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# McAllen Convention Center Meeting Space

*See back cover for Convention Center diagram*

<b>Ballroom</b>	High School and Middle School Champ Main playing area.
<b>Ballroom Foyer</b>	High School and Middle School Champ Main pairings and standings. Note that there may be a duplicate set of pairings inside the ballroom.
<b>Exhibit Hall A</b>	Middle School JV and Novice, Elementary, Primary and K-1 Main playing area Award Ceremonies. Blitz and Bughouse tournament on Saturday night
<b>Exhibition Hall B</b>	Skittles/Parent waiting area. Pairings and Standings. Chess and equipment vending area. Texas Chess Association Meeting on Saturday at 8:30 pm.
<b>Palm Lobby</b>	Chess Registration and Chess Control. <i>BonLor Tee-shirt Vendors.</i>
<b>Board 1</b>	TD Room
<b>Board 2</b>	Computer Room
<b>Room 101A</b>	<i>Our Lady of Sorrows</i> Team Room
<b>Room 101B</b>	<i>Sam Houston Elementary</i> – Harlingen Team Room
<b>Room 101C</b>	<i>Saint Mary's Catholic School</i> Team Room
<b>Room 102A</b>	<i>Bonham Elementary</i> Team Room
<b>Room 102B</b>	<i>Rising Scholars Academy</i> Team Room
<b>Room 102C</b>	<i>Willow Creek Elementary</i> Team Room
<b>Room 103A</b>	<i>STISD Health Professionals</i> Team Room
<b>Room 103B</b>	<i>Boswell HS and Chisholm Trail HS</i> Team Room
<b>Room 103C</b>	<i>Stillman Middle School</i> Team Room
<b>Room 103D</b>	<i>St Alban's EDS, CCA, and St John's</i> Team Room

# Schedule of Events

## **FRIDAY**

Setup Chess Pieces, Volunteers welcome. Beginning at 9 am  
*In Exhibit Hall A and Ballroom*

Registration 5:30 pm – 6:15 pm  
*Palm Lobby*

Round 1 7:15 pm  
*K-1, Primary, and Elementary in Exhibit Hall A*

Round 1 7:45 pm  
*High and Middle School in Ballroom*

Skittles/Parent waiting area  
*In Exhibit Hall A*

Vendors Open 7:00 pm  
*Exhibit B and Palm Lobby*

## **SATURDAY**

Late registration 8:00 – 8:30 am will receive 1<sup>st</sup> round bye, may receive 2<sup>nd</sup> round bye  
*Palm Lobby*

Skittles/Parent waiting area  
*In Exhibition Hall B*

Vendors Open 8:30 am  
*Exhibition B and Palm Lobby*

Rounds 2-4  
*K-1, Primary, Elementary, Middle School JV and Novice in Exhibit Hall A. High School and Middle School Championships in Ballroom. See inside front cover for round times.*

K-5 and K-12 Blitz 7 pm  
*Exhibit Hall A*

Texas Chess Association Membership Meeting 8:30 pm  
*Exhibit Hall B*

K-6 and K-12 Bughouse 8:30 pm

*Exhibit Hall A*

**SUNDAY**

Skittles/Parent waiting area 8:00 am

*Exhibit Hall B.*

Vendors Open 8:00 am

*Exhibit Hall B and Palm Lobby*

Rounds 5-7

*K--1, Primary, Elementary, and Middle School JV and Novice in Exhibit Hall A. High School and Middle School Championship in Ballroom. See inside front cover for round times.*

Awards Ceremony

*Primary in Exhibit Hall B. All others are in Exhibit Hall A.*

## **Welcome to the 2023 Texas Scholastic Chess Championships (Super State)!**

On behalf of the Texas Chess Association (TCA), I welcome you to the 2023 Texas Scholastic Chess Championships (Super State). This premier Texas scholastic event is being held at the beautiful facilities of the McAllen Convention Center. Thanks to their staff for everything they have done to make this event a great success! Most of all, our thanks to the players, parents, coaches, and schools for their support. Without it, this and other TCA events will not be possible. I also thank our amazing staff of TCA officers, Regional Directors, Scholastic Representatives, Tournament Directors, and volunteers who have worked so hard before and during the event.

For the first time in Texas Super State Scholastic Championships history, students in the High School Championship section will have the opportunity to earn \$6,200, total, in TCA scholarships, and players may use those at the institution of higher learning of their choice! As we always do at this event, we will be awarding 220 individual place trophies (20 in each of the 11 sections), 165 team trophies (15 in each section), and all players who do not earn a place trophy but score at least 4.0 points in the seven rounds will receive a “Plus Score” trophy. School teams will also have the opportunity to earn Grand Team Champion trophies, five in each major Championship – High School, Middle School, Elementary School, and Primary School. To determine the winners, we will add the top 15 scores among the three Primary School sections, and we will do the same for Elementary School sections and Middle School sections. For the High School sections, we will add the top ten individual scores among the Championship and JV sections. As always, trophies will also be awarded in the Side events (Blitz and Bughouse). All players, even trophy winners, will receive commemorative tournament medals after their last game of the main event.

For those of you who are TCA voting members with current memberships, be sure to attend the TCA Annual Junior Chess Meeting, to be held at the Exhibit Hall B of the McAllen Convention Center at 8:30 pm on Saturday, March 4, 2023. Others are welcome as well but cannot vote on motions presented.

Again, welcome and thanks for your support. Wishing you success in this event, and always,

With best regards,  
Francisco (Franc) Guadalupe  
Texas Chess Association President

### How to Read a Pairing List:

Pairing lists show game assignments for the current round. Shortly before the beginning of each round the Tournament Directors will post in several locations an alphabetical pairing list for each section. Sections will be posted on colored paper and that color should remain the same throughout the entire tournament.

