

# Meadowdale Library Quads & Scholastics Tournament

***Saturday, Oct 4, 2025***

Meadowdale Public Library  
4301 Meadowdale Blvd, N. Chesterfield, VA

**The meeting will start at 7 PM  
or shortly thereafter**

***The meeting will be recorded to benefit those who cannot attend***

**by Mike Hoffpauir**  
National Tournament Director  
VA Chess Federation



# Topics We Will Cover this Evening ...

- Tournament Website
- The Playing Venue
- Round Times and Time Control
- Refresher on US Chess Rules
- Pairings and Ratings
- Reporting Your Game Results
- Prizes

# Tournament Website

[www.vachess.org](http://www.vachess.org)

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



[www.vachess.org](http://www.vachess.org)



SCAN ME

Scan this QR-Code with your phone to see:

- Participating Player's List
- Final Standings

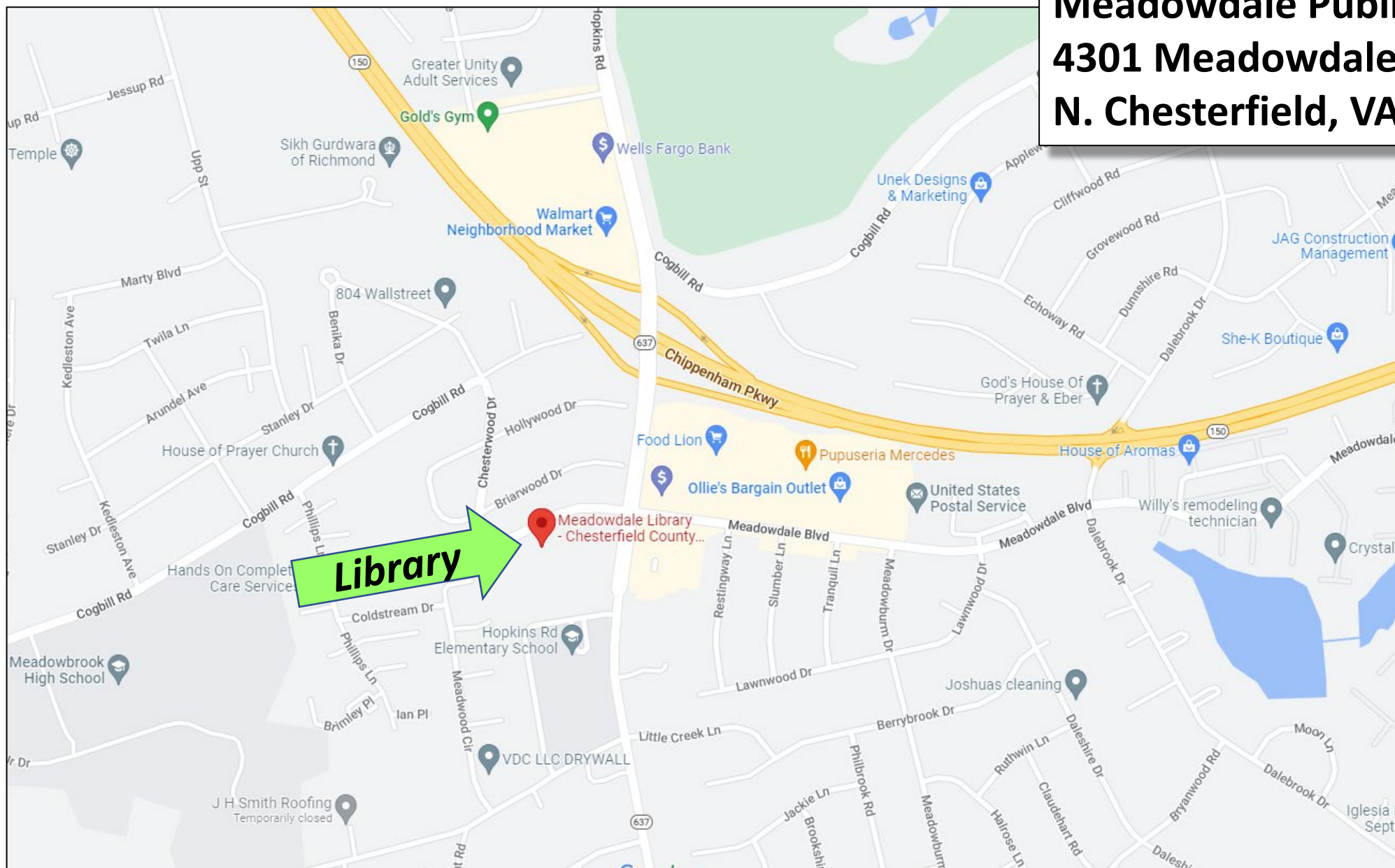
# Meadowdale Tournament





# The Playing Venue

**Meadowdale Public Library**  
**4301 Meadowdale Blvd.**  
**N. Chesterfield, VA**





# Library Area



- Library will open at 8 AM
- McDonalds is across the street, but we advise extreme caution if you walk due to TRAFFIC
- ***Shhhhhh!***  
This is a LIBRARY ... so players cannot be playing chase or hide-and-go-seek between the bookshelves.



# The Meadowdale Public Library



- ***Masks are Optional***
- ***Spectator policy***: No spectating of games allowed in the playing room.
- ***We have sets and clocks***, but you may use your own clock if it is ***delay capable***

# Quads are in the Small Meeting Rooms



- **Masks are Optional**
- **Spectator policy**: No spectating of games allowed in the playing room.
- **We have sets and clocks**, but you may use your own clock if it is **delay capable**

