



RULES FOR THE VIRGINIA SCHOLASTIC AND COLLEGE CHESS CHAMPIONSHIPS

Schoolyear 2020-21

ABSTRACT

This document prescribes the rules for the Virginia Scholastic and College Chess Championships for schoolyear 2020-21. This is a 3-part document. Part 1 addresses the K-3, K-5, K-8 and K-12 championships—the Virginia Grade School Championships. Part 2 describes the Grade School Team Championships. Part 3 covers college-level events. At this writing, the VCF expects all events will be ONLINE tournaments. This is Version 1.0(b) as of November 4, 2020.

AUTHOR

Virginia Chess Federation.



Rules for the Virginia Scholastic and College Chess Championships for Schoolyear 2020-21

Purpose. This document prescribes the rules for the Virginia Scholastic and College Chess Championships (VASCCC) for schoolyear 2020-21.

The COVID-19 pandemic has eliminated the ability of the VCF to hold over-the-board (OTB) chess tournaments that are safe for players, families and coaches who usually attend our state scholastic and college championships. In fact, several school districts will not allow school teams to travel to attend OTB tournaments. Therefore, to create events that allow all eligible players to play, the rules in this document propose organizing tournaments online.

The scope of this document covers individual and team championships for Virginians who are in pre-school, grades K-12 and college. This document has 3 parts. Part 1 addresses rules for the K-3, K-5, K-8 and K-12 championships—the Virginia Grade School Championships. Part 2 describes the grade school Team Championships. Part 3 covers college-level events.

The point of contact for this document is the President or Executive Secretary of the Virginia Chess Federation, the US Chess Federation’s (US Chess) state-level affiliate.

Part 1: Virginia Grade School Championships (K-3, K-5, K-8 and K-12).

1. **Overview.** Virginia’s Grade School Championships will consist of 3 “Grade School Qualification Tournaments” (GSQTs) to be held ~~online December 2020~~ **January** through March 2021, followed by a final “State Scholastic Invitational Tournament” (SSIT) in April or May 2021. **The dates for the GSQTs are January 9-10, February 27-28, and March 20-21** and will be advertised by the VCF in an official Tournament Life Announcement and chess websites across Virginia. The winners from the SSIT, including the top girl from our K-12 Section, shall qualify to represent Virginia at the US Chess national-level Girls, Elementary, Middle, Junior High and High School invitational championships scheduled for the end of July 2021, with the specific dates and location to be announced by US Chess.

This tournament series will award “Team” prizes after the completion of all three events (see Part 2).

2. **Eligibility.** Players in grades Pre-K through 12 must be attending school full-time in Virginia. Virginia residents attending grade school in an adjacent state or in DC are eligible to participate, but only as individuals—they may participate as a part of a team. In addition, all players must:

- a. Be US Chess Federation members whose memberships are in good standing.
- b. Have active memberships with the Game Service Provider that the VCF selects—e.g. Chess.com, ICC, LiChess, etc. VCF has not yet selected a Service Provider. Please note, if a player’s eligibility to play on a Service Provider’s platform has been revoked or suspended by that Service Provider, **the VCF has no authority to intervene** in order to allow the player to play in the Qualification Tournament.

3. **The Grade School Qualification Tournaments (GSQTs).** The VCF will organize three (3) separate GSQTs to be held online **in early 2021 on January 9-10, February 27-28, and March 20-21**. Players compete in these qualifiers to earn berths in the state championship Invitational Tournament and to earn points for their school teams.

- a. **Sections and Event Dates.** K-3, K-5, K-8, K-12.



