



US CHESS
FEDERATION

School Year 2025-26
NATIONAL SCHOLASTIC
CHESS TOURNAMENT
REGULATIONS

FOR USE IN THE FOLLOWING TOURNAMENTS:

THE US CHESS NATIONAL K-12 GRADE CHAMPIONSHIPS

US CHESS SPRING NATIONALS AND SUPERNATIONALS
INCLUDING: THE NATIONAL ELEMENTARY SCHOOL (K-6) CHAMPIONSHIPS,
THE NATIONAL MIDDLE SCHOOL (K-8) CHESS CHAMPIONSHIPS, AND
THE NATIONAL HIGH SCHOOL (K-12) CHESS CHAMPIONSHIPS

US CHESS ONLINE NATIONAL SCHOLASTIC EVENTS
INCLUDING: THE ONLINE NATIONAL SCHOLASTIC QUICK CHESS CHAMPIONSHIPS

AND

US CHESS YOUTH EVENTS
INCLUDING: THE U.S. JUNIOR CHESS CONGRESS, THE U.S. JUNIOR OPEN,
THE ALL-GIRLS NATIONAL CHAMPIONSHIPS, AND
THE NATIONAL YOUTH ACTION CHAMPIONSHIP

FIRST PUBLISHED IN 1984

EFFECTIVE SEPTEMBER 1, 2025

SUBSTANTIVE CHANGES FROM THE SCHOOL YEAR 2024-25 EDITION
ARE HIGHLIGHTED USING ~~STRIKE THROUGH~~ AND GREEN-SHADED TEXT

Green highlighting and strike-through text show changes made since last year's Regulations. In the Table of Contents, the shaded areas indicate places where significant changes were made.

TABLE OF CONTENTS

TABLE OF CONTENTS	A-C
A NOTE TO USERS OF THESE NATIONAL SCHOLASTIC TOURNAMENT REGULATIONS.....	D
1 INTRODUCTION	1
1.1 Basic Principles	1
1.2 Event Names	1
1.3 US Chess Point of Contact	1
2 PLANNING GUIDELINES FOR EVENT DATES.....	1
2.1 National Scholastic Events	1
2.2 National Youth Events	2
3 ENTRY FEES & REGISTRATION.....	2
3.1 Hotel Check-in	2
3.2 Online and Onsite Registration, Fees & Entry Deadlines	2
3.3 Late Registration, Section Change Requests, Bye Requests, and Reviewing Your Registration.....	3
4 PLAYER ELIGIBILITY.....	4
4.1 General Eligibility	4
4.2 Age and Grade Eligibility.....	5
4.3 Section Eligibility.....	5
4.4 Appeal of a Player's Eligibility	5
4.5 Rating Supplements.....	6
4.6 Other Rating Systems (Revised for 2025-26).....	6
4.7 Definition of an Unrated Player (Entirely revised for 2025-26).....	9
5 TEAM REQUIREMENTS FOR NATIONAL SCHOLASTIC EVENTS.....	9
5.1 Individual Tournament, Team Scoring.....	9
5.2 Team Composition	9
5.3 Home Schooled Students.....	10
5.4 Virtual School Students.....	10
5.5 Team Size.....	11
5.6 Other Specifications	11
6 TEAM REQUIREMENTS FOR NATIONAL YOUTH EVENTS	11
6.1 Basic Team Composition	11
6.2 Chess Club Teams	11
7 OPENING CEREMONY	12
7.1 Ceremony Length.....	12
8 AWARDS CEREMONY.....	12
8.1 Ceremony Length.....	12
8.2 Number of Awards Presented.....	12
8.3 Awards Presentation.....	12
9 SAFE PLAY.....	13
10 TOURNAMENT FORMAT.....	13
10.1 Pairings.....	13
10.2 Team Scoring	13
10.3 Sectioning.....	14
10.4 K-12 Grade National Championships	14
10.5 National Youth Action Championships.....	14
10.6 Online National Scholastic Quick Championships	14
10.7 Junior Chess Congress	14
10.8 All-Girls Nationals	14
10.9 U.S. Junior Open	15
10.10 Start Times (Round Times) and "No-Show" Time	15
10.11 Time Controls:	15

11	CHESS NOTATION	16
11.1	Requirements	16
11.2	Exceptions to Notation Requirements	17
12	TIE-BREAKS AND SCORING ADJUSTMENTS	17
12.1	Calculating Tie-Breaks	17
12.2	Players tied for 1 st Place	17
12.3	Order of Tie-Breaks	17
12.4	Scoring Adjustments for Opponents of a Disqualified Player	17
13	CONDUCT OF THE TOURNAMENT	18
13.1	Playing Area Setup Considerations for Over-the-Board (OTB) Events	18
13.2	Announcements and Personal Photography	18
13.3	Event Staff and Pairing Lists for Teams	18
13.4	Fair Play and Electronic Devices	18
13.5	Media	20
13.6	Players Who Have Ongoing Games	20
13.7	Contact between Players	20
13.8	When a Game Result is Determined	20
13.9	Answering Questions or Addressing Uncertainty about the Game Result	20
13.10	Game Result Slips	21
13.11	Penalty for Excessively Late Arrival or No-Show	21
13.12	Dealing with Annoying or Distracting Behavior	21
14	TROPHIES & AWARDS	21
14.1	General Specifications & Principles	21
14.2	Sizes and Face Plates for Trophies	21
14.3	Quantities of Awards	22
15	SCHOLASTIC MEETING AND OTHER MEETINGS	23
15.1	Scholastic Meeting	23
15.2	Other Meetings	23
16	INTERNET COVERAGE AND SPECIAL CONSIDERATIONS	23
16.1	Before the Tournament	23
16.2	During the Tournament	24
16.3	After the Tournament	24
16.4	Recommended Special Considerations	24
17	SUPERNATIONALS	24
17.1	Definition & Specifications	24
18	REGULATIONS FOR ONLINE NATIONAL SCHOLASTIC TOURNAMENTS	24
18.1	Event Dates and Tournament Format	24
18.2	Chess Platform	25
18.3	Organizers' Responsibilities	25
18.4	Organizing Team/ Staffing	26
18.5	Player Eligibility	26
18.6	Players' Equipment to Play in the Event	26
18.7	Team Requirements for Online National Scholastic Events	27
18.8	Communications with Event Participants	27
18.9	Ratings for Sectioning, Pairings, and Prize Eligibility	27
18.10	Chess Notation	27
18.11	Tie Breaks	28
18.12	Playing Conditions for the Players	28
18.13	Scoring of Forfeited or Disconnected Games	28
18.14	Fair Play Monitoring	28
18.15	Penalties during the Event	29
18.16	Trophies and Awards	29
APPENDIX A: NATIONAL SCHOLASTIC BLITZ CHAMPIONSHIP REGULATIONS		I
APPENDIX A-1: US CHESS SCHOLASTIC BLITZ RULES		II
APPENDIX B: US CHESS SCHOLASTIC BUGHOUSE REGULATIONS		III
APPENDIX B-1: US CHESS SCHOLASTIC BUGHOUSE RULES		IV

APPENDIX C: FAMILY AND FRIENDS TOURNAMENT	VII
APPENDIX D: GUIDE FOR SPECTATOR CONDUCT.....	VIII
APPENDIX E: APPROVED ELECTRONIC NOTATION DEVICES.....	IX
APPENDIX F: THE NATIONAL STATE INVITATIONAL TOURNAMENTS	X
APPENDIX G-1: TOURNAMENT PROPOSALS, SITE SELECTION, LOGISTICS, FINANCES, AND OTHER PLANNING FACTORS	XI
APPENDIX G-2: FORMS.....	XVII

A NOTE TO USERS OF THESE NATIONAL SCHOLASTIC TOURNAMENT REGULATIONS

Welcome to the 2025-26 version of the *National Scholastic Chess Tournament Regulations*. These Regulations were **approved by the US Chess Executive Board on Aug 3, 2025**. There are several changes from the 2024-25 version which we showcase using **green highlighting** and ~~strike-through text~~ throughout the document.

Here is a summary of the changes for 2025-26. We place the more significant changes first.

1. Significant Changes:

- If the venue seating capacity allows, ***US Chess will make every effort to accept onsite entries*** at our National Scholastic events. See [Section 3.2.2](#), which is completely revised for 2025-26.
- In [Section 3.2.3](#) we ***specify upper limits for Early Entry and Late Entry Fees***. See also the table in [Section 4.5.2](#) which lists Early Entry deadlines for several of the Spring 2026 National Scholastic events.
- [Section 4.7](#) includes provisions to help ***ensure that players listed as Unrated are Unrated***. When a player listed as “Unrated” in the tournament rating supplement receives an Over-the-Board or Online rating after the tournament supplement is published that player is likely to no longer be considered as unrated.
- Players listed as “***Report to Section Chief for Pairing***” on the Pairing Chart could be paired for a round. Please read Section [10.1.4 through 10.1.6](#) and the accompanying footnote carefully to understand what is new because it may affect you or a teammate.
- In [Section 13.5.7](#) US Chess now includes ***additional measures for handling suspected fair play violations***.

2. Other Changes:

- [Section 4.5](#) (Rating Supplements) provides a table illustrating how the Tournament Review Group examines a player’s Over-the-Board and Online ratings to ***determine what rating will be used for pairing, sectioning, and prize eligibility***.
- In [Section 4.6.3](#), the regulations add details on the ***role and authorities of the Tournament Review Group*** (TRG). Additional clarification is also found in [Section 4.6.6](#), requiring the TRG to consider a player’s age and playing level to discern whether to give the player an Assigned Rating.
- “***Under***” sections have been added to both the ***K8 Blitz and K6 Blitz*** based on the success of the under section added to the K12 Blitz in 2024-25. In the main tournament, ***the new K3 Under 600 section*** will allow Unrated players and has been renamed the K3U600 & Unrated Section in a manner that parallels how Unrated players in K-1 may play in a K1U500 & Unrated Section. See [Section 10.3](#) for details.
- In [Section 11.1](#) we have updated the specifications for ***when Chess Notation is required***. Of note, players in all K-5 and K-6 sections are required to notate their games.
- Clarified guidance in Section [13.9 and 13.11](#) on ***when a game result is considered final*** and how to prepare Game Result Slips.
- [Section 13.13](#) now contains ***guidance for TDs when dealing with annoying or distracting behavior***.
- The Blitz rules ([Appendix A](#)) and Bughouse rules ([Appendix B](#)) contain minor updates.
- For organizers or directors planning to bid for a national scholastic event, the checklists in [Appendix G-1](#) and [Appendix G-2](#) have been updated.

Anyone who has questions or comments about these School Year 2025-26 Scholastic Regulations should not hesitate to contact the Scholastic Council for clarification. ***Do not wait until the week of a tournament*** to ask questions about your player’s event registration, rating, individual or team eligibility, team composition, or issues that could affect their participation in a national scholastic event. If you have a question while attending one of the scholastic national tournaments, please ***bring it to Chess Control***.

Good Chess!!

US Chess Scholastic Council

1 INTRODUCTION

1.1 Basic Principles

The US Chess Federation (US Chess) National Scholastic Chess Tournament Regulations are intended to fulfill the needs and expectations of players, coaches, and parents at our national scholastic events. These regulations are a reference to the special rules that govern these events, along with some suggestions to help the event run smoothly. They are designed to maintain, promote, preserve, and enhance the dignity and significance of, and fair play at, US Chess national scholastic events. These regulations supplement the current version of the US Chess Federation's *Official Rules of Chess* and carry the weight of history and hands-on experience. The US Chess Safe Play Policy also applies to every National Scholastic event. In instances where there are no existing regulations or rules, US Chess shall apply "common sense" to fairly address the situation. Proposed improvements to these regulations shall be referred to the US Chess Office and the Scholastic Council for consideration in the next scholastic chess year. Clarification or interpretations of the existing rules for the current scholastic chess year shall be referred to the US Chess office and the Scholastic Council. After all, the main principle of these regulations is this: *Our young players deserve the best!*

- 1.1.1 To foster consistency between state and national scholastic events, US Chess encourages state scholastic organizations to adopt these regulations for their state scholastic championships.

1.2 Event Names

These *Scholastic Regulations* cover several national scholastic chess events. The table below provides each event's official name as well as other names often used in the scholastic community.

Official Event Name	Other Common Names
National K-12 Grade Championships	K-12 Grades, K-12 Grade Nationals
National Elementary School (K-6) Championships	National Elementary School Championships, Elementary Nationals, K-6 Nationals
National Middle School (K-8) Championships	National Middle School Championships, Middle School Nationals, K-8 Nationals
National High School (K-12) Championships	National High School Championships, High School Nationals, K-12 Nationals
Online National Scholastic Quick Chess Championships	Online Quick Championships
National Youth Action Championships	National Youth Action, Youth Action
U.S. Junior Chess Congress	Junior Chess Congress, Chess Congress
U.S. Junior Open	Junior Open
All-Girls National Championships	All-Girls Nationals, All-Girls Championships, The All-Girls

1.3 US Chess Point of Contact

The US Chess Director of Events is the point of contact for questions about these regulations. The Director of Events can be reached at the US Chess Main Office, 314-661-9500 or toll-free 1-800-903-8723. At tournaments being run by US Chess staff, contact the Director of Events through Chess Control.

2 PLANNING GUIDELINES FOR EVENT DATES

2.1 National Scholastic Events

- 2.1.1 Fall Nationals. The National K-12 Grade Championships:
- 2.1.1.1 Should (but is not required to) be played between November 15 and December 15.
 - 2.1.1.2 Must avoid Thanksgiving Day weekend.
- 2.1.2 Spring Nationals. When US Chess organizes the Spring Nationals as separate events (e.g., not as part of SuperNationals) the scheduled dates for the Spring Nationals shall not fall within 2 weeks of another Spring Nationals event. US Chess also shall make every effort to avoid these time periods:
- 2.1.2.1 Major religious holidays.
 - 2.1.2.2 Before or during the 2nd (full or partial) weekend of March (Daylight Savings Time weekend).
 - 2.1.2.3 During or after the 3rd (full or partial) weekend of May.

2.1.2.4 For the High School (K-12) Nationals, test dates for the SAT (Scholastic Aptitude Test), ACT (American College Test), and AP (Advanced Placement) exams. (*See Footnote 1.*)

2.1.3 SuperNationals. The next SuperNationals is in 2029.

2.1.3.1 SuperNationals scheduling should follow the same guidelines used to plan the Spring Nationals.

2.1.4 Online Scholastic National Quick Championships.

2.1.4.1 Should occur between mid-October and mid-November, at least three weeks before the K-12 Grade Nationals.

2.1.5 All-Girls Nationals.

2.1.5.1 Must not conflict with the K-12 Grade Nationals, Online Scholastic National Quick Championships, Spring Nationals, or SuperNationals.

2.2 National Youth Events

2.2.1 Dates for the events below shall not conflict with any other National Tournament and, if possible, they should not conflict with the North American Youth Chess Championships, the Pan-American Youth Festival, the World Youth Chess Championships, or the World Cadet Chess Championships.

2.2.2 National Youth Action: Should be held between November 1 and December 1, but not during Thanksgiving weekend. US Chess will entertain other possible dates as part of bid proposals. A bidder's proposed event dates must be deconflicted with all other Scholastic National events.

2.2.3 U.S. Junior Chess Congress: Whenever possible.

2.2.4 U.S. Junior Open: Should be held in the summer.

3 ENTRY FEES & REGISTRATION

3.1 Hotel Check-in

3.1.1 Some hotels do not allow players under the age of 18 to check-in without an adult. It is the responsibility of each individual player to ensure that local hotel check-in requirements are satisfied. US Chess and the organizer assume no responsibility in this regard.

3.2 Online and Onsite Registration, Fees & Entry Deadlines

3.2.1 **Online Registration**. Unless advertised otherwise in the official tournament announcements or the official tournament website, online registration for the main tournament at the National K-12 Grades, the National High School, the National Middle School, and the National Elementary School Championships will close at 11 am on the Thursday before the main tournament begins or earlier, based on venue capacity.

3.2.2 Onsite Registration (This Section is completely revised for 2025-26.) ~~Onsite entries for the main tournament are not allowed and will not be accepted by Chess Control.~~ **US Chess will accept onsite entries** for the main tournament if the playing venue has not reached seating capacity. This decision rests with the US Chess Director of Events (DoE). When the DoE authorizes onsite entries, **Chess Control is the only place where onsite entries will be accepted**.

3.2.2.1 **On Thursday**: Entries will be accepted at Chess Control during the hours it is open. Players entering on Thursday are allowed to play in Round 1 on Friday.

3.2.2.2 **On Friday**: Entries will be accepted at Chess Control until 2 hours before the scheduled start of Round 2 for the section into which a player is entering. These players will receive a Half-point Bye for Round 1. Entries received later than 2 hours before the scheduled start of Round 2 will receive Half-point Bys for Rounds 1 and 2 and will be paired in Round 3.

3.2.2.3 **On Saturday**: No entries will be accepted for Round 3. Players wanting to enter for the start of Round 4 must register at Chess Control no later than 2 hours before the scheduled start of Round 4. These players will receive two Half-point Bys and one Zero-point Bye for Rounds 1-3. No new entries are permitted after the entry cut-off for Round 4.

3.2.2.4 Entries only for "side events" (e.g., Blitz, Bughouse, Simuls, Family and Friends, etc.) will be taken onsite at Chess Control until the registration deadline for that event.

¹ US Chess's contracts with venues for the dates and locations of the Spring Nationals are made 3-10 years in advance. By comparison, the dates for Advanced Placement exams, the SAT, and the ACT are not published more than one or two school years ahead. To maximize players' options for participating in the K-12 Nationals in the spring, players, parents and coaches should plan accordingly.

3.2.3 Entry Fees. For schoolyear 2025-26:

3.2.3.1 The early entry fee shall not exceed \$110.

3.2.3.2 The final entry fee shall not exceed \$400.

3.2.3.3 The Director of Events shall coordinate with the Scholastic Council before publicizing the event entry fee structure.