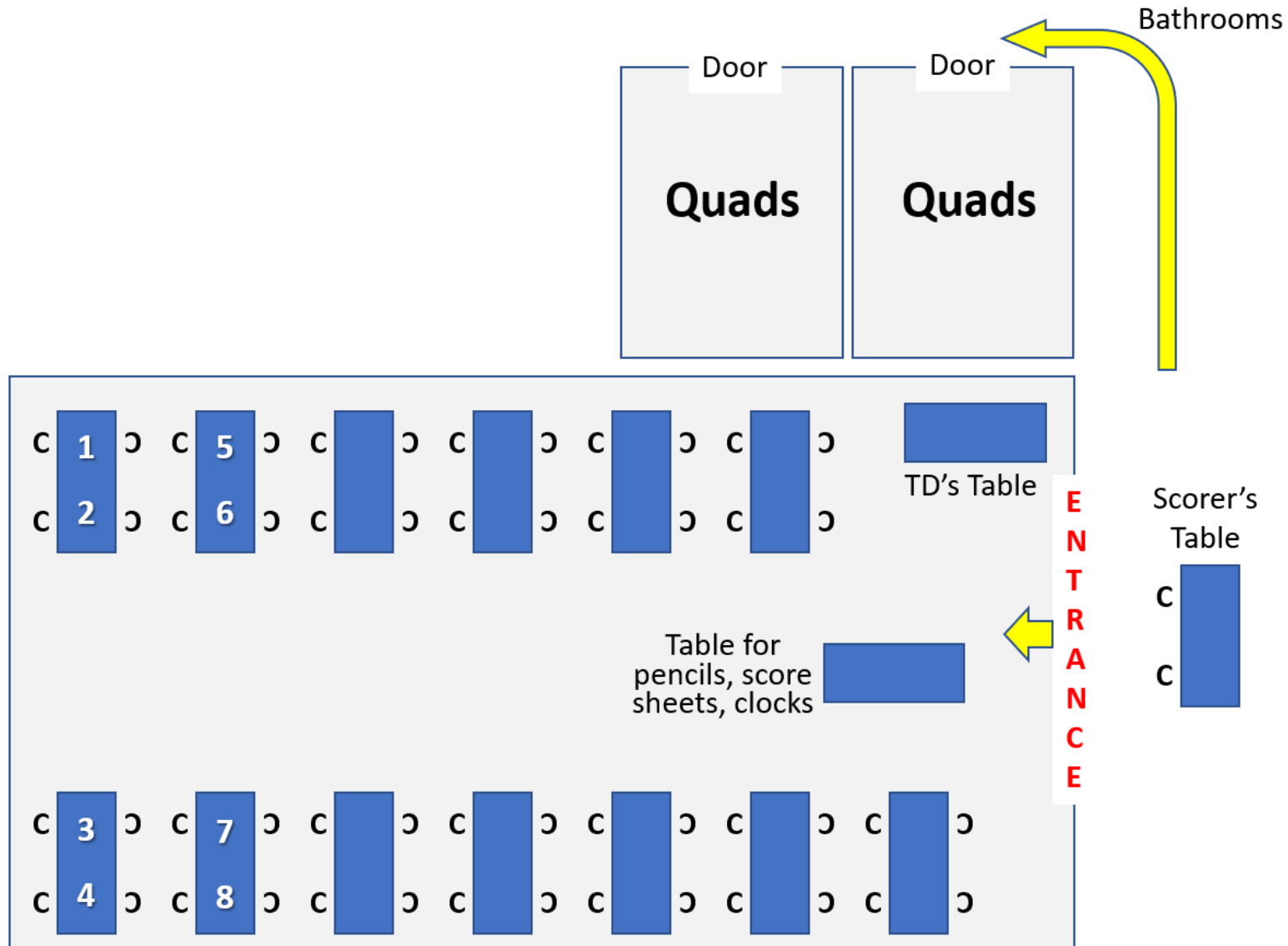


# The Meadowdale Public Library



- **Masks are Optional**
- **Spectator policy**: Watching games is NOT allowed in the playing room.
- **We have sets and clocks**, but you may use your own clock if it is **delay capable**

# Floor Plan for Scholastics & Quads ...





# How to “Check-in” at the Tournament

- **THERE IS NO CHECK-IN REQUIREMENT**

- If your name is listed on the tournament website then you already are fully registered for the tournament and do not need to check-in
- We also will post a “Wall Chart” for each Section at the tournament site, so you can check that too ... especially to ensure your Bye Request is accounted for.

- **You only need to “check-in” at the Registration Desk if you:**

- Need to pay your Entry Fee or US Chess Federation membership
- Want to add a Bye, or want to remove or change the Bye you selected during Registration



# Rounds, Start Times and Time Control



# **Key Times**

- Registration open until 9:15-ish (or so).
- Round 1 is at 9:30 am in the Scholastic and Quads Sections

# Scholastic Schedule

- Round 1 is at 9:30 am
- Rounds 2-4 are scheduled as soon as possible BY SECTION
  - *Example: It is possible for the K5 Not Rated Section to be playing Round 4 while the K12 Rated Section is still playing Round 2.*
  - *“Lunch Break”: Yes, but time is TBD based on how play is proceeding*
- Time Control:
  - Rounds 1-3: Game 40, with 5 seconds of time delay
  - Round 4: Game 60, with 5 seconds of time delay



# What Does “Time Control” Mean in Chess?

- The time control describes how much “thinking time” each player gets for the entire game.
  - For the Scholastic Sections, Rounds 1-3 use a Time Control of G/40, delay-5.
    - This means that **each player has 40 minutes** to complete all their moves.
