

2016 VIRGINIA SCHOLASTIC & COLLEGE CHAMPIONSHIPS



at

Rock Ridge High School
Ashburn, VA

Organized and Sanctioned by the
Virginia Chess Federation

March 4th - 6th, 2016

Tournament Schedule

Friday, March 4th

- 4:00PM On-site Registration for all Events
6:00PM Round 1 for Blitz & Bughouse (*must register by 5:15*)

Saturday, March 5th

- 8:55AM Opening Ceremony in the Main Gymnasium Hall
9:00AM Round 1 (Game 60)
11:50AM **Bughouse Awards** (from the games played Friday nite)
12:00 Round 2 (Game 60)
12:30 *Round 1 of Parents & Friends Tournament*
3:00PM Round 3 (Game 60)
3:30PM *Round 2 of Parents & Friends*
5:50PM **Blitz Awards** (from the games played Friday evening)
6:00PM Round 4 (*Game 90*).
Round 4 is the final round in the College Section.
College awards handed out as soon as possible.
6:30PM *Round 3 of Parents & Friends*

Sunday, March 5th

- 8:30AM Round 5 (Game 90)
9:00AM *Parents & Friends, Final Round*
12:00 Round 6 (Game 90)
Awards Awards will be handed out by section approximately 30 minutes after that section's last round is complete.

Tournament Committee

Mike Hoffpaur, Organizer
Anand Dommalapati, Chief Tournament Director
Bart Mebane, Chief of Pairings

Last Year's Champions (2015)

K-3 Individual: Isaac Park, McNair Elementary, 3rd Grade

K-3 Team: McNair Elementary School, Fairfax County

K-5 Co-Champions: Aasa Dommalapati & Andrew Wang,
5th Grade, Greenbriar West Elementary

K-5 Team: Greenbriar West Elementary School, Fairfax County

K-8 Individual: Evan Ling, Haycock Elementary, 6th Grade

K-8 Team: Rocky Run MS, Fairfax County

K-12 Co-Champions (4): Jennifer Yu, 8th Grade; Taylor
Brunotts, 12th Grade; Vigniesh Rajasekaran, 11th Grade;
Benjamin Lyons, 10th Grade

K-12 Team: Thomas Jefferson High School for Science and
Technology, Fairfax County

College Individual: Quentin Moore, Junior, University of
Virginia

College Team: University of Virginia, Charlottesville, VA

This Year's Champions (2016)

K-3 Individual: _____

K-3 Team: _____

K-5 Individual: _____

K-5 Team: _____

K-8 Individual: _____

K-8 Team: _____

K-12 Individual: _____

K-12 Team: _____

College Individual: _____

College Team: _____

Tournament Notes

Tournament Format	6 rounds of chess. Swiss system pairings, individual/team competition. Everyone plays 6 rounds; no one is eliminated. " Accelerated pairings " may be used during rounds 1 and 2 for the K3, K5 or K8 Sections.
Sections of Play	Four sections: K-3 (3rd grade and under); K-5 (5th grade and under); K-8 (8th grade and under); K-12 (12th grade and under); and College. Players may "play-up" into any higher section except College. College plays only 4 Rounds, not 6.
Time Controls	Rounds 1-3: Game in 60 minutes (each player has 60 minutes to complete all their moves). Rounds 4-6: Game in 90 minutes (each player has 90 minutes to complete all their moves).
Chess Notation	Is STRONGLY ENCOURAGED in the K-3 section. Notation is REQUIRED in all other sections, regardless of player's age. Blank notation forms will be provided, but pencils and pens will not be provided to players.
Team Play and Team Composition	A school must have at least 2 players in the same section to qualify for a team award. Team scores and tie breaks are based on the team's best 4 individual scores. Players from the same team will not be paired against each other except to fairly determine an individual champion. This possibility is most likely to occur in 5 th and 6 th Rounds of the tournament, when teammates with high scores may play each other; this procedure is in accordance with USCF rules.
Requests for Byes	Players may request 1 half-point Bye for the tournament. The cut-off time to request a Bye for Rounds 1 or 2 is 9PM Friday March 4th; and 12-noon Saturday for Rounds 3-6. Request your Bye at the Board Room on the Basement Floor of the hotel. If you need to miss a round for any particular reason, please INFORM A TOURNAMENT DIRECTOR
Chess Equipment	Boards and sets are provided for ALL players. Players who use chess clocks must bring their own, clocks are not provided for any players. Every player should expect his/her opponent to use a clock--know how to use a chess clock!!

Cell Phones must be TURNED OFF and stowed away for your entire game. We encourage all players to leave their cell phones with their parents or coaches and to not bring them into the tournament hall.