3.2.4 Early Entry Deadline(s):

3.2.4.1 For Grade Nationals, the Early Entry deadline will be no sooner than Monday six weeks before the tournament.

3.2.4.2 For Spring Nationals and SuperNationals, the Early Entry deadline will be no later than the Monday after publication of the tournament's Rating Supplement. This date can be sooner to ensure proper tournament staffing. Organizers of bid-out events will discuss their proposed early entry dates with the US Chess Director of Events before advertising the dates in TLAs, event flyers, mass emails, and websites.

3.3 Late Registration, Section Change Requests, Bye Requests, and Reviewing Your Registration

3.3.1 Late Registration.

3.3.1.1 A player entering after the entry cut-off time for Round 1 shall receive one Half-point Bye for the round unless the player requests to play and the request is approved by the Chief Tournament Director.

3.3.1.2 A player entering after the entry cut-off time for Round 2 shall receive two Half-point Bys unless the player requests to play in Round 2 and the request is approved by the Chief Tournament Director.

3.3.1.3 A player entering after Round 2 has begun shall receive two Half-point Bys for two of the missed rounds. The player is not eligible to request any additional Half-point Bys for the remainder of the tournament.

3.3.2 **Section Change Requests.** Requests for a section change are subject to a fee and/or deadline determined by the event organizer. These fees and/or deadlines must be clearly advertised in pre-event publicity on the tournament website. Players should make their section change requests as soon as possible. When a player requests to change sections, the player's eligibility for their requested section change will be screened by the tournament staff in accordance with [Section 4](#). To encourage teams to properly form before the tournament, the following rules apply:

3.3.2.1 If a player requests to change sections after the advertised cut-off time for making changes for Round 1 pairings:

- ***The player cannot request a half-point Bye for Round 1 and must compete in the section in which the player was paired for Round 1.*** The tournament staff will honor the player's section change request starting in Round 2.
- ***If the player decides to forfeit the Round 1 game instead of competing,*** then the player will be dropped from the Round 2 pairings unless the player informs Chess Control that the player wishes to continue in the tournament. A player who does this will start Round 2 with 0 points.
- ***Wins or draws the Round 1 game in the player's original section,*** the player's score will carry to Round 2 in the player's new section, as explained in Section 3.3.2.2 below.

3.3.2.2 When a player requests to change sections after Round 1 has begun but **before Round 2**, then the player who moves from:

- A Championship Section down to any other eligible section shall retain their Round 1 score.
- An Under or Unrated section up to the Championship Section shall have their Round 1 score reduced by a half-point; losses shall not be adjusted.
- One Under section to another Under section shall have their Round 1 score adjusted as shown in the table below based on the upper rating limit of the new section.

Original Section	New Section	Player's Adjusted Score
K12U1900	K12U1600	Retain Round 1 score
K8U1400	K8U1700	Reduce Round 1 score by a half-point; losses are not adjusted
K6U1400	K6U1200	Retain Round 1 score
K6U1000	K6U1200	Reduce Round 1 score by a half-point; losses are not adjusted
K6U1000	K3U1000	Retain Round 1 score
K6U800	K3U1000	Reduce Round 1 score by a half-point; losses are not adjusted

- 3.3.2.3 If a player changes sections ***after Round 2***, then none of the player's points carry to the new section except their Round 1 score adjusted in accordance with Section 3.3.2.2, as well as points earned due to player-requested or computer-generated Byes. When Byes are involved, ***no player may carry more than one total point of Byes*** to the gaining section.
- 3.3.2.4 If the need for a section change is caused by an error made by the Tournament Staff or US Chess, then the Chief TD has the authority to decide how a player's points will carry to the gaining section.
- 3.3.2.5 In all situations, any games played are "rated games."
- 3.3.2.6 A player's Tie-Break Points from the original section do not transition to their new section.
- 3.3.3 **Bye Requests.** Unless specified otherwise in the official Tournament Life Announcement and pre-Tournament information on the US Chess or the Organizer's website, **a player has the option to request up to 2 Half-Point Byes for any 2 rounds**, subject to the following stipulations:
- 3.3.3.1 If warranted by unusual circumstances, the Chief TD has the authority to grant a player a Half-Point Bye ***for any round, except the last round***.
- 3.3.3.2 Half-Point Byes and/or Zero-Point Byes can be requested during pre-Tournament Registration or at the tournament site. When at the tournament site, a player must ***go to Chess Control*** to make a new Bye request or change an existing Bye.
- 3.3.3.3 Changes to an existing Bye that a player may request include removing a scheduled Bye, moving their Bye to a different round, and changing the Half-Point Bye to a Zero-Point Bye. Changes to an existing Bye are subject to the deadlines listed in Sections 3.3.3.4 through 3.3.3.6 below.
- 3.3.3.4 Deadlines for requesting Half-Point Byes: The Bye request must be received:
- ***For Round 1***—Unless published otherwise, the deadline is 2 hours before the scheduled start of Round 1.
 - ***For all later rounds***—Unless published otherwise, the deadline is 2 hours before the scheduled start of Round 2. After this deadline passes, the only change allowed to Half-Point Byes is to convert them to Zero-Point Byes.
- 3.3.3.5 **Deadline for converting Half-Point Byes to Zero-Point Byes:** The deadline is before the scheduled start of the round for which the Bye has been requested.
- 3.3.3.6 **Zero-Point Byes:** Zero-Point Byes are ***available for any round***, even when a player has already been granted 2 Half-Point Byes. The deadline is before the scheduled start time of that round.
- 3.3.4 **Review Your Registration.**
- 3.3.4.1 ***Before the tournament***, players (or their parents/coaches) are strongly advised to ***review their registrations online before the tournament*** to confirm their information is correct—such as section assignment, rating, entry, fees, US Chess membership, team information, Bye requests, etc. If any registration data needs to be changed, contact the tournament point of contact identified on the event website as soon as possible. A complete list of the advance entries (pre-registered players) will be posted periodically on the tournament web page and will be updated regularly.
- 3.3.4.2 ***When you arrive at the tournament***, players who have not checked their online information should go to Chess Control. If there is a problem with the registration information displayed at Chess Control or online the player (or their parents/coach) should talk with Chess Control staff as soon as possible to correct the error.
- 3.3.4.3 It is the responsibility of players and/or coaches to report mistakes to Chess Control in a timely manner.
- 3.3.5 Rules specific to the tournament and side events will be available in advance of the event.

4 PLAYER ELIGIBILITY

4.1 General Eligibility

The following players are eligible:

- 4.1.1 Full-time students who are enrolled in school (public, private, home, or virtual) in the United States or its territories for the entire semester in which the event is held. ***US Chess strongly encourages players, parents or coaches who have questions about eligibility to contact the US Chess Director***

of Events by email or phone at least three weeks before the tournament. For “team” related aspects of this rule, see [Section 5.2](#). (See also footnote 2).

- 4.1.2 U.S. citizens who are attending school abroad.
- 4.1.3 Home-schooled and virtual-schooled students who live in the United States or are U.S. citizens living abroad.

4.2 Age and Grade Eligibility

- 4.2.1 The ages for player age/grade eligibility shown in the table below apply ***as of September 1 for the School Year*** in which the tournament takes place. These age requirements specify the ***upper limit for each grade***, including students who are home-schooled or virtual-schooled. Our national events are grade-based and require all players to play in a section that allows for their current grade.

Grade	Upper Age Limit	Grade	Upper Age Limit
Kindergarten	6 years old	7 th Grade	13 years old
1st Grade	7 years old	8 th Grade	14 years old
2nd Grade	8 years old	9 th Grade	15 years old
3rd Grade	9 years old	10 th Grade	16 years old
4th Grade	10 years old	11 th Grade	17 years old
5th Grade	11 years old	12 th Grade	18 years old
6th Grade	12 years old		

- 4.2.1.1 A 5th Grader cannot be more than 11 years old. Similarly, a 9th Grader’s age cannot exceed 15.
- 4.2.1.2 A “K-8 Championship” section is open to all age-eligible players currently enrolled in Grades K through 8 (and Pre-K).
- 4.2.1.3 A “Grade 2” or “2nd Grade” section is open only to age-eligible players currently enrolled in the 2nd Grade.
- 4.2.1.4 When sections are limited to a single grade, players who have skipped one or more grades must play in the grade in which they are enrolled in school—***they cannot play in the grade they skipped.***
- 4.2.2 A player has only one year of eligibility per grade level unless one of the following exceptions applies:
 - 4.2.2.1 ***Pre-schoolers*** may play in the Kindergarten Section at the K-12 Grade Nationals or in any “K-X” Section in other events. Pre-schoolers may continue to play as Kindergartners or in K-X sections in subsequent years until they start the first grade.
 - 4.2.2.2 ***Players who repeat a grade*** in school may have a second year of eligibility in that grade ***only if they remain age-eligible for that grade*** in accordance with the table above.
- 4.2.3 Eligibility for the age-based sections at All-Girls Nationals will be determined by players’ ages on January 1 of the year when the event is run.

4.3 Section Eligibility

- 4.3.1 For the Spring Nationals or SuperNationals a player who scored 6 or more points in an Under Section of the previous year’s Spring Nationals or SuperNationals (held every 4 years), and who is otherwise age/grade eligible for the same section this year, ***must play in a Section with a higher rating limit.*** For example, a player who scored 6.0 in the K3U1000 Section of last year’s Elementary School Nationals or SuperNationals, and who is age/grade eligible for that same section in the current school year, must now play in the K3, K5, or K6 Championship or in a K6 Under ~~K5 or~~ section with a rating limit higher than 1000.

4.4 Appeal of a Player’s Eligibility

- 4.4.1 Any player 15 years of age or older, or an adult acting on behalf of a player of any age, may appeal another player’s eligibility by filing the appeal on-site with Chess Control. ***Appeals must be filed before the start of Round 4 and must include supporting documentation*** to substantiate the appeal, as well as a ***good-faith deposit of \$200***. This deposit shall be returned by US Chess unless the Director of Events determines that the complaint is frivolous.
- 4.4.2 The appeal will be adjudicated by the Tournament Review Group (as defined in [Section 4.6.3](#)). Once rendered, the Group’s decision is final.

² Contact the US Chess Director of Events at 314-661-9500. **US Chess strongly recommends** contacting us at least three weeks before a tournament starts AND before players, parents, and coaches commit their financial resources toward a tournament. We strongly advise against waiting to adjudicate a player’s eligibility on-site at a tournament.

- 4.4.3 Every reasonable effort will be made to adjudicate the complaint in a timely manner. On some occasions, however, the matter might have to be resolved after the tournament is over.

4.5 Rating Supplements

- 4.5.1 **National K-12 Grades:** This tournament, being held in Spokane, WA, from December 12-14, 2025, and will use the **December Rating Supplement**. This rating supplement is published by US Chess on or around November 20, 2025, and contains results from rated tournaments submitted to US Chess and rated by that rating cut-off date. Early Entry deadline for this tournament is Oct 27, 2025.
- 4.5.2 **Spring Nationals or SuperNationals:** If these events start **before the 10th of the month**, then the previous month's Rating Supplement will be used. When they start **on or after the 10th of the month**, the current month's Rating Supplement will be used.

Event	Event Dates	Rating Supplement	Publication	Early Entry
National High School (K-12)	March 27-29, 2026	March 2026	February 19, 2026	February 23, 2026
National Elementary (K-6)	May 1-3, 2026	April 2026	March 19, 2026	March 23, 2026
National Middle School (K-8)	May 15-17, 2026	May 2026	April 16, 2026	April 6, 2026

- 4.5.3 For the K-12 Grades, Spring Nationals (or SuperNationals), and the All-Girls Nationals, the ratings used to determine section eligibility, pair players, and award prizes shall conform to the examples shown in the table below to help ensure fair play. All ratings in the examples refer to players' Regular Over-the-Board (OTB) ratings and their Regular Online (ONL) ratings (*Footnote 3*). All players identified through this process will be reviewed further by the Tournament Review Group (see [Section 4.6.3](#)) to determine whether use of a player's higher ONL rating is justified based on the player's actual rating history and game activity over the past several months (*Footnote 4*).

Supplement OTB Rating	Supplement ONL Rating	Rating Used	Explanation
1550 Established Rating	1430 Established Rating	1550	OTB 1550 is higher than the ONL 1430
1550 Established Rating	1780 Established Rating	1780	ONL 1780 is > 200 points above the OTB 1550
1550 Established Rating	1900 Provisional Rating	1550	Established Ratings have priority over Provisional Ratings
1550 Provisional Rating	1250 Established Rating	1250	ONL 1250 is an Established Rating
1550 Provisional Rating	1430 Provisional Rating	Assigned by TRG	TRG will examine all games
1550 Provisional Rating	1780 Provisional Rating	Assigned by TRG	TRG will examine all games
Unrated (Player has no rating in the Supplement)	1250 Established Rating	1250	The Established rating of 1250 is used
Unrated (Player has no rating in the Supplement)	875 Provisional Rating	875	The Provisional rating of 875 is used
Unrated (but acquires a 740 rating after the Supplement)	625 Provisional Rating	Assigned by TRG	TRG will examine all games

4.6 Other Rating Systems (Revised for 2025-26).

- 4.6.1 When the US Chess main office receives other OTB rating information from a player during the event entry process, US Chess shall seriously consider, in the interest of fair play and in consultation with the Scholastic Council and the Ratings Committee, using this rating information to determine section and prize eligibility in accordance with rules 28D and 28E from the US Chess Rule Book.
- 4.6.2 For the K-12 Grade Nationals, the Spring Nationals, the SuperNationals, and the All-Girls Nationals, players in all sections are **required to disclose at the time of registration whether they have a rating in another OTB rating system(s)**.

³ An "Established Rating" means a player has played more than 25 rated US Chess games; a "Provisional Rating" means a player has played at least 4 and no more than 25 rated games. A Regular OTB rating reflects games where the total playing time for a player was more than 65 minutes (US Chess Rules of Chess, Chapter 1, Rule 5C). A Regular ONL rating refers to games where the player's total time was 30 or more minutes (Rules of Chess, Chapter 10, Rule 2B).

⁴ This review focuses on players' ONL and OTB Regular Ratings and their corresponding game activity. The algorithm used by the Tournament Review Group (TRG) begins by identifying all players whose ONL ratings exceed their OTB ratings **by more than 200 points**. This algorithm is intentionally designed to not distinguish between provisional and regular ratings so that the members of the TRG can manually review each player's OTB and ONL ratings and game activity.

- 4.6.2.1 Examples of other OTB rating systems include, but are not limited to, FIDE (World Chess Federation), Canadian Chess Federation, other foreign country's rating systems, and the Northwest Scholastic Rating System (NWSRS).
- 4.6.3 **Tournament Review Group (TRG).**
- 4.6.3.1 **Composition.** The TRG is a 3-person group consisting of the US Chess Director of Events or Event Organizer, the Chief TD for the tournament, and the Scholastic Council Representative for the event. At SuperNationals there are 3 TRGs, one for each Division (K6, K8, K12). For each TRG at SuperNationals, the members are the same—the Director of Events, the Division Chief, and the Scholastic Council Representative.
- 4.6.3.2 **TRG decisions are appealable; however, only the TRG hears appeals, and its appeal decisions are final.**
- 4.6.3.3 The TRG has authority to decide whether and how ratings from another OTB rating system will be used, **as well as how a player's age and level should be considered.**
- 4.6.3.4 When necessary, the TRG shall consult with the US Chess Ratings Committee.
- 4.6.3.5 If the TRG rules to use a rating other than a player's actual US Chess OTB Regular Rating, that rating is known as the player's "**Assigned Rating.**" **After the Rating Supplement for the tournament has been released, the US Chess Director of Events will publish a "Ratings Review List" containing the names of players whose ratings are under review or have been completed.**
- 4.6.3.6 **When late entries are taken on Thursday, Friday, or Saturday and if the TRG cannot be assembled, then the Director of Events shall make the decision on Assigned Ratings for players.**
- 4.6.4 For the K-12 Grade Nationals and the Spring Nationals (or SuperNationals), and the All-Girls Nationals, the tournament staff applies the calculations shown below to players entering any section of the tournament. The tournament staff then uses the higher of the US Chess or Assigned Rating to:
- 1) validate or revise section eligibility, 2) pair players, and 3) determine prize eligibility.
- Northwest Scholastic Rating System (NWSRS): If the player's NWSRS is:
 - ♦ Below 1400, subtract 200 points (*Footnote 5.*)
 - ♦ From 1400 to 1499, subtract 100 points.
 - ♦ 1500 or above, subtract 50 points.
 - Other Rating Systems: Other systems brought to the attention of US Chess shall be reviewed by the TRG using specifications in the Rules of Chess (28C, 28D and 28E) and guidance from the US Chess Ratings Committee.
 - For any OTB rating system, if a player's rating source is US Chess, or if an OTB rating is judged by the TRG to not be representative of the player's current strength, then that player's current US Chess rating shall be used as given in the Rating Supplement for the event, not the rating listed in the other OTB system's database (*Footnote 6.*)
- 4.6.5 To track other OTB ratings for the K-12 Grade Nationals and each Spring National Scholastic Tournament, the US Chess Scholastic Council appoints one person as the OTB Database (OTB DB) Lead for each tournament. The OTB DB Lead's primary responsibilities are to:
- 1) Assist the US Chess Office, Director of Events, Chief TD, and the Scholastic Council Representative in tracking information on registered players who have disclosed their other OTB rating(s).
 - 2) Research other common OTB rating systems to identify players who have ratings in those systems.