A pairing list shows players their board assignment, color assignment (black or white), and the name of their opponent for the current round. Following is a short sample list of alphabetical pairings:

#### Sample State Tournament - Elementary Championship Assignments for Round 3

Player	Color	Opponent	Board #
Ballom, Stephanie	Black Vs.	Gomm, Clayton (934)	on board 405
Cardinale, Cooper	White Vs.	Sullivan, Joshua (939)	on board 403
Dixon, Ryan T	White Vs.	Symank, Mark (880)	on board 406
Gomm, Clayton	White Vs.	Ballom, Stephanie (904)	on board 405
Greig, Brett	White Vs.	Trammell, Tim (870)	on board 407
Harry, Mason Roy	Black Vs.	Ross, Travis (965)	on board 401
Martin, Taylor N	White Vs.	Pernes, Meagan (1003)	on board 402
Mayes, Jonathan D	Black Vs.	Searway, Ben (876)	on board 404
Maynard, John	Black Vs.	Pernes, Tyler (769)	on board 408
Pernes, Meagan	Black Vs.	Martin, Taylor N (990)	on board 402
Pernes, Tyler	White Vs.	Maynard, John (955)	on board 408
Ross, Travis	White Vs.	Harry, Mason Roy 1036)	on board 401
Searway, Ben	White Vs.	Mayes, Jonathan (1200)	on board 404
Sullivan, Joshua	Black Vs.	Cardinale, Cooper (635)	on board 403
Symank, Mark	Black Vs.	Dixon, Ryan T (914)	on board 406
Trammell, Tim	Black Vs.	Greig, Brett (799)	on board 407
Whittaker, Daryn	BYE		

To read a pairing list, first find your name in the alphabetized column on the left. The next column is the color you will be playing, the 3rd column is the name of your opponent and the last column is the board number where you will play your game. On the sample above, please note that Daryn Whittaker has a BYE. He was assigned a bye because there was an odd number of players in his section. He will receive a full point for the bye just as if he had played and won his game. Note that unpaired is not the same as a BYE. Unpaired usually means that a player has been withdrawn from that section. If this is a mistake, please inform the tournament staff as soon as possible.

### How to Read a Cross Table:

The cross table (also known as "wall charts") show the cumulative results of all rounds of the tournament. Cross Tables are updated after the completion of each round. These charts will use the same color coding as the pairing charts. A sample cross table is shown below:

Wall Chart. Region III Championships: Middle School Championship

	Name/Rtng/ID	St/Tm	Rd 1	Rd 2	Rd 3	Rd 4	Rd 5	Rd 6
1	CONNOR HALEY 1751 12830800		W6	B4	W2	B3	W7	B10
2	KARTHIK RAMACHANDRAN 1674 12824027	CISTER	1.0	2.0	2.5	2.5	3.5	4.5
3	JEFFREY WU 1405 12808179	ROBINS	1.0	2.0	2.5	3.0	4.0	5.0
4	STANLEY YANG 1338 12849288	RICE	1.0	1.0	2.0	3.0	4.0	4.0
5	JAY MAX JUSTER 1275 12845643		B9	W1	B7	B2	W10	W3
6	STEPHANIE KLIMCZAK 1106 12857058	RICE	1.0	1.0	2.0	2.5	3.5	4.5
7	NATHAN MASE 873 12844100	STMARK	1.0	2.0	2.0	3.0	3.0	F3.0
8	GRIFFIN TAYLOR 860 12864353		B1	W5	B9	W10	B8	B2
9	ANDREW NUNNALLY 690 12910260	PRINCE	0.0	0.0	0.0	1.0	2.0	2.0
10	PHILLIP COHEN unr. NEW	HARMON	0.0	1.0	1.0	1.0	1.0	2.0
			B3	W9	B10	W7	W6	-5
		APOLLO	0.0	0.0	0.0	1.0	1.0	X2.0
			W4	B8	W6	W5	B3	B7
		CARPEN	0.0	1.0	2.0	2.0	2.0	2.0
			B5	W7	W8	B6	B4	W1
		RICHAR	0.0	0.0	1.0	1.0	1.0	1.0

The first row indicates the color and number of the player you played. In round 5, Connor Haley (#1) played white against Nathan Mase (#7). The second row shows player information (rating and USCF number) Team code, and shows your cumulative score by round. Please make sure that every member of your team has the same team code.

Players are usually listed in the order of their pairing numbers, which are based on their pre-tournament ratings. The pairing number is the number preceding the players name. It is possible for pairing numbers to change if new players enter the tournament, and if they have a higher per-tournament rating than yours. Don't worry – the computer will adjust all data to keep the information accurate.

Byes that you have requested in advance will be listed on the cross table. If you asked for any byes, please check to make sure they are listed in the correct rounds on the cross table.

Players, parents and coaches should check all the data on the cross tables after each round and report any problems immediately to Chess Control or to the Computer Room.

### **Important Information for Parents and Coaches**

Parents and coaches are very important to the smooth operation of any scholastic chess tournament. Please read the following list of parents' and coaches' duties. If you have any questions, feel free to see a Tournament Director.

1. At time of registration, you should provide complete written information on all students who will be attending the event. If you need to make any corrections, make sure all necessary forms are completed during the registration period.
2. Communicate with Tournament Directors about any scheduling issues. If for any reason a player needs to skip a round or will be late for a round, you **MUST** inform Tournament Headquarters (prior to the beginning of the tournament if possible).
3. If a player must withdraw from the tournament because of an emergency or illness, notify Tournament Headquarters/Chess Control ASAP.
4. Offer moral support to your players. Berating a child after a loss won't help their self-esteem.
5. Make sure your players exhibit good sportsmanship. Set a good example by refraining from bragging about your students' victories or agonizing about their losses. Hazing, taunting, or otherwise harassing other players and/or teams is prohibited. No player, coach, or parent should use offensive language at any time.
6. Provide instruction for your players before and after the rounds. No instruction may take place during the round. No player should have any communication with you until after the game is over.
7. Help your players find their pairings on the posted pairing sheet, and help them find the right boards. Help them set their clocks if necessary.
8. Check the cross tables for accuracy and report any errors to Tournament Headquarters.
9. It is extremely important that all players from the same team have the exact same team code. If the codes are not identical, the computer will not consider all your players to be on the same team, which will make a big difference in your team standings. Report any differences to Tournament Headquarters immediately.
10. As players complete their games and leave the playing hall, make sure they have turned in their results.
11. Make sure your players stay out of trouble at the Convention Center and Sheraton hotel and that they do not disturb the tournament site, other players or Convention Center/hotel guests.