Rules for the VASCCC, Schoolyear 2020-21



- b. **Number of Players.** There is no limit on the number of participants for any GSQT.
- c. **Pairings.** The GSQTs shall be paired as individual tournaments, with “team codes” used by the VCF to restrict the pairings in the first two rounds so that schoolmates don’t play each other unless the number of players from a single school exceeds 50% in each of the top 2 score groups. In all GSQT the VCF shall suspend the use of team codes after Round 2.
- d. **Number of Rounds, Time Controls, and Byes.** The GSQTs shall be 5-round events conducted over two days. One optional Half-point Bye is available to each player.
 - 1) Day 1: Rounds 1-3 at 10AM, 1:30PM and 4:30PM at G/60+10.
 - 2) Day 2: Rounds 4 and 5 at 10AM and 3PM at G/75+10.
- e. **Conduct of the Games.**
 - 1) All GSQT games will be played online via a chess platform such as Chess.com, ICC or LiChess. This means players need to have experience playing chess online and have the proper equipment to do so.
 - 2) Players may use a laptop or desktop PC or a tablet computer. Play via mobile phone shall not be allowed.
 - 3) Registration instructions for each Qualification Tournament will specify the game platform being used, as well as any specific hardware requirements.
- f. **Number of Players who Qualify for the Invitational.** Each GSQT can qualify *a minimum of 3 players up to a maximum of 10 players* for the state championship SSIT. The number of players who qualify from a GSQT is based on two primary factors—the number of participants in a GSQT, and the average strength (average rating) of the players in each section of a GSQT.
 - 1) **Number of Participants.** The number of players who play in a GSQT greatly influences the number who qualify to play in the SSIT. Table 1 below provides how this is done. A small tournament shall qualify fewer players than a larger event.

Table 1: Number of Participants

# to Qualify by Section	Number of Participants in a Section of a Qualification Tournament								
	< 20	20-39	40-59	60-79	80-99	100-119	120-139	140-159	≥ 160
K-3	4	5	6	7	8	9	10	10	10
K-5	4	4	5	6	7	8	9	10	10
K-8	4	4	5	6	7	8	9	10	10
K-12	4	5	6	7	8	9	10	10	10

- 2) **Strength of the Section.** The average strength of each section in a GSQT impacts the number of players who qualify to play in the SSIT. Naturally, a strong K-5 Section in one GSQT should qualify more players than a weak K-5 Section in another GSQT. The VCF determines the “average rating” for each section in a GSQT using the “post event ratings” for all players based on the Post-Event Ratings Report generated by the tournament pairing software.

Table 2 (next page) shows the “baseline” section averages VCF will use to determine a Strength Factor (StrFac) for each section in a Qualification Tournament. ***The StrFac either adds to or subtracts from*** the number of participants who qualify for the Invitational Tournament. After application of the StrFac, ***the total number of players who qualify cannot be more than 10 or less than 3.***

Table 2: Strength Factor¹

Section	Baseline Rating	Average Section Rating and Impacts on Qualifying Player Numbers		
K-3	625	U500: Reduce by 1	500-700: No effect	Over 700: Add 1
K-5	850	U650: Reduce by 1	650-925: No effect	Over 925: Add 1
K-8	1075	U900: Reduce by 1	900-1150: No effect	Over 1150: Add 1
K-12	1375	U1150: Reduce by 1	1150-1450: No effect	Over 1450: Add 1

3) **Two Illustrative Scenarios to demonstrate the procedure:**

- **Scenario #1:** Consider a GSQT with 47 players in the K-5 Section and an average rating for the section of 721. **How many K-5 players qualify for the SSIT from the K-5 Section?**

Answer: 5 players qualify. The number of players in the section (47) falls within the “40-59” range shown in Table 1 on the previous page. The table says 5 players qualify from the K-5 Section. We also observe that the average rating of 721 for the K-5 Section falls within the “650-925 range” of Table 2 (Strength Factor), which means the strength factor neither adds to or subtracts from the number of K-5 players who qualify for the SSIT from this GSQT.

- **Scenario #2:** Consider a GSQT with 113 players in the K-12 Section and an average rating for the section of 1463. **How many players qualify for the SSIT from the K-12 Section?**

Answer: 10 players qualify. The number of players in the section (113) falls within the “100-119” range shown in Table 1. The table says 9 players qualify from the K-12 Section. We also see that the average rating of 1463 falls in the “Over 1450: Add 1” range from Table 2. So, in this scenario the high rating average adds 1 player to the total number of players from this K-12 section who qualify for the SSIT. Also, remember that no section of a tournament can qualify more than 10 players.