⁵ **For example**, a 4th grade player with a US Chess Rating of 710 discloses during registration, or is discovered by US Chess to have, a NWSRS Rating of 1080 and enters the K8-U900 Section at the National Middle School (K-8) Championships. The player's NWSRS rating is less than 1400, so the Assigned Rating is 1080 minus 200, or 880. Because the 880 Assigned Rating is greater than the player's 710 US Chess Rating, the Assigned Rating determines the player's eligibility to compete in the K8-U900 section. **The rating of 880 also becomes the player's Assigned Rating for purposes of pairings and prize eligibility.** The Assigned Rating will be shown on the Wall Charts and Pairing Sheets **at the tournament** but are not listed online before the tournament.

⁶ **For example**, consider a player in an Under section who has an established US Chess rating. If this player is found to have a performance rating in another system that is higher than the player's US Chess rating, but that rating represents performance in comparatively few games (e.g., one tournament vs. dozens of US Chess-rated games), then the player's US Chess rating shall be used. This includes instances when "the other rating" appears to be more recent. **The decision about what rating to use is the responsibility of the Tournament Review Group as specified in Section 4.6.3.**

- 3) Notify TRG members upon learning of players having OTB ratings in another system that require review.
 - 4) Provide recommendations to the TRG on how to handle each player's case.
- 4.6.6 **Reviews of Players' Ratings Histories and Game Activity.** In addition to reviewing players' ratings in the Rating Supplement (RS) used for the tournament and their ratings in other OTB systems recognized by US Chess, the TRG considers players' rating histories for the 12 months before the tournament. This procedure begins with a review of the last 12 RSs starting with the RS being used for the tournament (*Footnote 7*). The TRG shall review all players whose RS ratings in the past 12 months have been **at least 100 points higher than the rating found in the RS used for the tournament** (*Footnote 8*). The TRG uses this review **along with consideration of the player's age and level** to determine whether the player should receive an Assigned Rating and/or be re-sectioned if the player's performance exceeds upper limits for an "Under" section. To the extent practical, this process will also consider players' rating histories in other systems.
- 4.6.7 The database created by the OTB DB Lead will be used by the Tournament Staff (Chief TD and Back Room Chief) to ensure each player's rating is correctly listed in the pairings program for purposes of section eligibility, pairings, and prizes. For all other OTB systems being referenced by the tournament staff (e.g., NWSRS, FIDE, Canadian) the OTB DB Lead shall create, where feasible, a product that mimics the US Chess Rating Supplement used for the tournament. (*See Footnote 9.*)
- 4.6.8 Players who enter an Under or Unrated section, and do not disclose that they have another OTB rating, shall have their status in the event reviewed in accordance with US Chess Rules and the procedures outlined in **Section 4.6**. This review can result in a broad array of actions that include, but are not limited to, no negative action being taken because the non-disclosure was truly an oversight; adjusting the player's rating within their current section; adjusting the player's rating and moving the player to an appropriate section of the tournament with or without any Byes or points; loss of team points; lack of eligibility for certain awards; or, expulsion from the tournament.
- 4.6.9 To ensure fair play, US Chess shall **review the ratings and rating histories for the previous 12 months** of all players entering any National Scholastic events run by US Chess.
- 4.6.9.1 The authority to adjust a player's rating and/or move a player to a higher section resides with the Tournament Review Group as described in **Section 4.6.3**.
- 4.6.9.2 See also **Section 4.3 (Section Eligibility)**.
- 4.6.10 In those instances when a player's US Chess Rating or Assigned Rating (based on another OTB system) makes the player ineligible for the section s/he has entered, the US Chess Office will notify the player, parent, or coach (e.g., the person who sent in the entry) by email or phone within two calendar weeks from the day the entry was received in complete form. Entries received in the last two weeks before the tournament will be reviewed as rapidly as possible. Notification will summarize the issue and include recommendations on what section(s) the player is eligible to compete in. Players who wait to enter the tournament the week it begins, enter on-site (if allowed), or attempt to change sections at the tournament should check with Chess Control if they have questions or concerns about their section eligibility.

⁷ **For example**, for the 2026 High School Nationals, the March Rating Supplement (RS) is being used. The TRG will review the player's RS history as given in the rating supplements starting in April 2025 through March 2026. The data algorithm used to screen ratings examines at least four (4) parameters of a player's rating in the RSs over the last 12 months: 1) Has the rating been at least 100 points higher than the rating in the tournament RS, 2) Has the rating exceeded the section upper limit in any RS for the past 12 months, 3) How many times has the rating exceeded the section upper limit in an RS over the past 12 months, and 4) In the last 4 month's RSs, has the player's rating dropped from above the section upper limit to below the limit. As appropriate, the TRG also will review players' tournament histories as found in the Member Support Area (MSA).

⁸ **For example**, consider a 5th grade player who has registered to play in the K6U1000 section and has a rating of 929 in the RS being used for the tournament. Now, in the last 12 months if this player's RS rating exceeded the K6U1000 Section's upper rating limit of 999, then that player would be subject to further review, especially if the player's rating had been 100 or more points higher than the player's current 929 rating or 100 or more points above the section upper limit. Based on this review, the TRG could rule that the player must play in the K6U1400 or another eligible section.

⁹ **For example**, the December 2025 Rating Supplement will be used for the 2025 K-12 Grade Nationals in Spokane, WA. US Chess creates that Rating Supplement on/about Nov 20, 2025. In a similar way, the OTB DB Lead creates an equivalent "December 2025 Rating Supplement" for each of the other OTB rating systems being used in the tournament. The ratings listed in these products shall reflect player ratings dated as close as possible to the cut-off date for US Chess's own December 2025 Rating Supplement.

4.7 Definition of an Unrated Player (Entirely revised for 2025-26).

- 4.7.1 An **unrated player** is a tournament participant that the Tournament Review Group determines has no rating based on the Rating Review process described in Section 4.6 of these Scholastic Regulations.
- 4.7.2 Exceptions:
- 4.7.2.1 A player listed as “unrated” in the Rating Supplement used for the tournament is NOT unrated if that player receives a Provisional over-the-board or online regular rating from US Chess ***between the time that the Rating Supplement was published and the Monday before the tournament.*** When this happens the player will be reassigned by the TRG to a section for which the player is eligible; the player is no longer eligible for the Unrated Section.
- 4.7.2.2 A player with no US Chess rating is NOT unrated if that player receives an over-the-board rating in the same period of time described in 4.7.2.1 from the Northwest Scholastic Rating System, FIDE (World Chess Federation), the Canadian Chess Federation, or any other domestic or foreign over-the-board rating system recognized by US Chess.

5 TEAM REQUIREMENTS FOR NATIONAL SCHOLASTIC EVENTS**5.1 Individual Tournament, Team Scoring**

National Scholastic Events are individual Swiss System tournaments with team scoring. A student who does not qualify to represent a team under Sections 5.2, 5.3, or 5.4 can only compete as an individual.

5.2 Team Composition

In National Scholastic Events (i.e., Spring Nationals, K-12 Grade Nationals, All-Girls Nationals, and Online Scholastic Nationals) a team is comprised of students who ***attend the same school.*** (For further clarification of player eligibility, see [Section 5.2.4](#).) (See also Footnote 10).

- 5.2.1 A school is defined as an institution which is under one Head of School and serves one student body. A school may be part of one or more buildings, and on one or more campuses. A school must provide core curricular instruction as defined by state or local law or regulation. Schools with students on multiple campuses **must seek prior approval from the US Chess Director of Events at least three weeks before the start date of the tournament** to compete in a US Chess national scholastic event. (See Footnote 11).
- 5.2.1.1 A ‘local public school’ for a home schooled or virtual school student is defined as **the public school the student would attend if attending public school.** For example, the local public school for a 3rd grade home schooled or virtual school student is the local public elementary school whose geographic footprint, as defined by the applicable local department of education authorities, encompasses the student’s home residence address.
- 5.2.1.2 A ‘public school district’ is a grouping of public schools (most usually within a city or county but maybe a single school in a small city) recognized and designated as being a public school district by that state’s department of education. A ‘local public school’ is not the entire district but is the area that a single public school covers.
- 5.2.2 A student will be considered to attend a school if and only if he or she physically attends classes at that school and receives more than 50% of his or her core curricular instruction from that school.
- 5.2.2.1 **Pre-School players** are allowed to play for the school (public or private) they plan to attend once they reach Kindergarten age. Before traveling to a tournament, the parents, coach, or guardian of such a player shall obtain a “Letter of Authorization” signed by a senior administrator (e.g., Principal, Director, Vice-Principal, Assistant Director, School Master) of the school to document their players’ eligibility to participate as part of a specific school’s team. In this letter, the senior administrator shall verify that the player would attend the school if the player were old enough. The player, parents, coach, or guardian should bring this letter to the tournament and be ready to provide it to US Chess upon request by the tournament staff.
- 5.2.3 Each school may enter only one team per section.
- 5.2.4 **Team Eligibility for Transferring Players.** For US Chess National Scholastic Events paired as individual tournaments with team scoring (e.g., K-12 Grade Nationals, Spring Nationals, SuperNationals, etc.), a player must meet the following eligibility criteria for the player’s performance to be counted toward their current school’s team score.

¹⁰ A school is NOT required to have a formal “chess club” or “chess team”. Two or more players who attend the same school and are otherwise eligible to participate ***are considered “a team” automatically if they register with the same school’s name.***

¹¹ Also see Section 4 (Player Eligibility) or contact the US Chess Director of Events at 314-661-9500.

- 5.2.4.1 The criteria below apply to students attending public, private, home and virtual schools.
- 5.2.4.2 **In the Fall.** For events held in the Fall (from August 1 to December 31), the player must have started at the player's new school no later than one week after the beginning of the new school's Fall semester. If the student's new school uses a Quarter-based or Trimester system, then the effective date for the player's eligibility is the 7th calendar day of the first quarter or trimester occurring after August 1st.
- 5.2.4.3 **In the Spring.** For events held in the Spring (January 1 to June 30), the player must have started at the player's new school no later than one week after the start of the new school's Spring semester. If the student's new school uses a Quarter-based or Trimester system, then the effective date for the player's eligibility is the 7th calendar day of the first quarter or trimester occurring after January 1st. If the first day of the first quarter or trimester of the Spring begins after February 1st, then the player must have started at the new school during the previous quarter or trimester.
- 5.2.4.4 A student who transfers from one school to another after the end of the applicable eligibility period **is not eligible to play as a member of the new school's team but is eligible to compete as an individual.** That player's event registration shall not contain any "team code," including the code of their previous school.
- 5.2.4.5 **US Chess strongly encourages** players, parents or coaches who have questions about team eligibility to contact the US Chess Director of Events by email or phone well in advance of the tournament.

5.3 **Home Schooled Students**

Teams may also be comprised of home-schooled students.

- 5.3.1 A **home-schooled student** is defined as a student who receives at least 50% of their curricular instruction at home, through a local home school cooperative, or through other methods of homeschooling allowable by state law.
- 5.3.2 Home schooled students have **three options** for participating on a scholastic team in US Chess National Scholastic Events:
 - 5.3.2.1 A home-schooled student may represent his or her local public school when access to extracurricular activities at the school is permitted and **the student resides within the boundaries of the local public school as defined in Section 5.2.1.** Before traveling to a tournament, the parents, coach, or guardian of such a player shall **obtain a "Letter of Authorization" signed by a senior administrator** (e.g., Principal, Director, Vice-Principal, Assistant Director, School Master) of the school to document their players' authorization to participate as part of a specific school's team. The player, parents, coach, or guardian shall bring this letter to the tournament and be ready to provide it to US Chess upon request.
 - 5.3.2.2 A home-schooled student may join with other home-schooled students **who reside within the boundary of the same local public school.** (See [Section 5.2.1.1](#) above).
 - 5.3.2.3 Home school students who attend the same local home school cooperative may form a team. A home school cooperative must meet the definition of a school in [Section 5.2.1](#). Most importantly, it must offer academic subjects and not be formed solely as a chess club for the purpose of competing.
 - 5.3.2.4 Eligibility for Players in Events with Team Scoring. (See [Section 5.2.4](#) above.)
- 5.3.3 There may be more than one home school team per recognized public school district.

5.4 **Virtual School Students**

Teams may also be comprised of virtual school students.

- 5.4.1 Virtual school students are students who receive more than 50% of their ~~core~~ curricular instruction on-line, but not in the school building.
- 5.4.2 Virtual schooled students have **three options** for participating on a scholastic team in US Chess National Scholastic Events:
 - 5.4.2.1 Virtual school students may play for their local public school in the same manner as home school students under the provisions of [Section 5.2.1.1](#).
 - 5.4.2.2 Virtual school students enrolled through the public school system and **who live within the boundaries of their local public school** may form a team in the same manner as home school students under the provisions of [Section 5.2.1.2](#).

- 5.4.2.3 Students who attend the same virtual school, but do not live within the boundaries of their local public school, must seek prior approval from the US Chess Main Office as specified in [Section 5.2.1](#) before registering to compete as a team.
- 5.4.2.4 Eligibility for Events with Team Scoring. (See [Section 5.2.4](#) above.)

5.5 Team Size

- 5.5.1 A team must contain a minimum of two players to be eligible for team prizes.
- 5.5.2 There is no maximum number of players who may part of a team, but only the top 4 scores in any section count for team score in the **Spring Nationals and Online Scholastic Nationals**, and the top 3 scores in the K-12 **Grade Nationals, U.S. Junior Open, All-Girls Nationals, and Junior Chess Congress**.

5.6 Other Specifications

- 5.6.1 No club teams are allowed in National Scholastic events. (See [Section 6.2](#) below.)
- 5.6.2 Bonus points will not be added to team or individual scores. Points cannot be transferred between sections unless the player has changed sections as described in [Section 3.3.2](#).
- 5.6.3 The team's coach, the assigned school official, a responsible adult acting on behalf of the team, or the 'Team Captain' is responsible for ensuring the team's players are properly registered and eligible to participate as members of the team. For teams formed below the High School level, US Chess very strongly recommends there be a responsible adult involved in player registration and eligibility.
- 5.6.4 US Chess Affiliate Membership is encouraged for all teams.
- 5.6.5 Anyone wanting to appeal the eligibility of a team's composition shall follow the procedures in [Section 4.4](#).

6 TEAM REQUIREMENTS FOR NATIONAL YOUTH EVENTS

This Section describes Team requirements for National Youth events only—e.g., the U.S. Junior Chess Congress, the National Youth Action Championships, and the U.S. Junior Open. For Team Requirements that apply to other National Scholastic events, see [Section 5.2](#).

6.1 Basic Team Composition

Teams will represent chess clubs as defined in Section 14.2 below and consist of youth who:

- 6.1.1 Meet the age requirements defined in [Section 4.2](#).
- 6.1.2 Are members of the club represented.
- 6.1.3 Are residents of the United States.

6.2 Chess Club Teams

US Chess recognizes **two types of club teams** for National Youth events:

- 6.2.1 A **School Club** is a club whose team members meet in any brick-and-mortar school, home school, or virtual school. School club players shall be students who go to the same school and meet the attendance criteria of Section 6.2.4 below.
- 6.2.2 An **Outside Club** is a club who draws its players from different schools and whose players meet regularly as described in Section 6.2.4 below. Outside clubs may meet at any location.
- 6.2.3 A group of students who receive individual private lessons from the same coach **are not** a club.
- 6.2.4 Any student who desires to play for a School or Outside club must attend at least six regularly scheduled club meetings over a period of at least three months immediately preceding the tournament and must be verified by the club president or designated club official. A club team member cannot count more than two attendances for any seven consecutive days for purposes of this regulation.
 - 6.2.4.1 A student who attends both a School Club and an Outside Club is eligible to play for either club only in a National Youth event. However, the player may not change clubs once the tournament begins, even if the player meets all Section 6.2.4 attendance criteria for both clubs.
- 6.2.5 A club team must contain a minimum of three players to be eligible for team prizes.
- 6.2.6 There is no maximum number of players who may compete on a chess club team. For details about how many team members scores count toward a team's total score, see [Section 10.2](#) (Team Scoring).
- 6.2.7 Bonus points will not be added to team or individual scores. Points cannot be transferred between sections unless the player has changed sections. The section change must be authorized by the Chief TD for the tournament.

- 6.2.8 The Coach or designated adult accompanying the club team is responsible for ensuring that all his or her players are properly registered and eligible to participate as members of the team.
- 6.2.9 US Chess encourages Club Teams to obtain Affiliate Memberships.
- 6.2.10 Anyone wanting to appeal the eligibility of a team's composition shall follow the procedures in [Section 4.4](#).

7 OPENING CEREMONY

7.1 Ceremony Length

- 7.1.1 The organizer will arrange a brief (maximum 15 minutes) but impressive Opening Ceremony, a half hour before the start of Round 1.
- 7.1.2 The organizer will arrange for a US Chess representative to be present who, along with the organizer, will welcome all participants and guests. Local dignitaries (mayor, county executive, congressmen, school superintendent, etc.) will be invited to attend as well as the press. Experience has shown that local officials have a strong interest in participating in such ceremonies.
- 7.1.3 While they may not always be able to attend, an invitation to the US Chess President and US Chess Executive Director to participate in the Opening and/or Closing Ceremonies should be formally extended.
- 7.1.4 Official proclamations from the mayors, county executives, and governors are often obtainable. These proclamations may welcome visiting teams and even designate a "chess week." The presentation of the national anthem is strongly encouraged.

8 AWARDS CEREMONY

The organizer is responsible for one or more awards ceremonies in keeping with the stature of a national championship.

8.1 Ceremony Length

The ceremony should last no longer than an hour and a half.

8.2 Number of Awards Presented

- 8.2.1 The number of awards being presented on stage in each section shall be included in the Tournament Newsletter, and (if possible) also in the Tournament Program.
- 8.2.2 Place awards not being presented on stage will be announced before handing out the place awards during the ceremony. For example, if the Team awards for a section are 1st-15th place, but only 1st-10th are being presented on stage, then the Announcer shall announce the players who won the 11th-15th place awards before handing out the 1st-10th Team awards.
- 8.2.3 The list of prize winners should be posted as soon as possible. Award lists shall be posted sufficiently ahead of the awards ceremony to allow for errors to be brought to the attention of the Tournament Director and to allow corrections to be made. If corrections are made, the awards lists shall be re-posted as soon as possible and before the awards ceremony.