    - The “delay-5” part of the Time Control means that each player’s clock waits for 5 seconds before it begins to subtract time from your total time remaining. In other words, each player gets “5 extra seconds” per move.



# Quads

- Registration is open until 9:15.
- Round Times: 3 Rounds ... **9:30**, 12:30, and 3:30
  - ✓ **NOTE**: Two players in a Quad can “start early” as long as both players agree to begin at the earlier time and there is a clock on the game
- Time Control: Game 60, with 5 seconds of time delay **for all three rounds**.
- Prizes: Cash based on number of players in the Quads Section.



# Selected US Chess Rules

Topic	US Chess Official Rules of Chess
<p><i>Chess Notation</i></p> <p>Notation is <u>required</u> in these sections:</p> <ul style="list-style-type: none"> <li>• Quads</li> <li>• K12 Rated</li> </ul>	<ul style="list-style-type: none"> <li>• Write your move after you make it.</li> <li>• Writing your move first also is allowed, but repeated changes of the move is considered “note taking” which is not allowed.</li> <li>• Players may discontinue notation when <b>either player’s clock has 5 or less minutes</b> remaining.</li> <li>• Allows use of specific Electronic Notation Devices (ENDs). We allow the ChessNoteR, Monrois, and PlyCount.</li> </ul>
<p><i>Illegal Moves</i></p>	<ul style="list-style-type: none"> <li>• The penalty is to add 2 minutes to the opponent’s clock.</li> <li>• Continued illegal moves can result in greater penalties, including taking time off the offender’s clock or loss of game.</li> </ul>
<p><i>Types of Illegal Moves</i></p>	<ul style="list-style-type: none"> <li>• Moving a piece to an illegal destination square</li> <li>• Castling incorrectly (moving the Rook first is WRONG!)</li> </ul>
<p><i>Out of Time ...</i></p>	<ul style="list-style-type: none"> <li>• Only the two players in the game can make a claim that a player has run out of time</li> </ul>

