



Educational Technologies, CSCA, Yale College Chess Club and Achievement First

50 Grand Prix Points!!

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50 Grand Prix Points!!

2008 CONNECTICUT OPEN & SCHOLASTIC STATE CHESS CHAMPIONSHIPS

PAYNE WHITNEY GYMNASIUM AT YALE UNIVERSITY, NEW HAVEN, CT.

<http://yalebulldogs.cstv.com/facilities/facpwg.html>

2008 CT KINDERGARTEN AND FIRST GRADE CHAMPIONSHIPS, SATURDAY MARCH 8TH 5 Round Swiss, G/30

2 Sections: First Grade Championships
Kindergarten Championships **No child seven-years-of-age on March 10, 2007 will be allowed to compete in this section, but they can compete in the First Grade Championship.

2008 CT PRIMARY CHAMPIONSHIPS, SATURDAY MARCH 8TH 5 Round Swiss, Time Control: G/30

2 Sections: K-3 Championship
K-3 Reserve U500: This is open to students in grades K-3 rated under 500. All Unrateds and first time players must play in this section unless a special request is made to play in the Championship section to complete a team of four players.

2008 CT ELEMENTARY CHAMPIONSHIPS, SATURDAY MARCH 8TH 5 Round Swiss, Time Control: G/30

2 Sections: K-6 Championship
Reserve U600: This is open to students in grades K-5 rated under 600. All unrateds and first time players must play in this section unless a special request is made to play in the Championship sections to complete a team of four players.

2008 CT MIDDLE SCHOOL AND HIGH SCHOOL CHAMPIONSHIPS, SUNDAY MARCH 9TH 5 Round Swiss, G/45

2 Sections: K-8 Championship, K-12 Championship

2008 CT OPEN STATE CHAMPIONSHIP, SATURDAY AND SUNDAY MARCH 8TH & 9TH **50 Grand Prix Points!!**

5SS, Two Days: Sat. Rds. 1-3 G/90 10am, 2pm, 5pm; Sun. Rds. 4-5 G/120 10am, 3pm

2 Sections: Open, U1800. All players from any state eligible for all cash prizes but top CT player in Open section eligible for CT State Champion honors & trophy. Trophy to top Collegiate Team, combined sections.

Cash Prizes \$3000 b/60: Open \$500, \$400, \$300, \$200, 6 x \$100, U1800 \$300, \$200, 5 x \$100

Rounds: All Scholastic Championships will have 5 rounds. The first round will be at 10:00 am, others asap, with an awards ceremony starting no later than 6:00pm on Saturday for Kindergarten, 1st Grade, Primary and Elementary Championships (In the K/1 championships, parents will be headed home no later than 3:00 pm.), 8:00pm on Sunday for Middle School, High School and CT Open Championships.

Time Control: G/30 for Kindergarten, 1st Grade, Primary, and Elementary, G/45 for Middle School and High School. If neither player brings a clock to the game, the TD reserves the right to place a clock on the game with 5-10 minutes remaining for each player. Players must bring their own clocks. Clocks will be available for purchase at the tournament from USCF Sales.

Trophies: Top 5 Individual, Top 3 Teams in each scholastic section. Trophy to Top Collegiate Team in Open/U1800. Top 4 scores from each school in each section determine Team Score. Individual awards Top CT Grades K thru 12 Champions in Championship Sections and College Champion in Open/U1800 Section. Chess Medals for all participants.

On-Site Check In: 8:30 – 9:45am. Please arrive early. Round 1 starts promptly at 10am. Any questions contact Jim Celone icel@aol.com, For more info, check www.edutechchess.com or www.CTChess.com

Free Yale Commemorative Chess Sets to first 300 Entries!!

Refreshments, Lunch, and Chess Equipment on Sale.

Entry Fee: \$70 postmarked by February 15, \$90 by March 3, \$120 on site. GMs free.

Free Yale Commemorative Chess Sets to first 300 Entries!!

