



US CHESS
FEDERATION

A GUIDE TO
ATTENDING
YOUR FIRST

**US CHESS
SCHOLASTIC
NATIONAL
EVENT**

Contents

- Behavior and Spectator Guidelines.....1
- Chess Control / National Scholastic Regulations2
- Cell Phones & Other Devices / Scheduled Rounds3
- The Tournament Floor / Results Slips.....4
- Notation Requirement / Wall Charts5
- Swiss System Pairings / Food & Drinks6
- Awards Ceremony / Side Events7
- Team Rooms / Skittles Room 8
- Special K-1 Section.....9



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If you should need more information than can be found in this document or on our website at www.uschess.org, please contact the US Chess Events Department at nationalevents@uschess.org. This document applies to all scholastic and youth events governed by the [US Chess Scholastic Regulations](#).

Introduction

If this is the first time that you, your child, or your team is attending a US Chess national event, you should be aware that this can be **an overwhelming (but exhilarating!) experience!** Our scholastic national championships have thousands of competitors, parents, and

coaches on site, spread over a large area. This guide is intended to help you and your child find your bearings at your first event. We want you and your child to have a positive experience to build a foundation for a lifetime of playing chess.



Behavior and Spectator Guidelines

US Chess has issued [Safe Play Guidelines](#) that covers safe play and conduct at our national events. We also have specific guidelines for spectators that can be viewed [here](#).

The playing halls at scholastic events are only open to the following people while games are in progress:

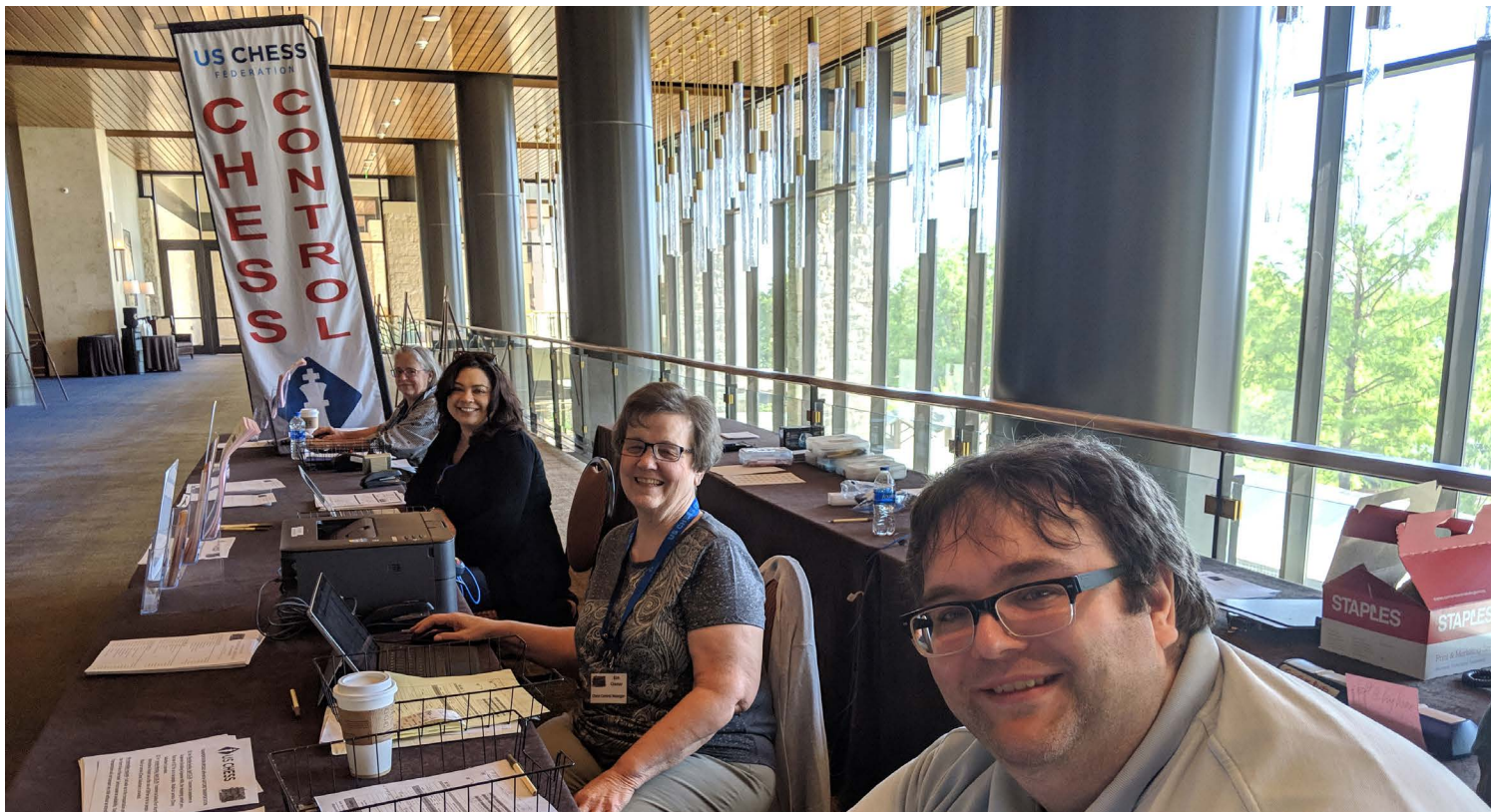
- Players with games in progress in that room;
- Tournament staff;
- Press and other attendees with badges authorizing their access;
- Other persons directly authorized by the US Chess Director of Events.

