

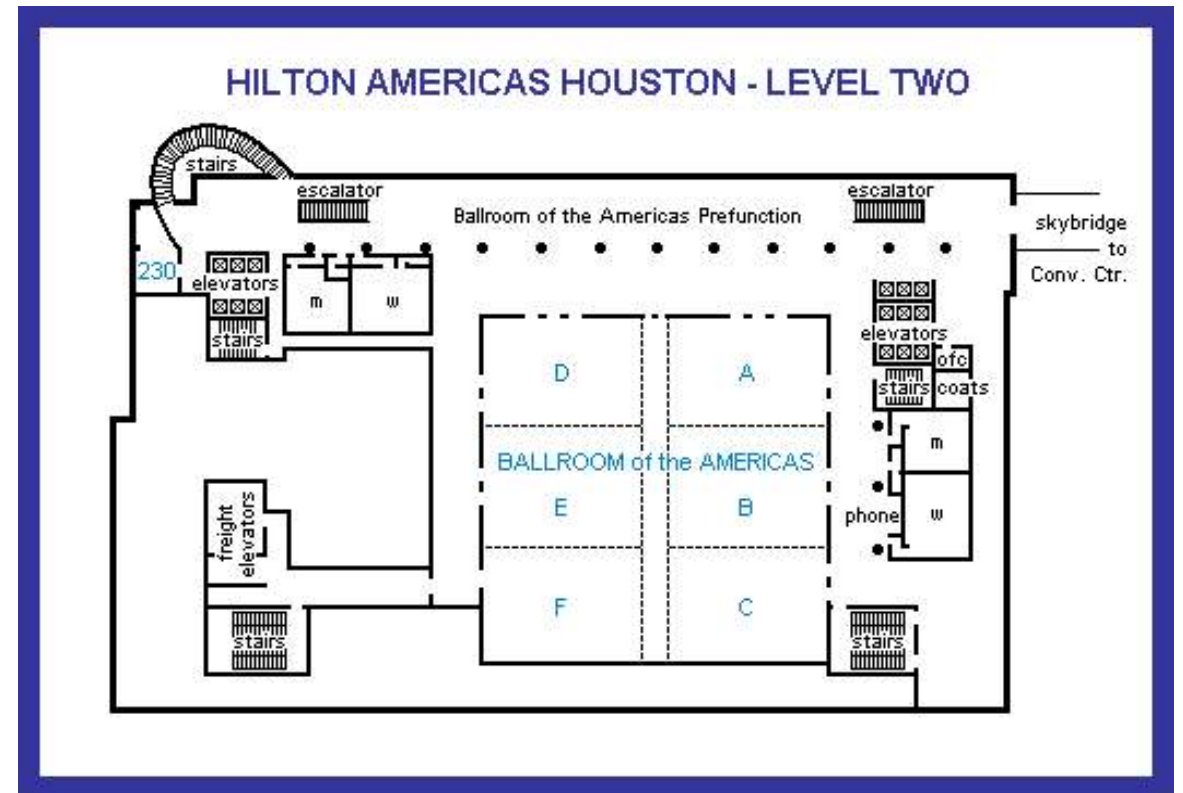
Tournament Booklett



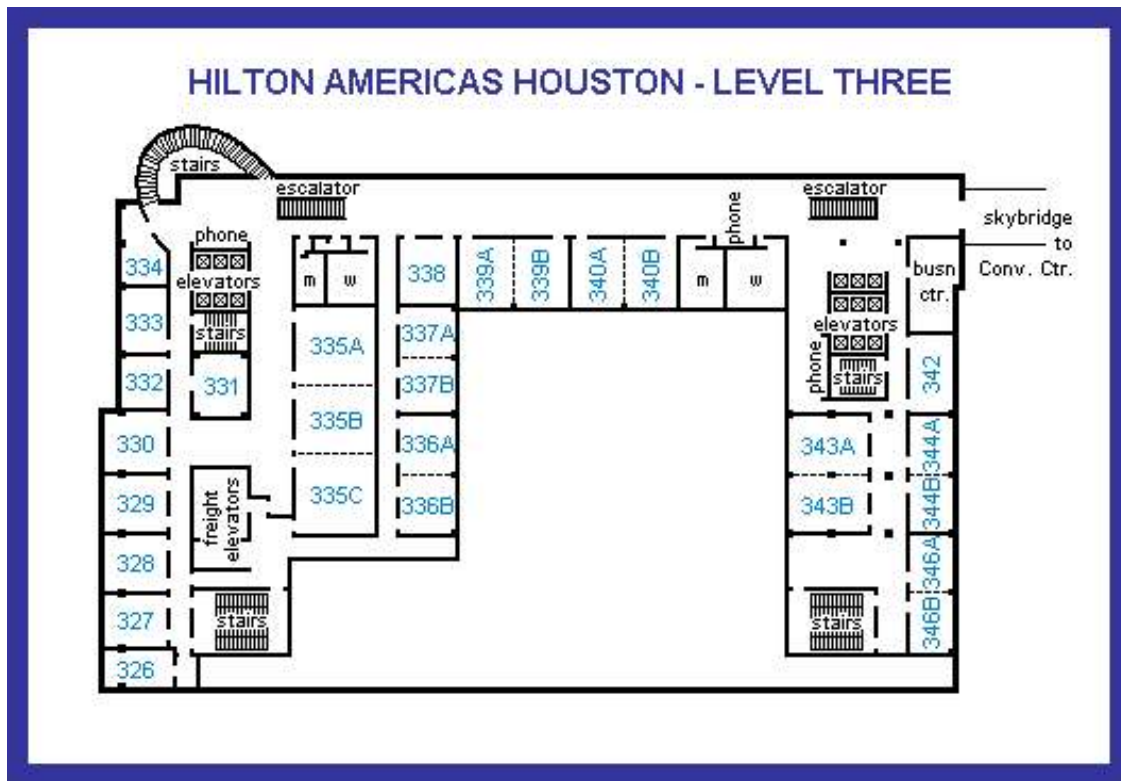
Section	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7
<i>K - 1st</i>	Sat-G/45 10:15 am	Sat-G/45 1:00 pm	Sat-G/45 3:15 pm	Sat-G/45 5:30 pm	Sun-G/60 10:00 am	Sun-G/60 1:00 pm	Sun-G/60 3:45 pm
<i>Primary JV</i>	Sat-G/45 10:15 am	Sat-G/45 1:00 pm	Sat-G/45 3:15 pm	Sat-G/45 5:30 pm	Sun-G/60 10:00 am	Sun-G/60 1:00 pm	Sun-G/60 3:45 pm
<i>Primary Champ</i>	Sat-G/45 10:15 am	Sat-G/45 1:00 pm	Sat-G/45 3:15 pm	Sat-G/45 5:30 pm	Sun-G/60 10:00 am	Sun-G/60 1:00 pm	Sun-G/60 3:45 pm
<i>Elem Novice</i>	Sat-G/45 9:30 am	Sat-G/45 12:05 pm	Sat-G/45 2:25 pm	Sat-G/45 4:40 pm	Sun-G/60 9:30 am	Sun-G/60 12:35 pm	Sun-G/60 3:15 pm
<i>Elem JV</i>	Sat-G/45 9:30 am	Sat-G/45 12:05 pm	Sat-G/45 2:25 pm	Sat-G/45 4:40 pm	Sun-G/60 9:30 am	Sun-G/60 12:35 pm	Sun-G/60 3:15 pm
<i>Elem Champ</i>	Sat-G/45 9:30 am	Sat-G/45 12:05 pm	Sat-G/45 2:25 pm	Sat-G/45 4:40 pm	Sun-G/60 9:30 am	Sun-G/60 12:35 pm	Sun-G/60 3:15 pm
<i>MS Novice</i>	Sat-G/60 9 am	Sat-G/60 12:30 pm	Sat-G/60 3:30 pm	Sat-G/60 6:20 pm	Sun-G/75 9 am	Sun-G/75 1 pm	Sun-G/75 4:20 pm
<i>MS JV</i>	Sat-G/60 9 am	Sat-G/60 12:30 pm	Sat-G/60 3:30 pm	Sat-G/60 6:20 pm	Sun-G/75 9 am	Sun-G/75 1 pm	Sun-G/75 4:20 pm
<i>MS Champ</i>	Sat-G/60 9 am	Sat-G/60 12:30 pm	Sat-G/60 3:30 pm	Sat-G/60 6:20 pm	Sun-G/75 9 am	Sun-G/75 1 pm	Sun-G/75 4:20 pm
<i>HS JV</i>	Sat-G/60 9 am	Sat-G/60 12:30 pm	Sat-G/60 3:30 pm	Sat-G/60 6:20 pm	Sun-G/75 9 am	Sun-G/75 1 pm	Sun-G/75 4:20 pm
<i>HS Champ</i>	Sat-G/60 9 am	Sat-G/60 12:30 pm	Sat-G/60 3:30 pm	Sat-G/60 6:20 pm	Sun-G/75 9 am	Sun-G/75 1 pm	Sun-G/75 4:20 pm
<i>College</i>	Fri 7:45 pm	Sat 9 am	Sat 1:45 pm	Sat 6:30 pm	Sun 9 am	Sun 1:45 pm	All G/90; +30 sec inc.