8.3 Awards Presentation

- 8.3.1 The order of the awards presentation should be announced at the beginning of the ceremony.
- 8.3.2 It is recommended that a senior representative from US Chess, the Chief Tournament Director and/or the Scholastic Council Representative (when present) announce the prize winners. A minimum of three assistants should be available to hand out awards.
- 8.3.3 Awards should be displayed in awarding order (this saves time and prevents mistakes and confusion).
- 8.3.4 Award winners shall be called to the stage in an orderly fashion for awards presentation. Walk them across the stage and read their names.
- 8.3.5 The scores of winners should be mentioned, and ties acknowledged.
- 8.3.6 Individual and team award presentations will be from lowest to highest place.
- 8.3.7 A separate area for photography should be provided for players. This area should be located far enough away from the stage to not disrupt the ongoing awards presentation. If available, it is recommended that a US Chess banner be available as a background.

9 SAFE PLAY

The US Chess Safe Play Policy applies fully to all US Chess National Scholastic Events (*see footnote 12*).

10 TOURNAMENT FORMAT

Any deviations from the specifications of this section must be reviewed by the Scholastic Council Representative and approved by the US Chess Executive Board before event advertising begins.

10.1 Pairings

- 10.1.1 National Scholastic events are individual tournaments with team scoring. Accordingly, they are ***paired as individual Swiss System tournaments***, with individual scores added to produce team scores.
- 10.1.1.1 If a ***Championship section has more than $2^{(N+1)}$ players*** where “N” is the number of rounds, the Chief TD will consider using accelerated pairings (e.g., 6 rounds with more than 128 players, 7 rounds with more than 256 players, or 9 rounds with more than 1,024 players).
- 10.1.1.2 Accelerated pairings will not be used to pair players in Unrated or Under sections.
- 10.1.2 **Pairing Players from the Same State.** Pairings will NOT be adjusted in any round to prevent pairing players from the same state.
- 10.1.3 **Pairing Players from the Same Team.** Players from the same team will NOT be paired against one another in any round except in the following situation:
- 10.1.3.1 In the last 2 rounds of a scholastic national event of at least 6 rounds, players with a plus 3 score or higher may be paired against a teammate if no other reasonable pairing can be made. Examples of unreasonable pairings include, but are not limited to:
- A player receiving the same color in 3 consecutive games except in the final round.
 - A player being paired outside the player’s score group if a pairing within the player’s score group is possible.
- 10.1.4 ***(New for 2025-26)* Pairing the “Report to Section Chief for Pairing” Player.** If a player is scheduled to play in a round but cannot be paired in that round because the section has an odd number of players, then the words “*Report to Section Chief for Pairing*” will appear next to that player’s name in the pairings and the player will receive a full-point bye. However, shortly before the round, the player might be able to be paired, after all, against another player in the same section—and only someone in the same section. ***Playing these games is required unless the Section Chief determines otherwise.*** If played, the game will be rated and counts toward the standings. These pairings will be assigned only by the Backroom Staff, not the Section TDs. That is, there will be no floor (re-)pairings. (*See Footnote 13 below for examples.*)
- 10.1.5 ***(New for 2025-26)* Extra Rated Games.** An “Extra Rated Game” occurs when two players from different sections are paired against each other for a round. For example, the “Report to Section Chief for Pairing” player from the K3U1000 Section is asked to play the “Report to Section Chief for Pairing” player from the K6U1000 Section. ***Playing these games is optional.*** If played, the results do not count toward the standings, but they do count toward the players’ ratings. The Director of Events will decide whether Extra Rated Games will be permitted for each tournament.
- 10.1.6 ***(New for 2025-26)* No Unrated Games.** All games played in blitz and the main event at a national scholastic tournament will be rated.

10.2 Team Scoring

A team’s final score is determined by adding the scores of the top scoring players from the same school as follows:

- 10.2.1 Top 4 players: All Spring Nationals, the National Youth Action Championships, and the new Online National Scholastic Quick Championships.

¹² Parents, coaches, and players can read more about the US Chess Safe Play Policy [at this link](#).

¹³ This rule is designed to address the following scenario: The next round’s published pairings designate Player A as “*Report to Section Chief for Pairing*.” Then, after the pairings are posted but before the round begins, Player B is discovered to have been mistakenly omitted from the pairings due to an error of the tournament staff. When this occurs, the Backroom Chief has the authority to pair Player A and Player B for the round. However, if, in the judgement of the Section Chief, the two players being paired do not represent a pairing that is reasonable for the round, then the Section Chief can rule that the game shall not be played and both players shall receive a full-point Bye. Another example of an unreasonable pairing is when the two players are from the same team.

- 10.2.2 Top 3 players: K-12 Grade Nationals, U.S. Junior Open, All-Girls Nationals, Junior Chess Congress, and all blitz sections.

10.3 Sectioning

Sections at the SuperNationals and Spring Nationals shall be organized as follows:

- 10.3.1 High School (K-12) National Championships:
- Main Event championship sections: K-12 Championship
 - Main Event non-championship sections: K12U1900, K12U1600, K12U1200, K12U800, and K12 Unrated
 - Blitz: K-12 Championship and K12U1800.
 - Bughouse: K12
- 10.3.2 Middle School (K-8) National Championships:
- Main Event championship sections: K-8 Championship.
 - Main Event non-championship sections: K8U1700, K8U1400, K8U1100, K8U900, K8U700, and K8 Unrated
 - Blitz: K-8 Championship and K-8 Under 1600
 - Bughouse: K8
- 10.3.3 Elementary School (K-6) National Championships:
- Main Event Championship Sections: K-6 Championship, K-5 Championship, K-3 Championship, and K-1 Championship
 - Main Event non-championship sections: K6U1400, K6U1200, K6U1000, K6U800, K6U600, K6Unrated, K3U1000, K3U600&Unrated, and K1U500&Unrated
 - Blitz: K-6 Championship, K-6 Under 1400, and K-3 Championship
 - Bughouse: K-6
- 10.3.4 Note: In Spring Nationals or SuperNationals, Unrated Players may play only in a Championship or Unrated section. The exception is the K-1 Under 500/Unrated and K-3 Under 600 & Unrated sections. (For the definition of an Unrated Player, see [Section 4.7.](#))

10.4 K-12 Grade National Championships

- 10.4.1 There is one section for each grade K through 12 (e.g., 13 total sections). Pre-K players play in the Kindergarten Section. There are no Unrated sections in the K-12 Grade Nationals. All unrated players compete in the section corresponding to their current grade in school.

10.5 National Youth Action Championships

Four Sections: High School (K-12), Middle School (K-8), Elementary (K-6), and Primary (K-3). These sections may be changed by the Organizer when approved as part of their winning bid by the Director of National Events in consultation with the Scholastic Council.

10.6 Online National Scholastic Quick Championships

- 10.6.1 Four Sections: High School (K-12), Middle School (K-8), Elementary School (K-6), and Primary School (K-3).
- 10.6.2 These sections may be changed by the Organizer when approved by the US Chess Director of Events as part of a winning bid in consultation with the Scholastic Council.

10.7 Junior Chess Congress

Eight Sections: Ages 6 and under (6U), 8U, 10U, 12U, 14U, 16U, 18U and 20U. These sections may be changed by the Organizer when approved as part of their winning bid by the Director of Events in consultation with the Scholastic Council.

10.8 All-Girls Nationals

Six Sections: Under age 8 (U8), U10, U12, U14, U16, and U18. These sections may be changed by the Organizer when approved as part of their winning bid by the Director of Events in consultation with the Scholastic Council.

10.9 U.S. Junior Open

Three Sections: Under age 21 (U21), U15, and U11. These sections may be changed by the Organizer when approved by the Director of Events in consultation with the US Chess Scholastic Council.

10.10 Start Times (Round Times) and “No-Show” Time

10.10.1 **K-12 Grade Nationals:** All sections, including Under and Unrated Sections as shown below. **Note that the K-1 sections may have different start times (round times).**

- Rounds 1-2: Friday 1 pm & 6 pm
- Rounds 3-4-5: Saturday 9 am, 1:30 pm, & 6 pm
- Rounds 6-7: Sunday 9 am & 2 pm
- The “No-Show” or “Forfeit” time is 30 minutes for each rounds. This is a change from previous years when the no-show/forfeit time was 60 minutes.

10.10.2 Other Events at K-12 Grade Nationals

10.10.2.1 **Bughouse:** Thursday at 11 am with 6 rounds of 2 games (alternating colors) and all players in one section. This is *not a national championship event*, and the face plates on the winning team’s two awards shall read “1st Place.”

10.10.2.2 **Blitz:** Thursday at 5 pm with 6 rounds of 2 games (alternating colors) in two sections—K-6 and K-12. The minimum team size is 2 players, and the maximum number of players’ scores that count toward Blitz Team awards is the top 3 scores. This is *not a national championship event*, and the face plate on the winning team’s award shall read “1st Place.”

10.10.2.3 **Chess960:** US Chess is giving strong consideration to a possible Chess960 tournament on Thursday. If this happens, the Bughouse would likely be moved to Friday morning before Round 1 of the main tournament.

10.10.3 **Spring Nationals.** Round times and the No-Show/Forfeit time for all Spring Nationals are the same as those for the K-12 Grade Nationals as shown above unless changed by the Director of Events. Please consult the Tournament Life Announcement and event website. Here are the start times for Bughouse and Blitz at all Spring Nationals.

10.10.3.1 **National Bughouse Championship**

- 6 Rounds of 2 games (alternating colors), with Round 1 on Thursday at 11 am and subsequent rounds held as soon as possible after the previous round. (*See the Bughouse Rules at [Appendix B.](#)*)

10.10.3.2 **National Blitz Championship** (at all Spring Nationals and SuperNationals)

- 6 Rounds of 2 games (alternating colors), with Round 1 on Thursday at 5 pm and subsequent rounds held as soon as possible after the previous round. The minimum team size is 2 players, and the maximum number of players’ scores that count toward Blitz Team awards is the top three (3) scores, not the top 4. (*See the Blitz Rules at [Appendix A.](#)*)

10.10.4 **SuperNationals:** The next SuperNationals is in April 2029.

10.10.5 **Online National Scholastic Quick Championships** (all times are local)

- Rounds 1-2-3-4: Saturday 12-noon, 2 pm, 4 pm, and 6 pm
- Rounds 5-6-7: Sunday 12-noon, 2 pm, and 4 pm

10.10.6 **National Youth Action Championships** (all times are local)

- Rounds 1-2-3-4-5: Saturday 10 am, 12-noon, 2 pm, 3:30 pm, and 5 pm
- Rounds 6-7-8-9: Sunday 10 am, 12-noon, 2 pm, and 3:30 pm

10.10.7 **Junior Chess Congress** (all times are local)

- Rounds 1-2-3: Saturday 10 am, 2 pm, 6 pm
- Rounds 4-5: Sunday 9 am & 1 pm
- The Organizer may propose different start times for each round when approved as part of their winning bid by the Director of Events in consultation with the Scholastic Council.

10.10.8 **U.S. Junior Open & All-Girls Nationals:** Round times to be determined by the organizers.

10.11 Time Controls:

10.11.1 **K-12 Grade Nationals, Spring Nationals, and SuperNationals:**

10.11.1.1 All Sections shall have a time control of Game/90, with a 10-second time delay: G/90 d10.

10.11.1.2 The US Chess Rule 11D (two extra minutes awarded for an opponent’s illegal move or touch-move violation) will be imposed only when the player receiving the awarded time has fewer than 60 minutes on the player’s clock.

10.11.2 **Online National Scholastic Quick Chess Championships:** All 7 rounds at Game/20, with a 5 second increment (G/20 +5).

10.11.3 **National Youth Action Championships:** All rounds at Game/30, with 5-second time delay (G/30 d5).

- 10.11.4 **Junior Chess Congress & All-Girls Nationals:** Game/90, with a 10-second time delay (G/90 d10). The Organizer may propose a longer or shorter time control as part of their bid.
- 10.11.5 **U.S. Junior Open:** Game/120, with 5-second time delay (G/120 d5). The Organizer may propose a different time control as part of their bid.

11 CHESS NOTATION

11.1 Requirements

- 11.1.1 All players ***must use the official scoresheets provided by the tournament*** to record the moves during their games. Organizers will make available a downloadable version of the official scoresheet so players can practice before the tournament. Players ***may not*** use their personal score books or other notation devices **for any reason while their games are in progress, including transcription.** (For authorized exceptions see [Section 11.2](#).)
- 11.1.2 The recognized forms of notation are algebraic and descriptive.
- 11.1.3 **Chess notation requirements** are itemized in the table below:

Tournament	Sections	Is Notation Required?	
National K-12 Grade Championships	Kindergarten through Grade 2		No
	Grades 3 through Grade 12	Yes	
National Elementary School (K-6) Championships and SuperNationals	K-1 Under 500 & Unrated		No
	K-1 Championship		No
	K-3 Unrated, K-3 Under 600 & Unrated, and K-3 Under 1000		No
	K-3 Championship	Yes	
	All K-5 and K-6 Sections, including K-6 Unrated	Yes	
National Middle School (K-8) Championships and SuperNationals	All sections	Yes	
National High School (K-12) Championships and SuperNationals	All sections	Yes	
National Youth Action Championship	All Sections	Yes	
All-Girls National Championships	Age Under 8		No
	Age Under 10 and up	Yes	
Junior Chess Congress	Age 6 & under and Age 8 & under		No
	Age 10 & under, and all higher sections	Yes	
US Junior Open	All Sections	Yes	

- 11.1.4 **Rule 15A** from the *US Chess Rules of Chess*, requiring players to move before notating their move during over-the-board play, ***will be enforced for all players*** in National Scholastic tournaments. This specification does not apply to any online national scholastic tournament.
- 11.1.4.1 **The variation to Rule 15A** from the *US Chess Rules of Chess*, allowing players to notate their move before moving, ***shall be allowed*** for the following sections of National Scholastic tournaments:
- K-12 Grade Nationals: Kindergarten, 1st Grade, 2nd Grade.
 - Spring Nationals and SuperNationals: All K-1 sections (including K-1 Championship) and all K-3 non-championship sections.
 - All-Girls Nationals: Under 8 Section.
- 11.1.5 At all times during a game, both players shall keep their notation sheet on the tabletop, so their notation is clearly visible to the opponent and tournament staff.
- 11.1.6 In sections where notation is optional, players may notate using only the methods prescribed for the tournament or using an alternative method approved as an individual accommodation by the Director of Events. (For exceptions see Section 11.2 below.)
- 11.1.7 A section's notation requirements apply to all players within the section. For example, if a 1st Grade player chooses to play in a K-8 section, that player must abide by the notation requirements of that section regardless of the player's age or grade.

11.2 Exceptions to Notation Requirements

- 11.2.1 Players with special circumstances may be eligible to use an alternative means of score keeping. This accommodation requires prior approval from the US Chess Director of Events.
 - 11.2.1.1 US Chess strongly encourages players seeking a score-keeping accommodation to contact the Director of Events **at least three weeks before the tournament**. This allows time for the request, submission, and review of supporting documentation to US Chess, if needed.
 - 11.2.1.2 Late registrants seeking an accommodation for the method of score keeping shall contact the US Chess Director of Events before the tournament or ask to see the Director of Events at Chess Control upon arrival at the site. A player who raises this issue at the board without it having been reviewed by the Director of Events must not assume the requested accommodation will be granted for the current round.

12 TIE-BREAKS AND SCORING ADJUSTMENTS

Tie-breaks are used to determine the order of awards among players with the same final score.

12.1 Calculating Tie-Breaks

- 12.1.1 Computer programs are used to determine pairings, standings, and tie-breaks for all national scholastic events.
- 12.1.2 If tie-breaks are done by hand, they should be calculated at the end of the next-to-last-round. Careful preparation for manually calculating tie-breaks is necessary, even when using a computer.

12.2 Players tied for 1st Place

- 12.2.1 **All** players tied for first place are considered co-winners, but awards will be presented based on tie-breaks. (See Section 12.3 below.)
- 12.2.2 In the K-12 Grade Championships, the All-Girls Nationals, and the Online National Scholastic Quick Championships, all section winners and co-winners shall be designated **National Champion**.
- 12.2.3 In the SuperNationals and Spring Nationals, **only the winners and co-winners** of a Championship Section shall be designated **National Champion**. Players who win an Under or Unrated Section are designated “1st Place Winners”, **NOT** National Champions. (See also [Section 14.1.1.](#))

12.3 Order of Tie-Breaks

- 12.3.1 When individual scores are equal, the following order of tie-break systems will be used to determine individual awards:

1. Modified Median	4. Sonnenborn-Berger
2. Median	5. Cumulative
3. Solkoff	6. Coin Flip
- 12.3.2 When team scores are equal, the following order of tie-break systems will be used to determine team awards:

1. Total Individual Median	4. Total Cumulative
2. Total Solkoff	5. Coin Flip
3. Total Sonnenborn-Berger	

12.4 Scoring Adjustments for Opponents of a Disqualified Player

If a player is disqualified during or after an event, the results of the disqualified player’s opponents will be adjusted as follows:

- 12.4.1 If two or more rounds remain, all opponents of the disqualified player will receive a win by forfeit, unless they defeated the disqualified player, in which case they will retain a rated win.
- 12.4.2 If there is one round remaining, or if the tournament has concluded:
 - 12.4.2.1 The last opponent of the disqualified player will receive a win by forfeit.
 - 12.4.2.2 Opponents who lost to the disqualified player will receive a half-point bye.
 - 12.4.2.3 Opponents who drew the disqualified player will receive a win by forfeit.
 - 12.4.2.4 Opponents who defeated the disqualified player will receive a rated win.
- 12.4.3 A disqualified player’s score may not contribute to the player’s team score.