Parents, coaches and other attendees who do not fall into the four above categories **must leave the playing hall before the tournament director in charge of the playing**

hall will begin play. Closing the floor virtually eliminates accusations of players receiving advice from spectators. It also makes the playing hall much quieter for the players!

US Chess will designate exits from each playing hall for the National Elementary Championships and National K-12 Grade Championships. Those exits will be clearly marked with signage, both inside and outside the playing hall.

Players will be reminded before each round and after reporting their results which exit to take when finished playing for that round. The designated exits will also be reflected before the tournament on the appropriate tournament website. Handouts detailing the exit designations will be available at **Chess Control** (see next page) for each event.



Chess Control

Chess Control is the nerve center of our operations. Think of it as an information booth. If parents and coaches have any questions about the tournament, they should go to Chess Control. Chess Control is the nexus between parents and the tournament staff. If you have a problem, Chess Control can help you get to the bottom of the issue whether that is a solution or an explanation of why something happened. Chess Control is **typically located somewhere**

outside of but near the playing hall, and their phone number is typically listed in the tournament program and newsletter.

Common reasons people use Chess Control include asking where the games are being played, requesting a “Bye” (i.e., a round when the player asks to not play a game); correcting a player’s school code or name; registering for side events like Blitz, Bughouse, and other activities; and asking a wide range of general questions.

US Chess National Scholastic Regulations

The [Scholastic Regulations](#) describe how US Chess organizes and runs our national scholastic championship events. US Chess does not expect players, parents, or coaches to read them from cover-to-cover, but there are some important parts of the Scholastic Regulations we suggest you review in the weeks leading up to a tournament.

- Player Eligibility (Section 12)
- Team Requirements (Section 13)
- Pairings, Team Scoring, and Sectioning of Players (Section 18)
- Chess Notation (Section 19)
- Tie-Breaks (Section 20)
- Game Result Slips, Questions about Checkmate or Stalemate (Section 21)

Cell Phones & Other Devices

Players may carry their cell phones into the playing hall, but they must be turned off for the start of the round—**off, not on silent**. The phone must be kept face-up on the table beside the player throughout the round, or stored away in the player's chess bag. While a game is in progress **NO PLAYER CAN HAVE A CELL PHONE ON THEIR PERSON**, and the phone must remain on the table or in the chess bag for the duration of the game—players may not take their phones with them to the bathroom! If it is necessary to use a phone, the player must ask the TD, who will be present during the entire phone



call. If your child is caught with a phone in the on position during a game, they could lose half of their time or even be forfeited. If they are caught with the phone on their person, or blatantly cheating, they could be forfeited or removed from the tournament and face additional sanctions. So, make sure that your child understands these rules about phones.

This policy applies to other electronic devices too such as tablets and smart watches. Electronic scoring devices such as the Monroi, PlyCount and ChessNoteR are not allowed. Players with certain disabilities may request an exception. Please contact the US Chess at nationalevents@uschess.org.

Scheduled Rounds

Many local events run “ASAP rounds,” which means that as soon as a round is finished, the next round goes up. However, at nationals, all the rounds are scheduled. Be sure to obtain the schedule and stick to it—**round times are on the tournament website**. Otherwise, you may show up late to a game and find out you were forfeited. Everyone has one hour to show up after the round officially begins

before they are forfeited. So, you can be late and begin the game with up to 59 minutes less time on your clock; however, if you are an hour or more late, you will lose that game and may be removed from the remainder of the tournament. Therefore, if you arrived late and were forfeited, you must inform the staff at Chess Control that you are still present and want to continue to play in the tournament.





The Playing Hall

The Playing Hall is the room (or rooms) where the players play their tournament games. It's also called "The Floor." Parents and coaches are encouraged to escort their players to their boards on The Floor, but before the round begins the tournament staff will usher parents and coaches out of the Playing Hall.

This keeps the Playing Hall quiet, helps players think better, and enables tournament staff to focus on the games. You can take photos of your child at their board before the round begins, preferably **at least ten minutes before the round begins**.

Results Slips

US Chess uses results slips to capture the official result of every game. The tournament staff uses them to tally the results for an entire section by round. Each player completes their portion of the result slip and then gives it to a TD, who verifies the information on the form with both players. Once both players agree to the result, they sign it. The TD will check it over, make sure both players agree to what is written, and then initial it themselves. If both players agree to what is written on the slip, **it will be very difficult to overturn the result later. This is a critical part of being at nationals** that needs to be understood so please discuss this with your child.

