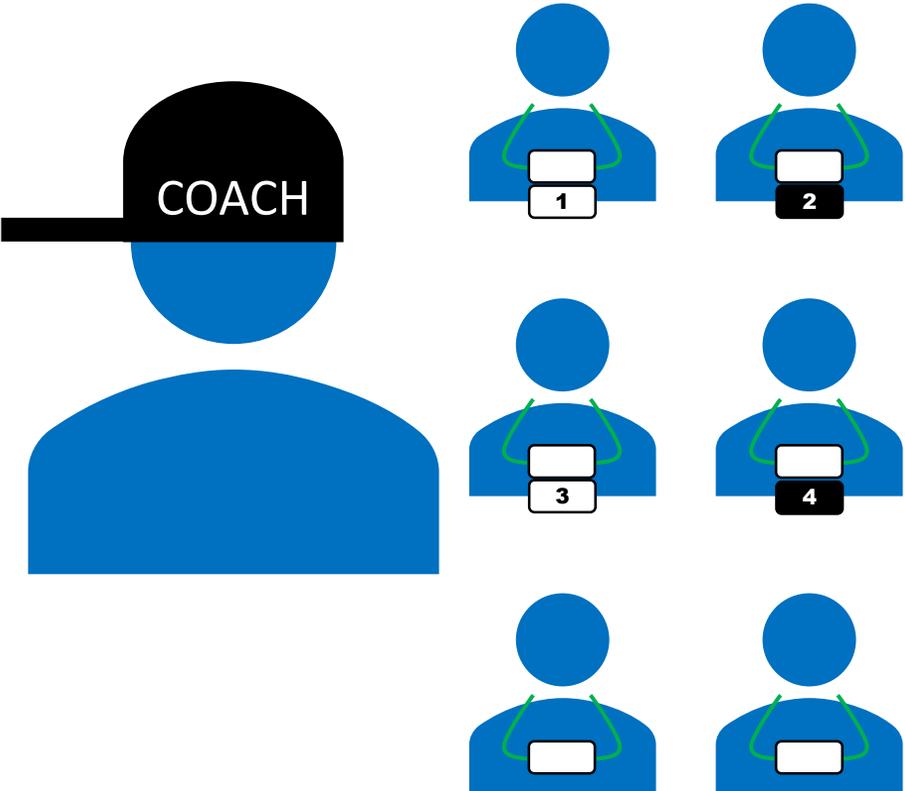


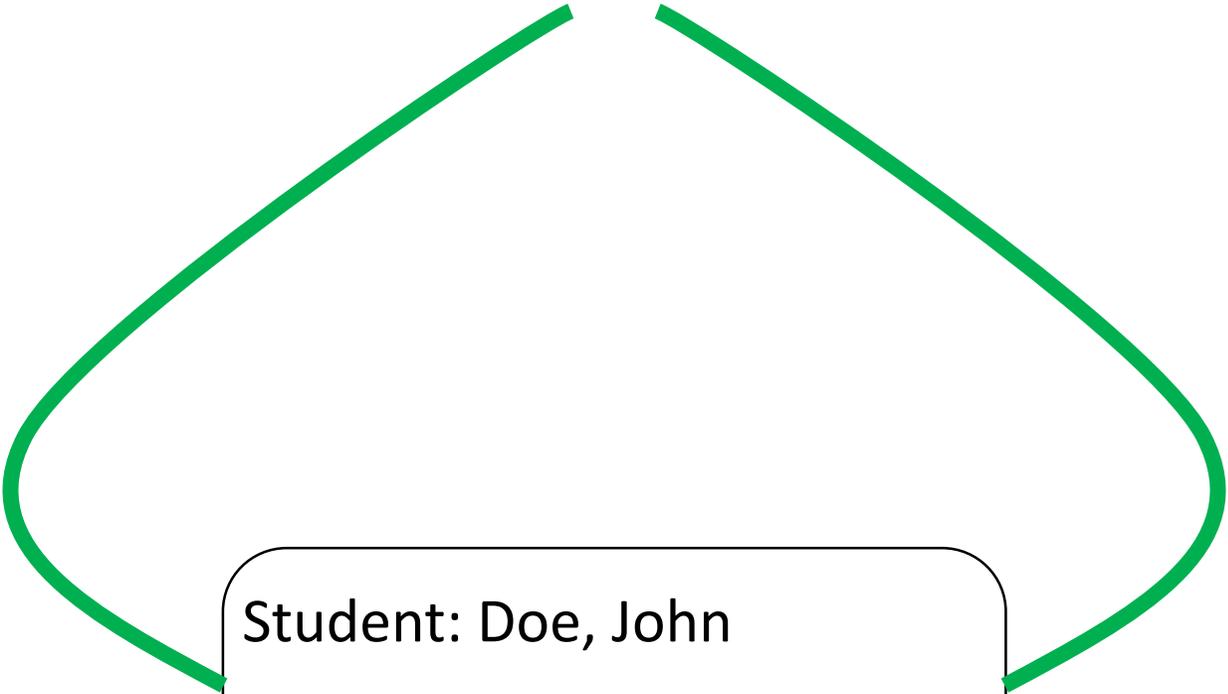
# GICAA Chess

## Coach and Referee Summaries

# Event: Rounds 1 - 5



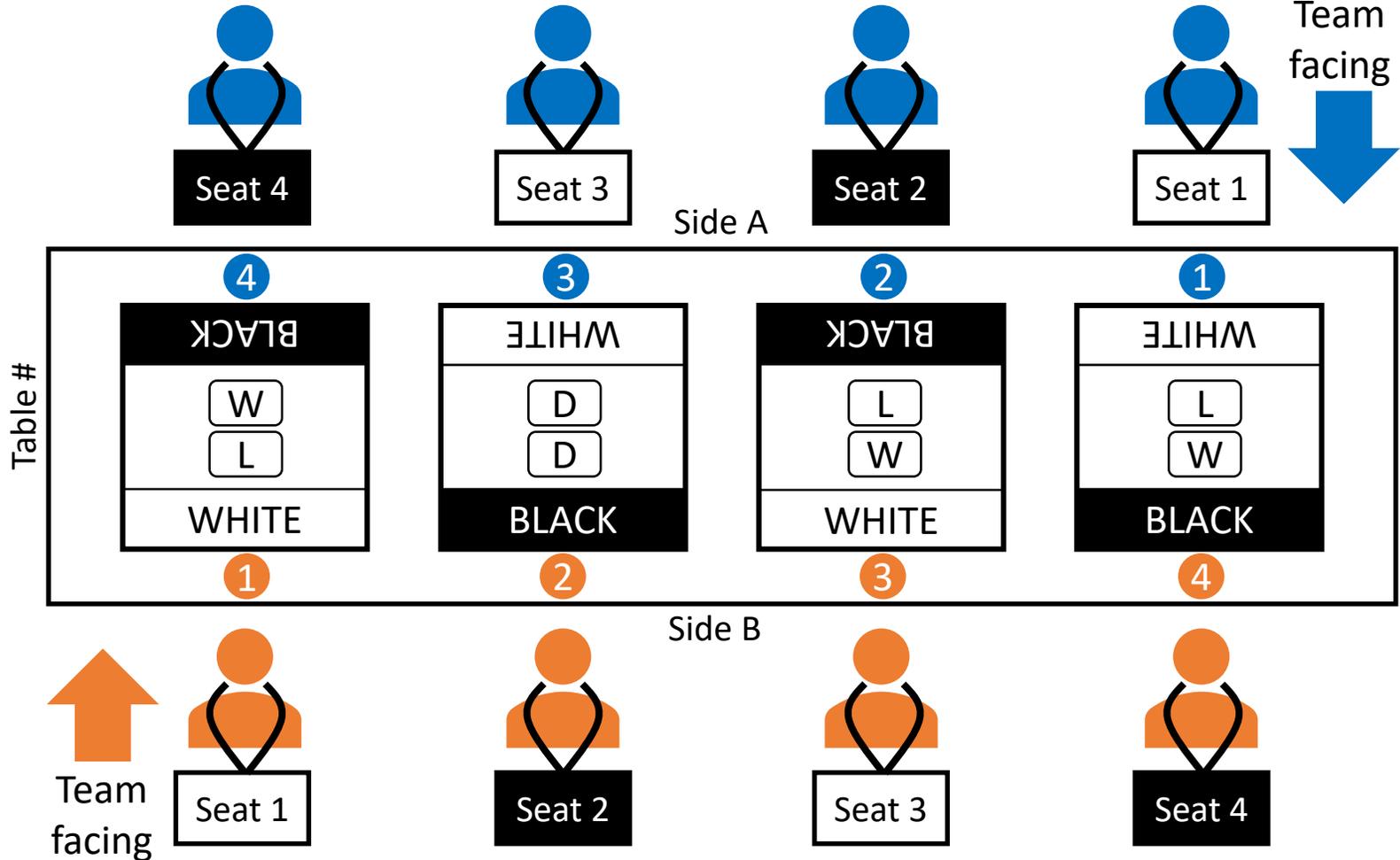
Each team may have more than 4 players, but only 4 will play in any round. Before a round begins (and before the players enter the playing area), the team will designate who will play in a round (and where they will sit) by clipping one of the four seat assignment tags to their lanyards. New players can then be re-chosen at the beginning of each round.