13 CONDUCT OF THE TOURNAMENT

13.1 Playing Area Setup Considerations for Over-the-Board (OTB) Events

- 13.1.1 The top boards should be roped off to highlight the top contestants and to prevent congestion. Some events have highlighted these boards by isolating them in a central area.
- 13.1.2 The use of demonstration boards, internet transmission, or closed-circuit TV to display the top boards is recommended. If closed circuit TV is used, place the monitors in a separate room.
- 13.1.3 To ensure silent playing conditions, access to the tournament room(s) is limited to the players, tournament staff, and media approved by US Chess. US Chess does not allow spectators in the Playing Hall while games are in progress.
- 13.1.4 The K-1 section of the K-6 Elementary Nationals must be closed to everyone except the players and tournament staff. The organizer will provide a “parent waiting area” immediately adjacent and connected to the K-1 Playing Room. The organizer also will enact measures to account for all K-1 players such as the use of nametags or wristbands, escorting players to/from bathrooms, and handing off each player to their parent/guardian/coach when the player’s game has ended.
- 13.1.5 In the interest of player security, US Chess national events with elementary sections shall have specific “Player Exits” designated and marked by the tournament staff based on the physical layout of the Playing Hall and the venue. Players are required to use these exits when leaving the playing floor. Players who use unauthorized exits are subject to questioning by tournament staff.
- 13.1.6 When deemed appropriate by the US Chess Director of Events or the Event Organizer, a designated **Parent Waiting Area (PWA)** may be set up in a space outside or adjacent to the Playing Room, or in a part of the Playing Room that is far away from the players. The PWA is where parents and other responsible adults can meet players who have finished their games. Adults may remain in this area from the start of the round until their players’ games are completed. At US Chess national scholastic events, the K-1 Section follows its own special procedures.
 - 13.1.6.1 The PWA is NOT a spectator area.
 - 13.1.6.2 Parents who think they have observed a Tournament Director engage a player they know shall refrain from contacting the tournament staff to inquire about the engagement, because this behavior distracts the TDs from their assigned duties.
 - 13.1.6.3 When the PWA is inside the Playing Hall, the Chief TD and Director of Events **have the authority to forbid any use of electronic devices** (cell phones, tablets, laptops, walkie-talkies, etc.) in the PWA. When this rule is in effect people violating it will be warned first, and then may be asked to leave the PWA after repeated offenses during a round.

13.2 Announcements and Personal Photography

- 13.2.1 Except in the event of an emergency, announcements are made only before the start of each round.
- 13.2.2 US Chess practice is to not allow anyone other than players with active games onto the playing floor after the round begins. Anyone wanting to take photographs of their players must do so before the start of the round and before the tournament staff asks all non-players to exit the Playing Hall.

13.3 Event Staff and Pairing Lists for Teams

- 13.3.1 **Event Staff**: Relatives and coaches of players are not allowed to serve as TDs or Score Keepers in sections where their players participate.
- 13.3.2 **Pairing Lists for Teams**: This information is available online.

13.4 Fair Play and Electronic Devices

Electronic Devices are defined as cell phones, air tags, smart watches, tablets, computers, or any other device ***capable of chess analysis and/or communication with another device and/or person***. One-way wrist trackers and “air tags” may be worn, but players who wear them are subject to inspection by tournament staff to ensure their devices comply with the intent of Section 13.5. Also, see [Section 11.2](#) for rules concerning use of Electronic Notation Devices by players with special circumstances.

- 13.4.1 **Before the Start of the Game**. While entering the Playing Hall and checking their board numbers to find their pairings, players may use their electronic devices. However, before the start of the round, players ***must turn off all their electronic devices*** and either store them in a bag or place them face-up on the table. While face-up on the table, devices must be off—not on and in vibrate-only, silent, or airplane mode.

- 13.4.2 **When the Game Begins.** Once the round starts, players' devices must remain in their stored location or face-up on the table for the duration of the game.
- 13.4.3 **During the Game.** While games are in progress, players in the Playing Hall may not attempt to use their electronic devices or have them on their persons in any manner. Devices may not be taken to the bathroom or outside the Playing Hall.
- 13.4.4 **After the Game.** When a player's game is over, the player may collect the player's device from the table or leave it in the player's bag. However, the player is ***not permitted to turn on*** or use the device in any manner ***before the player has completely exited the Playing Hall***. Prohibited behavior includes (but is not limited to) taking photos of scoresheets, sending texts, and placing calls.
- 13.4.5 **Penalties for Electronic-Device Violations.**
- 13.4.5.1 **Behaviors Warranting Mandatory Penalties.**
- 13.4.5.1.1 A player who uses an electronic device to obtain information and/or communicate while the player's game is in progress shall lose the game.
- 13.4.5.1.2 A player who leaves the Playing Hall or enters the bathroom with an electronic device on the player's person while the player's game is in progress shall lose the game—regardless of whether the device is on or off.
- 13.4.5.1.3 A player whose electronic device rings, vibrates, or interrupts a game in any way shall be penalized as follows:
- The player answers the device and/or processes what it is communicating: loss of game.
 - The player does not answer the device and/or does not process what it is communicating: loss of 30 minutes or 50% of remaining time, whichever is less. (Turning the device off without answering it and/or without processing what it is communicating will result in this less severe penalty.) Second offense during the same round: loss of game.
- 13.4.5.1.4 Use of device after the player's game is over but before the player has exited the Playing Hall in any round before the final round:
- Loss of 30 minutes in the next round, when the behavior is clearly disruptive to another player, or
 - Loss of 10 minutes in the next round, when the behavior is not substantially disruptive to another player.
- 13.4.5.1.5 Use of device after the player's game is over but before the player has exited the Playing Hall in the final round:
- Loss of 1 point from the first tiebreak in the final standings, when the behavior is clearly disruptive to other players, or
 - A warning, when the behavior is not substantially disruptive to other players.
- 13.4.5.2 **Behaviors Warranting Discretionary Penalties.**
- The situation below provides the TD with a choice of which of 2 possible penalties to impose. When deciding how to rule in such a case, the Section Chief shall consider the details of the violation, including (but not necessarily limited to) the player's grade/age, section (Championship, Under, or Unrated), and score. Violations in a Championship section are more likely to result in the more severe penalty.
- 13.4.5.2.1 While a player's game is in progress, possession of an electronic device that is on but is clearly not being used or that is off (*unless, in either situation, the device is taken to the bathroom or outside the Playing Hall, in which case 13.4.5.1.2 applies*): Two possible penalties:
- Loss of game, or
 - Loss of 30 minutes or 50% of remaining time, whichever is less.
- 13.4.5.3 **Repeat Violations** If there is sufficient concern about fair play and/or if there are repeat violations, then the player's game may be forfeited and/or the player may be disqualified.
- 13.4.6 **Exceptions**
- 13.4.6.1 If the organizer designates a specific area of the Playing Hall near the entrance/exit for players to use electronic devices, then upon completion of their game players may use their electronic device only in the designated area to contact their parent, coach, or chaperone. The communication must be limited to arranging a pickup or stating that their game is over. Loud and/or disruptive behavior in this area can warrant a penalty.
- 13.4.6.2 If an emergency affecting a player occurs during a round, then the player may ask a TD for permission to use their electronic device to contact a parent, coach, or chaperone. If the TD

approves use of the electronic device to make such contact, use of the device must occur in the TD's presence.

13.4.6.3 Players with special circumstances shall follow the procedures in [Section 11.2](#).

13.4.7 Additional Fair Play Measures

13.4.7.1 Players suspected of fair play violations are subject to screening (e.g., questioning, checking personal effects, wandering) by US Chess. A player who refuses such screening may be ejected from the tournament. Frivolous or malicious accusations may incur a penalty at the discretion of the director.

13.5 Media

13.5.1 US Chess press has unrestricted access to the Playing Hall.

13.5.2 All other media desiring access to the Playing Hall or any aspect of the tournament must have the approval of the US Chess Director of Events. US Chess does not control media policies of the host facility.

13.5.3 Media requesting entry into the Playing Hall, but lacking appropriate access credentials, shall be sent to Chess Control by the Chief TD or Chief of the Floor.

13.6 Players Who Have Ongoing Games

13.6.1 During their games, players should remain at their boards or in the Playing Room silently observing adjacent games within their Section.

13.6.2 A player with an active game may not leave the Playing Room except to travel to and from the authorized bathroom.

13.6.2.1 When going to the bathroom, players must leave their official scoresheet at their board.

13.6.2.2 When a "*Players Only*" bathroom is designated by the tournament staff, it is the only bathroom players shall use while their games are in progress. Players who use another bathroom can expect to be questioned by tournament staff.

13.6.2.3 After a player's game ends, that player may no longer use the Players Only bathroom.

13.6.3 Players who need to leave the Playing Room during play for an extended period (more than 10 minutes) will inform one of the TDs in their Section before leaving the playing area. Players who have gone from the playing area for an unusual length of time should expect to be questioned by the tournament staff when they return to the board.

13.6.4 Exceptions include medical emergencies.

13.6.5 ***Players whose games are complete are considered spectators*** and must leave the tournament room immediately after their game. They are not allowed to re-enter the tournament room to check on a teammate or for any other reason without the express permission of a TD. A participant who believes they forgot their chess bag, scorebook, cell phone, coat, jacket, purse (etc.) in the Playing Hall should first go to Chess Control and get instructions from the tournament staff.

13.7 Contact between Players

13.7.1 Except for a medical emergency, a player whose game is in progress shall not have contact with anyone without first getting permission from a TD. Players have a heightened sensitivity towards any behavior that has an appearance of cheating. A good practice is for players to treat friends and teammates as strangers—avoiding any interaction while their games are in progress. Having a nearly silent Playing Hall minimizes distractions for all participants.

13.8 When a Game Result is Determined

13.8.1 The game result is determined (and cannot subsequently be changed) after both players agree, regardless of the position on the board.

13.9 Answering Questions or Addressing Uncertainty about the Game Result

13.9.1 **Checkmate or Stalemate.** When a player asks a TD whether a position on the board is checkmate or stalemate, the TD will ensure the clock is paused and then ask both players, "***What do you think?***"

- If both players agree, the result is confirmed regardless of the position on the board.
- If one player expresses uncertainty, the TD will instruct the player whose turn it is to start the clock and ***make a move***.
- If a move is played, the game shall continue.
- If the players conclude that no legal move is possible, the TD further asks, "***Is the King in check?***"

- Depending on the answer, the TD rules checkmate or stalemate.

13.9.2 **Other Results.** When the players disagree, the TD will rule in accordance with the *Rules of Chess* whether the game result is final or shall continue.

13.10 Game Result Slips

- 13.10.1 The organizer will provide Game Result Slips for each section in the tournament. The use of different color slips for each section (or different sections in the same room) is a preferred practice.
- 13.10.2 The Game Result Slip will contain spaces for both players to print their name, school, section, round of play, grade in school, indicate the result, and sign the result. It also will provide a place for the TD to sign or place their initials.
- 13.10.3 When the players agree on the game result, they should raise their hand to summon a TD. Players should not reset their board until instructed by the TD. After the TD arrives, the players shall circle the correct result and sign the Result Slip. Before releasing the players, the TD verifies the result to which the players have agreed and that player information has been accurately recorded on the Result Slip. The TD initials and keeps the Result Slip. A player may not exit the Playing Room with the Game Result Slip for their game. A parent or coach who discovers that a player has a Result Slip in their possession outside of the playing room should immediately go to Chess Control and turn in that Result Slip.
- 13.10.4 The Chief TD and Section Chiefs will ensure all Floor TDs are briefed on the requirement to record game issues and player claims on the backside of the game result slip to support the claims process.

13.11 Penalty for Excessively Late Arrival or No-Show

- 13.11.1 A player who is *late by 30 or more minutes for a round will lose the game by forfeit and will be withdrawn from the tournament.* The player will not be paired in any subsequent round(s) of the tournament unless the Chief Tournament Director reinstates the player.
- 13.11.2 The 30-minute countdown for late arrival begins when the Chief TD starts the round.
- 13.11.3 Under these rules a player who is forfeited but wants to continue competing in the tournament ***must notify Chess Control at least two hours before the advertised start of the next round.***
- 13.11.3.1 This request may be made on behalf of the player by the player's parents, coach, legal guardian, or a responsible adult associated with the player or school.

13.12 Dealing with Annoying or Distracting Behavior.

- 13.12.1 Section Chiefs will apply Rule 1C2 (Director Discretion), Rule 20A (Conduct of Players), and/or Rule 20G (Annoying Behavior) from the *Rules of Chess*, as necessary, to resolve any complaints. Frivolous or malicious complaints may incur a penalty at the discretion of the director.

14 TROPHIES & AWARDS

14.1 General Specifications & Principles

- 14.1.1 Only players and teams who win, or are tied for, 1st place ***in a Championship Section*** of the event shall be designated as "National Champion" or "National Co-Champion." Players and teams who win 1st place in any Under or Unrated section shall not be recognized by US Chess as National Champions and it is inappropriate for those players or teams to describe themselves as such.
- 14.1.2 Players can win only one individual award. Place awards take precedence over all other awards.
- 14.1.3 Award size, looks, weight and quality should display the prestige and importance of a National Chess Championship event.
- 14.1.4 The Director of Events, in consultation with the Scholastic Council, may use alternative awards (such as medals) in place of trophies for individual winners.

14.2 Sizes and Face Plates for Trophies

- 14.2.1 **Championship Sections.** If trophies are awarded, trophy sizes for Individuals and Teams in each Championship Section will be the same. Trophy sizes will be graduated from a **minimum** of 48" in height (for first place) down to a **minimum** of 24" (for the lowest place). The face plates for winning individuals and teams will bear the words "National Champion."
- 14.2.2 **Non-Championship Sections.** If trophies are awarded, Team and Individual trophies in Non-Championship sections shall be no taller than 32" in height down to a minimum of 14" for the lowest place. Tied-for and Rating class trophies shall be smaller than the lowest place trophies. The face plates for first-place individual and team awards in the non-championship sections will bear the words

“1st Place.” ***They shall not use the word “Champion” or “Champions,”*** which are reserved only for the face plates of the top trophies in the Championship sections.

14.3 Quantities of Awards

14.3.1 In the Spring National Scholastic tournaments, including SuperNationals, US Chess shall present awards to the Championship and Non-Championship sections as listed below:

14.3.1.1 Championship Sections: A minimum of 1 individual award per 10 players and a minimum of 1 team award per 15 players, based on average attendance in the two previous years. In addition to the team award, individual plaques to 4 players and the coach to each of the top 5 teams.

14.3.1.2 Under Sections: A minimum of 1 individual award per 15 players and a minimum of 1 team award per 20 players, based on average attendance in the two previous years. In addition to the team award, individual plaques to 4 players and the coach of the first-place team. These plaques shall be at least one-quarter (25%) smaller than the plaques awarded to the players and coaches in the Championship sections.

14.3.1.3 Unrated-only Sections: A minimum of 1 individual award per 15 players and up to (but not more than) 5 team awards, based on average attendance in the two previous years. No individual plaques to a team.

14.3.1.4 Where new sections are involved and there is no history, the Director of Events will work with the Scholastic Council to identify appropriate quantities of individual and team awards.

14.3.2 Awards for the **top 3 places** shall be presented in each of the following class sections:

14.3.2.1 High School (K-12) National Championships/SuperNationals:

- K-12 Championship Section: 1900-1999, 1800-1899, 1700-1799, 1600-1699, 1500-1599, 1400-1499, Under 1400, and Unrated

14.3.2.2 Middle School (K-8) National Championships/SuperNationals:

- K-8 Championship Section: 1700-1799, 1600-1699, 1500-1599, 1400-1499, 1300-1399, 1200-1299, Under 1200, and Unrated

14.3.2.3 Elementary (K-6) National Championships/SuperNationals:

- K-6 Championship Section: 1400-1499, 1300-1399, 1200-1299, 1100-1199, 1000-1099, Under 1000, and Unrated
- K-5 Championship Section: Same class awards as the K-6 Championship Section
- K-3 Championship Section: 1100-1199, 1000-1099, 900-999, 800-899, Under 800, and Unrated

14.3.2.4 Bughouse National Championship:

- High School (K-12) National Championships: K-12 section only
- Middle School (K-8) National Championships: K-8 section only
- Elementary (K-6) National Championships: K-6 section only
- SuperNationals: Sections for K-12, K-8, and K-6

14.3.2.5 Blitz National Championship:

- High School (K-12) National Championships: K-12 section only
- Middle School (K-8) National Championships: K-8 section only
- Elementary (K-6) National Championships: Sections for K-6 and K-3
- SuperNationals: Sections for K-12, K-8, K-6, and K-3

14.3.3 Each grade level of the **K-12 Grade Nationals: Top 10 individuals** and **Top 5 teams** per 100 players in each section (averaged over the past two years), plus the following Class Awards:

Grades	Class Awards by Grade – Top 3 Players by Class			
9th - 12th	1600-1899	1300-1599	1000-1299	Under 1000
6th - 8th	1400-1699	1100-1399	800-1099	Under 800
4th - 5th	1100-1399	800-1099	600-799	Under 600
2nd - 3rd	1000-1199	800-999	600-799	Under 600
Pre-K, K & 1st	800-999	600-799	400-599	Under 400

14.3.4 Each section of the **National Youth Action Championships**: 10 individual and 5 team awards per 100 players in each section, based on the average attendance in the past two years; plus, plaques for 4 players and 1 coach for each of the top 5 teams.