What's inside

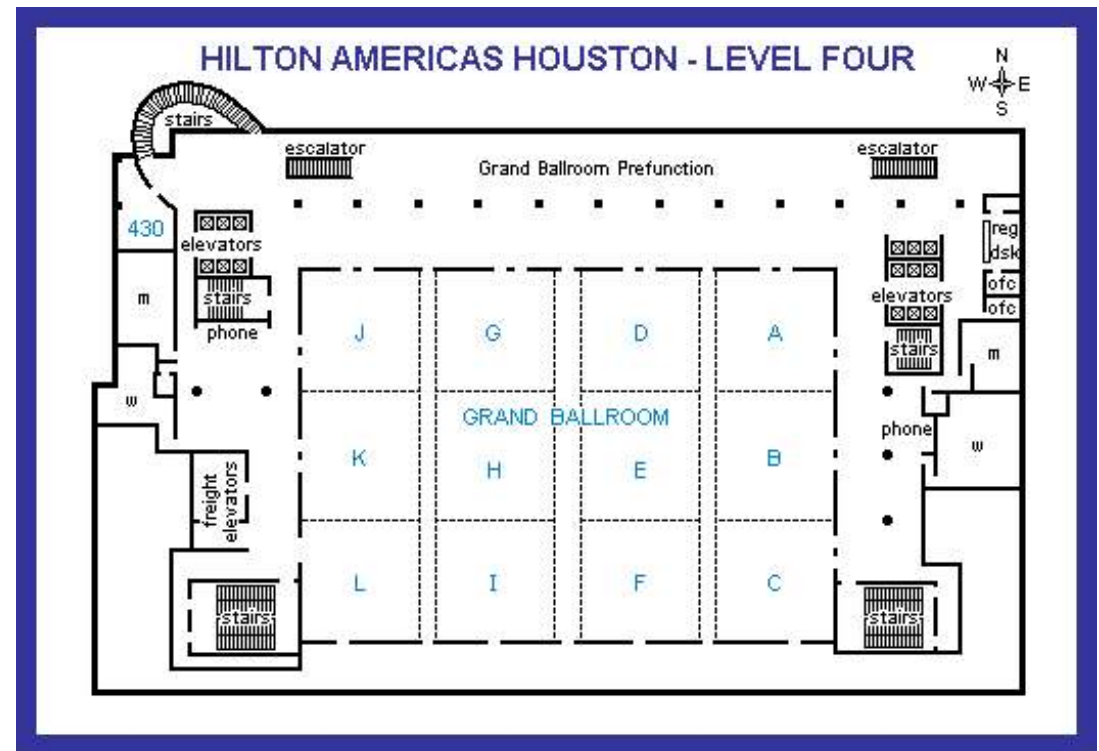
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High School Ballroom of the Americas D-F
Middle School Ballroom of the Americas D-F
Skittles/Parent Waiting Area Ballroom of the Americas A-C
High School Pairings/Standings . . . Ballroom of the Americas Foyer
Middle School Pairings/Standings. . . Ballroom of the Americas Foyer
Additional Middle School Pairings. . . Ballroom of the Americas D-F
Additional High School Pairings. . . . Ballroom of the Americas D-F
High School and Middle School Master Team Pairings List will be on a table right outside the Ballroom of the Americas A-C.



Collegiate.	Room 335A
TD/Volunteer Room.	Room 335C
Collegiate Quiet Skittles.	Room 335B
Computer/Pairing Room.	Room 342
TCA Meeting / Thinking with Chess Seminar.	Room 329
Russell Elementary Team Room.	Room 330
AWTY International School Team Room.	Room 333
Arlington Classics Academy Team Room.	Room 336B
Fort Worth Academy/Trinity Valley School.	Room 337A
T H Rogers School Team Room.	Room 338
Debakey H S/Baylor College of Medicine @ Ryan Team Room.	Room 344A
Briarmeadow Charter School Team Room.	Room 344B



Registration/Check In	Grand Ballroom Foyer Reg. Desk
Chess Control.	Grand Ballroom Foyer Reg. Desk
Primary /K-1	Grand Ballroom A-C
Elementary	Grand Ballroom J-L
Elem./Primary/K-1 Pairing/Standings.	Grand Ballroom Foyer
Additional Primary/K-1 Pairings.	Grand Ballroom A-C
Additional Elementary Pairings.	Grand Ballroom J-L
Blitz	Grand Ballroom A-C
Bughouse	Grand Ballroom A-C
Vending/Masters Corner/Skittles.	Grand Ballroom D-I
Tee Shirt Sales.	Grand Ballroom Foyer

FRIDAY

Schedule of Events

Registration 7pm - 9pm
In Hotel 4th floor Registration Desk.

Vendor/Coach's Corner Open various hours starting at 7 pm
In Grand Ballroom D-I

Blitz tournaments 7:00 pm
In Grand Ballroom A-C

Computer Room Open (for coaches to check their teams) 9:35pm- 10:30pm
In Room 342

SATURDAY

Registration 7am - 7:45am
In Hotel 4th floor Registraion Desk., Saturday Registrants may receive a 1st round 1/2 point bye.