4) **Additional Notes about the Number of Players Who Qualify.** In addition to players who qualify based on their performance in their respective section of each GSQT, **up to 10 more players may qualify based on the higher and more recent of their US Chess regular OTB and regular Online ratings** as shown in the US Chess **December 2020 Rating Supplement**.² The VCF will extend invitations to these players to play—e.g. Automatic Berths into the SSIT—based solely on their ratings.

- The VCF will contact these players by email and invite them to play in the SSIT. These strong players do not need to qualify through the GSQT process, but we encourage them to play because they earn points for their teams (see Part 2 of this document) and raise the overall strength of a section.

1. The VCF determined the “Baseline Rating” for each section shown in the Strength Factor Table by averaging the ratings for all players who participated in the State Scholastic Championships for the past 3 years (e.g. the results from 2018, 2019, and 2020). Those averages were rounded to the nearest multiple of “25” to assign Baseline Rating values.

2. Find Rating Supplements at www.uschess.org/msa. Navigate to the page in your web browser and select “Look Up a Member” at the top of the Main Functions screen. Enter the US Chess ID number or name of a player. When that player’s information appears, select the player’s name and then the “Rtg. Supp.” Tab. Under the Rtg Supp. Tab, identify the “Regular Rating” rating and “Onl/Regular Rating” listed for “2020-12” (e.g. December 2020). If there is no entry for 2020-12, then the rating used is the one from the next most recent rating supplement (e.g. 2020-11 or 2020-04, etc.). Strong, new players who do not have ratings in the December 2020 or any earlier Rating Supplement need to participate in the GSQT series—they do not receive automatic berths.



Rules for the VASCCC, Schoolyear 2020-21



- If a player declines the SSIT invitation from the VCF, then the VCF will pass that invitation to the 11th-rated player on the list, etc. as a replacement. Invitations passed down in this manner will not go to any player rated below the Top 15 in the grade-group.
- If the VCF exhausts all attempts to find replacement players from among the state's top-rated players, then the VCF reserves the right to extend those invitation(s) to other players based on their performance in the GSQTs from among players who played in at least 2 of the qualifiers, but missed the cut-off for qualifying.

5) Important Questions.

- a) ***Do Players already qualified for the SSIT block other players from qualifying?*** The answer to this question is **No**. A player in a GSQT who already has qualified for the SSIT—whether from a VCF invitation or performance in a previous GSQT—cannot “double-qualify.” For example, if “John” finished 3rd in the K-3 Section of the December GSQT and qualified for the SSIT, and now finishes 1st in the February GSQT, the VCF will “skip” John’s name when determining the Top X players who qualify from the February GSQT.
- ***RULE:*** If the size and strength of a section in a GSQT allows the VCF to qualify that event’s top 8 players from a section, and 2 of those 8 players already are qualified for the SSIT, then the 8 players who qualify will come from the top 10 players in that section of the GSQT.
- b) ***What happens if a player who qualified in the K-3 Section from one GSQT plays in a second GSQT, but in a different section? Can that player block other players from qualifying in the second GSQT?*** This question raises two additional rules:
- ***RULE:*** A qualified player who is “playing up” cannot block another player from qualifying.
 - ***RULE:*** A player may only qualify for ONE section in the SSIT and that section must be for a grade-group present in the school the player attends.
- g. **Tiebreaks.** VCF shall apply standard US Chess tiebreaks to determine all place awards and the names of players who qualify for the SSIT from each GSQT. The tiebreaks are found in the US Chess ***Official Rules of Chess***, Rule 34E—e.g. Modified Median, Solkoff, Cumulative, and Cumulative of Opposition.
- h. **Awards and Fair Play.** The GSQTs shall award Individual place trophies only, no team awards. The number of trophies VCF will award in each GSQT will be based on the number of entries in each section. Because these games will be played online, ***the games will be checked for potential violations of Fair Play*** in accordance with Chapter 10 of the ***Official Rules of Chess***. Results posted by the TD in the hours immediately following the event will be marked as “preliminary.” The final results could take up to 3 weeks to determine. The VCF will not distribute awards for a GSQT until Fair Play Analysis is complete.
- i. **More about Fair Play.** ***All players’ games*** are subject to review by the tournament staff and the VCF for violations of fair play. These reviews occur both ***during and after the tournament***. The VCF anticipates using a game platform that has an integrated Fair Play Detection algorithm. ***The Chief TD has the authority to eject players from a GSQT*** for violations of fair play while the event is in progress. Players who violate fair play should expect to be disciplined by the VCF through the US Chess Federation. ***Fair play violations WILL NOT BE TOLERATED!!***