12. Stay on-site or arrange for another adult supervisor to stay on-site to supervise your players. Tournament officials are too busy running the tournament to be responsible for players' safety and behavior. It is your job to monitor your players' activities.

13. Help maintain proper order at the tournament site. Remind the students to pick up and dispose of their own trash and keep up with their chess equipment.

14. If you would like to help with the tournament, check with someone in Tournament Headquarters to see what you can do to help.

15. Make sure the players have fun! With the stress of the competition they need to unwind and relax after their games.

16. No players will be allowed in the tournament hall in a bathing suit. All players must be dressed properly (shoes and shirts required).

In case of a question go to Chess Control or Tournament Headquarters located in the Grand Ballroom Foyer. ***Note that awards will not be given out early. Please arrange someone to pick up the award at the award ceremony.***

## Tournament History

A brief history of past champions. Earlier years are archived on the Texas Chess Association website. One could also look at past tournament booklet pdfs on older Texas Scholastic webpages to get more years.

<b>SuperState Online</b>		
<b>2022 - 481` players</b>	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Venkata Pullabhotla Aparna Yellamraju	Westwood High School - Austin
Middle School	Eric Chang Liu Lucius Melillo	St Vincent De Paul School - Houston
Elementary School	Andrew Wu Christos Konstantakos	T. H. Rogers School - Houston
Primary School	Ojas Tendulkar	Challenger Avery Ranch - Austin
K-1	Lawrence C Zhang	BASIS Austin Primary - Austin

<b>SuperState Online</b>		
<b>2021 - 733 players</b>	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Justin Wang Anish Vivekananthan Rohun Traku Harvey Zhu Andrew S Mao Anh Nhu Nguyen	Westwood High School - Austin
Middle School	Rithul Dhanekula	T. H. Rogers School - Houston
Elementary School	Ryo W Chen	Wyatt Elementary - Plano
Primary School	Advait Ramachandran	River Oaks Elementary - Houston
K-1	Ojas Tendulkar	T. H. Rogers School - Houston

<b>South (Note that North/Central was canceled due to COVID)</b>		
<b>2020 - 1159 players</b>	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Ambica Yellamraju Kevin Liu Michael D Thomas	Science Academy of S Texas - Mercedes
Middle School	Kevin Zhou	Rising Scholars - San Benito
Elementary School	Sunny Zhang	Garden Park Elementary - Brownsville
Primary School	Priyansh Garg	Sanchez Elementary - McAllen
K-1	Samuel Perales	Americo Paredes Elem. - Brownsville Garden Park Elementary - Brownsville Ben Brite Elementary - Brownsville

<b>Grand Champion Teams</b>	
High School	Science Academy of S Texas - Mercedes
Middle School	Stillman Middle School - Brownsville
Elementary School	Dominguez Elementary - La Feria
Primary School	Ben Brite Elementary - Brownsville

<b>Superstate</b>		
<b>2019 - 1247 players</b>	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Emily Nguyen	San Benito High School
Middle School	Rohit Gundam	Canyon Vista Middle School - Austin
Elementary School	Ryo Chen	Garden Park Elementary - Brownsville Sanchez Elementary - McAllen
Primary School	Ethan R Mei	T.H. Rogers - Houston
K-1	Mia Gao	T.H. Rogers - Houston
<i>Grand Champion Teams</i>		
High School	Carnegie Vanguard High School - Houston	
Middle School	Canyon Vistas Middle School - Austin	
Elementary School	Our Lady of Sorrows - McAllen	
Primary School	T. H. Rogers - Houston	
<b>North/Central</b>		
<b>2018- 806 players</b>	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Sam L Capocyan Bovey Liu	San Benito High School Bellaire High School - Houston Sharyland Piononier H - Mission
Middle School	Daniel Hung Ganesh Kumnarappan Atreya Vaidya	Canyon Vista Middle School - Austin
Elementary School	John Capocyqn	T.H. Rogers - Houston
Primary School	Aryan Gutta	Sanchez Elementary - McAllen
K-1	Andrew Lau	Honor Roll School - Sugar Land T.H. Rogers - Houston
<i>Grand Champion Teams</i>		
High School	Achieve Early College High School	
Middle School	Henderson Middle School - El Paso	
Elementary School	B Bush Elementary - Houston	
Primary School	T. H. Rogers - Houston	
<b>South</b>		
<b>2018 - 1330 players</b>	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Emily Q Nguyen	Sharyland High School
Middle School	Apama Yellamraju	Rising Scholars Academy - San Benito
Elementary School	Joaquin Razo	Hudson Elementary - Brownsville
Primary School	Kaitlynn L McNutt Luis Miramontes	Garden Park Elementary
K-1	Abram M Lopez	Our Lady of Sorrows Catholic School