GAME RESULT		
On Site Form		
Round:	Board:	Section:
White:	Black:	
First Name:	First Name:	
Last Name:	Last Name:	
School:	School:	
Circle Result:		
White Won	Draw	Black Won
White's Signature	TD	Black's Signature

Notation Requirement

Chess notation is required in most sections at US Chess National Scholastic Tournaments.

Section 19 of the [Scholastic Regulations](#) contains more specific details. You also can inquire at Chess Control, just to be sure. A complete notation sheet is a player’s strongest evidence for how things went during a game. There are also many chess rules that you cannot use if you do not notate your game. Examples of those rules include draws by repetition, who made what move when (if you needed to prove it), or if you want to prove an illegal move occurred. US Chess provides scoresheets, including a [newly developed beginner one for the K-1 section](#). **Players may not use their own scorebook** nor an electronic notation device. Click [here](#) for a primer on notation.

Event: _____	Round: _____
White: _____	
Black: _____	
Board: _____	Date: _____
Section: _____	

WHITE	BLACK	WHITE	BLACK	WHITE	BLACK
1.		21.		41.	
2.		22.		42.	
3.		23.		43.	
4.		24.		44.	
5.		25.		45.	
6.		26.		46.	
7.		27.		47.	
8.		28.		48.	
9.		29.		49.	
10.		30.		50.	

Player Lists, Pairings, and Standings

Players, parents, and coaches can find the complete lists of registered players online before and during the tournament.

About an hour before each round, US Chess also posts the Pairings online as well as the most current Standings for individuals and teams. This information can be accessed easily through almost any cell phone from your car, hotel room, or when you arrive at the venue. To access the Pairings online while the tournament is in progress begin by selecting the correct section for you or your player. The Pairing Sheet lists a section’s players in board order, with White’s name on the left, and Black’s name on the right.

Individual standings are generally posted online after round one. For each section the standings are organized based on “score group.” Score groups are the groups of people who have the same score. The standings also contain the history of the tournament. Listings to the right of a player’s name will show codes such as W28, L15, D23 which would be read as “Win against number 28, Loss against number 15, and Draw against number 23.” The “number” is listed to the left of each player’s name.

Team scores also are posted online. They are similarly organized but use team names and include cumulative team scores and tiebreak points. Team tiebreaks often are different than they are for individuals. At the end of the tournament, the final standings are posted online. These results are used by the tournament staff to distribute awards to the players. **Please report any suspected errors to Chess Control IMMEDIATELY.**

