



2022 NATIONAL
ONLINE SCHOLASTIC
QUICK CHESS
CHAMPIONSHIP

**Request for Proposal and
Bidding Guidelines**

UNITED
STATES
CHESS
FEDERATION

Empower
people, enrich
lives, and
enhance
communities
through chess.

Events
Department



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Organizational background

The United States Chess Federation (US Chess) is the official, nonprofit 501 (c)(3) organization for chess players and chess supporters of all ages and strengths, from beginners to Grandmasters, in the United States. US Chess is the only official representative of the United States to the World Chess Federation (FIDE).

Our mission is to empower people, enrich lives, and enhance communities through chess. Founded in 1939, US Chess has grown to serve over 80,000 members and 1,500 affiliated chess clubs and organizations today.

Event Details

The National Online Scholastic Quick Chess Championships is a new event, conceived by the US Chess Scholastic Council and approved as a national online championship event by the US Chess Executive Board.

US Chess seeks an online platform partner to offer a rendition of this tournament that provides the national stage our players are accustomed to and encourages the spirit of togetherness, fun, and competition that our over-the-board events encapsulate. This online version **will** ultimately produce official individual National Champions across six divisions. Apart from the requirements listed below, the proposal should also detail how the prospective partner intends to elevate the tournament to an experience for the player that is worthy of the title "National Championship."

Prospective partners are invited to review the regulations in Appendix A, then use those regulations to submit proposals for this event.

Event Bidding Guidelines

An ideal partner will provide a comprehensive plan to meet the challenges of online play which includes the pairing and conduct of games, player identification and eligibility verification, fair play measures, and child safety during online play.

- The successful bidder will submit a bid that fully complies with the official Rules for the National Online Scholastic Quick Chess Championship. (See Appendix A of this document.)

In addition to the above requirements, preference will also be given to proposals that address the following elements:

- A proposal that maintains the traditional style of a Scholastic National Championship: players can compete within their section against similarly aged opponents from around the country
- Clear, concise details as to how fair play will be enforced in an online environment
- A secure plan, proposed by the bidder, to verify the identity of players and ensure that they are current US Chess members as well as their section/grade eligibility
- Due to the large number of younger players, **simple, effective onboarding and registration instructions** are an absolute requirement
- A safe, kid-friendly and COPPA-compliant online environment
- Provisions for adequate staffing, including at a minimum US Chess certified TDs and live fair play staff to oversee the event in progress
- Clear delineation of duties between bidder and US Chess
- Server capabilities commensurate with the scale of the event
- Live pre, during, and post-tournament support
- US Chess certified NTD must act as chief tournament director
- All staff subject to approval by the US Chess Director of Events prior to the event
- Procedures for handling breaks in connectivity on the part of the player or service provider
- Promotion of the event including, but not limited to, pre-event social media campaigns and a live stream of the tournament

Who Can Submit a Bid?

Because of the prestige involved in the event, US Chess will only accept bids either directly from online platforms and host sites capable of running such a prestigious tournament and whose fair play methodology is endorsed by US Chess, or from US Chess affiliates who have reached an agreement to partner with such a platform. In the event of a partnership bid, the affiliate and the platform take on full joint responsibility for the conduct of the event and satisfaction of the requirements detailed here.

Should you have questions about whether or not you are eligible to submit a bid or general queries about the bidding process, you may contact US Chess Assistant Director of Events Pete Karagianis at pete.karagianis@uschess.org prior to submission of your bid.

Bidding Process

A bid on a US Chess National Event is a statement that your group wants to work in partnership with US Chess. If your proposal is accepted, then your group will be held accountable for all the things promised in your bid. If your group wishes to make changes to an accepted bid, you will need the prior written permission of the US Chess Director of Events.

The deadline for final bid proposals is 5:00pm Eastern time Monday, November 22, 2021. **Final bid proposals should be submitted via email to eventbids@uschess.org ONLY.** Do *NOT* submit copies of your bid to any other email address. The server timestamp on your emailed bid will determine whether it has been received by the deadline. Late bids will NOT be considered.

APPENDIX A

RULES FOR NATIONAL ONLINE SCHOLASTIC QUICK CHESS CHAMPIONSHIPS

1. Event Name and Format.

- 1.1. **Event Name.** In accordance with (IAW) Section 1.3 of the *National Scholastic Regulations* the tournament shall be called the “Online National Scholastic Quick Chess Championships.” It is a US Chess national championship event that also may be referred to by the shorter name “Online Scholastic Quick Championships” (OSQC).
- 1.2. **Format.** The OSQC is a US Chess rated individual Swiss System tournament with team scoring. Play shall be organized in four (4) sections: High School (K-12), Middle School (K-8), Elementary School (K-6), and Primary School (K-3).