<b>North/Central</b>		
<b>2017- 485 players</b>	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Curran Han	Bellaire High School - Houston
Middle School	Justin Wang	Basis Charter Medical - San Antonio
Elementary School	Rohit Gundam	Alcuin School - Dallas
Primary School	Sri Avishkar Raghuraja	England Elementary - Austin
K-1	Jacob Li	T H Rogers - Houston
<i>Grand Champion Teams</i>		
High School	Chavez High School Houston	
Middle School	Henderson Middle School - El Paso	
Elementary School	Zoe Academy Houston	
Primary School	England Elementary - Austin	
<b>South</b>		
<b>2017 - 1390 players</b>	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Priya Traku	San Benito High School
Middle School	Adolfo Balderas Jr	Rising Scholars Academy - San Benito
Elementary School	Rohan Traku Michael Casas	Sam Houston Elementary - Harlingen
Primary School	Shubh J Laddha	Hudson Elementary - Brownsville
K-1	Sunny Zhang	Garden Park Elementary - Brownsville
<b>2016 - 1720 players</b>	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Bovey Liu	Veterans Memorial High School
Middle School	Emily Nguyen	Stillman Middle School - Brownsville
Elementary School	Yanke Wang Ganesh Kumarappan	Laurel Mountain Elementary - Austin
Primary School	John P. Capocyan	Americo Paredes Elem - Brownsville
K-1	Kaitlynn L. McNutt	Yturria Elementary
<b>2015 -1465 players</b>	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Akshay Malhotra	Bellaire High School - Houston
Middle School	Kevin Liu Priya Trakru	Sharyland North Junior High - Sharyland
Elementary School	Rohun Trakru	Hudson Elementary - Brownsville
Primary School	Minh The Pham	Houston Elementary - Harlingen
K-1	Luis Miramontes	Hudson Elementary - Brownsville
<b>2014 - 1005 players</b>	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Austin Z Jiang	Vandegrift High School - Austin
Middle School	Bovey Liu	Canyon Vista Middle School - Austin
Elementary School	Kevin Liu	Hudson Elementary - Brownsville
Primary School	CM Cole Frutos	Laurel Mountain Elementary - Austin
K-1	Vedant Patil	Americo Paredes Elem. - Brownsville

<b>2013 - 1312 players</b>	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Vincent Zhang Alexander D Jiang Akshay Malhotra Simon Vaquez III	San Benito High School - San Benito
Middle School	Atulya Vaidya Duy Minh Nguyen	Vela Middle School - Brownsville
Elementary School	Chase Frutos	Wernecke Elementary - McAllen
Primary School	Anish Vivekananthan	Hudson Elementary - Brownsville
K-1	Rohan Traku	Sharp Elementary - Brownsville
<b>2012 - 1142 players</b>	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	IM Darwin Yang	San Benito High School - San Benito
Middle School	FM Tommy He Austin Jiang Andy Shao Anthony Nguyen David Hsieh Curran Ray Han	Canyon Vista Middle School - Austin
Elementary School	Emily Quyn Nguyen Maxwell Jiang Hiren Premkumar	Laurel Mountain Elementary - Austin
Primary School	Akash Vijay Jacob Buerger Charles Hathorn Chase Frutos	Universal Academy - Coppell
K-1	Henry Hawthorn Aryaman Bansal James T Cooper Anh Nhu Nguyen	Universal Academy - Coppell

## Chief Tournament Directors and Staff

Tournament Organizers	Francisco Guadalupe, Barbara Swafford, and Luis Salinas
Overall Chief	NTD Louis Reed
High School Chief	NTD Lakshmana Viswanath
Middle School Chief	SrTD Brandon Flores
Elementary Chief	SrTD Victor J Flores
Primary/K-1 Chief	SrTD Victoria I Flores
Chess Control Staff	Barbara Swafford, Felix Saldivar, Enrique Gonzalez Chuck Hinkle
Computer Operators	Luis Salinas, Lori Riley, James Houghtaling Jr & Remy Ferrari
Other Tournament Directors	Too numerous to list. Thank you!

*The tournament organizers wish to thank the many parents, coaches, and players who volunteer their time and energy to help with this tournament.*

### Tournament Rules:

All rules referenced below refer to the USCF Official Rules of Chess, 7th Edition, as amended. A copy of this rule book with amendments is available for reference in Tournament Headquarters.

1. Who is allowed in the tournament playing hall. Only players with games in progress, and designated tournament officials are allowed in the playing hall during games. Coaches, parents and other advisors may assist players, if necessary, in finding their boards and/or obtaining clocks, but they must leave the playing area when the games begin, or at the discretion of the Section Chief Tournament Director (TD). Note that the Section Chief may decide to Open the playing hall for spectators to sit in the back. This is at their option and they do not need any reason to close the playing hall.

2. Tournament Directors (TD's). Only those individuals specifically appointed as Directors and Assistants for this tournament may act in that capacity.

3. Kibitzing. No one other than a designated TD or Assistant TD may intervene in a game. Any advisor with a concern about a game or player should contact a TD. If a player needs to communicate with anyone other than his/her opponent or a TD, he/she must contact a TD, who must be present during the conversation. Any communication by a player with someone other than an opponent or TD may be grounds for forfeiture of the game and/or expulsion from the tournament, depending on the severity of the offense (See rule 10).

4. Photography. Flash photography is not allowed at any time. Photographs are allowed only before the beginning of each round. (Only official tournament staff and/or news media approved by tournament staff will be allowed to take photographs at other times; they will do so as unobtrusively as possible). A movie crew may be allowed into the playing area as a documentary may be filmed.

5. Pairings and Wall Charts. For this tournament all posted tournament charts will use the following color coding:

Primary Championship, JV Section and K-1 Championship - Yellow Paper  
Elementary Championship, JV Section and Novice - White Paper  
Middle School - Green Paper  
High School - Blue Paper

Shortly before each round, an alphabetical list of game assignments will be posted for each section. Master Team Lists for the Primary, Elementary, and Middle School will be placed at Chess Control. After each round is completed, TD's will post an updated, cumulative cross table showing the results of each round. Players, coaches, and parents should check these charts for accuracy. In case of suspected errors, notify Tournament Headquarters immediately, providing as much documentation / verification as possible (score sheets, opposing players, witnesses, etc.).

