



# Chess Interschools

Flexing Mental Muscles

*We recommend taking your students through this summary of how the tournament works so they know what to expect and what is expected of them.*

## Chess Power Team Nationals Overview

This is a National teams chess tournament. You are representing your school and form part of the school team. Your efforts will contribute to the overall school team score. Your goal as a team is to always do you best and ideally try and win Nationals.

There are three divisions:

- Junior for years 1-6
- Intermediate for years 7-8
- Seniors for years 9-13

Junior-aged players are allowed to play in the intermediate division.

Intermediate-aged players are allowed to play in the senior division.

## Who Plays Who?

When the tournament starts, you are paired randomly against someone from another school. 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 and you won't play against someone from the same school.

Team scores are the sum of top 4 players scores. Each player will play 9 games of chess. You get 1 point for a Win, ½ 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.

## Prizes

Everybody gets a certificate. Certificates are based on your team score. Merit, Credit, Excellence and Distinction. Everybody in the team gets the same certificate.

The top 4 players in the Top 3 teams receive National Team medals.

The winning team becomes the **Chess Power National Champions** for their division and takes home the National trophy. If two teams get the same number of points, a tie-break is used based on the individual players performance in each team to determine the overall winner.

There are individual performance medals for the Best Girl, and the Top 3 Overall players. The top player in each division will receive the Junior Master title and a framed certificate.

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>.

## 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. The board is set up with a white square on the far right side in the row closest to you. White pieces on rows 1-2 and back pieces on rows 7-8. 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. If you are unsure do not reset your board and call an arbiter for assistance.
- Do NOT move the clocks, clocks all normally face the front of the venue so the arbiters can see them.
- 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.

## On the Day...

- Make sure you are best dressed so you can impress the other teams. If you are dressed smart the other teams know you are well organised.
- Upon arrival at the venue, put all your school bags together somewhere out of the way.
- Go to the registration desk. Each student should check their details are correct. Their name is spelt correctly, their gender is correct, their team name 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 play some friendly games and use the clocks. Tournament announcements usually begin around 9:15am once all the teams arrive.

## Good luck from everybody at Chess Power

We wish you a positive, fun and engaging event!

And don't forget, **chess makes you smarter**, even when you lose!