



An OSCF Championship Qualifier Event!

2007 Cooper Mountain/Whitford Scholastic Chess Championships Whitford Middle School, 7935 SW Scholls Ferry Rd, Beaverton, OR 97008

When	<ul style="list-style-type: none"> Saturday, March 03, 2007, 8:00 am – after 5:00 pm (times vary by section, see below) 					
Who can play	<ul style="list-style-type: none"> All K-12 players are welcome. Six NWSRS rated sections are offered, including two dual rated (NWSRS and USCF) and one exclusively for girls in Grades K-6. Dual (USCF & NWSRS) Rated sections: USCF members only. <i>Please note- these sections have earlier start times, arrive early if you sign up to play in these sections.</i> 					
Attendance & Pairing Criteria	<ul style="list-style-type: none"> This is a 100% Pre-Registered Event. No on-site registrations accepted In dual rated sections, higher of the latest Official USCF supplement and NWSRS supplements will be used for section placement and pairings (both ratings must be <u>established</u>). If only one of the two ratings is established, the established rating will be used. If neither is established, the player will be given the choice of rating and the section. NWSRS ratings will be used for pairings in all other sections. Accelerated pairings in rounds 1 or 1&2 if warranted. 					
SECTION DESCRIPTIONS (Organizers reserve right to split or combine sections based on entry pool)						
SECTION	K-3 NWSRS Rated	K-6 NWSRS Rated	K-6 NWSRS Rated- All Girls	K-12 NWSRS Rated	K-12 Dual Rated U-1200	K-12 Dual Rated Open
#of Rounds	5 Rounds for all NWSRS Rated Sections				5 rounds	4 rounds
Check In Time	9 am –9:30 am. Player/parent/coach meeting at 9:30 in the Cafeteria				8 am – 8:30 am	
Start Time	10 am				9 am	
Awards Time	Starting Approx 4 pm or soonest possible time				Approx 5 pm	Approx 5:30 pm
Time Control	Game in 30 25/5 Time delay				Game in 45; 40/5 Time delay	Game in 60; 55/5 Time delay
Clocks	Recommended - Please bring clock if you have one. (K-3 and K-6 All Girls sections – use clock if BOTH agree; K- 6 NWSRS section – use clock if either player wants to.) TDs will clock all games with 10 minutes left in the game.			Required in all K-12 sections. <u>Please bring own clocks</u>		
Notation	Recommended – Please bring notation pads. <u>Notating players get benefit of doubt in case of disputes</u>			Required in all K-12 sections - <u>Please bring own notation pads</u>		
Entry Fee	\$16 regular/ \$26 after midnight 2/25/07				\$25 regular/\$35 after 2/25/07	
Awards	Trophies for individual and teams				Cash for ind., trophies for team	
Individual Awards	Place Trophies for top 25% of the individuals, and Plus Score awards for winners of 3 or more games. Souvenirs for the rest!				1st \$60	2nd \$50
					3rd 40	4th \$30
						5th \$25
Team Awards	Trophies for top 3 teams in each section				Trophies for top 2 teams	
Tie Breaks	<ul style="list-style-type: none"> Ties will be broken by computer only (Tie break order- Solkoff, Opponent's cumulative, Cumulative) 					
USCF Memberships (Dual Rated sections only)	<ul style="list-style-type: none"> Dual Rated sections require proof of current USCF membership. Please check www.uschess.org/msa for your membership expiration date. New memberships and renewals must be done when you register on line. <i>Just add the USCF membership fees to the entry fees if you want us to purchase or renew your membership.</i> 					
What to bring	<ul style="list-style-type: none"> Boards & sets provided. Bring clocks, notation pads if you have them (K-12 players must bring both) Parents/coaches bring portable chairs & books etc. to keep busy between rounds. 					
Concessions and other	Breakfast, lunch and snack concessions available on site. Skittles/parents area in the cafeteria, also doubles as lunch room. Large playground outside. Or bring something to keep busy between games. Every player must be accompanied by a parent, guardian or a coach – this is for the player's safety.					
How do I register?	On-line registration is available via www.oscf.org - click Online Registration tab on the left of home page. Payment options are either by check or via PayPal (you will get email instructions after registering) Those registering online on or after 2/26/07, please pay on site – do not mail your check! No entries accepted after midnight, Thu, 3/1/07					
Questions?	Contact Sudhakar Kudva, email: smkudva@comcast.net, or call (503)-430-5744 Website www.oscf.org (Events Calendar) or Cooper Mountain Chess Club www.isbchessclub.us On tournament day - Call 503-936-5788 or 503-936-5765					

GENERAL INFORMATION

The Cooper Mountain/Whitford Chess Tournament is sponsored by the chess clubs from Cooper Mountain Elementary School and Whitford Middle School, both in the Beaverton School District. This the third annual event at Whitford.