2016 VA Scholastic Championships **March ____, 2016**

Round: ____ Board: ____ Time Control: G/60 G/90

White's Name & School: _____

Black's Name & School: _____

#	White	Black	#	White	Black
1			26		
2			27		
3			28		
4			29		
5			30		
6			31		
7			32		
8			33		
9			34		
10			35		
11			36		
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13			38		
14			39		
15			40		
16			41		
17			42		
18			43		
19			44		
20			45		
21			46		
22			47		
23			48		
24			49		
25			50		

White won

Draw

Black won

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13			38		
14			39		
15			40		
16			41		
17			42		
18			43		
19			44		
20			45		
21			46		
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25			50		

White won

Draw

Black won

Cell Phones and Electronic Devices

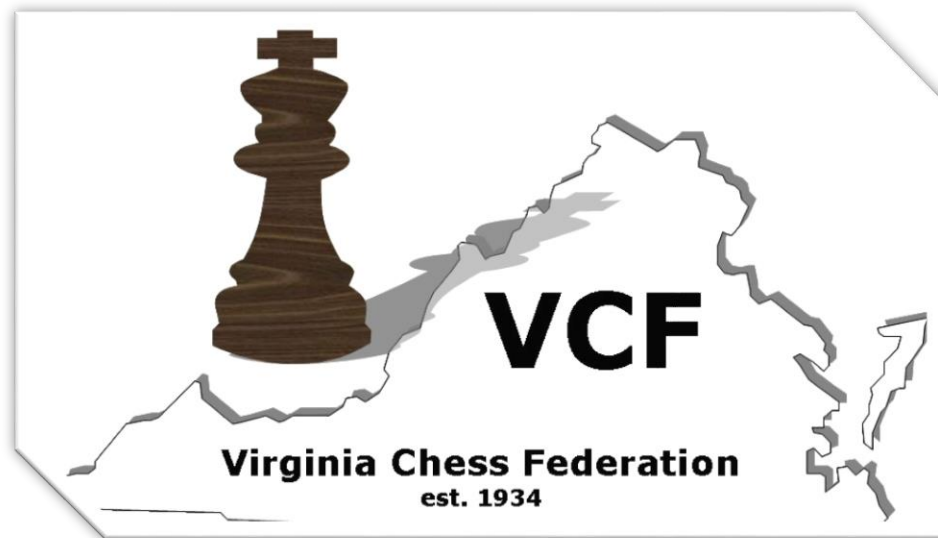
On January 1, 2016, the Virginia Chess Federation published a policy on the use of Cell Phones and other Electronic Devices in VCF-sanctioned chess tournaments. The text below is extracted from that policy. The full policy can be found online at:

[http://vachess.org/By-Laws/VCF_ElectronicDevicePolicy\(01Jan2016\).pdf](http://vachess.org/By-Laws/VCF_ElectronicDevicePolicy(01Jan2016).pdf)

1. **Devices covered under this policy include:**
 - a) Any device capable of communication between a player and an external party.
 - b) Any device capable of calculating chess moves or variations.
 - c) USCF-approved electronic notation devices.

2. **Communication or Calculation Capable Devices:** These are any devices *capable of transmitting or receiving information or signals, or capable of calculating moves or evaluating board positions, that can be used by a player or spectator to convey an advantage to a player whose game is in progress.* Examples include, but are not limited to, cell phones, pagers, walkie-talkies, blue-tooth headphones, iPhones, iPads, computers, certain cell phone Apps, Android watches or iWatches. The "test" of whether a device qualifies as a "communication or calculation device" simply is whether it is capable of transmitting or receiving information between a player an external party, or is capable of evaluating positions. For a player with a game in progress, all such devices under the player's control **must remain turned off** for the entire duration of the game. Further, while the game is in ongoing, these devices:
 - a) ***Must be stowed away*** in a backpack, purse, or chessbag, or otherwise placed in the location designated by the Chief TD. If a device is left outside of the Playing Area, a player may not access that device while his/her game is in progress. Devices must remain stowed away until the game is finished. The TD has the authority to ban all such devices from the Playing Area.
 - b) ***May not be carried on a player's physical person,*** including in a pocket, in a coat, in a hat, other clothing, or any other container or bag carried by the player.
 - c) ***May not be used until their games end.*** Once a player's game ends, that player is considered a "spectator" for the remainder of the round and shall comply with the procedures described in paragraph 5 below.

3. **US Chess-approved Electronic Notation Devices (ENDs):** An "END" is *the electronic equivalent of a paper scoresheet.* The VCF allows players to use only US Chess-approved ENDs in VCF events. ***At this writing, the only ENDs approved by US Chess are the Monroi, e-Notate and PlyCount.*** Other devices that perform similar functions are not allowed. Players who use ENDs are reminded of Rule 15A, *Official Rules of Chess*, 6th Edition, which states: "*The player must first make the move, and then record it on the scoresheet. The scoresheet shall be visible to the tournament director and the opponent throughout the game.*"



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