WELCOME!



2025 Fredericksburg Open Chess Championships

STATE AFFILIATE



2025 Fredericksburg Open

October 25-26, 2025

with Blitz on Friday evening, Oct 24th

at the Country Inn & Suites 10358 Patriot Highway Fredericksburg, VA

This meeting will start at 7:30 PM or shortly thereafter.

Our meeting will be recorded ...



20 US Chess Grand Prix Points
Also awards US Chess Junior Grand Prix points



Topics We Will Cover this Evening ...





Tournament Website

www.vachess.org

- Who's signed up to play
- Pairings for the next round
- Results from completed rounds
- Standings







HOTEL

10358 Patriot Hwy Fredericksburg, VA 22408

<u>BE CAREFUL</u>

There are 2 Country-Inn & Suites in Fredericksburg.
Go to the one at the Patriot Highway address ...

DO NOT go to the one on Warrenton Road



















How to "Check-in" at the Tournament

- First, THERE IS NO CHECK-IN REQUIREMENT
 - If you see your name online and all your information is correct, then you are registered for the tournament
 - We also will post a "Wall Chart" for each Section at the tournament site, so you can check that too ...
- You only need to "check-in" at the Registration Desk if you:
 - Haven't paid all your fees (US Chess membership, VCF membership)
 - You want to add, remove, or change the Bye you selected during Registration



The Playing Room ...



- Spectators allowed, but TDs will manage them
- Masks, Hand-sanitizer, and Sanitizing Wipes are available ... USE THEM
- We have sets, boards, and clocks ... but you may use your own.



Rounds, Start Times and Time Control

Blitz Tournament and Main Event



Event Schedule

Blitz on Friday; Main Event is Sat. & Sun. Only

Day / Date	Round & Start Time	Time Control
Friday / Oct 24 th	Blitz Rd 1: 7 PM (4 Double-Rounds)	All Rds. Game-5 + 0
Saturday / Oct 25 th	Round 1 – 10 AM Round 2 – 2 PM Round 3 – 7 PM	Rd 1: Game-75 + 10 * Rds 2-3: Game-90 + 10
Sunday / Oct 26 th	Round 4 – 10 AM Round 5 – 3 PM	Rds 4-5: Game-90 + 10

Requests to add, remove or change a Bye during the Main Event MUST be brought to the CHIEF TD's attention at least **30 minutes before Round 2**

^{* &}quot;Game-75 + 10" means each player has 75 minutes to make all their moves, plus each player gets an additional 10 seconds after making a move except when the clock reaches 0.



Selected US Chess Rules

Topic	US Chess Official Rules of Chess	
Chess Notation	 Write your move after you make it. Writing your move first is allowed <u>but not encouraged</u>. Repeated changes of the move is considered "note taking" which is not allowed. Players may discontinue their notation when <u>either player's clock has 5 or less minutes</u> remaining. Allows use of specific Electronic Notation Devices (ENDs) – more on this later. 	
Illegal Moves	 The penalty is to add 2 minutes to the opponent's clock. Continued illegal moves can result in greater penalties, including taking time off the offender's clock or loss of game. 	
Types of Illegal Moves	 Moving a piece to an illegal destination square Castling incorrectly (moving the Rook first is WRONG!) 	
Out of Time	Only the two players in the game can make a claim that a players has run out of time	

Selected US Chess Rules

Topic	US Chess Official Rules of Chess
Pawn Promotion	 Correct: Move the pawn to the 8th rank, replace it with your chosen piece, then press your clock. The choice of Promotion piece cannot be changed after that piece touches the board. Correct: Upside-down Rook CAN be used to represent a Queen. Using two hands is not allowed, but it is not an illegal move.
Castling	 Correct: Move the King first, then the Rook. Not Necessarily In-Correct: Touching the Rook first, but
Late Arrival by Opponent	 Black is late: White starts his/her own clock, makes a move, then starts the opponent's clock. White is late: Black starts White's clock. If the opponent does not show, the Default forfeit rule is 1 hour.
Late Arrival by BOTH players	When the first player arrives, the time elapsed from the start of the round is divided equally between White and Black

Pairings & How They Work



- What are Pairings? Pairings inform the players "Who is playing whom" in each Round of the tournament.
- How Pairings Work: The pairing method used is called the "Swiss System".
 - For Round 1, we list all players in descending order according to their US Chess Rating.
 - "Unrated" players appear at the end of that list in random sequence.
 - The list of names, ordered from 1 to "n", is split in half so that the Upper Half plays against the Lower Half.

The tournament is NOT an elimination event!!