Directions to Whitford Middle School

From Hwy 5 North or South: Take exit 292 (HWY 217 North) towards Tigard/Beaverton. Take Scholls Ferry Road/Progress exit. Turn Right at the light at the end of the exit ramp on to Scholls Ferry Rd. Keep in the middle lane. Turn left at the 3rd traffic light into Whitford Middle School parking lot. **From East or West:** Take Scholls Ferry Rd towards Washington Square Mall. Whitford Middle School is about 0.5 miles northeast from Hall Blvd. on Scholls Ferry Road.

Tournament Rules Summary

**All current USCF scholastic tournament rules and exceptions apply unless specified.
The following are only some highlights**

TEAM RULES

The tournament is both an Individual and a Team event, similar to the US National Championships, per the USCF National Scholastic Tournament Regulations, Rev. August 2005 rules. For a complete text of the document, visit. www.uschess.org.

Definition of a Team: Any school or Home School Association (HSA) can field one team per section. To make registration easier, please list your club on www.oscf.org. There is no limit to how many players may be entered in a section from a given school.

Definition of a player attending a school: The player must be enrolled in the physical facility of the school for at least 50% of the total credits for the school year.

Oregon State Exception: Due large number of elementary schools being K-6, any 6th grade student will be given the choice of representing either their middle school or their elementary school. Please inform us during the time of registration.

Number of Players per team: The minimum number of players to be considered a team is **TWO PLAYERS**. For the purpose of awarding trophies, the **TOP FOUR** scores will be totaled to arrive at the team score.

Team Pairings: Players belonging to the same team will not be paired with other players in the same team as long as the Swiss pairing rules are not being violated. If in a round there is more than one point difference in any two opponents' scores, team pairing restriction will be turned off in that round, and team members may end up playing each other (most likely in the last one or two rounds).

Team Tie Breaks: Ties for teams having the same total scores will be broken by SwissSys computer tie break program, in the following order: Team Solkoff, Team Opponent's Cumulative, and Team Cumulative.

GENERAL RULES

Time Controls: All sections of this tournament require clocks with specified time control for each player at some point. If one player's time runs out, the opponent calls "flag down" and wins the game.(Standard USCF **exceptions** apply).

Touch Move: During the game, if you touch a piece and it has a legal move, it must be moved. Touch move does not apply to illegal moves. If one must touch a piece without intending to move it (to move it to the center of a square, for example), he/she should say "I adjust" **before** touching the piece.

Touch Capture: During the game, when it is your turn, if you touch your opponent's piece with your piece or your hand, and it can be legally captured, it must be captured.

En Passant captures: If you are white and your pawn is on Row #5, or if you are black and your pawn is on Row #4, and your opponent moves a pawn two spaces up on either side of your pawn, you can move your pawn one space behind your opponent's pawn and capture it. This move is allowed only immediately following your opponent's pawn move. You will lose the right to capture if you wait another move or longer.

Breaks: If a player needs to take a restroom break, he/she should raise their hand. A monitor will escort you to the rest room. Standard rules specify the player takes a break while the clock is running.

Players own the outcome of their games: In order to encourage players to take more responsibility for their games, they will be asked to agree to an outcome (win, lose or draw) without any interference from the tournament directors. The director will assist only if asked by one of the players.

Parents, Coaches and Spectators: Spectators are forbidden from influencing the games in progress in any way. *Spectators include other players who are still playing, or have finished their games.* If any player feels his opponent is getting assistance from others, his/her request to remove the others from the play area will be honored. Only players may make claims, others may not. Spectators are required to stay only in the designated spectator areas or in the waiting areas.

SPORTSMANSHIP

Behavior during a game: Absolutely no conversation with the opponent or any other players allowed during the tournament other than chess related words. No distracting body movements or facial gestures are allowed. Upon improper behavior, the opponent raises a hand and a tournament official will offer to help. First incident may result in a warning, and repeated incidents in forfeiture.

Other Behavior: Players will shake hands before starting a game, and once again after the game is over. "Good Luck" before and "Good Game" after the game are signs of good sportsmanship and are highly recommended.

If at any time a player has a question or an issue, the player must stop the clock and raise a hand so that one of the officials can help resolve the issue. Once the game is over and the players have agreed to an outcome, it will be considered final.