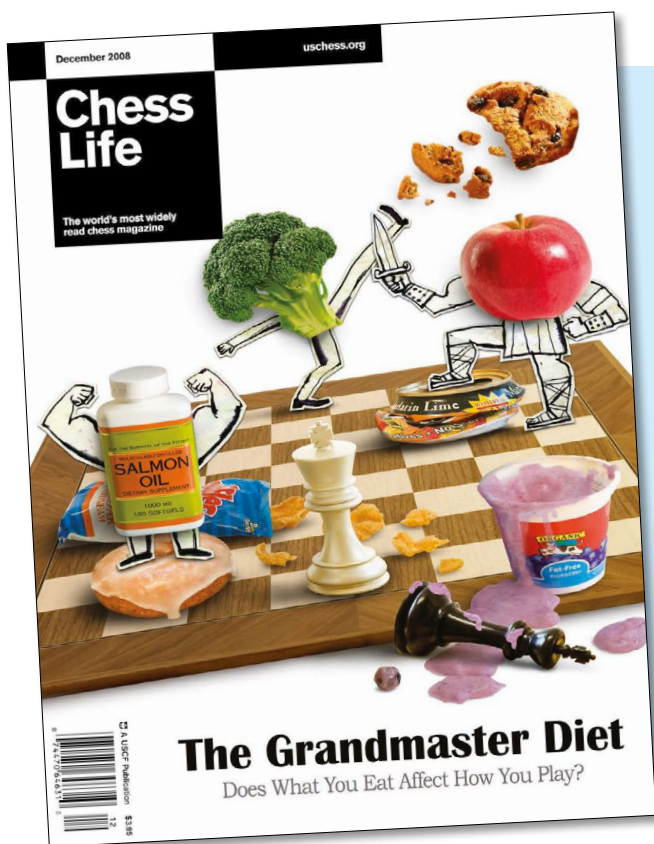
No.	Name	Gr	Team	St	Rate	Pts	TBrk1	TBrk2	Rnd1	Rnd2	Rnd3	Rnd4	Rnd5	Rnd6	Rnd7						
1	Liu, Eric Chang	6	TXWEST	TX	2166	6.0	29.50	23.50	W	27	W	39	W	19	W	9	D	3	D	2	W8
2	Wang, Isaac	6	CAS181	CA	2209	6.0	29.50	23.50	W	57	W	22	D	6	W	29	W	7	D	1	W3
3	Shetty, Anshul P	6	ILA013	IL	2035	5.5	31.00	25.00	W	26	W	4	W	21	W	12	D	1	W	9	L2
4	Moorhouse, Will	6	VAB001	VA	1748	5.5	26.00	20.50	W	60	L	3	W	41	W	38	W	28	W	6	D10
5	Golsefidy, Sepehr	6	CACD06	CA	2088	5.5	24.50	19.50	W	25	D	31	W	37	D	6	D	32	W	19	W14
6	Rao, Anjaneya Sripathy	6	ILA013	IL	1945	5.0	28.50	22.50	W	44	W	24	D	2	D	5	W	31	L	4	W3
7	Colville, Julian	6	CAL055	CA	1950	5.0	26.50	20.50	W	46	D	13	W	33	W	17	L	2	W	35	D12
8	Muthukumaran, Gurrur	6	PAM011	PA	1881	5.0	26.00	20.00	D	49	W	45	D	13	W	18	W	21	W	12	L1
9	Ziegler, Nate	6	FLG003	FL	1985	5.0	26.00	20.00	W	41	W	53	W	30	L	1	W	23	L	3	W22
10	Harish, Neeraj	6	WAS039	WA	2137	5.0	24.50	19.00	W	34	W	15	L	20	D	31	W	17	W	32	D4
11	Marian, Aaron	6	FLW030	FL	1836	5.0	21.50	17.50	W	47	L	30	L	25	W	44	W	26	W	28	W21
12	Vemparala, Nikash	6	WAROVE	WA	2063	4.5	27.50	22.00	W	29	W	23	W	32	L	3	W	22	L	8	D7
13	Kamesh, Vidyuth	6	MOE001	MO	1684	4.5	24.50	19.50	W	61	D	7	D	8	W	52	D	19	L	14	W38
14	Levkov, Ilya	6	NJMM11	NJ	2011	4.5	24.50	19.00	W	50	D	37	L	31	W	33	W	24	W	13	L5
15	Ammasani, Smayan	6	NCC009	NC	1769	4.5	23.00	18.00	-X-	L	10	L	26	W	47	W	29	D	30	W34	
16	Xu, Gordon Zhenyu	6	CAI014	CA	1966	4.5	22.00	18.00	L	30	W	48	W	27	D	24	L	35	W	33	W31
17	Kazan, Jude	6	NYN147	NY	1854	4.5	22.00	17.00	W	48	D	33	W	49	L	7	L	18	W	58	W32
18	Lad, Neil	6	TXC005	TX	1653	4.5	20.50	15.50	W	64	L	19	W	44	L	8	D	58	W	49	W32
19	Venkatesh, Narayan	6	NJP022	NJ	1933	4.0	28.00	22.00	W	36	W	18	L	1	W	34	D	13	L	5	D24
20	Bondalapati, Sri Vibhav	5	OH0115	OH	1919	4.0	27.00	21.00	W	43	W	28	W	10	L	2	L	4	L	21	W30
21	Murugan Ayyappan, Adhiraiyan	6	VAA018	VA	1691	4.0	26.50	21.00	W	63	W	38	L	3	W	36	L	8	W	28	L11
22	Diao, Matthew Guo	6	VAC007	VA	1794	4.0	26.50	20.50	W	55	L	2	W	29	W	25	L	12	W	41	L9
23	Casares, Santiago De Jesus	6	FLM018	FL	1778	4.0	25.00	20.00	W	54	L	12	W	58	W	26	L	9	W	25	L6
24	Kang, Dylan Taewoong	6	NYNEST	NY	1677	4.0	24.50	19.50	W	66	L	6	W	46	D	16	L	14	W	36	D19
25	Munaganurri, Vamsi	6	ILB018	IL	1599	4.0	24.50	19.00	L	5	W	42	W	11	L	22	W	46	L	23	W44
26	Restelli, Enzo	6	NCHMCT	NC	1576	4.0	23.00	17.50	L	3	W	68	W	15	L	23	L	11	W	58	W42
27	Kunapull, Siddarth Sriadiya	6	OHLC05	OH	1624	4.0	23.00	17.00	L	1	W	51	L	16	L	42	L	38	W	43	W41
28	Suneshkumar, Sujay	6	MOBSMS	MO	1645	4.0	20.50	15.50	-X-	L	20	L	36	W	54	W	52	L	11	W46	
29	Messer, Daniel Gene	6	NYN104	NY	1596	4.0	20.00	15.50	L	12	W	54	L	22	W	58	L	15	W	47	W45
30	Kaur, Jind	6	WIUNIV	WI	1531	3.5	22.50	22.50	W	16	W	11	L	9	L	4	W	27	D	15	L20
31	Boydell, Oliver	6	NYS016	NY	1760	3.5	22.50	22.50	W	58	D	5	W	14	D	18	L	6	D	38	L16
32	Tessiore, Luca Giorgio	5	WASOEL	WA	1850	3.5	20.00	20.00	W	51	W	35	L	12	W	57	D	5	L	10	L18

Swiss System Pairings

The general idea in a Swiss System (SS) tournament is that players will approach their most closely matched opponent as the tournament progresses. After four rounds, players with one point will most likely be paired to play someone else with one point. SS also attempts to be fair with color distribution. By the end of a seven-round event, for example, a player has most likely played four times as White, and three as Black or vice-versa.