General Announcements 30 minutes before 1st round is scheduled.
In Respective Playing areas, see inside front cover for round times.

Skittles All Day
In Grand Ballroom D-I, Ballroom of the Americas A-C, Room 328

ChessKids.com/Master Analysis All Day
In Grand Ballroom D-I, Ballroom of the Americas A-C, Room 328

Thinking with Chess: Teaching Children Ages 5-14. 12:45 pm
In Room 329

Bughouse tournaments 8:35pm
In Grand Ballroom A-C

TCA General Membership Meeting 8:35 pm
In Room 329

Cajun Chess Vendor Open various hours
Grand Ballroom D-I

F & B Tee shirts. various hours
In Grand Ballroom Foyer

Sunday

Skittles All Day until 7:45 pm
In Grand Ballroom D-I, Ballroom of the Americas A-C, Room 328

ChessKids.com/Master Analysis All Day
In Grand Ballroom D-I, Ballroom of the Americas A-C, Room 328

Thinking with Chess: Teaching Children Ages 5-14. 12:45 pm
In Room 329

F & B Tee shirts. various hours
In Grand Ballroom Foyer

Awards Ceremony ASAP
In Same Room as Tournament Sections except for Middle School which will be Ballroom of Americas A-C

Welcome

Dear Players, Coaches, and Parents,

On behalf of the Texas Chess Association (TCA), I am very proud to welcome you to the 2012 Texas Scholastic Championship!

Some proceeds from this tournament will go to supporting scholastic chess in Texas. If you have not already joined TCA, we welcome you to do so at the registration desk.

We hope you will be able to attend the Spring TCA business meeting, which will be held Saturday at 8:35 p.m. Only members may vote, but all are welcome to attend.

Also, take advantage of two FREE one-hour chess in education seminars for parents, chess coaches, educators, and other adults interested in teaching chess.

Finally, if you have any questions or comments, you can find the Texas Chess Association Board members at the TCA meeting on Saturday night.

Thank you very much for your participation and support.

Good luck to all.

Cordially,

Luis Salinas

How to Read a Pairing List.

Pairing lists show game assignments for the current round. Shortly before the beginning of each round the Tournament Directors will post in several locations an alphabetical pairing list for each section. Sections will be posted on colored paper and that color will remain the same throughout the entire tournament.

A pairing list shows players their board assignment, color assignment (black or white), and the name of their opponent for the current round. Following is a short sample list of alphabetical pairings:

Sample State Tournament - Elementary Championship
Assignments for Round 3

Player	Color	Opponent	Board #
Ballom, Stephanie	Black	Vs. Gomm, Clayton (934)	on board 405
Cardinale, Cooper	White	Vs. Sullivan, Joshua (939)	on board 403
Dixon, Ryan T	White	Vs. Symank, Mark (880)	on board 406
Gomm, Clayton	White	Vs. Ballom, Stephanie(904)	on board 405
Greig, Brett	White	Vs. Trammell, Tim (870)	on board 407
Harry, Mason Roy	Black	Vs. Ross, Travis (965)	on board 401
Martin, Taylor N	White	Vs. Pernes, Meagan (1003)	on board 402
Mayes, Jonathan D	Black	Vs. Searway, Ben (876)	on board 404
Pernes, Meagan	Black	Vs. Martin, Taylor N (990)	on board 402
Ross, Travis	White	Vs. Harry, Mason Roy 1036)	on board 401
Searway, Ben	White	Vs. Mayes, Jonathan (1200)	on board 404
Sullivan, Joshua	Black	Vs. Cardinale, Cooper(635)	on board 403
Symank, Mark	Black	Vs. Dixon, Ryan T (914)	on board 406
Trammell, Tim	Black	Vs. Greig, Brett (799)	on board 407
Whittaker, Daryn	BYE		

To read a pairing list, first find your name in the alphabetized column on the left. The next column is the color you will be playing, the 3rd column is the name of your opponent and the last column is the board number where you will play your game. On the sample above, please note that Daryn Whittaker has a BYE. E was assigned a bye because there was an odd number of players in his section. He will receive a full point for the bye just as if he had played and won his game. Note that unpaired is not the same as a BYE. Unpaired usually means that a player has been withdrawn from that section. If this is a mistake, please inform the tournament staff as soon as possible.

How to Read a Cross Table

The cross table (also known as "wall charts") show the cumulative results of all rounds of the tournament. Cross Tables are updated after the completion of each round. These charts

will use the same color coding as the pairing charts. A sample cross table is shown below:

Wall Chart. Region III Championships: Middle School Championship

	Name/Rtng/ID	St/Tm	Rd 1	Rd 2	Rd 3	Rd 4	Rd 5	Rd 6
1	CONNOR HALEY 1751 12830800		W 6 B4	W2	B3	W7	B10	
		CISTER	1.0	2.0	2.5	2.5	3.5	4.5
2	KARTHIK RAMACHANDRAN 1674 12824027		B 7 W3	B1	W4	B5	W6	
		ROBINS	1.0	2.0	2.5	3.0	4.0	5.0
3	JEFFREY WU 1405 12808179		W 8 B2	B5	W1	W9	B4	
		RICE	1.0	1.0	2.0	3.0	4.0	4.0
4	STANLEY YANG 1338 12849288		B 9 W1	B7	B2	W10	W3	
		RICE	1.0	1.0	2.0	2.5	3.5	4.5
5	JAY MAX JUSTER 1275 12845643		W 10 B6	W3	B9	W2	-8	
		STMARK	1.0	2.0	2.0	3.0	3.0	F3.0
6	STEPHANIE KLIMCZAK 1106 12857058		B 1 W5	B9	W10	B8	B2	
		PRINCE	0.0	0.0	0.0	1.0	2.0	2.0
7	NATHAN MASE 873 12844100		W 2 B10	W4	B8	B1	W9	
		HARMON	0.0	1.0	1.0	1.0	1.0	2.0
8	GRIFFIN TAYLOR 860 12864353		B 3 W9	B10	W7	W6	-5	
		APOLLO	0.0	0.0	0.0	1.0	1.0	X2.0
9	ANDREW NUNNALLY 690 12910260		W 4 B8	W6	W5	B3	B7	
		CARPEN	0.0	1.0	2.0	2.0	2.0	2.0
10	PHILLIP COHEN unr. JOINED		B 5 W7	W8	B6	B4	W1	
		RICHAR	0.0	0.0	1.0	1.0	1.0	1.0

The first row indicates the color and number of the player you played. In round 5, Conor Haley (#1) played white against Nathan Mase (#7). The second row shows player information (rating and USCF number) Team code and shows your cumulative score by round. *Please make sure that every member of your team has the same team code.*

Players are usually listed in the order of their pairing numbers, which are based on their pre-tournament ratings. The pairing number is the number preceding the players name. It is possible for pairing numbers to change if new players enter the tournament, and if they have a higher per-tournament rating than yours. Don't worry - the computer will adjust all data to keep the information accurate.

Byes that you have requested in advance will be listed on the cross table. If you asked for any byes, please check to make sure they are listed in the correct rounds on the cross table.