Rules for the VASCCC, Schoolyear 2020-21



- j. **Choice of Game Platform and Player Eligibility.** The VCF has not selected a vendor for any of the GSQTs. This information will be part of the player's registration process.
 - k. **Registration and Player Fees.** To be determined.
4. **The State Scholastic Invitational Tournament (SSIT).** The SSIT is the "state scholastic championship" and it crowns players as State Scholastic Champions (and Co-Champions) for each grade-group. Players qualify to play in the SSIT in one of two ways: 1) their performance in a GSQT, or 2) their over-the-board rating as described in paragraph 4b below. In addition to crowning state champions, the SSIT determines what players shall represent Virginia at prestigious national "tournament of state champions" events organized by the US Chess Federation and scheduled for late July or early August of 2021.
- NOTE:** For the SSIT, the VCF is parallel planning to conduct the event either as an online or an Over-the-Board (OTB) event. The VCF will **decide by the end of February 2021** whether the event will be online or OTB. The decision will consider the COVID-19 policies of the school districts across VA, as well as local, state, and CDC restrictions and guidance.
- a. **Sections and Event Dates.** K-3, K-5, K-8, and K-12. The SSIT will be held in April or May 2021.
 - b. **Number of Players Who Qualify.** There shall be **up to 40 players** in each of the grade-groups.
 - 1) Up to 30 players may qualify through the 3 GSQTs. This means up to 30 from the K-3 grade group, 30 from the K-5, etc.
 - 2) Up to 10 players may qualify from each grade group based on an invitation from the VCF as described in **paragraph 3.f.4** (Additional Notes about the Number of Players Who Qualify).
 - c. **Number of Rounds, Time Controls, and Byes.** Five Rounds conducted over two days. An optional Half-point Bye is available for any player that needs to take a Bye.
 - 1) **Day 1:** Rounds 1, 2, and 3 at 9AM, 1PM, and 5PM.
 - 2) **Day 2:** Rounds 4 and 5 at 10AM and 4PM.
 - 3) **Time Control** for Rounds 1-2 is G/75+10, and for Rounds 3-5 is G/90+10.
 - d. **Pairings.** This is an individual tournament to determine state champions. Team codes shall not be used to restrict players from playing their schoolmates in any round of this event.
 - e. **Tiebreaks.** VCF shall apply tiebreaks in the same manner as described for the Qualification Tournaments.
 - f. **Ratings.** Players will be paired using their over-the-board Regular Ratings found in the Rating Supplement being used for the event. In accordance with US Chess's Scholastic Regulations, an event starting on or after the 10th of the month will use the current month's Rating Supplement to pair the tournament. An event that begins before the 10th of the month will use the previous month's Rating Supplement.
 - g. **Awards. Individual trophies only,** with the number of places TBD based on the number of players ~~and teams~~ in each section. Because these games are being played online, the games will be checked for potential violations of Fair Play in accordance with Chapter 10 of the ***Official Rules of Chess***. Results posted by the TD immediately following the event will be initial results. Final results could take up to 2 weeks to determine. Awards will not be distributed until results are final.
 - h. **Registration and Player Fees.** To be determined.

Part 2: State Grade School Team Championships.