6. Pairing Software. Swiss Sys Version 10.52 will be used. Pairings created by this program are considered legal and may stand even if a pairing is not ideal. If the program is having trouble pairing a round or if the scores of the paired opponents are too different (e. g. a player with 3 points is playing a player with 0 points), the team flag may be turned off. This means that you may then start playing team mates. Note otherwise that variation 28N2 will be used:

**28N2. Players from the same team should never be paired against each other unless it is the last round, one is in first place, and if this leader is not paired against the teammate he or she will have to play someone with a lower score.**

7. Byes. If we have an odd number of players in a section, one player will be assigned a bye for the round. The computer pairing program (Swiss-Sys) will determine who is to receive the bye, using official USCF pairing rules. The player will be noted on the pairing sheet and will receive a full point for that round. Players receiving a bye should report to the Section TD at the microphone prior to the beginning of the round. The section TD may assign this player to a game if an opponent becomes available (because of no-shows, pairing errors, etc). No player will receive more than 1 such bye during the course of the tournament. Full points are only given when the bye is assigned by the computer pairing system. Players who request a bye in advance (before end of round 2 and before receiving a full point bye or forfeit win) will receive 0.5 points for the first missed round and 0 points for any additional missed rounds. Note that this tournament allows two half point byes as long as one of the two is in the first round. Else only one-half point bye is allowed. Note that a td or tournament mistake may result in a player being given a full point bye.

8. Dress. Any player appearing without a shirt will be sent out to change while the clock runs.

9. Behavior. Players must be quiet in the tournament room while games are in progress. They should not engage in any behavior that is distracting to other players.

All games in the tournament room are official tournament games; no practice games or skittles will be allowed in the tournament room. All players, coaches and parents are expected to exhibit good sportsmanship and courtesy at all times.

10. Food and Beverages. Food and beverages are not permitted in the tournament room. Exception: plain water from Convention Center.

11. How to find a TD. During play, if you have a claim, complaint, or question of any kind, quietly tell your opponent that you are calling a TD, stop both clocks and raise your hand. A TD will come and assist you. Clocks must be kept running at all times, except when calling a TD or when game is over.

12. To make a claim. Call a TD immediately. Claims about positions or situations no longer in existence on the board generally cannot be considered. Claims after the game are over are generally denied.



13. If you do not stop the clock. If you fail to stop both clocks while making a claim, you will lose whatever time elapses on your clock during the process.

14. When your game is over. When you and your opponent agree that the game has ended, shake hands, fill out the Results Sheet (see example, after rule 58), and raise your hand to wait for a TD, who will confirm the results of the game by asking both you and your opponent about the outcome of the game. The TD will then keep your Results Sheet. (Note that in some sections, the Section Chief TD may have players turn in result slips directly to the results table.) Results agreed upon are binding, be sure that you clearly state what you are agreeing to (win, loss or draw). Only then should you reset the pieces so that the board will be ready for the next round. Do not talk to anyone else until the results are turned in. Players leaving the area without turning in their results will be scored as a double forfeit. Do not leave the tournament hall until the TD has your results sheet. Please take all personal items with you when you leave the tournament hall, since you will not be allowed to re-enter the room. Items left at the table may only be retrieved by a TD.

15. Leaving the room during play. Players may leave the board briefly (for restroom, etc.) without asking permission from a TD, but you must tell your opponent you are doing so. During your absence, your opponent may make his or her move and start your clock. You may NOT discuss or analyze your game, nor consult any written material, notes, your coach, your parents, or your teammates while away from your board. While your game is still being played, speaking to anyone about anything can raise suspicion. If you are going to be gone from your board for more than ten minutes, notify a TD. Note that the Exhibition Hall has bathrooms inside the playing area, so players may not leave.

16. Setting the clocks. Set time-delay clocks for a 5-second delay. If your opponent does not understand your digital clock or the delay mode, you must explain the operation of the clock and the delay mode before the game begins. Use of the delay mode will restrict both players' ability to claim an Insufficient Losing Chances draw. See rule 33.

17. Preferred clocks. Generally, the player of the black pieces has the choice of which players' clock will be used. However, if either player has a digital clock with a time-delay feature, and he/she wishes to use it, the game must be played in the time-delay mode with that clock. If you have a delay capable clock, you must use the delay. Digital clocks that do not have a time delay on it do not have precedence over mechanical clocks and the player of the black pieces will have the choice of clocks.

18. Placement and use of clocks. All clocks will be placed so that they are facing a uniform direction as indicated by the tournament director. Do not touch the clock between moves; remove your hand

entirely after you depress the button. Players must depress the clock button with the same hand they use to move the pieces, and neither player is allowed to pick up the clock.

19. If you have no clock. If you do not have a clock, try to borrow one from another player, or buy one from the Vendor Room. Be sure the clock has his/her name and school on it and that he/she knows your name and school. If you obtain a clock after the game is in progress, have a TD set the clock for you. He or she will divide the elapsed time equally. The tournament staff does not furnish clocks. If a game is moving too slowly and has the potential to delay the beginning of the next round, a tournament director may place a clock at that board, dividing the remaining time equally. This could potentially put both players in immediate time pressure, such as five minutes each.

20. How to begin if your opponent is absent. If White is absent, Black should promptly start White's clock when the round begins. If Black is absent, White should make his move and start Black's clock. Exception: During the first round of the tournament, Tournament Directors might choose to change the pairings for players with absent opponents, since usually a number of pre-registered players fail to arrive. In this case, follow the instructions of the Tournament Directors. Some TD's may also choose to repair on the 5th round.

21. Absent or late opponent. If your opponent arrives late, you may not obtain a time advantage without starting a clock. If your opponent does not arrive before his/her entire time has elapsed, you may claim a win by forfeit. (Raise your hand when your opponent's flag falls, so a TD can verify that you won by forfeit.) It is important to indicate on the Results Sheet that this game was un-played, since the player who forfeited will be withdrawn from the tournament, unless he has an excuse acceptable to the Tournament Director.

22. If both players arrive late. If both players are late arriving for the round, raise your hand for a TD to come and set your clock. He or she will divide the elapsed time equally.

23. Scorekeeping. Scorekeeping is required. The only reasons to not notate are because of religious reasons, not knowing how or a medical condition. The TD may subtract 5 minutes for players in any section who do not record their moves. This does not mean that you do not have to keep score. If you know how to keep score then you should. (If the time control is G/45 the TD may instead add 5 minutes to the opponents of the of those not keeping score for valid reasons.) Note that in the Elementary Championship, Middle School Championship, and High School Championship, it is expected that all

players learn to notate by the end of the 4th round. Notating is not that difficult. Novice and Primary Sections will be excused from Notating at the TD's discretion but the TD may still access the time penalty. Players must ask for the penalty with plenty of time left. (You may not ask for the 5 minute penalty when the opponent has less than 10 minutes left.) The TDs may choose to relax the notation requirement in JV and Novice sections as well as in K-1.