Players, parents and coaches should check all the data on the cross tables after each round and report any problems immediately to Chess Control or to the Computer Room.

Important Information for Parents and Coaches

Parents and coaches are very important to the smooth operation of any scholastic chess tournament. Please read the following list of parents' and coaches' duties. If you have any questions, feel free to see a Tournament Director.

1. At time of registration, you should provide complete written information on all students who will be attending the event. If you need to make any corrections, make sure all necessary forms are completed during the registration period.
2. Communicate with Tournament Directors about any scheduling issues. If for any reason a player needs to skip a round or will be late for a round, you **MUST** inform Tournament Headquarters (prior to the beginning of the tournament if possible).
3. If a player must withdraw from the tournament because of an emergency or illness, notify Tournament Headquarters/Chess Control ASAP.
4. Offer moral support to your players. Berating a child after a loss won't help their self esteem.
5. Make sure your players exhibit good sportsmanship. Set a good example by refraining from bragging about your students' victories or agonizing about their losses. Hazing, taunting, or otherwise harassing other players and/or teams is prohibited. No player, coach, or parent should use offensive language at any time.
6. Provide instruction for your players before and after the rounds. No instruction may take place during the round. No player should have any communication with you until after the game is over.
7. Help your players find their pairings on the posted pairing sheet, and help them find the right boards. Help them set their clocks if necessary.
8. Check the cross tables for accuracy and report any errors to Tournament Headquarters.
9. It is extremely important that all players from the same team have the exact same team code. If the codes are not identical, the computer will not consider all your players to be on the same team, which will make a big difference in your team standings. Report any differences to Tournament Headquarters immediately.

10. As players complete their games and leave the playing hall, make sure they have turned in their results.

11. Make sure your players stay out of trouble at the hotel and that they do not disturb the tournament site, other players or hotel guests.

12. Stay on-site or arrange for another adult supervisor to stay on-site to supervise your players. Tournament officials are too busy running the tournament to be responsible for players' safety and behavior. It is your job to monitor your players' activities.

13. Help maintain proper order at the tournament site. Remind the students to pick up and dispose of their own trash and keep up with their chess equipment.

14. If you would like to help with the tournament, check with someone in Tournament Headquarters to see what you can do to help.

15. Make sure the players have fun! With the stress of the competition they need to unwind and relax after their games.

16. No players will be allowed in the tournament hall in a bathing suit. All players must be dressed properly (shoes and shirts required).

In case of a question go to Chess Control or Tournament Headquarters located in the Exhibition Hall Hallway.

Tournament History

2013 - 1312 Players	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Jarod Pamatmat Vincent Zhang Alexander D Jiang Akshay Malhotra Simon Vasquez III	San Benito High School
Middle School	Atulya Vaidya Duy Ming Nguyen	Vela Middle School - Brownsville
Elementary	Chase Frutos	Wernecke Elementary - McAllen
Primary	Anish Vivekananthan Diego Costa	Hudson Elementary - Brownsville
K-1	Rohun Trakru	Sharp Elementary - Brownsville

2012 - 1142 players	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	IM Darwin Yang	San Benito High School - San Benito
Middle School	FM Tommy He Austin Jiang Andy Shao Anthony Nguyen David Hsieh Curran Ray Han	Canyon Vista Middle School - Austin
Elementary School	Emily Quyn Nguyen Maxwell Jiang Hiren Premkumar	Laurel Mountain Elementary - Austin
Primary School	Akash Vijay Jacob Buergler Charles Hathorn Chase Frutos	Universal Academy - Coppell
K-1	Henry Hawthorn Aryaman Bansal James T Cooper Anh Nhu Nguyen	Universal Academy - Coppell

2011 - 1384 players	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Bob S Shao Michaelides Matthew	Bellaire High School - Houston
Middle School	Curran Ray Han Tommy Lu Andy Shao Tom Polgar-Shutzman Daniel J Ng Austin Jiang	Vela Middle School, Brownsville
Elementary School	Tommy O He	Laurel Mountain Elem - Austin
Primary School	Tianming Xie	Hudson Elementary - Brownsville
K-1	Maggie Ni	Hudson Elementary - Brownsville
2010 - 1049 players	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Bob S Shao	Bellaire High School - Houston
Middle School	Akshay Malhotra Jeffery Hung Sylvia Yang Derek Chang	Vela Middle School, Brownsville
Elementary School	Jeffery Xiong	Laurel Mountain Elem - Austin
Primary School	Priya Trakru	Hudson Elementary - Brownsville
K-1	Dang Ninh Nguyen	Canterbury Elementary - Edinburg

2009 - 1393 players	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	William Ong Karthik Ramachandran Abhishek Mallela Matthew Liu Jeff Feng Daniel Hung	Bellaire High School - Houston
Middle School	Jeffery Hung	Vela Middle School, Brownsville
Elementary School	Ruifeng Li	Dr C M Cash Elem - San Benito Ed Downs Elem - San Benito
Primary School	Sam Lander C Capocyan	Hudson Elem - Brownsville
K-1	Alfonso M Salais Sudarshana Jagadeeshi	Hudson Elem - Brownsville

2008 - 1434 players	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Stanley Yang	Bellaire High School - Houston
Middle School	George Qi	Canyon Vista Middle School - Austin
Elementary School	Jarod Pamatmat	The Village School - Houston
Primary School	Evan Xiang Edward Cen	T H Rogers - Houston
K-1	William Cooper Jr.	The Village School - Houston
2007 - 1521 players	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Warren Harper	Hanna High School - Brownsville Westwood High School - Austin
Middle School	George Qi Alexander Balkum Grant Powell Matthew Liu	Canyon Vista Middle School - Austin
Elementary School	Fernando Mendez Jr	T H Rogers - Houston
Primary School	Raymond Sun	Canterbury Elementary - Edinburg
K-1	Alex Liu	The Village School - Houston
2006 - 1626 players	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Alexander J Chua	Hanna High School - Brownsville
Middle School	Kevin A Wang Andrew Ortiz	Vela Middle School, Brownsville
Elementary School	Darwin Yang	Laurel Mountain Elementary, Austin; John Cooper School, Woodlands
Primary School	Fernando Spada Fernando Mendez Jr	T H Rogers - Houston
K-1	Jonathan Chiang	Americo Paredes Elem, Brownsville
2005 - 1563 players	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Peter Yeh	Hanna High School - Brownsville
Middle School	William C Ong	Vela Middle School, Brownsville
Elementary School	Seth Thompson	Laurel Mountain Elementary, Austin; John Cooper School, Woodlands
Primary School	Fernando Mendez Jr	Americo Paredes Elem, Brownsville
K-1	Michael Yuan	Skaggs Elementary, Plano

Section Chief Tournament Director Staff

Chief Tournament Organizers	Barbara Swafford Luis Salinas
Overall Chief TD.	NTD Francisco Guadalupe
College TD	Forrest Marler
High School Chief	Viswanath Lakshmana
Middle School Chief	Eddie Rios
Elementary Chief	Victor Flores
Primary Chief/K-1	Criselda Deleon
Computer Operators/Staff	Luis Salinas James Houghtaling Lori Riley
Chess Control Staff	Barbara Swafford Annaleise Hall Jennifer James

For the rest of the tournament History, please go to Texas Chess Association Website.