CSCA Membership Meeting: 2:30pm on Sunday

Hotel Accommodations: Courtyard by Marriott at Yale. 30 Whalley Avenue, New Haven, CT. Special Chess Rate: \$119. Reserve by March 1, 2008. Call 1-800-894-8733 or 203-777-6221 or New Haven Hotel, 229 George St, New Haven, CT. 203-498-3142 Special Chess Rate: \$119.

Directions: <http://yalebulldogs.cstv.com/facilities/facpwg.html> or <http://yalebulldogs.cstv.com/directions/dirpwg.html>

From Route 15 North: Take Exit 61. Drive south on Whitney Ave for approximately five miles. Turn Right on Sachem St. at the Peabody Museum traffic light. Continue to next traffic light (at Prospect Street) and turn left. Proceed for two blocks and take a right at the light onto Grove Street (turns into Tower Parkway). Go approximately 1/2 mile and when road bends to the left; Payne Whitney Gymnasium is the 9-story Gothic building in front of you.

From Route 15 South: Take Exit 57. Drive east on Route 34 (Derby Avenue) for five miles to the fork of Derby Avenue and George Street (three blocks past the Yale Athletic Fields). Bear right on George Street. Continue on George Street about eight blocks to York Street. Turn left, and continue until a left onto Tower Parkway. Payne Whitney Gymnasium is the 9-story Gothic stone building in front of you. At light take a right and then next right onto Lake Place for Parking.

From I-95: From the North and South: Turn off turnpike at I-91 to Trumbull Street Exit 3. Follow Interstate 91 directions below.

From I-91: Take Exit 3 (Trumbull Street Exit). Continue to the end of Trumbull Street to the fourth traffic light. Turn left onto Prospect Street and continue for one block. At light take a right onto Grove Street (turns into Tower Parkway). Go approximately 1/2 mile and when road bends to the left; Payne Whitney Gymnasium is the 9-story Gothic stone building in front of you. At light take a right and then next right onto Lake Place for Parking.

Off Street Parking in 2 Yale Lots behind PWGym on Lake Place

CSCA MEMBERSHIP REQUIRED: \$5 payable at tournament. If out-of-state resident or member of other state association, bring unexpired card as proof of membership.

U.S.C.F. MEMBERSHIP REQUIRED: **Adult:** \$49 = 12 issues of Chess Life; **Young Adult:** 24 and Under, \$25, 12 issues of Chess Life; **Youth:** 15 and under, \$19, 6 issues of Chess Life; **Scholastic:** 12 and under, \$17, 6 issues of Chess Life For Kids
Please make separate check payable to Educational Technologies.

Play JAVA CHESS! at www.edutechchess.com or www.CTChess.com *Chess makes kids smart!*

Check for School Programs and Tournament Results at www.edutechchess.com or www.CTChess.com

Please fill out entry form below and return by snail mail with check(s). Must be postmarked by 3/3!

USCF Membership must be current! Please include USCF ID# and Expiration Date on Entry Form!

Make \$70 or \$90 checks payable to: Educational Technologies, PO Box 777, Orange, CT. 06477 Please print clearly!

Name _____

Address _____

City _____ State _____ Zip _____

Phone _____

Email _____

School _____ Rating _____

USCF ID# _____ Exp. Date _____

Birth Date ____/____/____ Grade _____

I hereby authorize any chess photos of my child may be used for newspaper or web-based articles about the chess tournament.

Parent/Guardian _____

Check One Box Only:

- Open Championship (2 day event)
- U1800 (2 day event)
- High School K-12 Championship (Sunday Only)
- Middle School K-8 Championship (Sunday Only)
- K-6 Championship (Saturday Only)
- K-5 Reserve U600 (Saturday Only)
- K-3 Championship (Saturday Only)
- K-3 Reserve U500 (Saturday Only)
- 1st Grade Championship (Saturday Only)
- Kindergarten Championship (Saturday Only)

FAQs

Bring your own clocks, or purchase one on-site from USCF Sales. Chess sets will be provided.