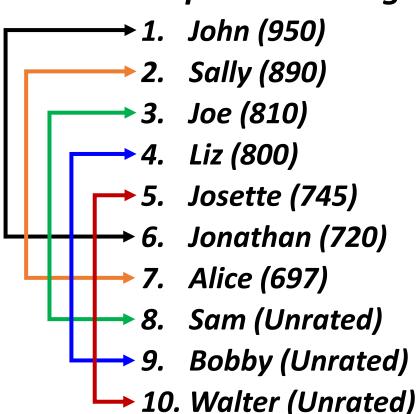
- Example Pairings for a section with 10 players ...
 - 1. John (950)
 - 2. Sally (890)
 - 3. Joe (810)
 - 4. Liz (800)
 - 5. Josette (745)
 - 6. Jonathan (720)
 - 7. Alice (697)
 - 8. Sam (Unrated)
 - 9. Bobby (Unrated)
 - 10. Walter (Unrated)

• **Swiss System** pairings.

- For Round 1, we list all players in order of their US Chess Rating, from highest to lowest.
- Unrated players appear at the end of the list in random order.
- We split this list in half and pair the top half (Players 1-5) against the lower half (Players 6-10).



• Completed Pairings for Round 1 of a section with 10 players ...



Board	Res	WHITE	Res	BLACK
1		John (950)		Jonathan (720)
2		Alice (697)		Sally (890)
3		Joe (810)		Sam (Unrated)
4		Bobby (Unrated)		Liz (800)
5		Josette (745)		Walter (Unrated)



• <u>Res</u>ults of Round 1——————

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Board	Res	WHITE	Res	BLACK
1	1	John (950)	0	Jonathan (720)
2	0	Alice (697)	1	Sally (890)
3	1	Joe (810)	0	Sam (Unrated)
4	0	Bobby (Unrated)	1	Liz (800)
5	0	Josette (745)	1	Walter (Unrated)

5 Players in the 1-point Score Group

- 1. John (White, 950)
- 2. Sally (Black, 890)
- 3. Joe (White, 810)
- 4. Liz (Black, 800)
- 5. Walter (Black, Unrated)

5 Players in the 0-point Score Group

- 1. Josette (White, 745)
- 2. Jonathan (Black, 720)
- 3. Alice (White, 697)
- 4. Sam (Black, Unrated)
- 5. Bobby (White, Unrated)



- Pairings for Round 2
 - Winners from Round 1 play each other
 - Players who did not win in Round 1 play each other
 - But there are now an odd-number of players in each Score Group ... so what do we do?

5 Players in the 1-point Score Group

- 1. John (White, 950)
- 2. Sally (Black, 890)
- 3. Joe (White, 810)
- 4. Liz (Black, 800)
- 5. Walter (Black, Unrated)

5 Players in the 0-point Score Group

- 1. Josette (White, 745)
- 2. Jonathan (Black, 720)
- 3. Alice (White, 697)
- 4. Sam (Black, Unrated)
- 5. Bobby (White, Unrated)



Board	Res	WHITE	Res	BLACK
1		Walter (Unrated, 1.0)		John (950, 1.0)
2		Sally (890, 1.0)		Joe (810, 1.0)
3		Liz (800, 1.0)		Josette (745, 0.0)
4		Jonathan (720, 0.0)		Bobby (Unrated, 0.0)
5		Sam (Unrated, 0.0)		Alice (697, 0.0)

John (White, 950) ... Black Sally (Black, 890) ... White Joe (White, 810) ... Black Liz (Black, 800) ... White Walter (Black, Unrated) ... White Depoint Score Group ... Now Playing Josette (White, 745) ... Black Alice (White, 697) ... Black Sam (Black, Unrated) ... White Bobby (White, Unrated) ... Black



CHESS NOTATION <u>IS</u> REQUIRED

- All Players are required to record their moves.
 A player who is physically unable to record his/her moves should inform the Chief TD.
- Both players may stop taking notation <u>only</u> <u>when either player</u> has less than 5 minutes remaining on their clock.
- We provide scoresheets, but you may use your own scorebook.
- PLEASE bring something to write with, we have a limited supply of pens/pencils.



Electronic Chess Notation Devices

• There are only three (3) approved devices players may use.



ChessNoteR

- Most common Device (>95%)
- 2 versions: Nexus 6 and Nexus 9



PlyCount

 Once popular, but are now somewhat rare



MonRoi

Very Rare



Cell Phone Policy

- <u>TURNED OFF and ON YOUR TABLE</u>. Do not take your phone to the Bathroom or outside of the Playing Hall until your game is FINISHED.
 - Leave it in your hotel room or give it to your parents
- PLAYERS MAY NOT USE ANY ELECTRONIC COMMUNICATION DEVICE while their game is in progress.
- If you leave your phone on ...
 - And it rings ... 10 minutes off your clock (1st Offense); Loss of Game (2nd Offense)
 - If you answer the phone ... instant Loss of Game
 - If it buzzes because you received email or text ... 10 minutes off your clock
 - You answer the phone ... instant Loss of Game
- If you take your phone out of the Playing Room while you are playing
 - Very likely to result in instant Loss of Game



Have a Problem, Issue, or Question during the Game?