2. Scheduling, Number of Rounds, Start Times, and Time Control.

- 2.1. **Dates.** The tournament shall be held over a single Saturday and Sunday weekend between January 15 and February 13, 2022.
- 2.2. **Rounds and Start Times.** There shall be seven (7) rounds of play that begin at the times listed below. **All times shown are Eastern (US).**
 - Saturday: Rounds 1-2-3-4 at 12-noon, 2 pm, 4 pm, and 6 pm
 - Sunday: Rounds 5-6-7 at 12-noon, 2 pm, and 4 pm
- 2.3. **Time Control.** All rounds shall be played using a time control of Game 20 with 5 seconds of increment (G/20 + 5) from move one.

3. Player and Team Eligibility.

- 3.1. **Players.** All players must meet the residency, age, and grade eligibility criteria given in Sections 12.1 and 12.2 of the *US Chess 2021-22 Scholastic Chess Regulations*. All players are required to be members in good standing with the US Chess Federation. (See also Section 4.2 below.)
- 3.2. **Teams.** All teams shall conform to the specifications of Section 13 of the *US Chess 2021-22 Scholastic Chess Regulations*. No “club teams” (e.g., teams formed from players who attend different schools) are allowed—all players must be students who attend the same public, private, home, or virtual school. Players are not allowed to compete for any school other than the one they currently attend.
 - 3.2.1. Schools may form multiple teams to compete in more than one section of the tournament, but a school can have only one team in a single section of the tournament. Teams cannot change sections after event registration closes.
 - 3.2.2. There is no maximum number of players who may be part of a team, but only the top 4 scoring players count towards that team’s score.
 - 3.2.3. The minimum team size is 2 players.
 - 3.2.4. No player is allowed to play on more than one school team.

4. Event Platform.

- 4.1. The online platform used for the tournament must have a fair play methodology that is endorsed by the U.S. Chess Federation. At this writing, the endorsed platforms include (in alphabetical sequence): Chess.com and ChessKid.com, the Internet Chess Club (ICC), and LiChess. Platforms lacking US Chess endorsement are not authorized.

- 4.2. All players ***must be eligible to compete on the platform*** selected for the tournament. A player who is banned or suspended from the platform by the platform vendor may not participate in the tournament. **NOTE:** US Chess has no authority to overrule the decision of a platform vendor who has suspended or banned a player from using its platform.

5. Event Registration and Fees.

- 5.1. **Registration Site.** The event registration site shall be created by the event Organizer and tailored to gather all required information needed to place players within the proper sections of the tournament as part of their school team(s).

- 5.1.1. This information includes, but is not limited to:

- Player's full name, date of birth, and address
- US Chess ID number (players without a US Chess ID number must join US Chess before completing their registration)
- Player's ONLINE handle / username on the selected platform
- Player's School (School name, city, and state)
- Section the player desires to enter
- Requests for half-point or zero-point bye rounds (One half-point bye allowed)

- 5.1.2. US Chess strongly advises that the registration process include the following additional requirements:

- Players under the age of 13 must have their registration completed by a responsible adult, including a place for the adult to sign the registration form.
- Each player acknowledges that their real name, US Chess ID, and player handle will be visible to their opponents and to the public as part of the tournament wall charts, standings, and final results.
- Each player acknowledges that they will NOT change their username / handle between the time they enter the tournament and the time the tournament begins, and they accept that if they do change their username / handle then it is likely the player may not be correctly paired for Round 1 of the tournament.
- Each player acknowledges that their games shall be monitored move-by-move for violations of fair play.
- Each player consents to being monitored full-time by video camera as specified in the rules for this tournament.
- Each player affirms that they are in good standing with the vendor owning the online platform for the tournament. If a player is found not to be in good standing with the platform vendor, their entry may be denied by the Organizer / Chief TD.
- Each player acknowledges that the Final Results may not be posted, and awards not distributed, until after the Organizer / Chief TD has completed fair play analysis as authorized by Chapter 10 of the ***US Chess Official Rules of Chess***.

- 5.2. **Registration Fees.** The Organizer is responsible for collecting all event registration fees from all players.

- 5.2.1. Players forfeited from the tournament for any reason are not entitled to refunds except as determined by the Organizer.

- 5.2.2. An Organizer may opt to retain a small portion of a player's event registration fee (but no more than \$10) if the player withdraws before the event begins.