Student: Doe, John  
School: My Awesome School  
Team Number: **14**

**Seat 1**

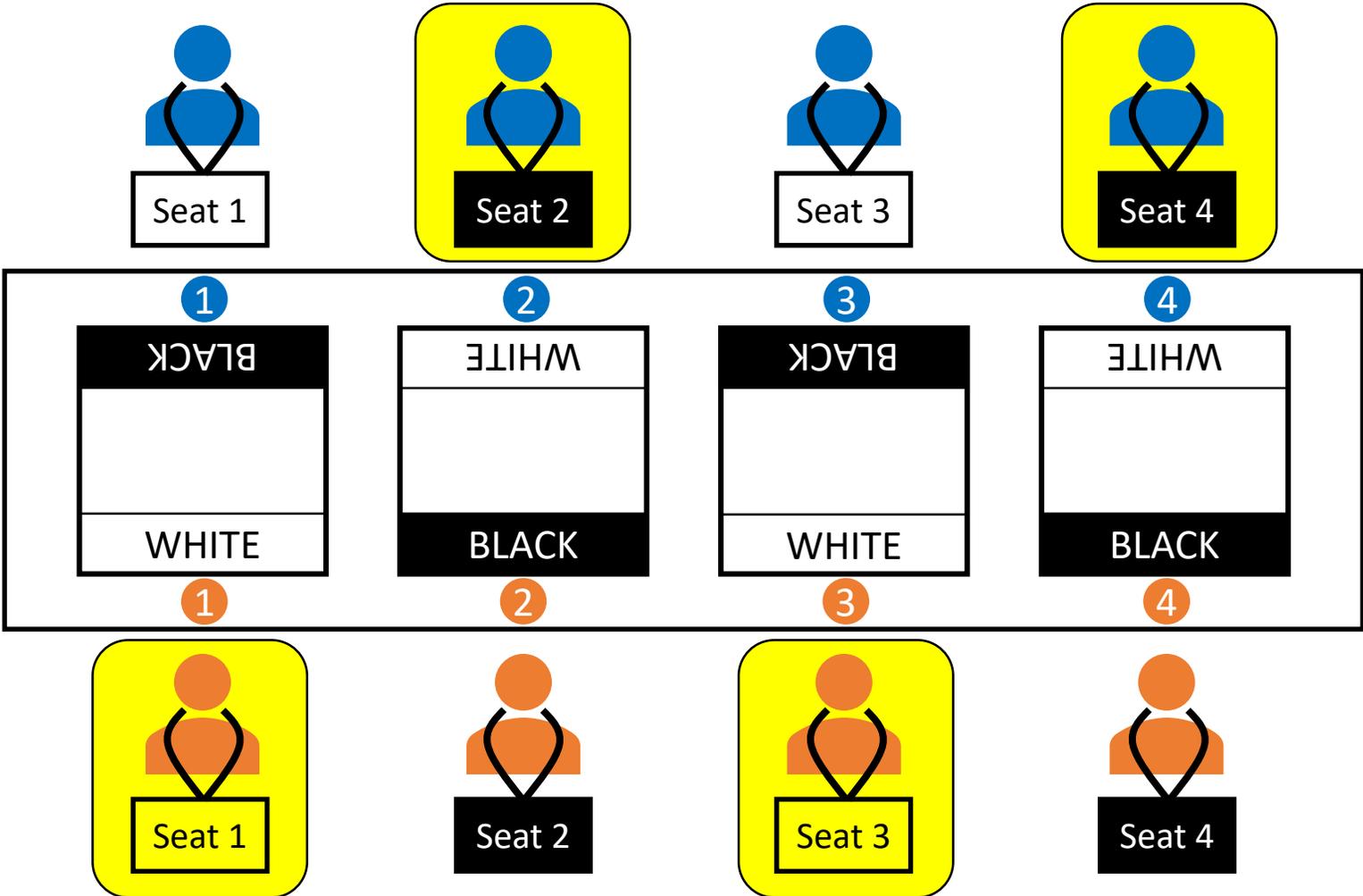
# Event: Rounds 1 - 5



1. Players select their lanyards (pre-round) and sit at the table and side as prescribed by the round sheet.
2. Each player sits in sequential order, lowest to highest, left to right, based on their lanyard. Odds will always be white, evens will always be black. Numbering is for seat position only – not skill level (Seat 1 will always play Seat 4, and Seat 2 will always play Seat 3).
3. Teams will score the total of all of the points scored by their players, per the following list:
  - Win: 2 pts
  - Draw: 1 pt
  - Loss: 0 pts
  - Round points result example:
    - Blue: 4-W, 3-D, 2-L, 1-L : **3 pts**
    - Orange: 1-L, 2-D, 3-W, 4-W : **5 pts**
4. After the 5<sup>th</sup> round, a team's round points are totaled to determine which 8 teams will advance to the final round. Ties here are broken by determining a team's strength of schedule (total of points scored by opponents)

# Event: Finals

## Lower seeded team



## Higher seeded team

1. Players select their lanyards (pre-round), and sit across from their opponent with the same number. (different from standard rounds)
2. Next, players choose what colors they wish to play, per the following order:
  - Player 1 (High seed)
  - Player 2 (Low seed)
  - Player 3 (High seed)
  - Player 4 (Low seed)
  - Note: By selecting colors this way, it may be possible for a team to play white more than twice (contrasted to rounds 1-5)
3. The table referee will document the locations and colors on their sheet, and the round will continue as a standard round
4. Ties: If the total points for both teams are tied, ties will be broken in the following order:
  - Result of Seat 1
  - Result of Seat 2
  - Result of Seat 3
  - Result of Seat 4
  - A 5 minute game of chess between 1's

# Score Sheet

Side A

Team

Round	<input type="text"/>
Table	<input type="text"/>

4

3

2

1

<input type="text"/>
<input type="text"/>

<input type="text"/>
<input type="text"/>

<input type="text"/>
<input type="text"/>

<input type="text"/>
<input type="text"/>

1

2

3

4

Side B

Team

# Score Sheet - Final

**Side A**

Team	Number	Seed
------	--------	------

Round	
Table	

1	
---	--

2	
---	--

3	
---	--

4	
---	--

Color:
Color:

Color:
Color:

Color:
Color:

Color:
Color:

1	
---	--

2	
---	--

3	
---	--

4	
---	--