Tournament Rules

All rules referenced below refer to the *USCF Official Rules of Chess, 5th Edition*, as amended. A copy of this rule book with amendments is available for reference in Tournament Headquarters.

1. Who is allowed in the tournament playing hall. Only players with games in progress, and designated tournament officials are allowed in the playing hall during games. Coaches, parents and other advisors may assist players, if necessary, in finding their boards and/or obtaining clocks, but they must leave the playing area when the games begin, or at the discretion of the Section Chief Tournament Director (TD). Note that the Section Chief *may* decide to Open the playing hall for spectators to sit in the back. This is at their option and they do not need any reason to close the playing hall.

2. Tournament Directors (TD's). Only those individuals specifically appointed as Directors and Assistants for this tournament may act in that capacity.

3. Kibitzing. No one other than a designated TD or Assistant TD may intervene in a game. Any advisor with a concern about a game or player should contact a TD. If a player needs to communicate with anyone other than his/her opponent or a TD, he/she must contact a TD, who must be present during the conversation. Any communication by a player with someone other than an opponent or TD may be grounds for forfeiture of the game and/or expulsion from the tournament, depending on the severity of the offense (See rule 10).

4. Photography. Flash photography is not allowed at any time. Photographs are allowed only before the beginning of each round. (Only official tournament staff and/or news media approved by tournament staff will be allowed to take photographs at other times; they will do so as unobtrusively as possible). A movie crew may be allowed into the playing area as a documentary may be filmed.

5. Pairings and Wall Charts. For this tournament all posted tournament charts will use the following color coding:

Primary Championship, JV Section and K-1 Championship - Yellow Paper
Elementary Championship, JV Section and Novice- White Paper
Middle School Championship, JV Section and Novice - Green Paper
High School Championship & JV Section - Red/Salmon Paper
Southwest Collegiate - Blue Paper

Shortly before each round, an alphabetical list of game assignments will be posted for each section. Master Team Lists for the Primary, Elementary, Middle School and High School will be placed on a table near the entrance to their respective playing rooms. After each round is completed, TD's will post an updated, cumulative cross table showing the results of each round. Players, coaches, and parents should check these charts for accuracy. In case of suspected errors, notify Tournament Headquarters immediately, providing as much documentation/verification as possible (score sheets, opposing players, witnesses, etc.).

6. Pairing Software. Swiss Sys Version 8.894 will be used. Pairings created by this program are considered legal and may stand even if a pairing is not ideal. This is especially true if pairings have been posted. If the program is having trouble pairing a round or if the scores of the paired opponents are too different (e. g. a player with 3 points is playing a player with 0 points), the team flag may be turned off. This means that you may then start playing team mates. Swiss Sys Plus or Minus Two Pairing option will be enabled.

7. Byes. If we have an odd number of players in a section, one player will be assigned a bye for the round. The computer pairing program (Swiss-Sys) will determine who is to receive the bye, using official USCF pairing rules. The player will be noted on the pairing sheet and will receive a full point for that round. Players receiving a bye should report to the Section TD at the microphone prior to the beginning of the round. The section TD may assign this player to a game if an opponent becomes available (because of no-shows, pairing errors, etc). No player will receive more than 1 such bye during the course of the tournament. Full points are only given when the bye is assigned by the computer pairing system. Players who request a bye in advance (before end of round 2 and before receiving a full point bye or forfeit win) will receive 0.5 points for the first missed round and 0 points for any additional missed rounds.

8. Dress. Swimwear is not permitted at the board. Any player appearing without a shirt or in wet clothing will be sent out to change while his/her clock runs.

9. Behavior. Players must be quiet in the tournament room while games are in progress. They should not engage in any behavior that is distracting to other players. All games in the tournament room are official tournament games; no practice games or skittles will be allowed in the tournament room. All players, coaches and parents are expected to exhibit good sportsmanship and courtesy at all times.

10. Food and Beverages. Food and beverages are not permitted in the tournament room. Exception: plain water in a closed container is allowed, only if it is tightly closed immediately after each use and is never placed on the playing table. Water from hotel water stations is also allowed. Note that the Convention Center does not allow any food or beverages to be brought in from outside the Convention Center

11. How to find a TD. During play, if you have a claim, complaint, or question of any kind, quietly tell your opponent that you are calling a TD, stop both clocks and raise your hand. A TD will come and assist you. Clocks must be kept running at all times, except when calling a TD.

12. To make a claim. Call a TD immediately. Claims about positions or situations no longer in existence on the board generally cannot be considered. Claims after the game are over are generally denied.

13. If you do not stop the clock. If you fail to stop both clocks while making a claim, you will lose whatever time elapses on your clock during the process.

14. When your game is over. When you and your opponent agree that the game has ended, shake hands, fill out the Results Sheet (see example, page 16), and raise your hand to wait for a TD, who will confirm the results of the game by asking both you and your opponent about the outcome of the game. The TD will then keep your Results Sheet. (Note that in some sections, the Section Chief TD may have players turn in result slips directly to the results table.) Results agreed upon are binding, be sure that you clearly state what you are agreeing to (win, loss or draw). Only then should you reset the pieces so that the board will be ready for the next round. Do not talk to anyone else until the results are turned in. Players leaving the area without turning in their results will be scored as a double forfeit. Do not leave the tournament hall until the TD has your results sheet. Please take all personal items with you when you leave the tournament hall, since you will not be allowed to re-enter the room. Items left at the table may only be retrieved by a TD.

Tournament Rules

15. Leaving the room during play. Players may leave the room briefly (for restroom, etc.) without asking permission from a TD, but you must tell your opponent you are doing so. During your absence, your opponent may make his or her move and start your clock. You may NOT discuss or analyze your game, nor consult any written material, notes, your coach, your parents, or your teammates while away from your board. While your game is still being played, speaking to anyone about anything can raise suspicion. If you are going to be gone from your board for more than 10 minutes, notify a TD .

16. Setting the clocks. Time controls and appropriate clock settings are listed below. Do not add an extra minute on analog clocks (that rule was changed several years ago). Set time-delay clocks for a 5-second delay. If your opponent does not understand your digital clock or the delay mode, you must explain the operation of the clock and the delay mode before the game begins. Use of the delay mode will restrict both players' ability to claim an Insufficient Losing Chances draw. See rule 33.

17. Preferred clocks. Generally, the player of the black pieces has the choice of which players' clock will be used. However, if either player has a digital clock with a time-delay feature, and he/she wishes to use it, the game must be played in the time-delay mode with that clock. If you have a delay capable clock, you must use the delay. Digital clocks that do not have a time delay on it do not have precedence over mechanical clocks and the player of the black pieces will have the choice of clocks.

18. Placement and use of clocks. All clocks will be placed so that they are facing a uniform direction as indicated by the tournament director. Do not touch the clock between moves; remove your hand entirely after you depress the button. Players must depress the clock button with the same hand they use to move the pieces, and neither player is allowed to pick up the clock.