6. Player Equipment Requirements.

- 6.1. Players are responsible for providing or arranging for their own equipment for the event. Neither organizers, nor US Chess will provide equipment to the players.

- 6.2. **Desktop, Laptop, or Tablet PC.** Players are required to use a desktop or laptop computer to enter and receive moves from the game platform. Use of a tablet computer is allowed only if this capability is fully supported by the game platform.
- 6.2.1. The move transmitted by the player's device to the platform is considered the player's official move, including "legal" but unintended moves made by the player (e.g., "mouse slips"). Players may not make claims of having made the wrong move—the move transmitted by the player's device is official, final, and cannot be changed.
- 6.2.2. Players are allowed to have only ONE GAME WINDOW open during their games. The only other browser window(s) allowed to be open are those specified by the Organizer on the event website (e.g., pairings, wall charts, and standings).
- 6.2.3. Players shall not open other browser windows for text-messaging, email, social media, or any other purpose except as specifically allowed by the Organizer.
- 6.2.4. Opening unauthorized browser windows is grounds for immediate loss of a game and/or disqualification from the remainder of tournament.
- 6.3. **Cell Phones.** Players may NOT use cell phones to make their moves. However, players may use their cell phones to provide the required full-time video-monitoring capability specified in the Fair Play section of this document.
- 6.4. **Mouse, Trackball, Stylus, or Touch-sensitive Screen.** Use of this technology is at the player's discretion.
- 6.5. **Equipment Testing.** In the days before the tournament, US Chess strongly advises players to play at least 5 practice games on the platform being used for the tournament.
- 6.6. During their games players are not allowed to watch TV, listen to music, or hear any other audio through earphones, headphones, ear buds, or any other method.

7. Fair Play and Fair Play Analysis of Games.

- 7.1. **Fair Play.** Each player's moves must be entirely their own. The use of any form of external assistance is strictly forbidden and is likely to result in disqualification from the tournament, as well as incurring additional sanctions such as loss of membership in the US Chess Federation.
- 7.2. **Live Video Monitoring of All Players.** All players are required to provide **a side-view** of themselves throughout their games. "Front-view" cameras are not required.
- 7.2.1. An acceptable side-view must conform to the following requirements:
- A camera (web-camera or cell phone) positioned so that the player and his/her playing device are always visible. The best position for the camera is at approximately a 45-degree angle to the left or right rear of the player and elevated to at least the same height as the player's desktop.
 - The view must show the player's upper body, arms, head, and playing device's screen. All these elements must be visible simultaneously in the video stream as illustrated by the photographs below.



Images courtesy of the Continental Chess Association (CCA).

- The camera has a continuous source of power and does not rely on battery power alone—this avoids interruptions in the camera’s video feed resulting from a loss of battery power.
- 7.2.2. Audio settings on the camera are at the discretion of the Organizer and must be specified on the tournament website.
 - 7.2.3. The Organizer’s pre-event instructions shall provide clear guidance on the consequences to players of disconnections from their full-time video-feed.
- 7.3. **Role of Parents in Fair Play.** Before the start of each round, parents/guardians shall:
- 7.3.1. Ensure their player(s) understand the fair play rules for this tournament.
 - 7.3.2. Provide their player(s) a quiet place to play their games.
 - 7.3.3. Ensure their players understand the event schedule (round times) and log-in on the tournament platform at least 15 minutes before the start of each round.
 - 7.3.4. Retrieve their player’s cell phones and any other device(s) capable of calculating moves so that their players do not have access to these capabilities while their games are in progress. Remove any device that can be used to calculate moves, unless it is being used either to play the game or provide video monitoring according to Section 7.2 above.
- 7.4. Fair Play Analysis of Games.
- 7.4.1. **During Games.** The Organizer shall ensure fair play analysis includes review of games throughout the conduct of the tournament using the vendor’s fair play algorithm and tournament directors dedicated to ensuring fair play. The Organizer must anticipate that players, parents, or coaches will submit fair play complaints while the tournament is in progress. Accordingly, the Organizer’s event website and pre-event publicity must have clear instructions to accommodate such claims from event participants.
 - 7.4.2. **Post-Event Analysis.** After the tournament ends, all games shall undergo fair play analysis as arranged by the Organizer. US Chess strongly recommends the Organizer be prepared to submit suspicious games to an independent third-party reviewer with a US Chess-endorsed fair play process. US Chess also recommends the Organizer not submit event results for rating until after completion of post-event fair play analysis. (See also Chapter 10, Section 15, **US Chess Official Rules of Chess.**)