- 14.3.5 Each age group of the **Junior Chess Congress**: Top 10 individual finishers in each section and top 5 teams.
- 14.3.6 **Online National Scholastic Quick Championships.** To be separately determined and published as part of the event rules.
- 14.3.7 In addition to the minimum number of awards listed above, extra awards should be presented based on the following calculation: Add the total number of players who have participated in each section over the last two years and divide the average number by 6. These awards should be presented only in the case that the final number exceeds the minimum requirement. These additional awards may be allocated to those tied with place award winners.
- 14.3.8 Ribbons and certificates for each participant have been used effectively at over-the-board events. Such items need no ceremonies and shall be distributed to participants as deemed appropriate by the Chief TD or each Section Chief. Organizers should be aware that tangible awards of some nature are recommended for the enhancement of national scholastic events. Plans for awards should be included in the bid and in advance publicity for the event.
- 14.3.9 Special awards (gender specific awards, etc.) are prohibited. Grade-based awards are prohibited at all Spring Nationals.
- 14.3.10 Organizers shall not accept donations of extra awards without the approval of US Chess.
- 14.3.11 For Side Events held as part of a national scholastic tournament the minimum awards will be equal to the minimum offered in the Championship Section. See Appendices A and B for specific information on the Blitz and Bughouse events.

15 SCHOLASTIC MEETING AND OTHER MEETINGS

15.1 Scholastic Meeting

- 15.1.1 The Director of Events will schedule a Scholastic Meeting at every US Chess National Scholastic Event. This meeting usually occurs 15-30 minutes after the start of one of the rounds of play and is led by the Scholastic Council Representative or the Organizer. Senior staff from US Chess frequently attend. This meeting should last no longer than one hour (*see footnote 14*).
- 15.1.2 The purpose of the meeting is to discuss the tournament and any scholastic chess topics. This meeting is not the place to raise issues about your specific player's game results.

15.2 Other Meetings

- 15.2.1 Additional meetings and seminars are common at US Chess National Scholastic events. Examples include, but are not limited to: Grandmaster Simultaneous Exhibition, Book Signings, and Lectures; discussions on Women's Chess and/or International Youth Chess; US Chess Executive Director's "Open Door", etc.
- 15.2.2 All meetings must be approved by the Director of Events or Organizer in time for them to be printed in the event Schedule or Program Book.

16 INTERNET COVERAGE AND SPECIAL CONSIDERATIONS

16.1 Before the Tournament

- 16.1.1 **At least four months before the tournament**, US Chess or the organizer will provide a dedicated "Event Home Page" for each National Scholastic Tournament. The page will have essential information about the event (e.g., event-specific rules, lodging instructions and locations, registration fees and instructions, sectioning, awards, etc.). The home page also will contain links to make lodging arrangements and to enter the tournament. To find the home page for a scholastic national tournament, go to www.uschess.org, then select "Play" and "National Events" from the menu bar.
- 16.1.2 The Event Home Page will have links to the list of advance entries (pre-registered players) showing each player's name, school, grade in school, section entered, and Bye requests.
- 16.1.3 When possible, the Event Home Page will include a PDF or on-line edition of the official Event Program that participants can download or print.

¹⁴ Please be on time for the start of this meeting, as it disrupts the meeting when someone arrives late and asks questions about topics already discussed.

16.2 During the Tournament

- 16.2.1 After the event begins, US Chess or the Organizer will add links on the Event Home Page enabling players easy access to the pairings, results, and standings for all sections throughout the tournament.
- 16.2.2 When pairings are posted on-line, players, parents and coaches must remember that the “Official Pairings” are those pairings posted near or inside the Playing Area. There are occasions when the on-line pairings are different. When this occurs, the pairings posted near or inside the Playing Hall have precedence.
- 16.2.3 For each round, the tournament staff shall, at a minimum, post on-line the next round’s pairings and the current standings. In addition, for the last 3 rounds of the tournament, the event staff also will post a Wall Chart online, sorted in pairing number sequence and showing each player’s total score, round-by-round result, and color history. Because Wall Charts for sections can be extensive, they will only be printed and posted on-site at the discretion of the Organizer or Chief Tournament Director.

16.3 After the Tournament

- 16.3.1 US Chess or the Organizer will update the Event Home Page and include links to pages containing the Official Results.
- 16.3.2 US Chess or the Organizer also may provide links to one or more Post-Event Surveys being used to gather information from participants.

16.4 Recommended Special Considerations

- 16.4.1 Provide a large map of the United States, with the number of players from each state indicated on the map.
- 16.4.2 Provide coaches with a copy of the US Chess tournament cross-table as soon as it is available online.
- 16.4.3 Organized activities for players add to the attractiveness of these events. Such activities, including simultaneous exhibitions or lectures by famous players, are recommended.
- 16.4.4 It is strongly recommended that side events (blitz tournaments, etc.) be completed on the day before the start of a national scholastic event.

17 SUPERNATIONALS**17.1 Definition & Specifications**

- 17.1.1 SuperNationals is a concurrent, co-located, single tournament that includes all three Spring Nationals.
- 17.1.2 SuperNationals shall follow all specifications in the previous sections of these regulations in addition to the regulations in this section.
- 17.1.3 SuperNationals may be held no more frequently than every four years. The first SuperNationals was held in 1997. The next SuperNationals (“SN IX”) will be held in April 2029 in Columbus, Ohio.

18 REGULATIONS FOR ONLINE NATIONAL SCHOLASTIC TOURNAMENTS

Purpose: This section of the Scholastic Regulations is NOT rules for the Online National Scholastic Quick Championships—those rules will be separately published. Rather, this section supplements the *Scholastic Regulations* and the 7th Edition of the *US Chess Official Rules of Chess*, especially Chapter 10: “Rules for Online Tournaments and Matches”. This section provides rules to help organizers create ONLINE events. The regulations detailed below are based on more than a year of practical experience running multiple large online scholastic tournaments at state- and national-levels using a variety of online chess-playing platforms—with and without the aid of remote monitoring video capabilities. Situations not covered directly by this section, other parts of the Scholastic Regulations, or the Official Rules of Chess should be brought to the attention of the Scholastic Council.

18.1 Event Dates and Tournament Format

- 18.1.1 Scheduling Considerations.
 - 18.1.1.1 If an online event is a replacement for an over-the-board (OTB) tournament, then the organizer should make every effort to schedule it for the same weekend when the OTB event would have been held.
 - 18.1.1.2 The dates of the events shall be coordinated with the US Chess Office.
- 18.1.2 Tournament Format.
 - 18.1.2.1 The format for an online tournament is not required to be identical to the OTB version of the event. But, in general, the number of rounds should be kept the same.

- 18.1.2.2 In a similar way, the time control traditionally used for the OTB version of the event can be kept the same or shortened as the organizer sees fit; however, the organizer also must consider the prestige and tradition of the OTB National Event.

18.2 Chess Platform

18.2.1 Selection.

- 18.2.1.1 Selecting the appropriate platform for any Online National Scholastic event is one of the most important decisions the organizer makes.

18.2.1.2 Considerations include, but are not limited to:

- Whether the platform allows the use of ‘manual’ pairings submitted by the tournament staff.
- The tournament staff’s experience and familiarity with the chosen platform.
- What hardware is required by event participants.
- The platform’s compatibility with various methods for remotely monitoring players.

18.2.2 Endorsed Fair Play Algorithm.

- 18.2.2.1 All Online National Scholastic events will be held on platforms with fair play algorithms endorsed by US Chess.

18.3 Organizers’ Responsibilities

18.3.1 Requirements. All online national scholastic events must meet at least one of the two following conditions:

- 18.3.1.1 If the event is organized directly by US Chess, the Director of Events will work with the Scholastic Council to develop and publish event-specific rules and guidelines.

- 18.3.1.2 If the event is organized by an organizer awarded the event through a US Chess bidding process, then the organizer shall work through the US Chess Director of Events with the Scholastic Council to set event-specific rules and guidelines.

18.3.2 Contract with the Platform Vendor.

- 18.3.2.1 The business contract between the organizer and the platform is the responsibility of the organizer.

- 18.3.2.2 When US Chess is the organizer, the US Chess Director of Events will make the contract with the platform vendor.

18.3.3 Event Name.

- 18.3.3.1 The proposed name of the event shall be approved by the Director of Events.

- 18.3.3.2 Events proposed as a “National Championship” must be approved by the US Chess Executive Board.

18.3.4 Registration Process.

- 18.3.4.1 US Chess will provide the registration system for online national scholastic events that are organized directly by US Chess.

- 18.3.4.2 For events awarded to an organizer external to US Chess the organizer is responsible for the event registration process unless the terms of the awarded bid state otherwise.

- 18.3.4.3 Organizers should require players to certify that all information presented on their entry form is true and correct. Incorrect or false information may result in a player being ruled ineligible to play.

18.3.5 Event Rules. The rules to be used for the tournament shall be published no later than the date registration opens for the event. This includes rules governing start times (round times), time controls, permitted playing devices.

18.3.6 Player Usernames and Passwords.

- 18.3.6.1 Players are required to use the username they provided during registration or as assigned by the tournament.

- 18.3.6.2 Players who change or forget their username and/or password may not be able to play in the tournament.

- 18.3.6.3 The organizer should maintain a list of all authorized usernames and provide a process for players to recover their password.

18.3.7 Optional Opening Ceremony. The organizer may choose to have an online opening ceremony. Such a ceremony, however, is not designed to answer questions or address technical issues—the priority is to begin the first round on time.

18.4 Organizing Team/ Staffing

- 18.4.1 Chief Tournament Director. The Chief TD must:
- 18.4.1.1 Be acceptable to US Chess.
 - 18.4.1.2 Be certified as a National Tournament Director.
 - 18.4.1.3 Have strong experience:
 - Directing online events.
 - Using the platform chosen for the tournament.
 - In fair play methods for reviewing games and the overall event's results.
- 18.4.2 Number of TDs. The ratio of players to TDs will greatly depend on the event requirements (e.g., camera monitoring, chat platform, etc.). In general, every 25-30 camera views require one online TD.

18.5 Player Eligibility

- 18.5.1 US Chess and Platform Membership.
- 18.5.1.1 Players must be members in good standing with the US Chess Federation.
 - 18.5.1.2 Player also must be in good standing with the platform vendor contracted for the tournament. US Chess cannot mandate that a player be allowed to play on a platform if the player has been banned by the platform vendor.
- 18.5.2 Organizer's and/or Chief TD's Rights. The organizer and/or Chief TD reserve the right to rule a player as ineligible or disqualified if:
- 18.5.2.1 A player has a fair play violation on any platform endorsed by US Chess.
 - 18.5.2.2 The platform vendor for the tournament informs the organizer or Chief TD during the event that a player has committed a fair play violation.
 - 18.5.2.3 A player is determined by the organizer / chief TD to have violated fair play after completion of post-event analysis in accordance with Chapter 10 of the *US Chess Official Rules of Chess* and the specific rules for the tournament.

18.6 Players' Equipment to Play in the Event

All aspects of the player's technical setup are the responsibility of the player, not of US Chess.

- 18.6.1 Computer or Tablet.
- 18.6.1.1 Some platforms do not allow players to use a tablet computer.
 - 18.6.1.2 When the event rules specify remote monitoring by video camera or screen sharing, the player's computer shall be capable of fulfilling the camera and/or screen sharing requirements without interrupting the player's game screen.
 - 18.6.1.3 Use of any additional electronic device is prohibited except for webcam monitoring. Special considerations, such as dual monitors, physical chessboards, headphones, or headsets (etc.) must be approved by the Chief TD or the conditions for their use specified in the instructions for the tournament.
 - 18.6.1.4 Once a player starts the player's game on one device, the player should NOT try to open the game on a second window or on another electronic device. These activities risk confusing the chess platform, are likely to disrupt play, and usually trigger the chess platform's fair play detection procedures (because the platform senses the second device and interprets it as a violation of fair play).
 - 18.6.1.5 While a player's game is in progress no other electronic devices may be used by the player that can calculate moves, receive moves, or send moves. This rule does not apply to a player's cellphone when it is being used solely as one of the tournament's required remote monitoring devices.
 - 18.6.1.6 Cell phones are not authorized as playing devices, no exceptions.
- 18.6.2 Internet Connection.
- 18.6.2.1 All players need a reliable internet connection. US Chess recommends a high-speed internet connection with an upload capability of at least 2 megabits per second (Mbps).
 - 18.6.2.2 An unreliable or slow internet connection and/or technical setup errors might result in a loss or forfeit loss of a game.
 - 18.6.2.3 The tournament instructions shall provide clear guidance:
 - On the most likely platform and internet glitches that may affect a player. For example, what to do if a player experiences an unintentional interruption in a game.

- For players who fail to log in to the playing and/or game monitoring platform in a timely manner.
- On the consequences of disconnections from the playing and/or game monitoring platform that cannot be attributed to a fault of the platform or player's internet service (e.g., intentional disconnections).

18.6.2.4 Players who lose a rated game by disconnection are deemed to have withdrawn from the tournament.

18.7 Team Requirements for Online National Scholastic Events

18.7.1 The organizer shall work with the chess platform vendor to implement the same team pairing restrictions specified in [Section 10](#).

18.8 Communications with Event Participants

18.8.1 Before the Event.

18.8.1.1 Organizers are strongly encouraged to hold several town-hall meetings to inform players, parents, responsible adults, and coaches about the specifics of the tournament—and to give attendees opportunities for Q&A.

18.8.1.2 The organizer must provide rules, setup specifications, guidelines, and directions to players in advance.

18.8.2 During the Event.

18.8.2.1 The organizer shall arrange for and provide a clear means of communication between players and TDs throughout the tournament.

18.8.2.2 The organizer shall have a separate line of communication between parents and Chess Control or a Help Desk to handle any requests during the event.

18.8.2.3 Live streaming and/or online coverage of the tournament are great ways to get the general public interested in and involved with national chess championships. However, when these options are used the organizer and Chief TD need to integrate measures in their event rules that prohibit players from viewing these streams while their games are in progress.

18.9 Ratings for Sectioning, Pairings, and Prize Eligibility

18.9.1 Ratings to Use.

18.9.1.1 US Chess Ratings must be used for pairing purposes except as specified in [Section 4.6](#) (Other Rating Systems). Any pairing method that does not use these ratings is not acceptable to be used at a National Online Youth/Scholastic Event.

18.9.1.2 Organizers are encouraged to use the highest of a player's over-the-board Regular, Quick, Online Regular, and Online Quick rating. The time control being used for the tournament will dictate whether to use regular, quick, or both.

18.9.1.3 For players without US Chess ratings, or whose US Chess ratings reflect prolonged periods of inactivity, ratings from other rating systems may be used as described in [Section 4.6](#). A more current US Chess rating is preferred except in cases where the number of games in the other rating system is a far better indicator of the player's current strength.

18.9.2 Unrated Players. See [Section 4.7](#).

18.9.3 Bye Requests and Withdrawals.

18.9.3.1 Organizers shall carefully consider and outline the player's ability to request byes during the tournament. This should be clearly written into the rules for the event along with the deadlines for requesting byes.

18.9.3.2 Clear instructions are needed on what channel and notification method players should use if/when they want to withdraw.

18.10 Chess Notation

18.10.1 Notation is not required for online tournaments because all platforms record both players' moves.

18.10.2 Players are allowed to write their moves (in order to "stay in shape" for over-the-board play). If the players are monitored via webcam, the notation sheet must be visible on the camera and tournament directors must have a clear view of what the player is doing.

18.10.3 The moves given by the platform are the official moves made by the player. A player cannot use the player's notation sheet to initiate a claim.

18.11 Tie Breaks

- 18.11.1 Tie breaks will be determined in accordance with [Section 12](#), or the separate rules published for the tournament.

18.12 Playing Conditions for the Players

- 18.12.1 During their games, players must be alone in a quiet room with no background noise. Players may be penalized for violating this rule.
- 18.12.2 Before games begin, players and parents shall remove all other electronic devices from the Playing Room.

18.13 Scoring of Forfeited or Disconnected Games

- 18.13.1 When a Player Fails to Log-In.
- 18.13.1.1 A player who does not log-in for a scheduled round within the specified minutes after the start of the round shall lose the game by forfeit. Event instructions shall specify the length of the “forfeit time.”
- 18.13.1.2 A player forfeited due to failure to log-in will be dropped from the remainder of the tournament unless the player notifies the tournament staff (in accordance with the event instructions) and expresses a desire to stay in the tournament.
- 18.13.2 When Neither Player Makes a Move.
- 18.13.2.1 If both players are logged-in but have not made at least one move, the game will be declared a forfeit loss for the absent player. Ratings will not be impacted.
- 18.13.2.2 The absent player will be dropped from the remainder of the tournament unless the player notifies the tournament staff (in accordance with the event instructions) and expresses a desire to stay in the tournament.
- 18.13.3 When Both Players Have Made At Least One Move.
- 18.13.3.1 If both players have made at least one move and the game ends because of a disconnection, then the game will be rated.
- 18.13.3.2 The disconnected player will be removed from the remainder of the tournament unless the player notifies the tournament staff (in accordance with the event instructions) and expresses a desire to stay in the tournament.
- 18.13.4 Event organizers shall provide instructions on what players removed from the tournament should do if they wish to be paired for subsequent rounds.

18.14 Fair Play Monitoring

- 18.14.1 Organizers must have a complete fair play monitoring process in place during and after their event. The procedures chosen may be a function of the size of the event and the number of tournament directors required to implement the procedures.
- 18.14.1.1 During play, the ideal process is to integrate capabilities for remote monitoring of all players by the tournament staff (e.g., Zoom). In addition, most game platform vendors can provide fair play analysis during games. The Chief TD and/or organizer shall meet with the platform vendor before the tournament to understand and discuss the procedures the platform uses to detect fair play issues during games-in-progress. This group also shall discuss how issues will be brought to the attention of the tournament staff and how the tournament staff shall handle them.
- 18.14.1.2 After the tournament the Chief TD or organizer can work with the platform vendor to perform a more thorough analysis of all games as well as any suspect games. Refer to Chapter 10 in the *US Chess Official Rules of Chess* for more guidance.
- 18.14.2 Remote Monitoring Using Video Technology.
- 18.14.2.1 When the tournament plans to use remote monitoring capabilities the event instructions or rules must clearly ***specify the minimum hardware and software requirements of all players***. These instructions may include:
- Name of the video platform (e.g., Zoom or a similar capability).
 - Required camera views (e.g., a facial view and a second view of the player and the player’s device from a 45-degree angle behind the player).
 - Audio settings (e.g., should players be muted or unmuted while playing their games).
 - How to communicate with or respond to the tournament staff.
 - How to share screen.