19. If you have no clock. If you do not have a clock, try to borrow one from another player, or buy one from the Vendor Room. Be sure the clock has his/her name and school on it and that he/she knows your name and school. If you obtain a clock after the game is in progress, have a TD set the clock for you. He or she will divide the elapsed time equally. The tournament staff does not furnish clocks. If a game is moving too slowly and has the potential to delay the beginning of the next round, a tournament director may place a clock at that board, dividing the remaining time equally. This could potentially put both players in immediate time pressure, such as five minutes each.

20. How to begin if your opponent is absent. If White is absent, Black should promptly start White's clock when the round begins. If Black is absent, White may start Black's clock without moving or may make one move and then start Black's clock. (*This is a rules variation, normally if Black is absent, White should start his own clock and make a move.*) Exception: During the first round of the tournament, Tournament Directors might choose to change the pairings for players with absent opponents, since usually a number of pre-registered players fail to arrive. In this case, follow the instructions of the Tournament Directors. Some TD's may also choose to repair on the 5th round.

21. Absent or late opponent. If your opponent arrives late, you may not obtain a time advantage without starting a clock. If your opponent does not arrive before his/her entire time has elapsed, you may claim a win by forfeit. (Raise your hand when your opponent's flag falls, so a TD can verify that you won by forfeit.) It is important to indicate on the Results Sheet that this game was un-played, since the player who forfeited will be withdrawn from the tournament, unless he has an excuse acceptable to the Tournament Director.

22. If both players arrive late. If both players are late arriving for the round, raise your hand for a TD to come and set your clock. He or she will divide the elapsed time equally.

23. Scorekeeping. Scorekeeping is required. The only reasons to not notate are because of religious reasons, not knowing how or a medical condition. The TD may subtract 5 minutes for players in any section who do not record their moves. This does not mean that you do not have to keep score. If you know how to keep score then you should. (If the time control is G/30, the TD may instead add 5 minutes to the opponents of the of those not keeping score for valid reasons.) Note that in the Elementary Championship, Middle School Championship, High School Championship and Southwest Collegiate, it is expected that all players learn to notate by the end of the 4th round. Notating is not that difficult. Novice and Primary Sections will be excused from Notating at the TD's discretion but the TD may still access the time penalty. Players must ask for the penalty with plenty of time left. (You may not ask for the 5 minute penalty when the opponent has less than 10 minutes left.)

24. Recording moves. Your score sheets are included in this booklet. If both players have more than 5 minutes left on their clocks, both players should record their moves ("keep score"). (Very young players who have not yet learned to keep score may be excused from this requirement.) If either player has less than 5 minutes left, neither player is required to continue keeping score. A completed score sheet is not required to win on time, since all games in this tournament are played at a "sudden death" time control; however, you must have a complete score sheet to claim a draw by repetition or by the 50-move rule, or to challenge such a claim by your opponent. A complete score sheet is defined in the USCF's Official Rules of Chess, 5th edition.

25. Move then notate. This is now the USCF rule. This tournament is using a variation where a player may notate then move if manually writing down the moves. Excessive erasing will be one of the grounds for a TD to make a player move then notate. Players using the Monroi Scorekeeping system or any other USCF approved scorekeeping electronic device are required to move then notate. If you opponent is using the Monroi System please keep the look for the following things. Tell the TD if the person using the Monroi is making too many 'moves'. In other words if a player seems to be doing a lot of writing on it, please tell the TD. Make sure the player does not leave the table with the Monroi. Make sure the unit has the Monroi logo. Other devices are are not allowed except for the program eNotate running on a Dell Palm Pilot type device.

26. There are not enough TD's to watch every game so we are using Variation 11H1 of the rulebook. This means that TD's will not call illegal moves. Thus a TD will not call a move that leaves a king in check or a move where a Knight goes to a wrong square. Not calling illegal moves does not mean that TD will allow a player to make two moves in a row or will not make a call on other ways to cheat.

27. Players at the top 5 boards in each section will be given special carbonless notation sheets to record their games. As games at these boards are completed, Tournament Directors will collect the score sheets. These score sheets may be reproduced for possible inclusion in the tournament bulletin.

Tournament Rules

28. If you have an outstanding or interesting game, ask the TD for a duplicate score sheet. Copy your game onto the duplicate sheet, correcting any errors, and turn into the TD or results table. If requested by a Tournament Director or tournament staff, you must allow your score sheets to be copied. At various times throughout the tournament, we will have an Expert or Master player available to help you analyze your games. Take your score sheet when you go to meet with this experienced player, and he or she can tell you how to improve your play. The Master Analysis Room is the Live Oak Room.

29. Touch-move. The touch-move rule is always in effect. If you intentionally touch your piece, you must move that piece if it has a legal move. If you intentionally touch your opponent's piece, you must capture that piece if possible. Pieces that are accidentally knocked over, brushed with a palm as you reach for another piece, hit with an elbow, or otherwise inadvertently touched do not need to be moved. If you need to adjust a piece because it is extremely crooked on the board, you must say, "adjust" before you touch the piece. Do this only on your own time, never on your opponent's time. Players are not required to move the piece that they have adjusted in this way.

30. Castling. When castling, it is proper to touch the king first. There is no penalty for touching the rook first. However, if castling is illegal, you will have to make another legal move with the piece you touched first.

31. Winning "on time." To claim a win on time, stop both clocks while your opponent's flag is down and yours is still up (on a digital clock, when your opponent's indicator light is on, and yours is still off) and state your claim to your opponent by saying, "Flag." If your opponent does not immediately agree, call a Tournament Director and show the clock to him or her. You must call your opponent's flag down yourself. No one else can call attention to a flag-fall. If you wait until your flag also falls, the game is drawn, regardless of whose flag fell first.

32. Mating material needed to win "on time." To win on time, you must have sufficient material to checkmate. Examples of insufficient mating material are (1) one Bishop and King, (2) one Knight and King, (3) two Knights and King if your opponent has no pawns, unless there is a forced win. If your opponent runs out of time, but you have insufficient material to checkmate, the game is a draw.

33. Insufficient Losing Chances. If it is your move, you have less than 2 minutes remaining on your clock, and your flag is still up, in certain circumstances you may stop both clocks and ask a tournament director to declare the game a draw based upon insufficient losing chances. This is different from a "book draw," and requires a position in which a Class C player (1500 rating) has a greater than 90% chance of avoiding a loss to a Master (2200 rating) with ample time for both. It is a judgment call by the Tournament Director whether or not to allow the claim. You can claim such a draw with King and Queen vs. King and Queen, King and Rook vs. King and Rook (no other material), in many opposite-color Bishop endings, or if you have an overwhelming material advantage, such as King, Queen, and four Pawns vs. King and a single blocked pawn, (in this case, you would be claiming the draw only because you lack sufficient time to force a checkmate). But a position such as King, Rook, and a Pawn for each side, even if "drawn" in theory, would probably allow a Master too great a chance to outplay a C player, so your claim would likely be denied. If a game is being played using a clock's time-delay feature, no claims of insufficient losing material will be considered, since a player in such a position should be able to maintain his/her game without running out of time. This game would likely be drawn by the 50-move rule or the threefold repetition rule.