# Selected US Chess Rules

Topic	US Chess Official Rules of Chess
<i>Pawn Promotion</i>	<ul style="list-style-type: none"> <li>• Correct: Move the pawn to the 8<sup>th</sup> rank, replace it with the desired piece, and press your clock. The <u>choice of Promotion piece cannot be changed after that piece touches the board.</u></li> <li>• Correct: Upside-down Rook CAN be used as a Queen.</li> <li>• Using two hands is incorrect, but it is not illegal.</li> </ul>
<i>Castling</i>	<ul style="list-style-type: none"> <li>• <u>Correct: Touch the King first, then the Rook.</u></li> <li>• Incorrect, but not illegal: Touching the Rook first.</li> </ul>
<i>Late Arrival by Opponent</i>	<ul style="list-style-type: none"> <li>• Black is late: White starts his/her own clock, makes a move, then starts the opponent's clock.</li> <li>• White is late: Black starts White's clock.</li> <li>• If the opponent does not show, the Default forfeit rule is 1 hour.</li> </ul>
<i>Late Arrival by BOTH players</i>	<ul style="list-style-type: none"> <li>• When the first player arrives, the time elapsed from the start of the round is divided equally between White and Black ...</li> </ul>





# Electronic Chess Notation Devices

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



## ChessNoteR

- Most common Device (>90%)
- 2 versions: Nexus 6 and Nexus 9



## PlyCount

- Once popular, but are now somewhat rare

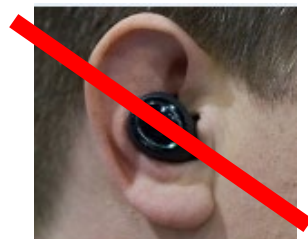


## MonRoi

- Very Rare

# Cell Phone Policy

- **TURNED OFF and PLACED FACE-DOWN ON YOUR TABLE. Do not take your phone to the Bathroom or outside of the Playing Hall until your game is FINISHED.**
  - **Leave it in car or give it to someone who is not playing**
  - **PLAYERS MAY NOT USE ANY ELECTRONIC COMMUNICATION DEVICE while their game is in progress.**
- **If your phone ...**
  - **Rings ... 10 minutes off your clock (1<sup>st</sup> Offense); Loss of Game (2<sup>nd</sup> Offense).**
  - **Rings/buzzes and you answer it ... instant Loss of Game.**
  - **If you are texting at the table ... you will lose instantly.**
- **If you take your phone out of the Playing Room while you are playing**
  - **Very very likely to result in instant Loss of Game**
- **iWatches or earbuds are NOT allowed ...**



# Pairings and Ratings Used for Sectioning and Pairings in the Scholastic Sections



- **Pairing Method: “Swiss System”**
- **Ratings: Players will be Paired in the Main Tournament using ...**
  - The higher of their “Regular” (e.g., Slow) rating from Over-the-Board play and Online play. Ratings are from the US Chess October 2025 Rating Supplement.
  - When the tournament gets “rated” your US Chess Regular OTB rating will be updated.
  - A player with a **PROVISIONAL** rating is **NOT** considered an Unrated player.
    - A “Provisional Rating” means the player has 25 or fewer games rated by US Chess
    - The words “Established Rating” is for players with more than 25 rated games.

# What are “Pairings”, how do 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 known as the “Swiss System”.
  - For Round 1, we list all players in descending order according to their US Chess Rating.
    - We include “unrated” players at the end of that list in random alphabetical 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!!***