- Any breakout room scenarios.
 - Procedures players must follow for use of the bathroom.
- 18.14.3 Recommended Video Monitoring Requirements. Experience has shown that the following two-camera setup works well.
- 18.14.3.1 **Side-view or Rear-view Camera**. This camera is positioned to provide a view of the player and the player's playing device. The camera is placed 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 of these elements must be visible simultaneously in the video stream. Players may use a cell phone or a separate webcam to provide this view. Players should ensure this camera uses a continuous source of power and does not rely on battery power alone, to avoid interruptions in the camera's video feed, resulting from a loss of battery power.
- 18.14.3.2 **Front-view Camera**. Provides a head-on view of the player and enables easier communication between the player and the TD. The view of the player must include the player's chest from the armpits to the top of the head.
- If the player's computer has a built-in webcam, it should be used.
 - A separate webcam is an acceptable option if the computer does not have a built-in camera, or it does not work.
 - A tablet can be used as a front-view camera only if the player is playing on a separate device (a computer or an additional tablet).

18.15 Penalties during the Event

- 18.15.1 A start-of-the-round forfeit/no-show time must be specified in the rules for the tournament. This can be shorter than in a traditional OTB tournament (e.g., 15 or 20 minutes in a Game/45 or Game/60 online event). For time controls shorter than Game/20 (increment or delay), we do not recommend a forfeit time or no-show time.
- 18.15.2 The Chief TD may impose penalties for prolonged or repeated disconnections. These penalties should be made clear in the rules for the event.
- 18.15.3 The organizer and Chief TD reserve the right to remove a player from the tournament and make an adjustment to the scores of the players and her/his opponents. For the proper adjustment of scores, refer to [Section 12.4](#).

18.16 Trophies and Awards

- 18.16.1 Results are not official until the fair play process has been completed, which may take up to several weeks.
- 18.16.2 In lieu of an official Awards Ceremony, Organizers should consider a post-event celebration of all the individual and team accomplishments. This also can showcase the Sponsors, Tournament Directors, and volunteers who made the event possible.
- 18.16.3 The organizer should offer awards similar to OTB National Scholastic/Youth Events. In addition, the organizer should arrange for any awards earned to be shipped directly to the players.

////////// End of the main text, Appendices begin on the next page //////////

APPENDIX A: NATIONAL SCHOLASTIC BLITZ CHAMPIONSHIP REGULATIONS*(Last updated August 2025)*

- A1.0 It is highly encouraged to have a Blitz Tournament as a side event at all National Scholastic events. However, *the only Blitz Tournaments that will be considered as National Scholastic Championships will be the Championship Sections at the Spring Nationals.*
- A2.0 The rules to be used for a National Scholastic Blitz event (Appendix A-1) shall be displayed on the US Chess website with a link to the Blitz Rules on the home page for the main tournament.
- A3.0 Tournament Format
- A3.1 Sections will be divided as follows:
- **High School (K-12) National Championships:** K-12 Championship and K-12 Under 1800.
 - **Middle School (K-8) National Championships:** K-8 Championship and K-8 Under 1600.
 - **Elementary (K-6) National Championships:** K-6 Championship, K-6 Under 1400, and K-3 Championship.
 - **SuperNationals:** K-12 Championship, K-12 Under 1800, K-8 Championship, K-8 Under 1600, K-6 Championship, K-6 Under 1400, and K-3 Championship.
 - **Grade (K-12) Nationals:** K-12 Championship and K-6 Championship (these are not national championship side events).
- A3.2 *Pairings will be made using the higher of each player's over-the-board (OTB) US Chess Regular or Blitz rating, as listed in the Rating Supplement used for the main tournament. Established OTB ratings take precedence over provisional ratings. If a player has neither a US Chess Regular rating, nor a US Chess Blitz rating, but has a rating in another OTB rating system or the US Chess Online Rating system, then the Chief TD has the option to follow procedures specified in 28D and 28E of the Rules of Chess to assign the player a rating. If a player receives an assigned rating, it will be used for pairings and prize eligibility. See Scholastic Regs 12.4-5 for full details.*
- A3.3 Unrated Players can compete in either the Championship or the Under section of the Blitz event. Players rated below the section upper limit for an Under Section in Blitz may 'play up' to compete in a Championship Section.
- A3.4 The tournament will be a 6-round, double-Swiss tournament (6-DSS). Round 1 shall begin at 5 pm local time on Thursday, with subsequent rounds held as soon as possible after the end of the previous round. However, no round shall begin after 9:30 pm.
- A3.5 The time control is Game/3, increment 2 (G/3 +2), unless specified otherwise in pre-event publicity and announcements.
- A3.6 Registration is to be online (when available) and allowed on-site up to 4 pm local time on the tournament day. Players in line at 4 pm will be allowed to register. Additional entrants might be allowed at the discretion of the Chief TD and Tournament Organizer.
- A3.7 A player who forfeits a round will be withdrawn from the tournament but may be re-entered for future rounds at the Chief TD's discretion.
- A3.8 A player who was not present (forfeited) for Round 1 and who shows up, may not be paired until Round 3 unless it is possible to put the player in the tournament for Round 2 without delaying the next round. This applies to all future rounds.
- A4.0 The individual and team awards for the Championship Section, as explained in A3.1 above, shall be the same as in the Championship Section for that Spring National. Other sections will have the number of awards that are deemed necessary, based on projected attendance.

APPENDIX A-1: US CHESS SCHOLASTIC BLITZ RULES*(Last updated August 2024)*

1. Format: 6-round, double-Swiss tournament (6-DSS). However, when play occurs in the evening, no round shall begin after 9:30 pm (see Appendix A A3.8). The time control is Game/3, increment 2 (G/3 +2), unless specified otherwise in pre-event publicity and announcements.
 - a. Each “round” of Blitz chess consists of 2 games: one played with the White pieces, the other played with the Black pieces (and vice-versa for the opponent). In the first game, White shall be played by the player listed as WHITE on the pairing sheet.
 - b. Each player must complete all the player’s moves within the specified time control.
2. **Blitz is played using Touch-Move rules**, not Clock-Move. Therefore, if a player touches one piece, then moves another and presses the clock, the opponent may press the player’s clock to force the player to move the piece touched or may stop the clock to claim a violation. The TD may assess penalty.
3. The current edition of the Official Rules of Chess and the current online edition of “Rulebook Changes” shall be used to resolve situations not covered by these Scholastic Blitz Rules. National Scholastic Blitz tournaments will use Chapter 11 (Blitz Rules) of the US Chess Official Rules of Chess except when:
 - a. Each player is responsible to bring a chess clock to their game. If neither player has a clock, then both players will receive a forfeit loss for both games. Players are required to know how to operate their clock and how to make any changes to the clock that may be necessary during a game.
 - b. Only a TD may determine if a clock is defective and change the clock once the game begins.
 - c. Each player must press the clock button with the same hand used to move the pieces. This rule also applies to castling and capturing. Moving with one hand and pressing the clock with the other hand is not allowed and may subject the offending player to warnings and penalties.
 - d. At the start of the event, the TD may state the direction the clocks are to face. The player with the Black pieces then chooses which side of the table on which to sit.
 - e. Pressing the clock:
 - 1) Except for pressing the clock button or straightening the clock, neither player should touch the clock.
 - 2) If a player knocks over the clock, the opponent gets one minute added to their clock.
 - 3) If a player’s clock does not start, the opponent may try to start it by pressing the player’s clock button. However, if this procedure is unsuccessful, the opponent should signal for a TD.
 - 4) After moving, each player must always be allowed to press the player’s clock. Players who move before their opponent presses the clock are subject to warnings and penalties.
 - 5) Neither player may keep a hand on (or hovering over) the clock.
 - f. Knocking over a piece:
 - 1) It is unsportsmanlike conduct to knock over a piece and then press the clock.
 - 2) The first offense will result in a warning from the TD. A second offense will result in one minute being added to the opponent’s clock. A third offense will result in the loss of the game.
 - 3) A player will not lose a game on time if the player’s opponent knocks over a piece and presses the clock without picking it up. The offended player will receive an additional minute to continue the game.
 - g. In case of a dispute, either player may stop the clock to summon a TD. In any unclear situation, the TD will consider the testimony of both players and any reliable witnesses before the TD renders a decision. If a player wishes to appeal the decision of a TD, the player must first appeal to the Section Chief. Then, if necessary, the player may appeal to the Floor Chief TD, whose decision in all cases is final.
 - h. Excessive banging of pieces or clocks will not be tolerated. Players who continually ignore this rule may be penalized with a loss of time.

APPENDIX B: US CHESS SCHOLASTIC BUGHOUSE REGULATIONS*(Last updated August 2025)*

- B1.0 It is highly encouraged to have a Bughouse Tournament as a side event at all National Scholastic events. However, ***the only Bughouse Tournament designated as a National Scholastic Championship is the bughouse event associated with the SuperNationals or Spring Nationals.***
- B2.0 Tournament Format
- B2.1 Bughouse Rules. See Appendix B-1 on the next page.
- B2.2 **Unless announced otherwise in the Tournament Announcement,** the Bughouse tournament will begin at 11 am local time on Thursday **and consist of five or six double-rounds, based on the number of teams in the section.** Subsequent rounds will be held as soon as possible after the previous round ends. Please refer to the official tournament announcement for the cut-off time for Bughouse entries.
- B2.3 All entries are to be onsite on Wednesday evening and Thursday morning, with registration stopping at 10 am local time. Contestants in line at 10 am will be allowed to register. Additional entrants may be allowed at the discretion of the Chief TD and Tournament Organizer. Please refer to the official tournament announcement for the Round 1 start time.
- B2.4 The rules to be followed for a National Scholastic Bughouse tournament (Appendix B-1) shall be displayed at an appropriate easy-to-find location on the US Chess website.
- B3.0 The team awards for the Championship Section, as explained in B2.1 above, shall be the same as in the Championship Section for that Spring National. Other sections will have the number of awards that are deemed necessary, based on projected attendance.

APPENDIX B-1: US CHESS SCHOLASTIC BUGHOUSE RULES*(Last updated August 2025)*

1. Teams are composed of two players. No substitutions are allowed.
2. Each round of Bughouse consists of two games (e.g., Team A and Team B play two games per round).
3. Each team decides which player is to play white and which player is to play black in each game of the two-game match.
4. The time control is Game in five minutes, with no delay (G/5 d/0).
5. Each player is responsible for providing a clock (e.g., two clocks per team). If players in an individual game do not have a clock, both players receive a forfeit loss for that game.
6. **The game is clock-move.** A move is not completed until the opponent's clock has started.
7. Each game in the two-game match is concluded as soon as one of the players on a team wins their game.
8. **Illegal moves lose if they are properly claimed.**
 - a. To claim an illegal move, the claimant must make the claim before completing their own move.
 - b. Before play begins, both players should inspect the position of the pieces and the setting of the clock—since once each side has made a move, any claim to correct either the position of the pieces or the setting of the clock is null and void. The only exception is if a clock is set for more than five minutes, then the tournament director (TD) may reduce the time, accordingly.
 - c. Illegal moves unnoticed by both players cannot be corrected afterwards, nor can they become the basis for making an illegal move claim. If the King and Queen are set up incorrectly when the game begins, then the player may castle short on the Queen side and long on the King side. Once each side has made a move, incorrect setups must stay as is.
9. When a piece is captured, it is passed to the partner only after the move has been completed.
10. A player has the option of either moving one of the pieces on the player's board or placing on the board a piece received from the player's partner.
 - a. A captured piece may be placed on any unoccupied square on the board, but a pawn may not be placed on the first or last rank.
 - b. Pieces may be placed to create check ("drop check") or checkmate ("drop mate"). Pieces may not be placed to capture a piece on the same move ("drop capture").
 - c. If a player promotes a pawn, the pawn must be left on the board and the player must clearly indicate to the opponent to what piece the pawn is being promoted. The promoted pawn will be laid on its side to indicate that it is a promoted pawn. After a promoted pawn has been captured, it reverts to a pawn—not to the promoted piece.
11. A player may not attempt to hide pieces captured by either player in the team. The first attempt will result in a warning, and the second attempt will result in forfeiture of the game.
12. **Partners may communicate verbally and via hand gestures throughout the game.** It is legal to make move suggestions to partners.
13. **Players may not touch the pieces or board of their Partner.** A player who touches the player's partner's active pieces, touches a square on the board, or places a captured piece on the board for the player's partner is subject to a penalty when the opposing team claims this offense to a TD. When a claim is made, both game clocks are paused while the TD addresses the claim. If the TD upholds the claim, the offending player (the one who touched the player's partner's pieces or board) shall be penalized **by subtracting one minute** off the player's clock **or half of the player's remaining time** when the player has less than **two minutes** remaining. **A second offense by the same player that is upheld by the TD shall result in a loss of the current game** for that player's team; it is not an automatic loss of the two-game match.

14. Each player must press the clock button with the same hand used to move the pieces, except that a player may use both hands during castling. When capturing, only one hand may be used. The first infraction will result in a warning, the second in a one-minute penalty or half the remaining time (subtracted time from the offending player's clock), and the third in forfeiture of the current game.
15. A player may touch the clock only to start the opponent's time (at the beginning of the game or after having made a move) or to straighten the clock.
 - a. If a player knocks the clock over, their opposing player gets one minute added to the player's clock.
 - b. If the opponent's clock does not start, a player may try to start it by restarting the player's clock and then restarting the opponent's time. Call the TD if this procedure is unsatisfactory.
 - c. Each player must always be allowed to press the clock after a move is made. A player who moves before their opponent starts the player's clock is subject to penalties.
 - d. Players may not keep their hands on or hovering over the clock.
16. **Defining a win.** A game is won by the player:
 - a. Who has checkmated the opponent's king. When on move, a player may wait until their partner supplies a piece that accomplishes checkmate, provided the player's time has not expired.
 - b. Whose opponent resigns.
 - c. Whose opponent's time expires ("flag falls") at any time before the game has otherwise ended, provided the player points it out and stops the player's clock before the player's time expires (while the "flag is still up"). An illegal move does not negate a player's right to claim a win on time, provided the player makes the time claim before the opponent makes the illegal-move claim. If the claims are simultaneous, the player who made the illegal move loses.
 - d. Who, after an illegal move by the opponent, captures the king or stops the clock and makes the illegal-move claim.
17. **Defining a draw.** A game is a draw:
 - a. By agreement between the teams only during the game.
 - b. If both opponents' time has expired ("flags are down") and no win-on-time claim has been made, unless either side delivers checkmate before the time expiration ("flag fall") has been noticed. Announcing an accurate checkmate nullifies any subsequent time-expiration claim.
18. If a player displaces a piece, the player must replace the piece on the player's time. If necessary, the opponent may start the player's clock without/before making a move to ensure that the player replaces the piece on the player's time. It is unsportsmanlike conduct to knock over a piece and press the clock before resetting the piece. The first offense will result in a warning, unless the offense caused the opponent's time to expire ("flag to fall")—in which case the opponent will have one extra minute added to the opponent's time. The second offense will result in the opponent having one extra minute added to the opponent's time. The third offense will result in the player forfeiting the game. The TD may administer other penalties (including expulsion from the tournament) for subsequent similar infractions at any point during the tournament.
19. In case of a dispute, either player may stop the clock and summon a TD. Before rendering a decision in an unclear situation, the TD will consider the testimony of both players and the testimony of any unbiased and reliable witnesses. A player may appeal a TD's decision to the Section Chief and, in turn, to the Floor Chief, whose decision will be final.
20. The TD shall not pick up a clock, except in case of a dispute.
21. Anyone not involved in a team's match may not speak about or otherwise interfere in either of the two games. If someone (a spectator or player in another match) does interfere (e.g., by pointing out a time expiration ["flag fall"] or illegal move), then the TD may cancel the games and rule that a new match be played. Furthermore, the TD may expel the offending person(s) from the Playing Room. Calling a time expiration ("flag fall"), illegal move, etc., is the responsibility of the players. TDs will not do so.
22. Only a TD may rule that a clock is defective and authorize a clock change.



23. Excessive banging of pieces or clock will not be tolerated, and the offending player may be penalized with loss of time.
24. Insufficient losing chances claims may not be made and will not be upheld.
25. The current edition of the Official Rules of Chess and the current online edition of “Rulebook Changes” shall be used to resolve any situation not covered by these Scholastic Bughouse Rules.

APPENDIX C: FAMILY AND FRIENDS TOURNAMENT*(Last updated August 2022)*

To incorporate families (including siblings) and friends into side events at the National Scholastic Championships, the Organizer is encouraged to conduct a “Family and Friends Tournament” (F&F). The F&F event is open to anyone not participating in the National Scholastic Championships. The format, schedule and prize fund shall be at the discretion of the Organizer. Entry fee, prize fund, and start times (round times) should be published in the TLA, tournament webpage, and tournament program booklet. Prizes in the F&F tournament shall not be more valuable than prizes in the main event.

