

Oxford Spires District Cub Chess Tournament

1. Teams

Cubs play in teams of three. Packs may enter as many teams as they wish. The number of teams that each Pack is planning to bring must be notified to the tournament organiser one week before the date of the tournament. The tournament may be cancelled if there are fewer than seven participating teams (as costs won't be covered).

Mixed Pack teams are permitted – it is up to the Pack leaders to sort this out between themselves (and can be finalised on the day if necessary, as long as all teams are assembled by 2pm). Teams must *not* consist of more than three players. Teams of two players are permitted to take part, though please be aware that this means that the team will automatically lose one match every round.

2. Entry fee

The entry fee is £2 per Cub. This covers the cost of trophies/medals/certificates/engraving and refreshments. The fee is payable in cash on the day.

3. Adults/spectators

Each Pack must be accompanied by an adult, who should stay with the team(s) and will be responsible for them. Other adults are asked not to stay and watch as this tends to be distracting for the Cubs. Adults who wish to chat during the tournament are asked to remove themselves from the playing room. Adults other than the tournament organiser and adjudicator(s) must not speak to any Cubs while matches are in progress (even if the Cub has finished his/her own match).

4. Trophies and certificates

There will be a large trophy for the winning team (this gets re-awarded each year). The three Cubs in the winning team will also receive a medal and certificate plus a certificate for the Pack. There will be medals and Pack certificates for the 2nd and 3rd placed teams.

5. Structure of competition and rules of play

- a) Teams must nominate a player 1, 2 and 3. Player 1 should be the strongest player (and will be team captain) and player 3 should be the weakest player. If a team has only two players they must take the player 1 and 2 positions. Players must retain their designated positions throughout the tournament.
- b) There will always be six rounds played regardless of the number of teams attending (following the schedule set out below). Each round will last for 10 minutes. Cubs must remain quiet throughout this 10 minute period. If they finish their match they may play a friendly game with their opponent during the remaining time but should not start chatting, and should not speak to any adults who are present.
- c) Teams will each be allocated a letter. This will be done randomly once all teams are assembled, by player 1 from each team picking a card. Player 1 is responsible for keeping this card with them throughout the competition. It should be placed next to the player 1 board at the start of each new round.

- d) Teams will play according to a pre-determined schedule. If there are an even number of teams, every team will play in every round (ie they will each have 6 matches). If there are an odd number of teams, one team will have a bye in each round. For teams with a bye, they will be awarded points for their bye-round as an average of the number of points that they scored in each of the other five rounds, rounded to the nearest half mark (eg if a team scored 2, 1, 3, 1.5 and 0.5 they will be awarded 1.5 points for their bye round).
- e) Cubs must stand/sit against their wall in their teams. The tournament organiser will call out which teams are playing at which table and which are playing black/white. Cubs should go to the specified table as soon as their team is called.
- f) Standard chess rules apply. With regards to touching/moving pieces, a move is only final when a piece is moved and released. Players are *not* required to move pieces that they have touched – they may move a piece and then return it to the starting position provided that they do not release it after moving it.
- g) There must be no conferring during the matches: if any Cub is seen talking to/assisting another Cub from their own team while a match is in progress, both Cubs seen talking will be deemed to have lost that match. Adults (other than the designated adjudicators) must not speak to any Cubs while any matches are in progress and adults who wish to talk to each other should leave the room.
- h) At the end of the ten minute playing time the Cubs must write their names and scores on the score sheets provided. Cubs score 1 point for a win, 0.5 points for a draw and 0 point for a loss. Where the game has not yet finished the Cubs should attempt to agree the points between them. If they cannot agree they should raise their hands and an adjudicator will settle it for them, based on a piece count of the remaining pieces (pawns are worth 1, knights and bishops are worth 3, rooks are worth 5 and queens are worth 9). The completed score sheet should be delivered to the tournament organiser by player 1 of the winning team from each match.
- i) At the end of the round, players should set up the boards ready for the next match and then return with their team to the side of the room.

Schedule

1.45pm	Teams arrive and register	3.20pm	Switch over
2.00pm	Rules, teams select numbers	3.25pm	Round 5 (10 minutes)
2.15pm	Round 1 (10 minutes)	3.35pm	Switch over
2.25pm	Switch over	3.40pm	Round 6 (10 minutes)
2.30pm	Round 2 (10 minutes)	3.45pm	Clear up/final scores calculated
2.40pm	Switch over	3.55pm	Presentations
2.45pm	Round 3 (10 minutes)	4.00pm	Finish
2.55pm	Break – drink and biscuit		
3.10pm	Round 4 (10 minutes)		