Excellent video ... <https://www.youtube.com/watch?v=th-aCRbOYbY>





# What are “Pairings”, how do they work?

- *Example Pairings for a section with 10 players ...*

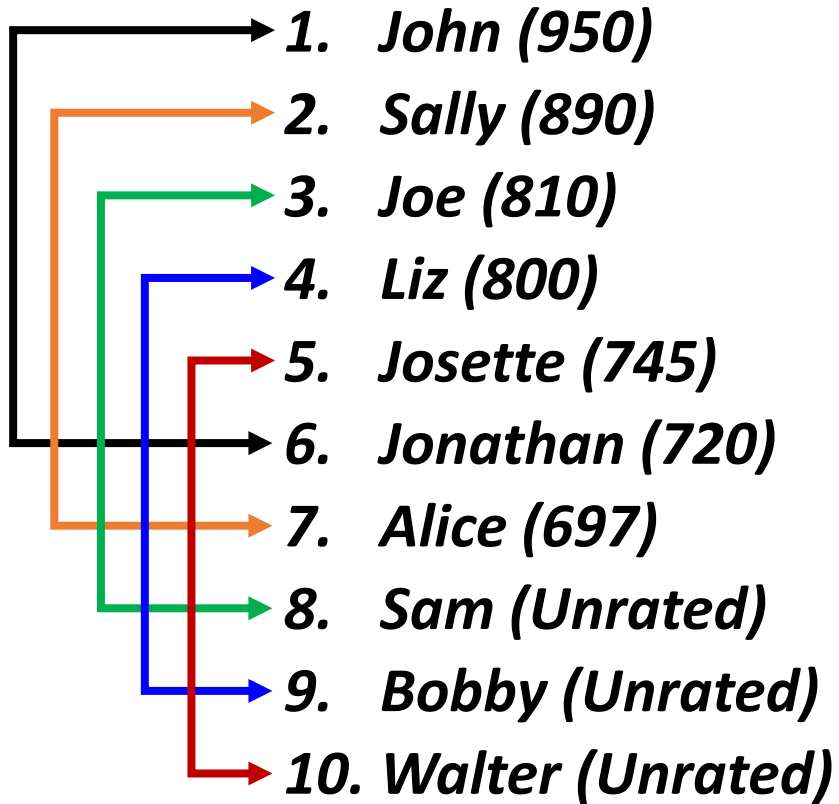
1. *John (950)*
2. *Sally (890)*
3. *Joe (810)*
4. *Liz (800)*
5. *Josette (745)*
6. *Jonathan (720)*
7. *Alice (697)*
8. *Sam (Unrated)*
9. *Bobby (Unrated)*
10. *Walter (Unrated)*

- **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.

# What are “Pairings”, how do they work?


- *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)

# What are “Pairings”, how do they work?

## • Results of Round 1



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	1/2	Bobby (Unrated)	1/2	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)

# What are “Pairings”, how do they work?

- ***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)



# What are “Pairings”, how do they work?

- ***Pairings for Round 2***
  - *Winners from Round 1 play each other*
  - *Those who lost in Round 1 play each other*
  - *Players “normally” alternate colors each round*

# What are “Pairings”, how do they work?

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)

## 1-point Score Group ... Now Playing

- John (White, 950) ... Black
- Sally (Black, 890) ... White
- Joe (White, 810) ... Black
- Liz (Black, 800) ... White
- Walter (Black, Unrated) ... White

## 0-point Score Group ... Now Playing

- Josette (White, 745) ... Black
- Jonathan (Black, 720) ... White
- Alice (White, 697) ... Black
- Sam (Black, Unrated) ... White
- Bobby (White, Unrated) ... Black

# Have a Problem or Question during Your Game?

- Don't wait until your game is over to raise your concern!!
- **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



Excellent video ... <https://www.youtube.com/watch?v=ii-KTHkrVpc>

# Reporting Your Game Results

## ***What to do when your game is done ...***

- Raise your hand to summon the Tournament Director
- DO NOT re-set your chess board until the TD instructs you to re-set it
- Complete the Game Result Slip
- Your game result is not official until the TD validates it and initials the Result Slip

<b>Game Result Slip</b>		<b>Virginia Chess Federation</b>	<b>Do not remove from room</b>
Board #	Round: 1 2 3 4 5 6	Give your Slip to a TD or Drop it at the appointed place.	
White's Name	<i>(Print name neatly here)</i>	<input type="checkbox"/> White Won (1-0)	
Black's Name	<i>(Print name neatly here)</i>	<input type="checkbox"/> Black Won (0-1)	
		<input type="checkbox"/> Draw (1/2 – 1/2)	
		Meadowdale Library Tournament	

***Every Player should bring a Pencil or Pen to their game!!***





# **Prizes**

- **1<sup>st</sup> - 5<sup>th</sup> Place Individual Trophies**
- **1<sup>st</sup> – 3<sup>rd</sup> Place Team Trophies**
- **Chess Medals to players who scored 2 points or higher but did not qualify for a place award**

## **Scholastic Sections**

# Pairings for the Quads Event

- Players are ordered in rating sequence from 1-n.
  - There are 4 players per “Quad” – each player will play the other 3 players
  - If there a total of 5, 6 or 7 players registered for Quads, then that “Quad” gets paired as a small Swiss System event.
  - “Quad 1” is the 4 highest-rated players, “Quad 2” is the next 4 players, etc.
- There are 3 rounds, all using a time control of G/60 delay-5.
- We provide the sets, boards and clocks (you can use your own set and your own clock as long as your clock can be set for time delay)
- Cash Prizes: In each Quad: 1<sup>st</sup> (\$70), 2<sup>nd</sup> (\$40)

**NOTE:** Withdrawing during a Quads event is considered “Unsportsmanlike”