1. **Overview.** Virginia's Grade School Team Champions (GSTC) for schoolyear 2020-21 shall be determined in Grand-Prix (GP) style through the GSQTs described in Part 1 of this document. In other words, ***schools earn "GP points" when their players participate in the 3 GSQTs.*** If a school plays in one GSQT, it only earns points from that one event. By comparison, a team whose players play in all 3 GSQTs earns points from playing in all 3 events.
2. **Calculation of Grand Prix Points.** The VCF will apply the same formula we have used to determine VCF Cup Points for the past 10-plus years. (See Enclosure 1 of this document.)
3. **Eligibility.** Same as the GSQTs.
4. **Sections, Event Dates, Pairings, Ratings, Number of Rounds, and Time Controls.** Same as the GSQTs.
5. **Awards.** After all 3 Qualification Tournaments are complete the VCF will issue Team Awards based on each school's total GP Points as shown below. An award of Top Home-School takes precedence over ~~a Top Team award~~ ***any "Team place" award except 1st Place.*** The "Under" team prizes will be awarded based on the ***average rating of the top 4 rated players*** on a team as reflected in the May 2021 Rating Supplement. It does not mean every player on that team needs to be rated beneath the "under" limit.
 - a. **K-3 Section:** Top 5 Teams, Top 3 Teams Under 600, and Top Home-School Team
 - b. **K-5 Section:** Top 5 Teams, Top 3 Teams Under 900, and Top Home-School Team
 - c. **K-8 Section:** Top 5 Teams, Top 3 Teams Under 1100, and Top Home-School Team
 - d. **K-12 Section:** Top 5 Teams, Top 3 Teams Under 1400, and Top Home-School Team

Part 3: Virginia College-level Chess Events.

1. **Overview.** The VCF is committed to providing at least a state championship event for our college players, many of whom came up through the ranks and have played in our grade school events for several years. For college-year 2020-21 the VCF will endeavor to organize two (2) separate Online events—one tournament between the Fall and Spring Semesters, and a College Championship Tournament during Spring Break.
2. **Eligibility.** Both events are open to any players ***attending college in Virginia on a full-time basis*** as described by each college's definition of full-time enrollment.
 - In view of the COVID-19 situation, it does not matter whether a player's full-time enrollment was for classes held online or on-campus.
 - Because the VCF intends to organize the first tournament so that it occurs between two semesters for some schools, participating players must have been enrolled in college full-time in the Fall 2020 semester or be enrolled full-time for the Spring 2021 semester.
 - A player who is transferring from one eligible school to another between semesters must decide which school s/he will represent.
 - If someone challenges a player's eligibility, the VCF will require that player to obtain proof of full-time college enrollment from their school's Registrar and to provide that proof to the VCF before the awarding of any prizes. Proof also can be in the form of that student's Grade Report.



Rules for the VASCCC, Schoolyear 2020-21



3. **Sections and Dates.** All players play in one section. The VCF intends for the first tournament to be between Saturday December 19th and Sunday, January 10th. The VCF also will organize the College Championship Tournament for **Saturday, March 6th**. Both tournaments are Online events.
 4. **Number of Rounds, Round Times, and Time Controls.** Four (4) rounds, with one optional Half-point Bye available to any player.
 - Round 1 at 10 AM: G/45, inc+5
 - Rounds 2-4 at 1 PM, 4:30 PM, and 8:00 PM: G/60, inc+5
 5. **Ratings and Pairings.**
 - Both tournaments will be paired using the Swiss System. Pairings shall be made using the higher of each player's regular over-the-board and regular online ratings. Chess.com, ICC, or other online platform ratings are not being used except when a player has no US Chess rating. The December or January US Chess Rating Supplement will be used for the first tournament, and the March Rating Supplement will be used for the College Championship Tournament.
 - School codes will be used to restrict pairings in Rounds 1 and 2 so that teammates do not play each other, unless one team has more than 50% of the players in a Score Group. After Round 2 the team codes will be turned off.
 6. **Entry and Registration.** Entry and registration will be handled through the VCF website (www.vachess.org). Registration will open no later than November 15th for the between-semester tournament, and in mid-January for the College Championships during Spring Break. Entry fee TBD.
 7. **Awards and Fair Play.** Individual Prizes for the between-the-semester event shall be cash to the top finishing players based on the number of entries. Awards for the College Championships shall be Individual (cash and trophies) and Team (trophies). For the Championships, VCF will award Top Teams using each school's Top 3 finishing players. Because these games are being played online, they will be ***examined for potential violations of Fair Play*** in accordance with Chapter 10 of the ***Official Rules of Chess***. Results posted by the TD immediately following the event will be preliminary. The final results could take up to 3 weeks to determine. The VCF will not distribute any awards—cash or trophies—until Fair Play analysis is complete and final results are posted.
-