Off street parking is available at \$5/day in 2 Yale Lots behind the gym on Lake Place. Additional public parking also available in the Broadway Lot.

Refreshments and lunch will be provided at PWG. Additional food choices are available at the many fine eating establishments on Broadway in New Haven, one block from PWG.

Chess medals for all participants will be awarded at the Awards Ceremony after each event.

All players must check in at the Registration Area. First 300 Entries will be given a Special Voucher at time of Check-In to receive a **Free Yale Commemorative Chess Set** after the Awards Ceremony. Additional chess sets available for purchase in the USCF Sales area.

Spectators may silently watch games from the Observation Deck above the playing area. Any spectator creating a distraction to players will be required to leave the Observation Deck. Absolutely No Flash Photography!!

Chess Photos of your child available courtesy of Art Rich Photography.

Special Tournament Rules:

- 1) **It is the participant/parent responsibility to make sure that the participant is a USCF member. Please include USCF Membership # or a label from Chess Life magazine with Entry Form.** The student must be listed as a current member at the USCF website, www.uschess.org. If not a current USCF member, enclose \$\$ (see details on flyer) **payable to Edutech** for membership dues. If this is the student's first tournament, write "**NEW**" for Rating and ID# on Entry Form. If the Tournament Director cannot confirm that the participant is a USCF member prior to the event or if USCF membership fees are not included with registration, the participant will not be paired for Round 1.
- 2) The highest CT grade scorer will be the CT State Champion for that grade and receive a plaque in addition to their trophy. If two participants in the same grade from CT have 5-0 scores the CT State Champion will be decided by a speed chess (5 min) game. In the Elementary Section, the 4th and 5th grade CT top qualifiers in the K-6 and K-5 Championship sections will play a speed chess playoff to determine the CT State Champion for grades 4 & 5. A team's final score will be determined by the top 4 scores of that team within that section.
- 3) No weather cancellation, nor act of God refunds will be issued.
- 4) Students playing in the Kindergarten, Primary, and Elementary School Sections on Saturday are also eligible to play in the K-8 Middle School or K-12 High School Sections on Sunday. Please send a separate Entry Form and separate check for the Sunday events.
- 5) Championship and Reserve Sections may be combined, depending on enrollment.
- 6) All cell phones must be turned off during play.

Tournament Procedures

Posted procedures at the site supercede these published procedures.

1. Pairing sheets will be posted by section in the skittles area before the start of each round. Determine your board # and piece-color and proceed to your table with score sheet, pencil & clock.
2. Anyone wishing to take pictures can do so for the 1st 2 minutes of the round. Pictures must be taken from the wide front aisle only.
3. If there is any question, stop the clock and raise your hand until a TD arrives at your table.
4. When the game is over, both players must report the results at the Head Table, or for the Open, U2000 and U1800 Sections write the result on the Result Sheet. If players wish to verify a result, they should raise their hands, and wait for a TD for verification, before resetting the pieces.
5. Players must leave the playing area after their results have been reported. Set up the pieces before you leave. After the last round, place the pieces in the bag provided.
6. Speaking to anyone other than a TD about any of the games in progress, including your own, may result in a penalty.
7. Standings will be posted in the skittles area following each round.

Tournament Format & Rules, 2008 CT State Championships

5 Round Swiss System team/individual in each section. You play only in your own section. Team score is the total of the top 4 finishers from the same school in each section. The *March Rating Supplement List* will be used (available at www.uschess.org).