Tournament Rules

34. A Tournament Director has four choices when asked to rule on an insufficient losing chances claim. He/she may (1) declare the game a draw, (2) deny the claim, and if the claim is deemed frivolous or obviously incorrect, deduct one minute from the claimant's time, (3) if the validity of the claim is uncertain, temporarily deny the claim, making no adjustment of the claimant's remaining time, and inviting the claimant to make the claim again later, if the opponent is making no progress, (4) if the game is not already being played with a time-delay clock, replace the game clock with a clock set for a 5-second delay, with the time per side adjusted so that the claimant has one-half of his/her remaining time, and the opponent has all his/her time remaining. The game then continues to completion, using the delay mode. This last method is the preferred choice for some TDs and can be used during this tournament at their discretion. This is called liberal clock substitution. It is recommended that players find out the section chief's preference for clock substituting.

35. A claim of insufficient losing chances is also an offer for a draw, and if the opponent accepts this implied draw offer, the game is drawn. Note that any draw claim is a draw offer. Even if the TD turns down the draw claim, the draw offer is still in effect.

36. Illegal moves. No one other than the players involved in the game or a Tournament Director may point out an illegal move. Since most games in this tournament cannot be constantly watched by a Tournament Director, the director will refrain from correcting illegal moves that he/she notices. The TD's reserve the right to call illegal moves in the Novice and Primary Sections even if not all games are being watched. See also rule 26.

37. If each player has more than 5 minutes left on the clock, and if an illegal move is pointed out before each side makes 10 additional moves, the position immediately before the illegal move is reinstated. The clocks are not readjusted in this situation. An illegal move stands if both players make 10 more moves without pointing out the illegal move. If you notice right away that your opponent has made an illegal move, restart his/her clock and allow him/her to take back the illegal move and make a legal one, remembering that touch-move is in effect. You may stop the clocks and raise your hand if the opponent makes an illegal move and punches the clock. The TD can add two minutes to the opponent of the player who makes an illegal move. Do not add the time to your own clock; a Tournament Director must make (or supervise) the clock adjustment. It is a good idea to write down both player's times before a clock is adjusted. If you notice that an illegal move was made more than one move earlier, so that the board will need to be reset, stop both clocks, and call a Tournament Director for help.

38. During the final 5 minutes on either player's clock, an illegal move will be corrected only if it is noticed and brought to the attention of the Tournament Director before 2 additional moves are made by the opponent of the player who made the illegal move. If your opponent makes an illegal move and then starts your clock, stop both clocks and raise your hand for a Tournament Director. Two minutes will be added to your remaining time and your opponent will be required to make another move, with touch-move in effect. Do not add the time to your own clock; a Tournament Director must make (or supervise) the clock adjustment. It is a good idea to write down both player's times before a clock is adjusted.

39. Game restarts. If you notice an incorrect starting position before 10 moves have been made (for example, if the Queen and King were placed on the wrong squares), a TD must restart the game from the correct position. Both clocks should be stopped while you reset the board, and the elapsed time on the clock will stay the same; do not adjust the time on the clock.

Tournament Rules

40. The 50-move rule. If 50 consecutive moves by each side elapse without a capture or a pawn move, either player may claim a draw. This rule does not require a lone King or any other particular material. A correct score sheet record (as defined in the USCF's Official Rules of Chess, 5th edition) is required to make this claim. In the last 5 minutes of either player's time, a director may observe and/or count moves or he may use a clock with a move counter. A director may count by keeping score or by checkmarks or a combination of both. If the move counter is used, it is up to the players to immediately notify the director if a move erroneously counted or not counted. A player can request that a TD count for the 50 move rule.

41. Triple occurrence of position. You may claim a draw if your opponent's completed move results in a position on the board to appear for a third time, or if it is your move and the move you intend to make will cause a position to appear for the third time. "The position" means all pieces and pawns of both sides are on the same squares, with the same castling and en passant rights, and with the same side on the move each time. The moves which occur between the occurrences of the position are irrelevant. It must be your move in order for you to make the claim. Don't make a move and start your opponent's clock, or it will be your opponent's move and you cannot make the claim. Tell your opponent the move you will play, state your claim, and stop both clocks. If your opponent disagrees, raise your hand for a Tournament Director. If your claim is denied because there was no triple repetition, two minutes may be added to your opponent's remaining time. Your score sheet will not need to be complete, but it must be adequate to verify your claim. Moves filled in after you make the claim do not count toward an adequate score sheet. If less than 5 minutes remain on either player's clock, a Tournament Director may also observe the game to verify triple occurrence of position. Note that claiming this draw is the same as a draw offer. If the claim is not upheld by the TD, the opponent has the right to see your move and decided whether or not to accept your draw offer.

42. Offering a draw. When offering a draw, use clear wording that cannot be misunderstood. "I offer you a draw," or "Will you accept a draw?" are appropriate ways to make such an offer. Do not simply offer a handshake, since your opponent might interpret that as a resignation. To offer your opponent a draw, make your move on the board, clearly state your draw offer, and then start your opponent's clock. Your opponent can accept your offer until the opponent intentionally touches a piece. You cannot retract the draw offer during this time. If he accepts the offer, the game is over. (If he intentionally touches a piece without accepting the draw, the game continues.) Do not continue the game in the tournament room once a draw offer has been accepted. You cannot agree to a draw after the game has already ended for some other reason.

43. Resigning. If you choose to resign your game, say "I resign," or tip over your King, then offer a handshake to your opponent. Do not simply offer a handshake, since that can be misinterpreted. Always remember to congratulate your opponent (shake hands and say, "Good game"), since this is a mark of good sportsmanship.

44. Team captains. In the final round of the tournament, you may ask your team captain/coach for advice regarding offering or accepting a draw offer only if he/she has not been in the tournament room and is not aware of the current or past position of your game. Do not stop the clocks, but summon a Tournament Director to accompany you outside the tournament room to talk to your team captain/coach. You may say nothing to the coach except "Should I offer/accept a draw?" Your coach can only reply "Yes," "No," or "It is your decision." Team captains/coaches may not impose any result; they can only recommend, since each player is responsible for the result of his/her own game.

45. End of game. If checkmate or stalemate occurs, a player resigns, or a player accepts a draw offer, the game is over. If a player announces checkmate and the opponent agrees that it is checkmate, the game is over when the results slips are signed. The decision reached by the players is final and cannot be changed (even if a Tournament Director, spectator, or another player notices that the position was not actually a checkmate or stalemate). A completed game cannot be resumed, even if both players agree. The players should go together to turn in the results sheet at the Results Table to verify that the correct result is recorded or alternately give the result slips to the TDs.

46. No Progress. A Tournament Director who is watching a game may stop the game and declare the game to be drawn if no progress is being made, regardless of the material advantage on the board. (For example, if a player does not know how to achieve a checkmate with the remaining material, and if he/she instead just continues to aimlessly check the opposing King, rather than progressing toward a checkmate.) Such a ruling is a judgment call by the Tournament Director. A player should not ask for such a ruling. Instead he/she should keep a complete score sheet in order to eventually claim a draw by threefold occurrence of position or by the 50-move rule. (This is a rule variation.)