8. Pairings.

- 8.1. **Pairing Method.** Pairings must comply with the specifications of Section 18.1 in the ***National Scholastic Regulations***. The Organizer must arrange for the tournament staff to make manual pairings and upload them to the vendor’s platform. If the Organizer intends to use the vendor’s platform to create the pairings, the pairings must comply with Section 18.1.
- 8.2. **Rating Supplement.** The US Chess ***January 2022 Rating Supplement*** shall be used for the tournament, even if the tournament is held in February. Organizers should expect the January 2022 supplement to be available on or after December 16, 2021.
- 8.3. **Ratings for Pairings.** Players shall be paired using the HIGHEST of the following four (4) US Chess Ratings found in the January 2022 Rating Supplement. These ratings shall also be used to determine prize eligibility if the event has class or under awards.
 - Over-the-Board Regular Rating
 - Over-the Board Quick Rating
 - Online Regular Rating
 - Online Quick Rating

9. Tournament Staff Requirements.

- 9.1. See Section 26.4 of the US Chess National Scholastic Regulations.
- 9.2. Additional staff for purposes of fair play analysis and/or technical support are at the discretion of the Organizer.

10. Tie-Breaks, Disqualifications, and Awards.

- 10.1. Tie-Breaks. See Section 20.3, *National Scholastic Regulations*.
- 10.2. **Disqualifications.** Opponents of disqualified players shall have their game scores adjusted IAW Section 20.4 of the ***National Scholastic Regulations***.
- 10.3. **Place Awards.**
 - 10.3.1. After fair play analysis is complete, the Organizer shall provide place awards for individuals and teams in accordance with the matrices below.

<i>Players in the Section</i>	<i>Place Awards</i>
75 or less	5
76-150	10
151-200	15
201 to 300	20
More than 300	25

<i>Teams in the Section</i>	<i>Place Awards</i>
10 or less	3
11-20	4
21-35	5
36-45	8
More than 45	10

- 10.3.2. The Organizer is responsible for all costs of the awards and the costs for shipments to awardees. The type of award (e.g., trophies or plaques) is at the discretion of the Organizer.
- 10.3.3. A place award for a team means one award for the entire team, not one award for each member of the team.
- 10.3.4. Awards presented to players and teams that win their section shall have face plates containing the words “Online National Champion” or “Online National Co-Champion”, as appropriate.
- 10.4. **“Tied-For” Place Awards.** This award is at the discretion of the Organizer. If being presented, these awards shall be advertised in pre-event publicity (e.g., the event website).
- 10.5. **Under or Class Awards.** The Organizer may plan for and distribute individual ‘Under’ or ‘Class’ awards to players. If done, these awards shall be specified and advertised by the Organizer in pre-event publicity (e.g., event website) and shall be presented for all sections of the tournament using a format similar to that found in Sections 22.3.1.1 through 22.3.1.3 of the **National Scholastic Regulations**.

11.Pre-Event Publicity.

- 11.1. **Event Website.** The Organizer shall provide an event website containing these rules as well as the following additional information and/or web links:
- 11.1.1. Detailed event instructions (e.g., information that goes beyond the rules in this document).
- 11.1.2. Link to the “start page” for the tournament on the Platform Vendor’s portal.
- 11.1.3. List of registered players by section (e.g., a wall chart).
- 11.1.4. Current standings by section.
- 11.1.5. Unofficial Results by section (e.g., results posted before completion of Fair Play Analysis).
- 11.1.6. Final Standings and Allocation of Awards by section.
- 11.1.7. Link to the US Chess Federation website (permitting players to join US Chess or renew their membership).
- 11.2. **Pre-Tournament Zoom Meeting.** At least 3-10 days before Day 1 of the tournament the Organizer shall arrange for and host at least two pre-event “Town Hall Meetings” open to all players.
- 11.2.1. The purpose of this meeting is to allow the Organizer, Chief TD, and Platform Vendor to talk about their roles and how the tournament shall be run. Recommended topics include, but are not limited to:
- Equipment and connectivity requirements
 - Requirements for Full-time Video-Monitoring of All Players
 - Pairing Procedures for the Tournament
 - Start Times for Each Round
 - Bathroom Procedures
 - How “Player Disconnects” will be Handled
 - Fair Play Analysis
 - Technical Support and Issues
 - How to Request Assistance or Report Problems, etc.
- 11.2.2. The Organizer also shall allow at least 30 minutes at the end of the Town Hall Meeting to field questions from players, parents, and coaches.
- 11.2.3. Scheduling and hosting this activity are the sole responsibility of the Organizer.