1. The U.S. Chess Federation's *Official Rules of Chess, 5th Edition*, any published revisions, and the USCF National Scholastic Chess Tournament Regulations will apply to this tournament except as provided for in these rules. The U.S. Chess Federation's *Official Rules of Chess, 5th Edition* may be used for pairings.
2. Time Control is G/90 Rds 1-3, G/120 Rds 4-5 for Open, U2000, U1800 sections, G/45 for K-8 and K-12 sections, G/30 for all other sections. Digital clocks should be set for 5 minutes less than specified time control with a five second delay if at all possible. If you are using a digital clock without time delay, set the clock for specified time control in each section.
3. Tournament Directors (TD's) will be on the tournament floor at all times to assist you in the event of any problems or questions.
4. When making a claim, or in the event of any dispute, ***either player may stop the chess clock and raise their hand to summon a tournament director.*** Keep your hand up until a TD comes to assist you. Only the players involved may make a claim regarding matters that happen at the board. If you think a TD has made an error you should ask to appeal to the Chief TD. A frivolous claim may be penalized by adding time to your opponent's clock or in other ways. Appeals of the Chief TD's decision must be in writing before pairing the next round.
5. ***Players must furnish their own clocks.*** If neither player has a clock, borrow from a friend, purchase one from the Equipment Seller, USCF Sales, or begin the game without a clock. TDs do not have extra clocks, but may allow the game to start if none are available. If one player wishes to use a clock, both players must do so. Clocks are regularly used in Championship sections; if a game not using a clock continues longer than expected, the TD can place a clock on the game, with both players receiving limited time to complete the game.
6. The player of Black has the choice of clock. Clocks using time delay have priority over other clocks. A player who arrives after the start of the round no longer has the choice. All players should know how to operate their own clock - including setting the original time control and the ability to add or subtract time for either player.
7. Start White's clock as soon as the start of the round is announced. Do not wait for your opponent to arrive. White makes the first move and then presses the button to start the opponent's clock.
8. If both players are late for the start of the round, the first player to arrive must split the elapsed time and then start White's clock. If neither player has a clock, the elapsed time from the start of the round must be split equally when one is obtained.

9. Only the players in the game may claim a time forfeit. No parent, coach, teammate, or TD may make such a claim for any player.
10. A player who does not arrive within 15 minutes of the actual start of the round forfeits the game and will be withdrawn from the tournament for future games unless reinstated by the Chief TD. For Round 1, players must be at their board for the start of the round, unless the Chief TD has been notified of a delay. Repairing for no-shows may be performed.
11. Touch move rules apply. Players should touch their King first when castling, but there is no penalty for touching the Rook first unless the player has been previously warned not to do so.
12. Players in the scholastic Reserve sections are encouraged to keep score but are not required to do so. Players in all other sections should keep move by move score. Players in Championship sections who are not able to keep score, as determined by the TD, shall have up to five minutes deducted from their time.
13. Players claiming a draw under the 50 move or three-fold repetition rules must have a reasonably complete score sheet. If the claim is ruled incorrect, the TD will add two minutes to your opponent's clock. In this tournament, a score sheet is not necessary to claim a win if your opponent runs out of time.
14. When offering a draw to your opponent, you should do so after moving but before you start your opponent's clock. The game is over if both players agree to a draw.
15. **"Insufficient Losing Chances"**: You may claim this type of draw if it is your move, you have less than two minutes left, and you are not already using the time delay on your game. This is also a draw offer. If the TD believes your claim is frivolous you will lose a minute from your clock and could lose on time. The director has the option of either making an immediate decision, watching for progress or inserting a delay mode clock. In the latter case the game continues with the claimant's time being reduced by one-half (time remaining not to exceed one minute) and both players having a five second grace period (the time delay) for each move.
16. Never leave the playing area without a Tournament Director's permission.
17. ***The game is over when both players agree to a result.*** . If players wish to verify a result, they should raise their hands, and wait for a TD for verification, before resetting the pieces. Then ***set up the pieces, and both players should report the result to the Head Table before leaving the playing area.*** If you do not report your result you may not be paired for the next round. After reporting your result, immediately leave the playing area. **For the Open, U2000, and U1800 sections, as soon as your game is over, write the result of the game on the pairing sheet.** Write a "1" after the name of the person who won and a "0" after the person's name who lost. If your opponent has not shown up after 15 minutes, write "1F" after your name and "0F" after your opponent's name. Don't forget to write the "F"(FORFEIT), only if your opponent does not show up after 15 minutes. ***DO NOT CHANGE ANYTHING WRITTEN ON THE PAIRING SHEET WITHOUT THE DIRECTOR'S PERMISSION! EVEN IF YOU LOSE, YOU MUST STILL POST YOUR RESULT ON THE PAIRING SHEET.*** IF YOU DO NOT POST THE RESULT, YOU MAY FIND THAT YOU ARE NOT PAIRED FOR THE NEXT ROUND.
18. **NO ONE MAY WRITE ON ANY OTHER CHARTS EXCEPT FOR THE PAIRING SHEETS.**
19. Analysis in the playing area, even quietly, is strictly forbidden!
20. Do not remove sets or boards from the playing area.
21. Wallcharts and pairings will be posted in the skittles area. Be sure your results are posted properly. It may not be possible to correct mistakes that are reported more than one round late!
22. Only if asked by the player, a coach may advise the player on how a draw will affect team standings. The coach may not consider the position on the board in giving advice. To avoid any appearance of impropriety, coaches, parents, and teammates may not speak to players during play except in the presence of a tournament director.
23. ***Smoking, the use of tobacco products, alcoholic beverages, and illegal substances are strictly prohibited.*** Players may not have food in the playing area.
24. Flash photography is allowed only with special permission and only during the first 10 minutes of each round.
25. ½-point byes may be requested in advance, except round 5. Byes should be requested before the start of the tournament.
26. If you wish to withdraw or skip a particular round, please notify the TD at the Head Table one hour before the start of the round. You may be penalized if you forfeit without notice.
27. Pairings made by computer will be considered official unless serious inequity, as determined by the TD staff, would result.