In general, a SS event will pair the top half of players in a score group against the bottom half. If there were 20 players with a score of three points, the highest-rated player in the three-point score group would play the 11th-rated player. There are many exceptions, however that might change that—color, team sensitivity, draws, and more.

Rd	Bd	Scr	White	Scr	Black
07	1.	1.0	Wang, Isaac (6.0,CAS181,2209)	0.0	Shetty, Anshul P (5.5,ILA013,2035)
07	2.	1.0	Liu, Eric Chang (6.0,TXWEST,2166)	0.0	Muthukumaran, Gu (5.0,PAM011,1881)
07	3.	0.5	Moorhouse, Will (5.5,VAB001,1740)	0.5	Harish, Neeraj (5.0,WAS039,2137)
07	4.	0.0	Levkov, Ilya (4.5,NJMMIL,2011)	1.0	Golsefidy, Sepeh (5.5,CACDME,2080)
07	5.	0.5	Vemparala, Nikas (4.5,WAROVE,2063)	0.5	Colville, Julian (5.0,CAL055,1950)
07	6.	0.0	Diao, Matthew Gu (4.0,VAC007,1794)	1.0	Ziegler, Nate (5.0,FLG003,1985)
07	7.	0.0	Casares, Santiag (4.0,FLM018,1768)	1.0	Rao, Anjaneya Sr (5.0,ILA013,1945)
07	8.	0.0	Murugan Ayyappan (4.0,VAA018,1691)	1.0	Marian, Aaron (5.0,FLW030,1836)
07	9.	0.0	Xia, Ruoxiao (3.5,INCPES,1999)	1.0	Kamesh, Vidyuth (4.5,MOE001,1684)
07	10.	1.0	Xu, Gordon Zheny (4.5,CAI014,1966)	0.0	Boydell, Oliver (3.5,NYS016,1760)
07	11.	0.5	Venkatesh, Naray (4.0,NJP022,1933)	0.5	Kang, Dylan Taew (4.0,NYNEST,1677)
07	12.	0.0	Yakupov, Daut (3.5,MIN007,1639)	1.0	Kazan, Jude (4.5,NYN147,1854)
07	13.	0.0	Tessiore, Luca G (3.5,WASDEL,1850)	1.0	Lad, Neil (4.5,TCX005,1653)
07	14.	1.0	Ammasani, Smayan (4.5,NCC009,1769)	0.0	Moina, Lucas (3.5,NYSAMW,1602)
07	15.	1.0	Bondalapati, Sri (4.0,OHB015,1919)	0.0	Kaur, Jind (3.5,WIUNIV,1531)
07	16.	1.0	Sureshkumar, Suj (4.0,MOBSMS,1645)	0.0	Bellur, Ashton (3.0,NYSAMW,1526)
07	17.	0.0	Venkataraja, Lin (3.0,NCDURH,1548)	1.0	Kunapuli, Siddar (4.0,OHL003,1624)
07	18.	1.0	Munaganuri, Vams (4.0,ILB018,1599)	0.0	Rallabandi, Saha (3.0,NCWCUT,1485)
07	19.	1.0	Messer, Daniel G (4.0,NYN104,1596)	0.0	Krayn, Aaron (3.0,NYHESC,1481)
07	20.	1.0	Restelli, Enzo (4.0,NCMGCT,1576)	0.0	Fujita, Anjyu (3.0,NYSAMW,1382)
07	21.	1.0	Chamadia, Awaan (3.5,NYCOLL,1796)	0.0	Elvers, Tristan (2.5,FLO041,1558)
07	22.	1.0	Meister, Xan (3.5,NYCOLL,1743)	0.0	Chong, Hanford (2.5,VAC007,1422)
07	23.	1.0	Hamilton, Jack (3.5,OHD013,1463)	0.0	Bear, Nicholas D (2.5,NYTRIN,1737)
07	24.	1.0	Grennan, Rhyan (3.5,NYSAMW,1638)	0.0	Leon, Jordy (2.5,NYS016,1406)
07	25.	0.0	Tang, Lydia (2.0,PAP007,1625)	1.0	Kruzhkov, Alexi (3.5,NYS016,1030)
07	26.	0.5	Peyton, Nathan (2.5,NYS016,1553)	0.5	Porres, David (2.5,NYN054,1153)
07	27.	1.0	Bharath, Adhrit (3.0,MIGREE,1448)	0.0	Mcknight, Blake (2.0,NYCOLL,1102)
07	28.	1.0	Jacson, Maxime (3.0,NYSAMW,1421)	0.0	Rohrs, Sophie (2.0,NYS016,1147)
07	29.	0.0	Rozovsky, Sasha A (2.0,PAM012,836)	1.0	Emerson-Coyle, D (3.0,VANACA,1401)
07	30.	1.0	Hu, Andrew (2.5,PAWALN,1336)	0.0	Rim, Arianna Nahr (1.0,NYS016,583)
07	31.	1.0	Bize, Nicholas T (2.5,OHG009,1220)	0.0	Loshak, Julian (1.0,NYS016,1004)
07		1.0	Brar, Kulyan (2.0,NYS016,1044)		Please wait at Results Table
07		0.5	Senthil Kumar, S (2.0,OHM011,nnnn)		BYE REQUESTED
07		0.0	Varia, Aagam Nir (1.0,OHPLTE,nnnn)		BYE REQUESTED