- Get it resolved before the game ends!!
- **DO NOT argue** with your opponent
- Don't ask your opponent "what's the rule about...?" You'll get a bad answer.
- Raise your hand and summon a Tournament Director to your table
 - Pause your Clock
 - Calmly state your issue
 - If your opponent is making the claim DO NOT interrupt him/her ... you will get a chance to tell "your side" of the issue





Reporting Your

Bd	Res	White	Res	Black
61		GETTY, Brian Michael (898 - 0.0 VA)		DEVARAJ, Siri <see t.d.=""> [Join-VAChess] (1180 - 0.0 VA)</see>
62		DODD, Owen T (1167p - 0.0 VA)		ASHOK, Amudhan (895 - 0.0 VA)
63		LORENGER, Nathaniel John (876 - 0.0 VA)		KUESTER, Micah (1160 - 0.0 VA)
64		KRAIN, Michael (1126 - 0.0 VA)		ANLIKER, Eric (870 - 0.0 VA)
65		TAMMINENI, Tarun Ram (829 - 0.0 VA)		KRAIN, Michael Ernest (1116 - 0.0 VA)
66		DEMIREL, Esat Omer (1040p - 0.0 VA)		YU, Oliver R (826 - 0.0 VA)
67		DEBROUX, Anthony (816p - 0.0 NC)		DEVARAJ, Shreya <see t.d.=""> [Join-VAChess] (1027 - 0.0 VA)</see>
68		PATTNAIK, Shrihan (1025 - 0.0 VA)		VANGA, Neil (800 - 0.0 VA)
69		BURRE, Ujjval [Join-VCF] (757 - 0.0 VA)		SIMON, Eric S (1019 - 0.0 VA)
70		PULLELA, Pritvi Shr <see t.d.=""> [VCF-Expired_Sep2022] (1016 - 0.0 VA)</see>		BONNER, Ryan Alexander (583p - 0.0 VA)
71		GEBRETENSAI, Jacob (546 - 0.0 VA)		HOFMANN, Ej (1001p - 0.0 VA)
72		KANAKAMEDALA, Vishruth Sai (998 - 0.0 VA)		BUELTMANN-PROK, Constantine (511 - 0.0 VA)
73		MANN, Aspen Thirasaroch (436p - 0.0 VA)		HUANG, Henry H (964 - 0.0 VA)
74		LIM, Nathan Kekoa (924p - 0.0 VA)		MUTHAN, Darshil M <see t.d.=""> (unr 0.0 VA)</see>
75		SCOTT, Brendan Michael (unr 0.0 VA)		ANLIKER, Mike (916 - 0.0 VA)
76		SHAH, Ishan C (900 - 0.0 VA)		STEINER, Dylan (unr 0.0 MD)
	1	MOORE, Andrew Charles (unr 0.0 VA)		BYE
	1/2	HERMAN, Finn Joseph (unr 0.0 VA)		BYE
	1/2	CHIN, Georgina (869 - 0.0 VA)		BYE

Open Section

<u>Prize</u>	<u>Amount</u>
1st Open	\$725 + Ch Plaque
2nd Open	\$450
3rd Open	\$300
Top Xpert	\$200
Top Class A	\$180
Top Class B	\$160
Top Upset 1-5	\$120

Under 1800 Section

<u>Prize</u>	<u>Amount</u>
1st Place	\$510 + Plaque
2nd Place	\$325
3rd Place	\$200
Top U1500	\$150
Top U1200	\$130
Top Unrated	\$100
Top Upset 1-5	\$100

Top Unrated limited to \$300

Prize Payout

Under 1200 Section

<u>Prize</u>	<u>Amount</u>
1st Place	\$400 +
13011400	plaque
2nd Place	\$250
3rd Place	\$150
1st U1000/UNR	\$100 +
15t 01000/ ONK	Trophy
2nd U1000/UNR	Trophy
1st U800	\$75 +
151 0000	Trophy
2nd U800	Trophy
1st U600	Trophy
2nd U600	Trophy
Top Upset 1-5	\$75

Top Unrated limited to \$225

NOTES:

- "Class A" means a player whose rating is in the range 1800-1999.
- By comparison, "Top U1500" means a player whose rating is in the range 100-1499.
- An "Unrated" player is a player who does not yet have any US Chess rating or a rating in another rating system recognized by US Chess.



Skittles Area and Bathrooms

- THERE IS A dedicated Skittles Room on the 2nd floor ... but
 - "Skittles" is chess-player lingo for "the hangout area."
 - We cannot use the Breakfast Area in the lobby until after breakfast has ended.
- Bathrooms are just outside of the Playing Room
 - Please let me know if it gets messy (wet floor, out of paper towels or soap, etc.)