24. Recording moves. Your score sheets are included in this booklet. If both players have more than 5 minutes left on their clocks, both players should record their moves ("keep score"). (Very young players who have not yet learned to keep score may be excused from this requirement.) If either player has less than 5 minutes left, neither player is required to continue keeping score. A completed score sheet is not required to win on time, since all games in this tournament are played at a "sudden death" time control; however, you must have a complete score sheet to claim a draw by repetition or by the 50-move rule, or to challenge such a claim by your opponent. A complete score sheet is defined in the USCF's Official Rules of Chess, 6th edition.

25. Move then notate. This is now the USCF rule. This tournament is using a variation where a player may notate then move if manually writing down the moves. Excessive erasing will be one of the grounds for a TD to make a player move then notate. Players using the Monroi or ChessNoteR Scorekeeping system or any other USCF approved scorekeeping electronic device are required to move then notate. If you opponent is using an approved system please keep the look for the following things. Tell the TD if the person using the system is making too many 'moves'. In other words, if a player seems to be doing a lot of 'writing' on it, please tell the TD. Make sure the player does not leave the table with the approved scorekeeping device during the game. Other devices are not



allowed. Note that on the ChessNoter, the TD must be able to see the logo shown above. If not visible then the TD may stop the player from using a device. Players must not leave the table with the device until the game is over.

26. There are not enough TD's to watch every game so we are using Variation 11H1 of the rulebook. This means that TD's will not call illegal moves. Thus a TD will not call a move that leaves a king in check or a move where a Knight goes to a wrong square. Not calling illegal moves does not mean that TD will allow a player to make two moves in a row or will not make a call on other ways to cheat.

27. Players at the top 5 boards in each section may be given special carbonless notation sheets to record their games. As games at these boards are completed, Tournament Directors will collect the score sheets. These sheets may be reproduced for possible inclusion in *Texas Knights*.

28. If you have an outstanding or interesting game, ask the TD for a duplicate score sheet. Copy your game onto the duplicate sheet, correcting any errors, and turn into the TD or results table. If requested by a Tournament Director or tournament staff, you must allow your score sheets to be copied.

29. Touch-move. The touch-move rule is always in effect. If you intentionally touch your piece, you must move that piece if it has a legal move. If you intentionally touch your opponent's piece, you must capture that piece if possible. Pieces that are accidentally knocked over, brushed with a palm as you reach for another piece, hit with an elbow, or otherwise inadvertently touched do not need to be moved. If you need to adjust a piece because it is extremely crooked on the board, you must say, "adjust" before you touch the piece. Do this only on your own time, never on your opponent's time. Players are not required to move the piece that they have adjusted in this way.

30. Castling. When castling, it is proper to touch the king first. We are using the variation where there is no penalty for touching the rook first. However, if castling is illegal, you will have to make another legal move with the piece you touched first.

31. Winning "on time." To claim a win on time, stop both clocks while your opponent's flag is down and yours is still up (on a digital clock, when your opponent's indicator light is on, and yours is still off) and state your claim to your opponent by saying, "Flag." If your opponent does not immediately agree, call a Tournament Director and show the clock to him or her. You must call your opponent's flag down yourself. No one else can call attention to a flag-fall. If you wait until your flag also falls, the game is drawn, regardless of whose flag fell first.

32. Mating material needed to win "on time." To win on time, you must have sufficient material to checkmate. Examples of insufficient mating material are (1) one Bishop and King, (2) one Knight and King, (3) two Knights and King if your opponent has no pawns, unless there is a forced win. If your opponent runs out of time, but you have insufficient material to checkmate, the game is a draw.

33. Insufficient Losing Chances. If it is your move, and the game is not using a clock with delay, and you have less than 2 minutes remaining on your clock, and your flag is still up, in certain circumstances you may stop both clocks and ask a tournament director to declare the game a draw based upon insufficient losing chances. This is different from a "book draw," and requires a position in which a Class C player (1500 rating) has a greater than 90% chance of avoiding a loss to a Master (2200 rating) with ample time for both. It is a judgment call by the Tournament Director whether or not to allow the claim. You can claim such a draw with King and Queen vs. King and Queen, King and Rook vs. King and Rook (no other material), in many opposite-color Bishop endings, or if you have an overwhelming material advantage, such as King, Queen, and four Pawns vs. King and a single blocked pawn, (in this case, you would be claiming the draw only because you lack sufficient time to force a checkmate). But a position such as

King, Rook, and a Pawn for each side, even if “drawn” in theory, would probably allow a Master too great a chance to outplay a C player, so your claim would likely be denied. If a game is being played using a clock’s time-delay feature, no claims of insufficient losing material will be considered, since a player in such a position should be able to maintain his/her game without running out of time. This game would likely be drawn by the 50-move rule or the threefold repetition rule.

34. A Tournament Director has four choices when asked to rule on an insufficient losing chances claim. He/she may (1) declare the game a draw, (2) deny the claim, and if the claim is deemed frivolous or obviously incorrect, deduct one minute from the claimant’s time, (3) if the validity of the claim is uncertain, temporarily deny the claim, making no adjustment of the claimant’s remaining time, and inviting the claimant to make the claim again later, if the opponent is making no progress, (4) if the game is not already being played with a time-delay clock, replace the game clock with a clock set for a 5-second delay, with the time per side adjusted so that the claimant has one-half of his/her remaining time, and the opponent has all his/her time remaining. The game then continues to completion, using the delay mode. This last method is the preferred choice for some TDs and can be used during this tournament at their discretion. This is called liberal clock substitution. It is recommended that players find out the section chief's preference for clock substituting.

35. A claim of insufficient losing chances is also an offer for a draw, and if the opponent accepts this implied draw offer, the game is drawn. Note that any draw claim is a draw offer. Even if the TD turns down the draw claim, the draw offer is still in effect.