Enclosure 1: Method for Awarding Team Points from the Qualification Tournaments

1. This document specifies how the Virginia Chess Federation (VCF) will award “Grand Prix” (GP) Team points to schools participating in the Grade School Qualification Tournaments (GSQTs). The formula is identical to the “VCF Cup Points” formula the VCF has used for over 10 years in adult events.
2. Players earn GP points for their schools by participating in each of the 3 GSQTs. It is not necessary to participate in all 3 events for a team to earn GP Points. After the third GSQT ends, the VCF adds the points from each school’s Top 4 players to determine the school’s final Team Points. The “Top 4 players” is defined as the 4 players who accumulated the most GP points for their school across the 3 GSQTs.
3. ***There are three primary components to calculating the number of GP Points each player earns for their school:*** a) the average rating of the tournament; b) each player’s scoring percentage; and, c) the number of players in each section of the Tournament. Here are the details:
 - a. **Average Rating (AR) of the Players in a Section.** This value expresses the strength of a section in a GSQT. It uses the players’ **post-event ratings** to determine an overall **AR** for each section. From a practical perspective, it is easy to understand that players should be rewarded more for their performance in GSQT with strong **AR** values in the sections compared to a GSQT where the section-level values of **AR** are lower. Players’ post-event ratings are found in the Tournament Director’s **Post-Event Ratings Report** which is created by the tournament pairing program. That report will be posted on the Tournament Results website. Another reason we use post event ratings is because it is the only way to account for the ratings (and strength) of previously unrated players.
 - b. **Scoring Percentage (SP).** This number is a player’s event total score divided by the number of rounds in the event and expressed as a percentage. For example, Jenny Meyer wins 3 games and loses 2 in a 5-round GSQT. Her **SP** from that event is 60% (e.g. 3/5 X 100%). In the same GSQT, Jenny’s teammate, Sammy Mercado, scores 2.5 points out of 5 from his two wins and the Half-point Bye he took in Round 3. Therefore, Sammy’s **SP** is 50% (e.g. 2.5/5 x 100%). All byes, whether taken deliberately or assigned by the pairing program, count toward a player’s total points for calculating the value of **SP**.
 - c. **Number of Players in the Section (NoP).** This is self-explanatory. A player who plays in 1 or more rounds counts toward the value of **NoP**. In other words, players who withdraw do not subtract from the value of **NoP**.
4. **The Math Formula.** To calculate each player’s points the VCF uses the equation:

$$\text{Points} = (\text{SP} \times \text{AR}) / \text{NoP}.$$

As we apply this formula there are two nuances to understand.

- a. ***A player who wins clear 1st Place in a GSQT earns 3 bonus points for their performance.*** Players tied for 1st Place **do not** earn bonus points, **only a single player who finishes in clear first place.**
- b. ***Tiebreaks shall not be used to award Grand Prix Points for a GSQT.*** In other words, if 3 players finish tied for 10th Place, all 3 receive the same number of GP points for their performance.

See the next page for an example of how we calculate the total points awarded to players and teams.

Example of Calculating Total Points for Players and Teams in a Qualification Tournament

Here are the **Final Standings** from the K-12 Section of a GSQT ...