Food & Drinks

We are currently not allowing food in the playing halls due to COVID regulations. The tournament provides water for all players and water bottles are allowed in. Making sure that your young player is properly fueled can require advanced planning by scoping out ahead of time what food options are available on site before and between rounds and/or bringing food with you.

If your player requires a special food or drink due to a medical condition, please contact the US Chess Director of Events at least 2 weeks before the tournament at nationalevents@uschess.org or go to Chess Control at the tournament site.



Awards Ceremony

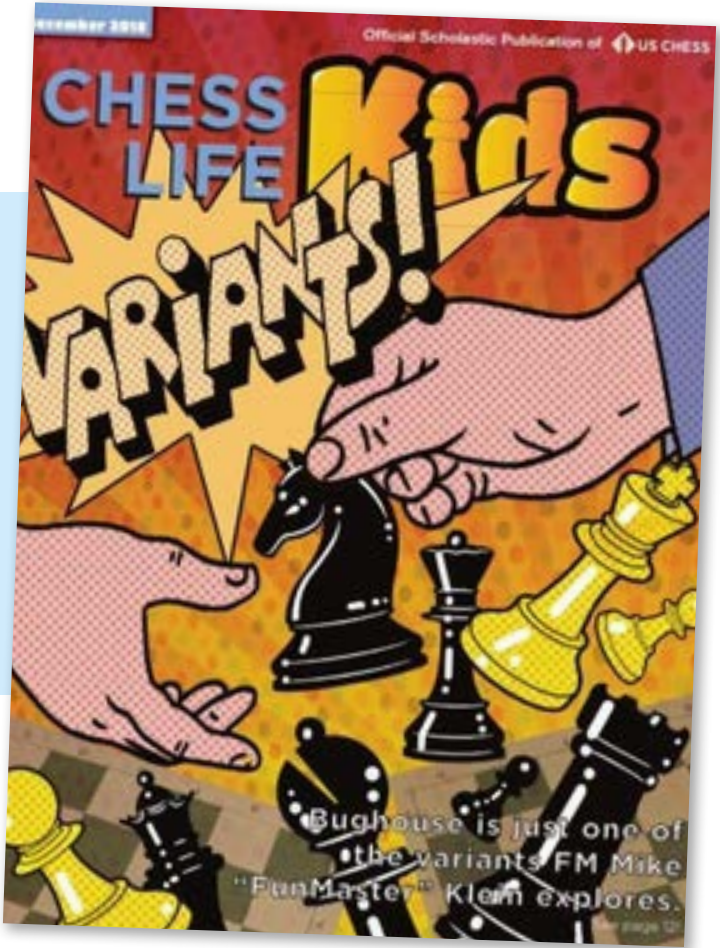
The Awards Ceremonies are scheduled to begin after all the games are finished. Sometimes the awards ceremony may start a little late if the last game of the tournament went overtime (rare, but it can happen). The Kindergarten and 1st Grade awards ceremony(ies) are generally held in proximity to their assigned playing hall. All others are held in the main playing hall.

Early Awards Pick Up

If you cannot wait for the awards ceremony or it starts late due to a game taking too long, you can request your award early at Chess Control. This process does take a bit of time because we have to give a slip of paper with your award information to our "runners," who take the paper, retrieve the award, and sign it out to you so that we have a record that you collected the award. If you are unsure whether you are getting a award, Chess Control can inform you. You will need your name and section for them to look this information up for you.

