



CHAMPIONS TROPHY

We recommend taking your child/student through this summary of how the Champions Trophy tournament works so they know what to expect and what is expected of them.

Chess Power Champions Trophy Overview

The Champions Trophy is Chess Powers' most prestigious event. Talented junior chess players from around the country qualify for this event by winning local and regional events. We only give invitations to outstanding performance so you can be sure that every player that attends the Champions Trophy has an excellent understanding of Chess. The Champions Trophy is part of Nationals, but unlike the Teams' event it is an individual event. Your goal is to do your very best as an individual and ideally try and win the Champions Trophy itself!

There are three divisions:

- Junior for years 1-6
- Intermediate for years 7-8
- Open

The Open division is open to all players including Junior and Intermediate players. Years 9-13 players can only play in the Open division.

Who Plays Who?

When the tournament starts, you are paired randomly against one of the other players. If you win your first game, you will play someone that has also won their first game in the next round. If you lose your first game, you will play someone that has also lost their first game, so your opponent should be a bit easier. The tournament goes on like this.

You won't play against someone from a different division but you may play someone from the same school - remember this is an individual event.

Each player will play 9 games of chess. You get 1 point for a Win, $\frac{1}{2}$ point for a Draw and 0 points for a Loss. If there are an odd number of players in your division you may get a Bye. A bye is a free point for that round.

You will never play the same person twice, so be a good sport.



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Prizes

Everybody gets a certificate. Certificates are based on your individual score and there are four levels of certificates.

<i>Merit</i>	4 points or below
<i>Credit</i>	4.5 or 5 points
<i>Excellence</i>	5.5 or 6 points
<i>Distinction</i>	6.5 points or more

The top players in the following age groups (below the overall division winner) will receive a special Champions Trophy age group medal.

Junior Division

- 7 and under
- 9 and under
- 11 and under

Intermediate Division

- 11 and under
- 12 and under
- 13 and under

Senior Division

- 14 and under
- 16 and under
- 18 and under

The top player in each division will become the Champions Trophy Champion! They will receive the Champions Trophy for their division to take home and keep. They will also receive the Junior Master title, a framed certificate and join the [Chess Power Hall of Fame](#).

The top female player in each division will receive the Best Female Champions Trophy to take home and keep and become the female champion for their division.

If two players get the same number of points, a tie-break is used based on the individual players performance to determine the overall winner.

There are fun brain challenges at the tournament including Knights Tour, the Fastest Draw in the West and the Highest tower. You can win badges for having the best challenge result.

You can also earn badges during your games – refer to the Badge chart at the venue for details on the right way to claim a badge. You can see the badge chart here <https://www.chesspower.co.nz/badge-system.html>.



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Key Rules

The main rules you need to remember is:

- It is touch-move – if you touch a piece you have to move it.
- If you touch a piece and then let it go, you have to move it where you let it go.
- If you touch an opponents piece, you have to take it if you can.
- Kings cannot be next to each other because they would be in check.
- You cannot take your opponents king. If a player is in check and doesn't move out of check, you cannot take their king. You have to tell them they are still in check and ask them to take their last move back and get out of check.
- If your opponent makes an illegal move, pause the clock and put your hand up to call the arbiter. Our arbiter will come and verify the illegal move. The player that made the illegal move will be given a yellow warning card for their first illegal move. If they make a second illegal move in the same game they will be given a red warning card. If they make a third illegal move they lose the game. It is important to try and not make illegal moves during a game.
- Make sure board and clock are set up correctly BEFORE starting the game. White on the right. White queen on the white square. Black queen on the black square.

Clocks

- Every board has a chess clock. The clock is set so you have 15 minutes per player. You can take as long as you like for each individual move, but you cannot take more than 15 minutes for your whole game.
- Black starts the clock and white makes the first move. After each move, you should press your side of the clock.
- If you run out of time you lose the game. UNLESS your opponent cannot possibly win by checkmate, in which case it is a draw.
- Do NOT move the clocks, clocks all normally face the front of the venue so the arbiters can see them. If you are unsure do not reset your board and call an arbiter for assistance.
- Clocks are reset by holding down the power button.

Interference

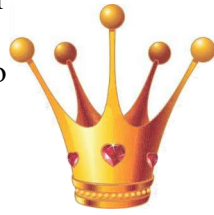
- It is really really important that you don't interfere in someones game. This rule applies to players, teachers and parents. Other players can watch games in progress but you cannot talk to the players. If you see something strange going on, go and get help from an arbiter.
- As this is a National event, spectators cannot enter the playing area, but are able to watch from outside the playing area.
- If you are playing a game, and someone is talking to your opponent, immediately put your hand up and call an arbiter.

End of game

- At the end of the game, thank your opponent for the game. Reset all your pieces and clock. If you won the game, go to the arbiters desk and record your win. You can do this by clicking win next to your name. If the result is a draw, both players reports the result.
- Remember to record your result, otherwise you get zero points and you will let down your

team.

- Be really quiet after your game – remember lots of other players are still playing and they need quiet to think well. If you want to talk and run around, go outside the playing area.



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On the Day...

- Upon arrival at the venue, go to the registration desk. Each player should check their details are correct. Their name is spelt correctly, their gender is correct, their age is correct and they are in the right division.
- The student ticks the box next to their name – this tells us you are here and checked in.
- Once you are checked in, you can collect your goodie bag.
- You can then play some friendly games and use the clocks. Tournament announcements usually begin around 9:15am once all the players arrive.

Good luck from everybody at Chess Power

We wish you a positive, fun and engaging event!

Every Chess master was once a beginner.
Irving Chernev