

Washington State High School Team Chess Championship

March 1-2, 2019 (Fri-Sat)

Site

Interlake High School, 16245 NE 24th Street, Bellevue, WA 98008.

Directions from eastbound Highway 520

- Take the 148th Avenue NE exit (go southbound)
- From the left lane on 148th Avenue NE, turn left at the NE 24th Street stop light
- Drive one mile eastward on NE 24th Street
- Turn Right at Interlake HS entrance off NE 24th Street across from 161st Avenue NE
- Give yourself plenty of time; these are very congested areas.

Format

Five round Swiss system tournament of 5 player teams with 2 optional reserves. Computer pairing and the place of finish are by team point system (one point per board, all board scores count!). Teams from the same league will not be paired in round 1.

Eligible

Teams: Only a school's A and B teams can qualify to play in the State Team Championship. When counting the number of teams in a league, do not count any C or D teams, or teams that forfeited half or more of their league match games.

The number of teams in a given league that qualify for team championship are determined by using **WHSCA Table 1** of the State Team Rules as published at whsca.org/pdf/WHSCA-State-Team-Rules-2017-03.pdf

If a league-qualified team can't attend the State Team Championship, the highest finishing A or B team that didn't qualify in that league may enter the State Team Championship to make up for the league's absent qualified team. No team can be admitted which had access to a league but declined to compete in that league. Schools without a league available are "independent" and may enter automatically.

Individuals on a team: The WHSCA website (www.whsca.org) has the complete [Player Eligibility Policy](#) but here's a brief summary:

1. Players must be registered for a majority of their program at the school they represent.
2. Home schooled students and alternative high school students can play for their local public mainstream high school that they would attend based on their home address.

Email your questions to Randy Kaech at kaechster@gmail.com.

Make sure your contact information is present on your entry form.

Special note: No school can enter this tournament without a full team (of five). If you do not have a full team in round 1, your players will be moved to the all-comers tournament. You must have 5 players for every round. If you think it possible that you

won't have enough players for any round, you should enter the State All-Comers for the entire tournament.

Board Order

Establish your team board order carefully when pre-registering. **Absolutely no changes from this pre-registered order will be allowed at the tournament except for the use of alternates.**

AGAIN, ABSOLUTELY NO CHANGE OF BOARD ORDER FROM YOUR PRE-REGISTRATION, EXCEPT FOR ALTERNATES, WILL BE ALLOWED ON SITE AT CHECK-IN!! Call David Ellinger at (206)458-9403 or email dellinger@seaprep.org the night before if you have changes!

Some teams list alternates from a "just in case" standpoint. This is fine, and it is much easier for the TD to keep players as alternates than to add players at the tournament site.

Ratings

Northwest Scholastic Rating System, no memberships required. We will use the latest ratings from the NWSRS database. NWSRS ratings are available at any time at www.ratingsnw.com.

RATINGS, SPECIAL NOTE: Players must play in order of playing strength (board 1 should be your strongest player, board 2 your next strongest player, and so on). Ratings are helpful for this but players' ratings don't always indicate their proper strength. Our rules allow a 150 point variance of established ratings on team placement if coaches and captains feel a player is not correctly placed by the rating. Variances of order greater than 150 points should be explained carefully in the registration, and may be challenged by the Tournament Directors. Note that this 150-point rule is for established ratings; ratings for players who have played 20 games or less are considered provisional and are not impacted by this rule; however, players should still be in order of strength.

Time Control

Rounds 1-2: Game/60 minutes with a five second delay.

Rounds 3-5: Game/90 minutes with a five second delay.

Recording of games is **required** except in the last 5 minutes on either player's clock.

Schedule

Friday: Check in **3:40-4:20 pm**, verify team roster and any players playing in the All Comers.

Teams not checked in by 4:20pm will be fined clock time in round one.

Classes are in session until 3:30pm at Interlake High School so parking will be difficult to find until about 10 minutes after the final bell.

All-Players' meeting at **4:30 pm** — important!

Friday rounds **5:15 pm, 7:45 pm**

Saturday rounds **9:00 am, 1:00 pm, 5:00 pm**. Round times will not be moved up.

Awards **8:30 - 9:00 pm or ASAP**

Tie Breaks

If there is a tie for 1st Place there will be a speed chess team playoff (Game in 3 minutes with a 2 second delay), played with USCF touch-move rules.

The tie-breaks for all other ties for team trophies will be broken by the following tiebreak systems, in order:

1) Head-to-Head

If two teams are tied and played each other, their head-to-head result will determine the higher finisher. If more than two teams are tied, head-to-head will only apply if one of the tied teams beat all other teams in the tie.

2) Modified Median: The sum of all your opponent's team scores, save the worst-finishing opponent.

3) Solkoff: The sum of all your opponent's scores.

4) Cumulative Score: Add together the team's total score after each round.

Bring

Clocks, writing utensils. We should have enough sets and boards. Score sheets provided. PLEASE COME EQUIPPED!! **BRING CLOCKS!**

Awards

Trophies to the top **10** placing schools, plus the winning team also is awarded custody of the LaFreniere Cup (the Washington State High School Chess Team Championship rotating trophy) for one year. Five medals engraved with: **2019 State Team Champs** for the State Championship Team. All-Stars awards for **all players with five wins**.

Tournament Pairings

David Ellinger will manage the pairings and is the TD. Randy Walther and Randy Kaech will lead the floor judging, supported by our usual cast of helpful people.

Entry Fee

\$50 per team. All entry fees are to be **paid at check in**. No Purchase Orders accepted. Cash or checks only.

All entries at a minimum **must** show:

- the full team, in proposed board order
- the NWSRS ID number for each player (if they've played before)
- the grade for each player (for unrated players use the word "new" but grade must still be provided)

All entries must use the [online registration page](#). The deadline for entering teams is **Wednesday, February 27th at 8:00 pm**. Input your player information accurately!

PLEASE take care to **NOT** create duplicate online **entries**. **Absolutely no team entries on site! No standard US Mail or email entries will be accepted!**

Please respect the fact that considerable work must be done with the entries prior to the tournament, and that teams are counting on us to start as close to on time as possible.

REGISTER ON TIME!!

Make Checks Payable To:

WHSCA (Washington High School Chess Association) during check-in at the event.

General Questions:

Randy Kaech at kaechster@gmail.com

Problems

On the days of the actual tournament call the TD's cell phone: **(206) 458-9403** for issues concerning possible late arrivals, last moment player/team withdrawals or changes or other info that will impact the pairings and/or starting a round on time.

State All-Comers

March 1-2, 2019 (Fri-Sat)

Date, Site, Ratings, Time Control, Schedule, Registration

All the same as for State Team, above. Come with writing implements and clocks.

Format

Five round Swiss system individual tournament, computer paired, no limit on number of players from a school. Two Sections: Premier for 800 & above and Reserve for under 800. The TD may adjust the rating cutoff for the sections to even out the sections.

Eligible

This is an open tournament for Washington state high school chess players. Players may be extras from qualifying teams, from teams that did not qualify, or from teams without sufficient players for state team and any individual high school players.

Awards

An appropriate number of trophies, for both the Premier and Reserve Sections.

Entry Fee

\$10 per player. A 100% pre-registered tournament. The Tournament Director may allow late entries, but anyone who registers late should be prepared to be told they can't play in the first round (to give the TD time to enter the late-comers).

Please submit your list of players competing in the All-Comers with your State Team Entry. Include first and last name, the NWSRS ID number (or indicate Unrated) and the grade for each player.

Register your team using the online entry form (www.whsca.org/stateteam/registration.html) before Wednesday, February 27th at 8:00pm!