**Side B**

Team	Number	Seed
------	--------	------

# Score Sheet (sample)

Side A

Team 3

Round	2
Table	11

4 Polgar

Draw <sup>JP</sup>

Draw <sub>BF</sub>

1 Fisher

3 Morphy

L <sup>PM</sup>

W <sub>JW</sub>

2 Waitzkin

2 Kasparov

<sup>GK</sup> W

<sub>DB</sub> L

3 Blue, D.

1 Alekhine

~~AA~~ W

~~AX~~ L

4 Karpov

Side B

Team 7

# Table Referee responsibilities:

Before the round begins...

- Make sure players are properly seated at their side of the table, per team # and seat cards
- Make sure clocks are set properly
- Make sure boards are set up properly (“white to the right”, pieces are in proper starting positions)
- Make sure the scoring sheet is filled out properly, (round, table, team #, and players)

During the round...

- Maintain order at the tables (excessive talking, noises, etc)
- Watch for expired clocks
- Respond to questions
  - Don't feel obligated to answer a question about the legality of a move or position, if you aren't sure. Ask the players to pause their clocks and request help from a field referee.
  - If the question is related to the last move an opponent made and you feel confident to instruct them to take back the move (and tell them why), then do so. Make sure the clocks are tracking time for the active player before you leave.
  - If the question is related to a past move made in error, ask the players to pause their clocks and request help from a field referee.
- Track wins, losses and draws on the scoring sheet. Have players initial the their box.
- Ask players to reset the board and clocks before leaving the table. Remind players that they need to leave the playing area.

After the round...

- Take the round sheet to the score coordinator. The next round will not start until the round coordinator has all of the sheets.

# Field Referee responsibilities:

Before the round begins...

- Assist with any issues table referees may have while getting players seated.

During the round...

- Respond to table referee's request for assistance. Such as...
  - Verify checkmates or stalemates
  - Verify if a move is permitted
  - Reset boards (if required due to illegal moves)
- Start 50-move counters (if the table referee hasn't already started it)
- Call a draw, if the players are not making progress toward a checkmate with their remaining pieces

At the end of the round...

- Assist table referees with any additional setup necessary for the next round