we have changed the scoring system accordingly to give the fairest possible pairings and final standings. 'Match points' will be used for scoring and pairing (match win = 2 points, match draw = 1 point, match loss = 0 points). This is the same scoring method used in this year's World Chess Olympiad. Tie-breaks will be used to determine final standings. The first tie-break will be 'Game points', so it will still be in a team's best interest to strive for the maximum result (winning all 4 games) in each match.

## Summary of Tournament Rules

### The basic chess rules

The general rules of chess include castling, pawn promotion, en passant, checkmate, stalemate, touch-move, and touch-take. These rules are available in numerous chess books and internet pages. Participants should be encouraged to familiarise themselves thoroughly with the correct rules of chess before the event.

Exemptions will not be given because participants aren't familiar with the correct rules of chess. It is advisable for each team to arrange for an experienced local chess club member to go over the chess and tournament rules. The FIDE (International Chess Federation) Rapid Play rules will apply (refer to the FIDE Handbook available at [www.fide.com](http://www.fide.com)).

## **Spectators**

The tournament will be run by an official arbiter and assistant arbiters. These are the only people who can have communication with players during their games. Players with finished games are considered to be spectators. Team coaches are also considered to be spectators. Spectators and players in other games are not to speak about or otherwise interfere in a game, including pointing out a flag fall (a loss on time). Spectators and players alike are expected to be silent in the vicinity of any game in progress. Access will not be denied to any person who conducts him or herself properly. If necessary, the arbiter may expel offenders from the playing venue. Spectators will have a good view of the games from the mezzanine floor, but will be banned from the playing area.

## **Behaviour of players**

It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims or unreasonable offers of a draw. Persistent refusal by a player to comply with the Laws of Chess shall be penalised by loss of the game. The arbiter shall decide the score of the opponent. If both players are found guilty, the game shall be declared lost by both players.

## **Correct use of chess clocks**

A player must stop his clock with the same hand as that with which he made his move. It is forbidden for a player to keep his finger on the button (or lever) or to hover over it. The players must handle the chess clock properly. It is forbidden to punch it forcibly, to pick it up or to knock it over. A player may stop the clocks only in order to seek the arbiter's assistance, for instance when promotion has taken place and the piece required is not available. If a player stops the clocks in order to seek the arbiter's assistance, the arbiter shall determine if the player had any valid reason for doing so. If it is obvious that the player has no valid reason for stopping the clocks, the player shall be penalised.

## **Claiming flag-fall (a win on time)**

The chess term "flag-fall" originates from the use of the old style analog clocks. With digital clocks it simply refers to one side having zero time displayed on their clock. The "flag" is considered to have fallen when a player has made a valid claim to that effect. The arbiter shall refrain from signaling a flag fall, unless this affects the running of the event to schedule. Spectators or other players may not point out a flag-fall in other's games. To claim a win on time, the claimant must stop both clocks and notify the arbiter. For the claim to be successful the claimant's flag must remain up and his opponent's flag down after the clocks have been stopped.

## **Irregularities**

If during a game it is found that an illegal move, including failing to meet the requirements of the promotion of a pawn or capturing the opponent's king, has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted accordingly (see below). The game shall then continue from this reinstated position. After the action taken under above, the arbiter shall give two minutes extra time to his opponent in each instance. Persistent illegal moves can result in the arbiter declaring the game lost by this player.

## **Triple repetition or fifty move rule**

A player can request the arbiter to observe the game and the player can claim a draw based on triple repetition or the fifty-move rule. Once the arbiter observes the triple repetition or fifty moves, he should grant the claim, provided one was made. In practice it is quite a difficult task for the arbiter. An uncomplicated triple repetition of position can be handled without too much difficulty, but the fifty-move rule poses some challenges. After each pawn move or exchange, the arbiter has to start recounting the moves. An arbiter cannot be forced to observe one game to count the moves.

# National Interschool Chess Finals - Registration Form

Please complete the details in this form and post to:

**Scott Wastney**  
**42B Kanpur Rd**  
**Broadmeadows**  
**Wellington**

It is also acceptable to email this information (to [wastneys@clear.net.nz](mailto:wastneys@clear.net.nz)), but please be sure to include all the details.

Please register our school for the National Finals chess competition in Hastings 27-28<sup>th</sup> September.

**School Name:** \_\_\_\_\_

## Team List:

	Full Name	NZCF Rapid Rating* ( <i>if known</i> )
Board 1	_____	_____
Board 2	_____	_____
Board 3	_____	_____
Board 4	_____	_____
Reserve ( <i>Optional</i> )	_____	_____

*\*If a team member does not have a NZCF rating, put "unrated", or if you are unsure then leave blank.*

## Accompanying Teacher/Parent or Coach:

Name: \_\_\_\_\_ Contact Number: \_\_\_\_\_  
Mobile Number: \_\_\_\_\_