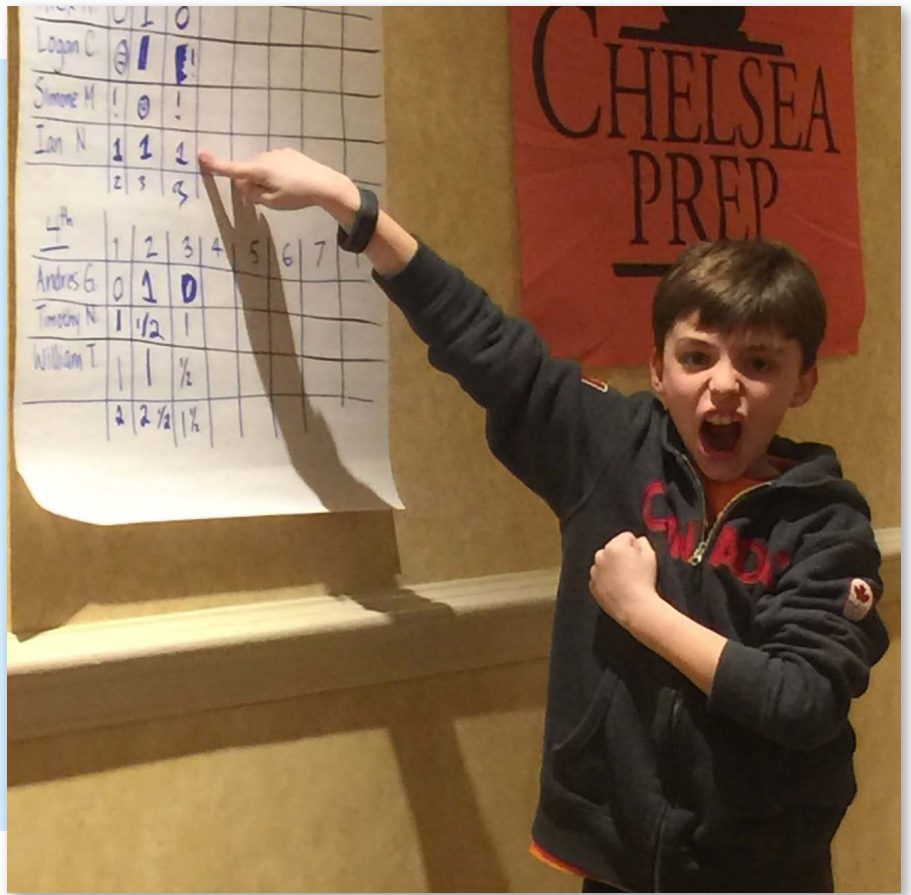
Side Events

National chess tournaments offer different side events (some of which parents can play in too). Take advantage of them as they are scheduled to avoid the main event. Side events usually include the Blitz tournament, Bughouse tournament, and the Friends & Family tournament.



Team Rooms

Schools with many players often request Team Rooms. Therefore, if you try to enter a room to sit down and a team informs you it is their room, don't be surprised or offended. These rooms act like central hubs for teams as a meeting place for when rounds finish. Teams, especially large teams, reserve these rooms through the US Chess Events Department. If you think your team might need a team room, contact the events staff well in advance of the event (see the tournament website for contact information).



Skittles Room

The “Skittles Room” is a casual play area. When a tournament game is finished, if the competitors wish to discuss their game they usually go to the Skittles Room to do so. This is also a good place for casual play between rounds. Sometimes we have special events in the Skittles Room, like “Take on all comers” games against a guest Grandmaster.

Special Section for our K-1 Participants

Because K-1 players are our youngest and least experienced competitors, US Chess offers a few extra helpful services to make national chess competitions go a bit more smoothly.

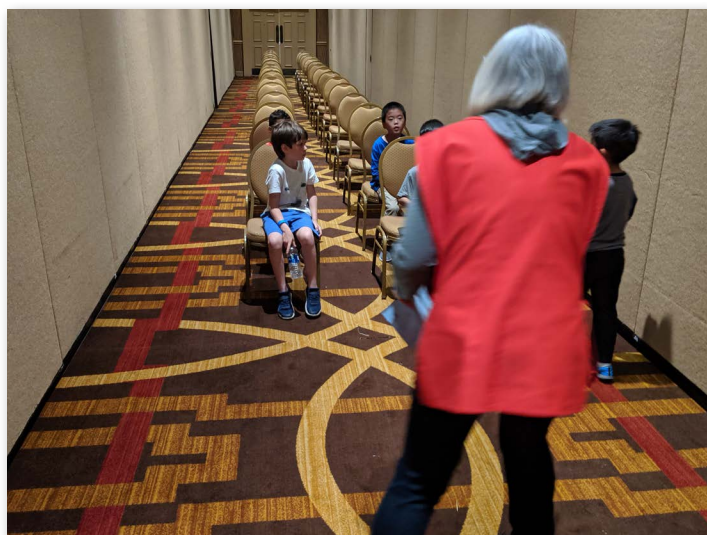
Parents and the Playing Hall

Our top priority at each event is player safety. We have systems in place that allow our tournament directors the ability to quickly cue up parent contact information when needed. US Chess also keeps EMTs near the playing hall (and sometimes in the playing hall depending on the facility) in case of an emergency. Finally, we also have Chess Control where parents can ask questions and get information when needed.