28. This is a team/individual event. A team may have as many players from the same school/club as desired, but only the top four scores in each section count for team results and tiebreak. Teams must have a minimum of three players.
29. Players will generally be paired against others with the same score. Every reasonable effort will be made to avoid pairing players from the same team.
30. The following system will be used to break ties: If two or more players in any section win all 5 games, they will have a special speed playoff to decide the actual winner. Otherwise, Modified Median, Solkoff, Cumulative, then Opponent's Cumulative Tiebreakers (OCTB) will be used. Cumulative tiebreaks are used to break ties among teams, starting with the last and going back through the earlier rounds. NOTE: If computers are NOT available to calculate tiebreaks, Modified Median, then Solkoff Tiebreaks will be used to break ties for players with 4 points. Cumulative, then OCTB Tiebreaks, will be used for all other ties.
31. All player/team trophies will be awarded based on tiebreaks or speed playoff as noted above. Players can win only one individual trophy in the main event. Place trophies take precedence over all other trophy awards. Blitz trophies may be won in addition to an award in the main event.
32. Spectators, when allowed in the room, must confine their presence to the wide main front or rear aisle of the room. Only players and directors are allowed between the tables. Spectators who interfere with the games or bother the players will be asked to leave. Spectators are never allowed in the playing area during play.

Speed Chess Rules

1. Rules for blitz chess printed in the U.S. Chess Federation's *Official Rules of Chess, 5th Edition*, except as modified below, shall apply to this event.
2. Clocks shall be set for five (5) minutes. Time delay will not be used.
3. The player of Black shall have the right to choose the clock and the side of the board on which it is placed.
4. **Games are played with the touch move rules in force.**
5. **Moves must be made with the same hand that is used to press the clock.**
6. Players may claim a draw under the insufficient losing chances rule when they have less than one minute remaining on their clock. In the event the claim is denied, the claimant shall lose the game. The director shall have the right to temporarily reserve judgment while ordering play to continue.
7. Players shall be paired based on their USCF regular rating. If a player has no regular rating, a player's quick chess rating or a rating assigned by the TD may be used.
8. A player making an illegal move and pressing the clock shall forfeit the game, if called by the opponent before touching a piece. Capturing an opponent's King, if it is in check, is not considered an illegal move.
9. Players shall post their results on the pairing sheets as directed by the director. Players not posting their results may be withdrawn at the discretion of the director. Players failing to post their result shall receive zero points for that round.