47. Withdrawing or missing a round. If you will not be playing a round, you must notify the Tournament Director as soon as possible. Do not simply tell one of the Tournament Directors who is working on the tournament floor, since he/she may not be able to leave the tournament room to give the message to those who are preparing the pairings for the next round. You, your coach, or your parent must go to the Tournament Directors' headquarters immediately after you complete the previous round, or earlier if possible. If you find that you will miss the first round of the day, contact the Tournament Directors' headquarters about one hour before the first round begins. There is a phone in the TD headquarters. If you are away from the hotel, you can call the hotel switchboard and ask for tournament headquarters.

48. If you fail to give adequate notice about missing a round, you will be withdrawn from the remainder of the tournament if you do not have an excuse that is acceptable to the Tournament Director. The Chief TD may fine players an amount equal to the entry fee, to those who do not give adequate notice for missing a round.

49. Tie breaks. All players having the same final score may claim the same "place." You may change the plate on your trophy (at your own expense) to reflect this. The following tiebreak system order will be used to determine which tied player receives which trophy. For a description of each of these tiebreak methods, see the USCF's Official Rules of Chess, 5th edition. If you want more details about how these tie breaks are calculated, you may look at a copy of this rulebook in the Tournament Directors' Headquarters, in the Tournament Headquarters. 1. Modified Median 2. Median 3. Solkoff 4. Sonneborn-Berger 5. Cumulative..

50. Team Scores. Team scores are composed of the total points of the four top-finishing players of the team. A team must have a minimum of two players to be included in the team standings. When team scores are identical, trophies will be decided by totaling the following tie breaks of the top four players. 1. Total Individual Median 2. Solkoff 3. Sonnenborn-Berger 4. Cumulative..

51. Awards. Please do not ask Tournament Directors about your chances for a trophy. No awards will be announced until the Awards Ceremony for your section.

52. Individual Trophies. Individual trophies will be awarded to the top 20 individuals in each section (except for the Southwest Collegiate which awards top 10.) Tie breaks will be used when players have the identical scores.

Tournament Rules

53. Team Trophies. Trophies will be awarded to the top 15 teams (top 5 teams in SW Collegiate will receive plaques. Teams are composed of players who currently attend the same public or private school, or home-schooling students who currently belong to the same local home-school support organization. It is not necessary for a school's chess team to be an official extra-curricular activity of the school. If you have questions about who is eligible to play on your team, talk to a Tournament Director at Chess Control or at Tournament Headquarters.

54. Honorable Mention Award/Medals. Honorable Mention awards will be awarded to players who finish with a positive score but do not earn trophies. A positive score is defined as 4 points in a 7 round tournament. All players get medals (except for Collegiate.)

55 Conduct. The organizers of the tournament and the Hilton Americas, individually and severally, reserve the right to disqualify from the tournament and have removed from the premises, any participant who behaves in a manner deemed dangerous to other persons or the property of others.

56 Note a rule change. Schools like Texas Academy of Math Science at UNT and also The University of Texas at Brownsville and Texas Southmost College Mathematics and Science Academy have been defined by the Texas Chess Association to be High Schools and may not play in the Collegiate.

57 Cell Phones. All Cell Phones, pagers, etc. must be turned off during tournament play. First offence for a ringing phone will be 10 minutes deducted from your clock, a second offense will be forfeiture of the game. No Texting will be allowed during tournament play. Any player caught texting will automatically forfeit their game.

58 How to set the clocks. Since the High School and the Middle School are in the same room. Their time controls are identical. This year we are doing away with the different time controls for High School, Middle School, Elementary and Primary sections. For example we could have the champ at G/45, the JV at G/35 and the Novice at G/30. In order to simplify setting the clocks and to simplify the Tournament Directors checking clocks for the correct time control, the Championship, Junior Varsity and Novice will all have the same time controls. Note to try to keep the rounds running smoothly, subtract 5 minutes per side if using delay.

<i>Texas Scholastic Chess Championships</i>								
Round	Board	Date	Section			Time Control		
White				Rating	Black			Rating
#	White	Black	#	White	Black	#	White	Black
1			22			43		
2			23			44		
3			24			45		
4			25			46		
5			26			47		
6			27			48		
7			28			49		
8			29			50		
9			30			51		
10			31			52		
11			32			53		
12			33			54		
13			34			55		
14			35			56		
15			36			57		
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17			38			59		
18			39			60		
19			40			61		
20			41			62		
21			42			63		

Texas Scholastic Chess Championships

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3			24			45					
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5			26			47					
6			27			48					
7			28			49					
8			29			50					
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15			36			57					
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17			38			59					
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16			37			58		
17			38			59		
18			39			60		
19			40			61		
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21			42			63		

Future Tournaments:

May 9-11, 2014. *National Elementary Championships.*

Texas State and Amateur. Memorial Day Weekend in the DFW area.

US Junior Open. This summer in Houston.

Southwest Open. Labor Day Weekend in the DFW area.

Texas Grade and Collegiate. Oct/Nov time frame. The plan is to hold this in the DFW area

March 28-29, 2015. *Texas Scholastic Championships* at the McAllen Convention Center. Remember, no outside food allowed in the Convention Center.

Special Thanks (in no particular order)

Criselda Deleon

Cajun Chess

ChessKid.com

F&B Trophies/Tee Shirts

Barbara Swafford

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Viswanath Lakshmana

Forrest Marler

Jennifer James

Lori and Bill Riley

James Houghtaling

Eddie Rios

Tony Meza

Astrid Santoyo

Victor J Flores

Anthony and Gabriel Guerra

Bo Githoro

Jonas Del Angel

Victor Bailey

Richard Newman

Tom Boone

Bo Githoro

Curtis Brooks

Annaleise Hall and Family

Hilton Americas

Editorial.

I am devoting the inside back cover for some personal observations.

The rental fees paid to a site such as the Hilton Americas for the chess tournament are based on how many Hotel Room nights are sold. For example, if the tournament hardly sells any room nights then the rental fee can be greater than \$100,000. Note a room night is someone staying at the hotel for one night. So if the tournament staff passes out little slips of paper asking if you stayed at the hotel, it is important to fill it out. Also if you are staying at the hotel and your room rate is not \$124. Please come by the registration desk and fill out the little slip of paper. It can really help out the tournament. Why would the rate not be \$124? It could be lower if you used Hilton Honors points or it could be higher if the hotel did not honor the \$124 rate because you reserved the room after the cut off date.

The other point I will write about is the Editor's personal opinion. The editor could be wrong. I believe that to get better at chess, a player should play in non scholastic tournaments. Of course this is not the only way to get better. Some of the higher ranked kids in the state play in non scholastic tournaments. And around the country the higher rated players mostly acheive their high rating in non scholastic tournaments. So if you have a chance to play in a non scholastic tournament, please take the opportunity to do so.

This is an ad from the Chess.com website:

ChessKid.com - #1 Site for Kids

Dedicated to being a safe place for kids to learn and play chess!



Safety

No contact with strangers. Parents manage their kids' access and friendships online and can monitor their activity.



Learn & Improve

Discover the rules and strategies of chess! Improve your game, memorization skills, patience, and sportsmanship!



Play & Have Fun

Free online games with other kids from around the world! Enjoy tournaments & club matches too!

Please visit their booth in Grand Ballroom d-h. Free stuff and Master Analysis.