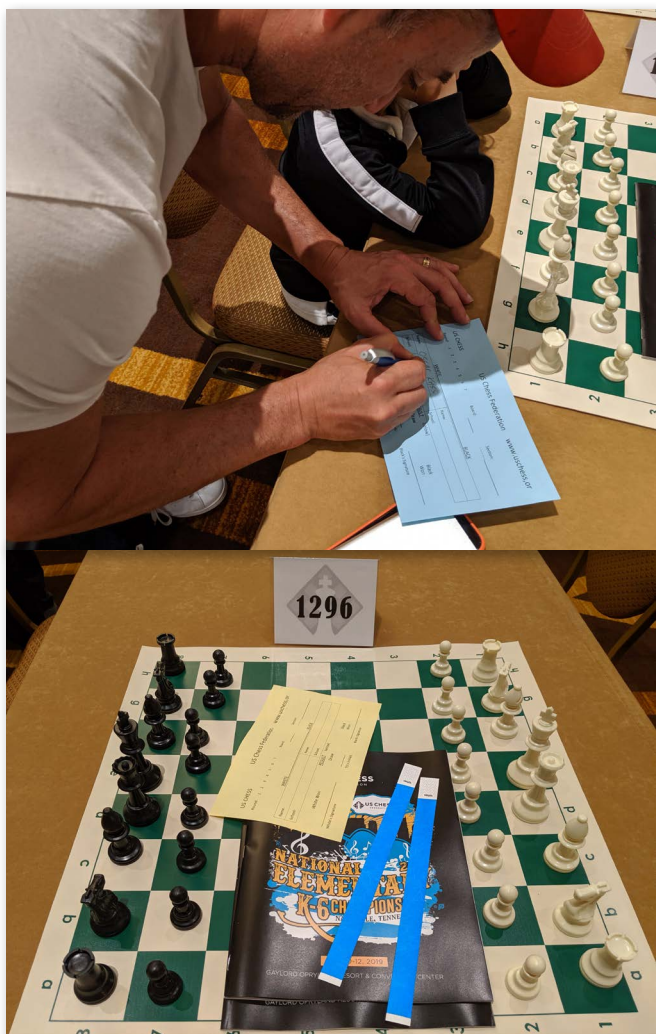
Other activities, such as football, soccer, tee-ball, school plays, etc ..., encourage parents to be present for the kid-centered performance at hand. Chess is different. The playing hall at each US Chess national tournament is closed to parents. Over the past 30 years of developing our events, we have found this to be the best practice to ensure each round is efficiently run and free from any perceived impropriety.

When your child has completed their game and given their result slip to a TD, they proceed to a specific exit where they are escorted to a holding area between the playing hall and the parent room. A US Chess staff member will then escort them to the parent room for the reunion.



Wristbands

Alongside our rule of safety, the Kindergarten and First grade participants wear wristbands each day of the event. These wrist bands are placed at their board at the start of the day. You should write your phone number(s) on the wrist band in case of an emergency. We do have the ability to look up your phone numbers, but this will hasten that process. If you need another wristband, they are located at the Section Chief's table off to the sides of the playing hall.



Results Slips

You can learn more about results slips by looking on [page four](#). The most important thing for you to understand is that players are responsible for filling out the results slips, including kindergartners.

When you arrive at their board before the round starts, you may help your child fill out the slip in advance. If you do this, do not sign your child's name at the bottom of the slip—they must do this part themselves. Also, do not circle the result in advance since you cannot know what the result would be until the game is over. Your children will also be responsible for that part. Both the result and the signature line are on the bottom third of the results slip. You may help them fill out the rest of the slip in advance.

The K-1 Playing Hall

Most National tournament locations allow us to separate the K-1 section from the rest of the tournament. This keeps the little kids in one area, a smaller area, and gives parents a waiting area outside that has less people when compared to the large playing hall. The awards ceremony will also occur in this separate space to allow for the ceremony to conclude more quickly and also to keep it smaller scale for our youngest competitors.



More About Notation

US Chess provides notation sheets for each player which are located at the Chief Tournament Director's table off to the sides of the room. US Chess has been providing two types of notation sheets: traditional and a new kind called Figurine Notation.

The traditional sheets require players to write down their chess moves (and their opponent's moves) each turn. However, some Kindergartners and First graders struggle with writing. Therefore, we offer the Figurine Notation. With the Figurine style notation, all you must do is circle the image of the piece that moved (such as a knight) and the letter and number moved to (such as g5).

Click [here](#) for a primer on notation.

Event: _____		Round: _____	
White: _____		Black: _____	
Board: _____		Date: _____	
Section: _____			

♔ WHITE		♚ BLACK		♔ WHITE		♚ BLACK	
1.			9.				
2.			10.				
3.			11.				
4.			12.				
5.			13.				
6.			14.				
7.			15.				
8.			16.				

CIRCLE RESULT: WHITE WINS BLACK WINS DRAW

OFFICIAL TOURNAMENT SCORE SHEET

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All of the information in this document is simply intended to get you started. There is always more to learn. Our website www.uschess.org is a good resource; see especially our Scholastic Chess pages. Another good resource is the article “The Challenges of Chess Parenting” by Jennifer Vallens in the [December 2018](#) issue of *Chess Life*. For the complete Rules of Chess, you can purchase the rule book at uscfsales.com or download a “no frills” version [here](#).

US Chess is grateful for the assistance of Ryan Velez, Jay Stallings, and Mike Hoffpauir in the preparation of this document. LAST UPDATED 10.2022



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