36. Illegal moves. No one other than the players involved in the game or a Tournament Director may point out an illegal move. Since most games in this tournament cannot be constantly watched by a Tournament Director, the director will refrain from correcting illegal moves that he/she notices. The TD’s reserve the right to call illegal moves in the Novice and Primary Sections even if not all games are being watched. See also rule 26.

37. If each player has more than 5 minutes left on the clock, and if an illegal move is pointed out before each side makes 10 additional moves, the position immediately before the illegal move is reinstated. The clocks are not readjusted in this situation. An illegal move stands if both players make ten (10) more moves without pointing out the illegal move. If you notice right away that your opponent has made an illegal move, restart his/her clock and allow him/her to take back the illegal move and make a legal one, remembering that touch-move is in effect. You may stop the clocks and raise your hand if the opponent makes an illegal move and punches the clock. The TD can add two minutes to the opponent of the player who makes an illegal move. Do not add the time to your own clock; a Tournament Director must make (or supervise) the clock adjustment. It is a good idea to write down both player's times before a clock is adjusted. If you notice that an illegal move was made more than

one move earlier, so that the board will need to be reset, stop both clocks, and call a Tournament Director for help.

38. During the final 5 minutes on either player's clock, an illegal move will be corrected only if it is noticed and brought to the attention of the Tournament Director before 2 additional moves are made by the opponent of the player who made the illegal move. If your opponent makes an illegal move and then starts your clock, stop both clocks and raise your hand for a Tournament Director. Two minutes will be added to your remaining time and your opponent will be required to make another move, with touch-move in effect. Do not add the time to your own clock; a Tournament Director must make (or supervise) the clock adjustment. It is a good idea to write down both player's times before a clock is adjusted.

39. Game restarts. If you notice an incorrect starting position before 10 moves have been made (for example, if the Queen and King were placed on the wrong squares), a TD must restart the game from the correct position. Both clocks should be stopped while you reset the board, and the elapsed time on the clock will stay the same; do not adjust the time on the clock.

40. The 50-move rule. If 50 consecutive moves by each side elapse without a capture or a pawn move, either player may claim a draw. This rule does not require a lone King or any other particular material. A correct score sheet record (as defined in the USCF's Official Rules of Chess, 7th edition) is required to make this claim. In the last 5 minutes of either player's time, a director may observe and/or count moves or he may use a clock with a move counter. A director may count by keeping score or by checkmarks or a combination of both. If the move counter is used, it is up to the players to immediately notify the director if a move erroneously counted or not counted. A player can request that a TD count for the 50 move rule.

41. Triple occurrence of position. You may claim a draw if your opponent's completed move results in a position on the board to appear for a third time, or if it is your move and the move you intend to make will cause a position to appear for the third time. "The position" means all pieces and pawns of both sides are on the same squares, with the same castling and en passant rights, and with the same side on the move each time. The moves which occur between the occurrences of the position are irrelevant. It must be your move in order for you to make the claim. Don't make a move and start your opponent's clock, or it will be your opponent's move and you cannot make the claim. Tell your opponent the move you will play, state your claim, and stop both clocks. If your opponent disagrees, raise your hand for a Tournament Director. If your claim is denied because there was no triple repetition, two minutes may be added to your opponent's remaining time. Your score sheet will not need to be complete, but it must be adequate to verify your claim. Moves filled in after you make the claim do not count toward an

adequate score sheet. If less than 5 minutes remain on either player's clock, a Tournament Director may also observe the game to verify triple occurrence of position. Note that claiming this draw is the same as a draw offer. If the claim is not upheld by the TD, the opponent has the right to see your move and decide whether or not to accept your draw offer.

42. Offering a draw. When offering a draw, use clear wording that cannot be misunderstood. "I offer you a draw," or "Will you accept a draw?" are appropriate ways to make such an offer. Do not simply offer a handshake, since your opponent might interpret that as a resignation. To offer your opponent a draw, make your move on the board, clearly state your draw offer, and then start your opponent's clock. Your opponent can accept your offer until the opponent intentionally touches a piece. You cannot retract the draw offer during this time. If he accepts the offer, the game is over. (If he intentionally touches a piece without accepting the draw, the game continues.) Do not continue the game in the tournament room once a draw offer has been accepted. You cannot agree to a draw after the game has already ended for some other reason.

43. Resigning. If you choose to resign your game, say "I resign," or tip over your King, then offer a handshake to your opponent. Do not simply offer a handshake, since that can be misinterpreted. Always remember to congratulate your opponent (shake hands and say, "Good game"), since this is a mark of good sportsmanship.

44. Team captains. In the final round of the tournament, you may ask your team captain/coach for advice regarding offering or accepting a draw offer only if he/she has not been in the tournament room and is not aware of the current or past position of your game. Do not stop the clocks, but summon a Tournament Director to accompany you outside the tournament room to talk to your team captain/coach. You may say nothing to the coach except "Should I offer/accept a draw?" Your coach can only reply "Yes," "No," or "It is your decision." Team captains/coaches may not impose any result; they can only recommend, since each player is responsible for the result of his/her own game.

45. End of game. If checkmate or stalemate occurs, a player resigns, or a player accepts a draw offer, the game is over. If a player announces checkmate and the opponent agrees that it is checkmate, the game is over when the results slips are signed. The decision reached by the players is final and cannot be changed (even if a Tournament Director, spectator, or another player notices that the position was not actually a checkmate or stalemate). A completed game cannot be resumed, even if both players agree. The players should go together to turn in the results sheet at the Results Table to verify that the correct result is recorded or alternately give the result slips to the TDs.

46. No Progress. A Tournament Director who is watching a game may stop the game and declare the game to be drawn if no progress is being made, regardless of the material advantage on the board. (For example, if a player does not know how to achieve a checkmate with the remaining material, and if he/she instead just continues to aimlessly check the opposing King, rather than progressing toward a checkmate.) Such a ruling is a judgment call by the Tournament Director. A player should not ask for such a ruling. Instead he/she should keep a complete score sheet in order to eventually claim a draw by threefold occurrence of position or by the 50-move rule. (This is a rule variation.)

