

INTERSCHOOL CHESS RULES PLAYER BRIEFING

HOST SCHOOL WELCOME



TOURNAMENT STRUCTURE



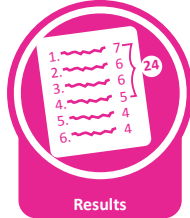
COMPETITION

Wherever possible players will play against opponents from different teams.



PRIZES

At the end we take the top 4 scores from each team to make a team total.

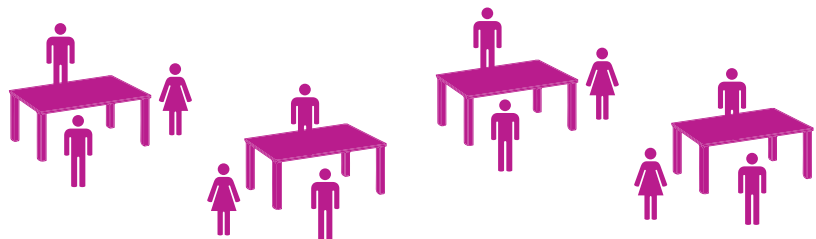


HOW TO READ PAIRINGS



FIND YOUR PLACES

But don't start just yet.



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TOURNAMENT RULES



MARATHON NOT SPRINT

Good idea to go slow at start then sprint for finish.



TOUCH MOVE

The only time in a game it is not touch move is when you are in check.



CHECKMATE

When your opponent is in check and they can't get out of it, no matter what, that's checkmate and the game is over.



IF IN DOUBT CALL AN UMPIRE



NO INTERFERENCE

After your games have finished you may watch, but **NO INTERFERENCE!** No communication with players during a tournament game.



JUST A KING

1. Statemate



BEWARE

TO DO

1. Always Check
2. Use all your pieces

Wish your opponent good luck, shake hands and press the play button to start!