Eligibility Rules

1. A school team must contain a minimum of three players currently enrolled at the school. Team size is unlimited, but only the top four scores in each section are counted.
2. All scholastic players must be USA residents or citizens currently attending school in grades K-12 and under the age of 18 years as of January 1, 2004.
3. The following maximum ages apply as of January 1, 2008: **K-3:** under age **10**, **K-6:** under age **13**, **K-8:** under age **15**, **K-12:** under age **19**.
4. A team must contain a minimum of three players in the same section. Team size is unlimited, but only the top four scores in each section are counted.

Details on Tiebreaks

For individual Swiss System tournaments, the USCF recommends the following tie-breaks in the order shown:

1. Modified Median
2. Solkoff
3. Cumulative

(If any order other than this is used in a USCF-rated tournament, that information is supposed to be posted, USCF Rule 34E). On the prize lists, WinTD will rank players first based upon score. Within each score group, they will be ranked based upon the first tie-break selected. In any groups which are still tied, the second tie-break will be applied, etc. Players who are still tied (that is, their scores and first and second tie-breaks are all identical) will be ranked by the third tie-break, etc.

The most common fourth tie break is Opponents Cumulative. If you have two players who are tied through the first three major tie breaks, any further tie breaks are scarcely better than a coin flip. Opponents Cumulative as a final tie break gives you a good chance of breaking the tie without resorting to that.

A player's Solkoff is the sum of his or her opponents' scores. The Modified Median and the Median are similar to the Solkoff, but the "least meaningful" results are left out. For all scores for Median, and for even scores for the Modified Median, both the highest and lowest (two highest and two lowest for tournaments with nine or more rounds) are discarded. Modified Median differs from Median in its handling of plus and minus scores. For players with plus scores, the lowest opponent's score is discarded (lowest two scores for nine or more rounds). For players with minus scores, the highest score (two scores for nine or more) is discarded. For instance, suppose two players with 4-1 scores met players who ended with the following scores:

Player A: 0,3,3,4,5

Player B: 3,2,5,3,3

Player A's Solkoff tie-break is $0+3+3+4+5=15$, Player B's is $3+2+5+3+3=16$. Player A's Modified Median is $3+3+4+5=15$ (discard the 0) and Player B's is $3+5+3+3=14$ (discard the 2). Player A's Median is $3+3+4=10$, Player B's is $3+3+3=9$. If we use Modified Median or Median first, A ranks higher than B; if we use Solkoff first, B ranks higher than A.

A player's Cumulative is the sum of his or her scores at the ends of each round. If Player A won his first four and lost the last round, and Player B won two, lost the third round, and won the last two, the players scores at the ends of the rounds are:

Player A: 1,2,3,4,4

Player B: 1,2,2,3,4

Player A's cumulative is $1+2+3+4+4=14$, Player B's is $1+2+2+3+4=12$. The cumulative tie break measures strength of schedule indirectly. By Swiss System pairing rules, players who do not lose until later rounds (and thus have high cumulatives) will usually face tougher opponents than players who lose in early rounds (and thus have low cumulatives).

Opponents Cumulative is the sum of the cumulatives of a player's opponents.

Details on Determining Grade State Champions

Example: if 3rd grader "A" makes 4.5pts in the K-6 Championship Section and 3rd grader "B" makes 5pts in the K-5 Reserve section and 3rd grader "C" makes 4.5pts in the K-3 Championship Section, the only ones in consideration are A and C, since they are playing in Championship Sections, but 3rd grader A becomes State Champion. If in the case above A made 4.5 points and C made 5 points, the state champion will be C.