47. Withdrawing or missing a round. If you will not be playing a round, you must notify the Tournament Director as soon as possible. Do not simply tell one of the Tournament Directors who is working on the tournament floor, since he/she may not be able to leave the tournament room to give the message to those who are preparing the pairings for the next round. You, your coach, or your parent must go to the Tournament Directors' headquarters immediately after you complete the previous round, or earlier if possible. If you find that you will miss the first round of the day, contact the Tournament Directors' headquarters about one hour before the first round begins. The headquarters cell phone number is 214-632-9000.

48. If you fail to give adequate notice about missing a round, you will be withdrawn from the remainder of the tournament if you do not have an excuse that is acceptable to the Tournament Director. The Chief TD may fine players an amount equal to the entry fee, to those who do not give adequate notice for missing a round.

49. Tie breaks. All players having the same final score may claim the same "place." You may change the plate on your trophy (at your own expense) to reflect this. The following tiebreak system order will be used to determine which tied player receives which trophy. For a description of each of these tiebreak methods, see the USCF's Official Rules of Chess, 7th edition. If you want more details about how these tie breaks are calculated, you may look at a copy of this rulebook in the Tournament Directors' Headquarters, in the Tournament Headquarters.

1. Modified Median 2. Median 3. Solkoff 4. Sonneborn-Berger 5. Cumulative.

50. Team Scores. Team scores are composed of the total points of the four top-finishing players of the team. A team must have a minimum of two players to be included in the team standings. When team scores are identical, trophies will be decided by totaling the following tie breaks of the top four players.



1. Total Individual Median 2. Solkoff 3. Sonnenborn-Berger 4. Cumulative. These will also be the tiebreaks for the Grand Champion trophies. Check website for more info and number of players for each Grand Champion trophy

51. Awards. Please do not ask Tournament Directors about your chances for a trophy. No awards will be announced until the Awards Ceremony for your section

52. Individual Trophies. Individual trophies will be awarded to the top 20 individuals in each section. Tie breaks will be used when players have the identical scores.

53. Team Trophies. Trophies will be awarded to the top 15 teams. Teams are composed of players who currently attend the same public or private school, or home-schooling students who currently belong to the same local home-school support organization. It is not necessary for a school's chess team to be an official extra-curricular activity of the school. If you have questions about who is eligible to play on your team, talk to a Tournament Director at Chess Control or at Tournament Headquarters. Note that there are five grand champion trophies. Each school has a right to decide who represents them.

54. *Honorable Mention Award/Medals*. Honorable Mention awards will be awarded to players who finish with a positive score but do not earn trophies. A positive score is defined as 4 points in a 7 round tournament. All players get medals.

55 *Conduct*. The organizers of the tournament and the McAllen Convention Center, individually and severally, reserve the right to disqualify from the tournament and have removed from the premises, any participant who behaves in a manner deemed dangerous to other persons or the property of others.

56 Players who are not US Chess regular rated but have a US Chess blitz or quick chess rating, will play as unrated, the tournament reserves the right to use other rating systems to assign sections to a player.

57 *Cell Phones*. All Cell Phones, pagers, etc. must be turned off during tournament play. First offense for a ringing phone will be 10 minutes deducted from your time on the clock, a second offense will be forfeiture of the game. No Texting will be allowed during tournament play. Any player caught texting will automatically forfeit their game.

58 *How to set the clocks*. Do not subtract 5 minutes for setting delay. Do not add any extra time to analog clocks. Some TDs may be able to help set your clock.

Sample Results Reporting Form (actual form may vary):



# Texas Elementary

<b>ROUND:</b>	<b>BOARD:</b>	<b>SECTION:</b>
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WHITE
<b>NAME:</b>
<b>SCHOOL:</b>

BLACK
<b>NAME:</b>
<b>SCHOOL:</b>

**Circle Result**

**WHITE WON      DRAW      BLACK WON**

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**White's Signature**      **TD**      **Black's Signature**

Did Opponent Show up?    Circle:    YES    NO

EVENT				DATE	
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Texas Chess Association has a relatively new online tournament. Here are the past winners:

<b>Texas Scholastic Online Quick Open Championships</b>		
<b>2021 - 2022 -- 261`players</b>	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Rohit Gundam William Hwang	Westwood High School - Austin
Middle School	Yakshwag Reddy Raju	Fowler Middle School - Frisco
Elementary School	Srikar Kandikayala Sanskrit Jaiswal Julian Joseph Shivanandhan Sriraman	Elsa England Elementary - Austin
Primary School	Rishi Kolli	Argyle West
K-1	Jason N Xu	

<b>Texas Scholastic Online Quick Open Championships</b>		
<b>2020 - 2021 -- 302`players</b>	<i>Individual Champions:</i>	<i>Team Champions:</i>
High School	Venkata Pullabhotla	Westwood High School - Austin
Middle School	Lucius Melillo Yakshwag Reddy Raju	Canyon Vista Middle School - Austin
Elementary School	Julian Joseph	T. H. Rogers School - Houston
Primary School	Kanishk Mahesh Aryan Vuyyuru	T. H. Rogers School - Houston
K-1	Lawrence C Zhang	McCoy Elementary - Carrollton

## Special Thanks

*Note that all volunteers are special and appreciated, but due to my faulty memory and space limitations, I cannot list them all. This list is in no particular order.*

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*McAllen Chamber of Commerce*

*BonLor Creations*

*Francisco Guadalupe*

*Texas Chess Association*

*Luis Salinas*

*Remy Ferrari*

*James Houghtaling*

*Lori Riley*

*Barbara Swafford*

*Lakshmana Viswanath*

*Louis Reed*

*Victor Flores*

*Daniel Schafer*

*Maverick Reza*

*Fernando Gomez*

*Brandon Flores*

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*Sarah Brauner*

*Justin Reza*

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