#	Name	Post Rating	School Code	Rd 1	Rd 2	Rd 3	Rd 4	Rd 5	Game Score	SP	Total Points
1	Thomas	2324	ABHS	W12 (b)	W3 (w)	W2 (b)	W5 (w)	W4 (b)	5.0	100%	32.2960
2	Sally	2153	LMHS	W14 (b)	W6 (w)	L1 (w)	W10 (b)	D3 (b)	3.5	70%	20.5072
3	Yusef	2097	JOHS	W11 (w)	L1 (b)	D4 (w)	W9 (b)	D2 (w)	3.0	60%	17.5776
4	Akil	1984	ABHS	W9 (b)	D8 (w)	D3 (b)	W7 (w)	L1 (w)	3.0	60%	17.5776
5	Sharon	1917	KBHS	W15 (b)	D7 (w)	W8 (b)	L1 (b)	D6 (w)	3.0	60%	17.5776
6	Mike	1928	JOHS	W10 (w)	L2 (b)	D12 (w)	W8 (w)	D5 (b)	3.0	60%	17.5776
7	Anand	1826	QTHS	D16 (w)	D5 (b)	W11 (w)	L4 (b)	W12 (b)	3.0	60%	17.5776
8	Jeff	2163	QTHS	W13 (w)	D4 (b)	L5 (w)	L6 (b)	W10 (w)	2.5	50%	14.6480
9	Carol	1636	RHHS	L4 (w)	D13 (b)	W16 (w)	L3 (w)	W15 (b)	2.5	50%	14.6480
10	Tina	1655	RHHS	L6 (b)	W14 (w)	W13 (b)	L2 (w)	L8 (b)	2.0	40%	11.7184
11	Mickey	1661	LLHS	L3 (b)	W15 (w)	L7 (b)	D13 (w)	D14 (w)	2.0	40%	11.7184
12	Peter G.	1713	JJHS	L8 (b)	D9 (w)	L10 (w)	D11 (b)	B---	2.0	40%	11.7184
13	Peter S.	1656	KTTHS	L2 (w)	L10 (b)	D15 (w)	B---	D11 (b)	2.0	40%	11.7184
14	Adam	1800	KBHS	L1 (w)	W16 (b)	D6 (b)	H---	L7 (w)	2.0	40%	11.7184
15	Kiki	1464	QTHS	L5 (w)	L11 (b)	D14 (b)	W16 (w)	L9 (w)	1.5	30%	8.7888
16	Sai	1312	XZHS	D7 (b)	L12 (w)	L9 (b)	L15 (b)	H---	1.0	20%	5.8592

How the calculation process works:

- Step 1:** Determine the average rating (**AR**) for all players in the K-12 Section using their “**post event ratings**” as shown in the post-rating column of the standings. For this Section, the **AR** is 1830.56, which you calculate by adding the post-event rating for each player and dividing that total by the number of players in the section (e.g. 16). Players who played at least one game count toward the number of players in the Section. Finally, we round up 1830.56 to an **AR** value of 1831. If the value of **AR** were 1830.49, we would round down the value to 1830.
- Step 2:** Identify each player’s “Scoring Percentage” (**SP**) using the equation, “**SP = Game Score / # of Rounds.**” For example, for Peter G the SP value is 40% (he scored 2 out of 5), while for Thomas it is 100% for his 5 out of 5 score.
- Step 3:** Calculate each player’s total Grand Prix points with the equation, “**Points = (AR x SP x NoP) / 1000.**” For this K-12 Section, we determined the values for **AR** and **SP** in Steps 1 and 2. We also know the value of **NO P** is 16 because that is the number of players in the Section. Applying the formula we calculate Sally’s GP points calculate as (1831 x 0.70 x 16) / 1000, for a value of **20.5072 Grand Prix Points**. Also, remember that a player who finishes in clear 1st Place receives 3 bonus points—which benefits Thomas in our example K-12 Section. We show total points to 4 decimal places.
- Step 4:** After the third and final GSQT ends and the event’s results become official, the VCF determines each Team’s Total GP Points by adding the scores **for each school’s Top 4 finishers**. As part of the “Standings” posted after each GSQT, the VCF will calculate and post each school’s Total GP points so that interested persons can see the results to date.