APPENDIX D: GUIDE FOR SPECTATOR CONDUCT

(Last updated September 2021)

NOTE: *Current US Chess practice is NOT to allow spectators to observe games in progress at over-the-board national scholastic events organized by US Chess. However, if a national scholastic event is awarded by bid to an organizer who wishes to permit spectators, this exception must be highlighted on the site evaluation checklist for the bid or in the bidder's narrative. Appendix E is retained to provide guidance to such organizers, as well as others.*

1. **Who is a spectator?** A Spectator is anyone **inside the Playing Room who is observing the games in progress or who is waiting in the authorized Spectator Area or Seating Area** for a game to finish. Coaches and event participants whose games are finished also are spectators.
2. **Unacceptable Conduct.** Spectators ***WILL NOT:***
 - a) Stand in front of or make eye contact with the player whose game you are observing.
 - b) **Use or talk on a cell phone, laptop computer, tablet, walkie-talkie, or any electronic communication device anywhere in the Playing Room.** This prohibition includes the Spectator Area and the Seating Area. (See Appendix G.)
 - c) Camp out at one game.
 - d) Make faces, gestures, or convey in any visible way your opinion of a game you are watching.
 - e) Discuss opinions of a game being observed, not even if you are whispering.
 - f) **Speak with any player at or away from the board while their game is in progress.**
 - g) Assume the role of Tournament Director (TD) and intervene for any reason such as pointing out illegal moves, etc.
 - h) Make any noise, such as opening a bag of potato chips, within earshot of a game in progress.
 - i) Discuss a game at its conclusion if other games are being played in the vicinity, and do NOT analyze a game at a board in the tournament room.
 - j) Take pictures after the first ten minutes when using flash or a camera with an audible shutter.
 - k) Take pictures at any time from a location which makes you an obvious distraction to the players.
 - l) Attempt to enforce rules yourself.
 - m) Discuss instances of cheating or rules violations with the perpetrators.
 - n) **Stand in front of the doors** to the Playing Hall or open them to look inside. During times when the Chief TD has asked for the doors to be closed, PLEASE HELP US KEEP THEM CLOSED.
 - o) Criticize a player, team, or persons involved with the tournament at any time or in any manner that can be interpreted as disruptive, unsportsmanlike, or hostile.
3. **Permissible Conduct.** Spectators shall:
 - a) Report instances of cheating or rule violations by players or other spectators to the TD staff, ***as long as this process does not disrupt the conduct of the tournament.***
 - b) Comply with any requests or instructions issued by members of the tournament staff.

Spectators who abuse this guide for conduct may be told by the Tournament Staff to leave the Playing Hall for at least 15 minutes during the current round or longer for repeat offenses.

This guide shall be prominently posted at multiple locations in the venue.

APPENDIX E: APPROVED ELECTRONIC NOTATION DEVICES*(Last updated August 2025)***Introduction:**

This Appendix applies to players with special circumstances who are approved by the Director of Events or Chief Tournament Director to use an electronic notation device (END) as an alternate means of score keeping during over-the-board events. The only ENDs allowed are those certified by US Chess for tournament use or a device provided by the Tournament Staff. For a list of approved devices please visit the US Chess website [at this link](#).

A player authorized to use an END is responsible for setting and operating the device according to the instructions below.

END Owners will:

1. Set the device in the appropriate mode for recording moves.
2. Turn off or disable any setting(s) that could alert the player to any illegal moves.
3. **Make the move on the board before recording the move on the device.**
4. Keep the END on the table in plain view of the opponent at all times during the game. A player will not at any time hold the player's END below the level of the tabletop or in their lap.
5. Touch the END only when recording moves.
6. Never input "variations" in the END at any time during a game.
7. If asked by the opponent to see the END for the purpose of entering missing moves on their official scoresheet, the player will set the player's END mode to algebraic (or the appropriate mode that allows the opponent to see all previous moves) and turn the END around so the opponent can view the display screen. The END will remain on the table at all times.
8. Never take the END with them if they leave the board while the game is still in progress, including trips to the bathroom.
9. Be ready to take written notation if the END malfunctions (if notation is required during game play in this section). If the END malfunctions, the player shall begin notation with the next move and fill-in missing moves when the player is on move by borrowing the opponent's scoresheet or END.
10. Summon a TD when questions arise.

Opponents:

1. May ask the player who owns the END to show them the device, explain its use, and ensure it is correctly set for game play for this tournament.
2. May not ask the device owner to take written notation instead of using their END.
3. May ask the device owner to see the player's END for the purpose of entering missing moves on their own scoresheet. When this occurs, the END will remain on the table.
4. Shall summon a TD when questions arise.

Coaches/Parents:

1. Are strongly encouraged to assist their players in understanding proper tournament etiquette regarding ENDs before tournament play begins.
2. Should, before the start of a game, summon a TD when questions arise.

Tournament Directors:

1. Should check a player's END to verify it is correctly set when requested to do so by either player.

APPENDIX F: THE NATIONAL STATE INVITATIONAL TOURNAMENTS*(Last updated August 2024)*

US Chess typically schedules the National State Invitationals concurrently with the start of the U.S. Open each year (e.g., a window spanning the last quarter of July through Aug 15th). These events usually last 3 days. Each of the 52 State Chapters may nominate one player to participate in each Invitational, with the state playing host to the US Open being offered one additional nominee to help address any Invitationals with an otherwise odd number of players.

The National State Invitationals fall within the purview of the National State Invitationals Committee, not the Scholastic Council. However, to benefit the scholastic audience reading these Scholastic Regulations, the Scholastic Council uses this Appendix to call attention to the significance of the Invitationals to the national scholastic community. Most, but not all, of the Invitationals are scholastic national championships.

Below are links to the Information and Rules pages for each of the National State Invitationals. If one or more of these links does not function, go to www.uschess.org and scroll down to the bottom of the home page and select the link to “*National Events Calendar*.”

- [John T. Irwin National Tournament of Senior \(50+\) State Champions](#)
- [GM Arnold Denker National Tournament of High School \(9-12\) State Champions](#)
- [WIM Ruth Haring National Tournament of Girls \(K-12\) State Champions](#)
- [Dewain Barber National Tournament of Middle School \(6-8\) State Champions](#)
- [John D. Rockefeller III National Tournament of Elementary School \(K-5\) State Champions](#)
- GM Maurice Ashley National Tournament of K-3 State Champions (to be added starting in 2026, link TBD)
- Paul Morphy National Tournament of K-1 State Champions (to be added by 2030, link TBD)

APPENDIX G-1: TOURNAMENT PROPOSALS, SITE SELECTION, LOGISTICS, FINANCES, AND OTHER PLANNING FACTORS*(Last updated August 2025)***1. Tournament Proposals**

- a. US Chess and the Scholastic Council will review the proposals for the following tournaments: National Elementary School (K-6) Championships, National Middle School (K-8) Championships, National High School (K-12) Championships, National Youth Action Championships, the National K-12 Grade Championships, and the new Online National Scholastic Quick Championships. US Chess will solicit interest in site selection and then negotiate with the local organizer details of the proposed tournament. The Scholastic Council will be part of the final selection process. Expressions of interest by affiliates are indeed welcome, since in all cases US Chess wishes to partner with a local organization(s) for local arrangements (e.g., securing local TDs), in coordination (and agreement) with US Chess. However, site selection and all contracting for these events will be handled by US Chess.
- b. Whenever US Chess is the organizer the US Chess main office shall be responsible for all details listed herein as the organizer.
- c. Many chess tournaments and chess activities are organized under the name “US Chess” or “US Chess Federation,” yet are managed fully by other organizations and/or individuals. Such organizations may enter into contracts for facilities, goods, services, etc., though US Chess must approve these contracts first. Such organizations are not representatives of US Chess management, they are independent contractors.
- d. For any national scholastic event for which US Chess is actively soliciting bids (e.g., the bid is live), the Scholastic Council and Committee are prohibited from answering questions raised by prospective offerors. During an open bidding period, such questions may be answered only by the Director of Events or a designated representative.

2. Quality and Site Selection

- a. Our primary concern is ensuring the quality of all scholastic national events.
- b. US Chess will make every reasonable effort to rotate these events geographically from year to year.
- c. Acceptable sites include, but are not limited to, hotels with convention facilities, schools, colleges, and convention centers.
- d. All tournament-related playing and meeting space proposals must be approved by US Chess before they are signed.

3. Site Characteristics

- a. The Playing Hall must allow for a minimum of 25 sq. ft. of usable space per player. The top 20 boards of all Championship sections, except for primary grades, should have no more than two boards per six-foot or eight-foot table. Bids must include a Playing Area able to accommodate the maximum number of expected players.
- b. Rows of tables shall be separated by at least 66 inches (5.5 feet) of open space measured from the nearest edge of any adjacent rows; 72 inches or more is strongly preferred. This spacing allows players to sit comfortably and TDs to easily walk between rows of tables during a round. Use of row spacing less than 66 inches requires discussion with the Scholastic Council Representative for the tournament.
- c. At K-12 Grade Nationals if registration would be restricted because there is not enough space in the main Tournament Room(s) for players in grades 3-12, but there is sufficient space in the K-1 Tournament Room to accommodate all players in Grade 2, then players in Grade 2 may be moved to the K-1 Room to mitigate the registration restriction problem.
- d. US Chess practice is to strongly discourage spectators at national scholastic events. US Chess does NOT allow spectators in the Playing Hall while games are in progress.

- e. The site should have a large Skittles Area that is at least half the size of the Playing Hall(s). The Skittles Area should be in the immediate vicinity of the playing site, indoors, and easily accessible from the Playing Room.
- f. Team Rooms (especially for the Elementary (K-6) Nationals and Middle School (K-8) Nationals) should be available for teams needing a more private area to instruct and counsel their players. Teams should expect to pay reasonable charges for the use of such space. When possible, Team Rooms should be under the same roof as the Playing Hall or in a building connected directly to it. The US Chess Main Office or the Event Organizer will advertise Team Room availability, pricing, request, and allocation procedures well in advance of the event.
- g. Toilet facilities must be adequate for large numbers of youngsters and must be inspected, cleaned and maintained every hour during rounds. Restrooms for players only should be easily accessible to the Playing Room.
- h. Water should be provided in the Playing Area(s) and maintained every hour during rounds.
- i. Pictures and descriptions of the tournament site, including size, lighting, available sanitary facilities, or any physical equipment available should be included with each contract.
- j. A map of the area should be available showing inexpensive restaurants and attractions near the site. This should be done on the website and available on paper at Chess Control.
- k. For the National Middle School (K-8) and National Elementary School (K-6) tournaments, a "Play Area" should be provided that allows the young children an acceptable area to run and play.
- l. A centrally located information booth (Chess Control) shall be provided near the Playing Area, or on the primary route players will take to and from the Playing Area. Chess Control shall:
 - i. Be a one-stop-shop where players, coaches and parents can enter the tournament, change sections, check the status of their registration, and ask general questions about the event.
 - ii. Provide participants with directions to local restaurants, transportation, interesting sites, and other non-tournament information.
 - iii. Provide a message center where families and players can receive emergency information. This message center should have a pre-advertised phone number and/or email address.
 - iv. Serve as the central location for Lost and Found.
- m. There should be food available on site that is priced comparably to fast food. There should be ample food services available so the anticipated participants can be fed within a two-hour period. Food vendors should be open at least 60 minutes before the first round starts each day and close no earlier than 60 minutes before the last round is scheduled to end.
- n. The site must be handicapped accessible.
- o. It is recommended that a photographer be available throughout the tournament.
- p. Ample signage should be on display at numerous locations throughout the facility a minimum of twelve hours prior to the first scheduled event of the tournament.

4. Site Security

- a. The organizer should work with the host facility staff to ensure appropriate security arrangements are in place for the event.
- b. If the host facility does not get involved in security matters, the organizer needs to contact the local police department and discuss the event with them.

5. Health Matters

- a. All teams should be encouraged to leave a local phone number and/or hotel room number with tournament personnel so they can be contacted in case of emergency.
- b. No alcohol or tobacco products are to be allowed in any hotel or convention space which is contracted for the event.

- c. For all tournaments where the anticipated attendance is above 1,000 the organizer must supply trained medical personnel on site.

6. Lodging

- a. Cost
 - i. Lodging should be inexpensive and accessible to the playing site.
 - ii. A single price for 1-4 people per room should be negotiated.
 - iii. If the hotel(s) is providing the playing site, the cost of meeting space should be directly related to the total number of room-nights sold (such as on a sliding scale). Free meeting space is generally negotiable with most hotels.
 - iv. If the hotel(s) is not providing the playing site, the hotel(s) contract(s) may be structured to provide the tournament a rebate of \$3 to \$10 per room night sold to help defray playing site and other tournament costs. Rebates are considered tournament income. When US Chess is not the organizer, any amount higher than \$10 per night may not be accepted without the prior written consent of the US Chess main office.
 - v. The organizer should provide, at least 6 months before the start of the event, a list of all recommended hotels, rates, addresses, phone numbers, distance from playing site, and contact information on the US Chess website.

7. Transportation

Organizers should ensure the availability of transportation between the headquarters hotel and nearest commercial airport, railroad, and bus terminals and shuttle service between playing site and headquarters hotel if they are beyond walking distance of each other. All such travel arrangements should be publicized at least six months in advance for the benefit of players, coaches, and parents.

8. Finances

- a. Contracts
 - i. All contracts must be approved and signed by US Chess when US Chess is undertaking full management responsibility for the event.
 - ii. When a local organizer is undertaking full management responsibility, US Chess need only review and approve the contract, though it need not be a signatory thereon, as the local organizer is acting as an independent contractor and is fully responsible and liable for all activities or actions pursuant to the contract.
- b. Responsibilities
 - i. When US Chess is not the principal organizer, the local organizer is contractually responsible for the execution of these regulations (with US Chess oversight) before, during and after the tournament.
 - ii. US Chess will provide financial statements from previous events to the organizer upon request.
 - iii. US Chess's share of the profits from national scholastic events will go to US Chess. Tournament income includes, but is not limited to, entry fees, book and equipment sales, food and beverage sales, sale of chess pieces and boards used in the tournament, advertising income, fees paid by promoters and exhibitors, hotel room night rebates, team room rentals, rebates, etc.
 - iv. US Chess will negotiate an agreement with the local organizer, which will define roles, responsibilities, and the financial arrangements between the two parties. The financial arrangements may be a share of the profits, a per-head fee, or some combination thereof.

9. Food & Equipment Vendors

US Chess has the right of first refusal to sell chess books, chess equipment, T-shirts, commemorative boards and sets and other chess paraphernalia at any US Chess national event. All outside vendors must be approved by US Chess, including concessions.

10. Staffing

- a. The following staffing requirements apply to all national scholastic events and are based on expected attendance. If attendance is greater or less than expected, the Director of Events has the authority to adjust these staffing requirements.
- b. **Chief Tournament Director.** The Chief TD for all national scholastic events must be certified at the National Tournament Director level. Additionally, the Chief TD must have strong experience in administering large scholastic events, especially those using computer pairing programs. The Chief TD must be acceptable to US Chess.
- c. **Number of Floor TDs.** The Chief TD and/or organizer is responsible for appointing an adequate number of certified assistant TDs to help administer each event. The organizer should not serve on the directing staff.
- A minimum of four TDs, including the Chief TD should be on staff. These TDs should have strong knowledge of computers and computer pairings, as they are expected to generate pairings, standings, team results, etc., round by round, as well as handling inevitable problems.
 - Each event must have a Chief Floor TD (“Floor Chief”) with enough assistants.
 - The minimum ratio of TDs to players at over-the-board events:
 - Grades 9-12: 1 TD per 125 players
 - Grades 7-8: 1 TD per 80 players
 - Grades K-6: 1 TD per 40 players
 - Grades K-1: 1 TD per 20 players
 - The minimum TD-player ratios above must be maintained for every round of the tournament. TDs may not be reassigned for any round (or part of a round) from the main tournament to a side event. Side events requiring certified TDs must be assigned using appropriately qualified TDs who are not assigned to the main tournament, unless the player ratios can be maintained. Events not requiring a certified TD shall be staffed by US Chess from outside the certified TDs on the tournament staff.
 - As long as a good-faith effort was made in a timely manner to hire enough TDs to fulfill the minimum TD-player ratios above, registration for a section in a particular grade range will not be restricted if its minimum TD-player ratio can be met by only 75+%.
 - Each Floor TD should begin the tournament by having responsibility to support one specific Section Chief. As the round progresses, the Section Chief or Floor Chief may re-assign Floor TDs to other sections of the main tournament based on the number of remaining games. Floor TDs are not “released” from the Playing Hall until relieved of their responsibilities for the round by their Section Chief or the Floor Chief.
 - Floor TDs will handle disputes and make rulings. Players are allowed to appeal rulings under the specifications of US Chess Rule 21H. **The best time for a player to appeal a ruling is immediately after the TD makes the initial ruling.** Waiting for several more moves, or until after the game ends, tends to complicate the appeals process. Appeals are to be made first to the Section Chief TD, then the Chief Floor TD, and then the Chief TD. Appeals above the Chief TD will be made to a Special Referee appointed to cover the tournament by the Director of Events. If a Special Referee is consulted, the decision of the Special Referee is final for the purpose of the event but may be overruled later if the player appeals to the US Chess Federation under US Chess Rule 21L.
 - During play, a minimum of two experienced Floor TDs should be present in large tournament rooms and one Floor TD in small tournament rooms.
 - All staff should wear identification stating their name and duty. The TD certification level should be listed on the nametag.
 - For National Scholastic events organized and run by US Chess, all tournament staff shall receive a Background Check before hiring. Persons who refuse this check will not be hired by US Chess.
- d. **Backroom Staff Requirements.** *(This entire section is new for 2025-26.)*
- One Backroom Chief.** This is an NTD who has been a Backroom TD (Pairing Chief) at least 3 times for a National Scholastic tournament.

ii. ***Pairing Chiefs.***

1. There should be at least one pairing chief for every 500 expected players in the tournament with the understanding that a section cannot be divided among more than one pairing chief.
2. Pairing Chiefs should be limited to no more than three sections. A fourth section may be added if there is a small section provided the combined total does not exceed 550 players if it helps limit the other pairing chiefs to around 500 players.
3. If any one section has more than 500 players, the pairing chief assigned to this section should be limited to this one section. An exception may be made if there is a small section, and it better balances the players/sections among the remaining available pairing chiefs. The combined total of the two sections should not exceed 600 players.
4. For Grade Nationals, the minimum number of Pairing Chiefs is 5. The minimum increases to 6 if the event has more than 2,000 players.
5. For Elementary Nationals, a minimum of 5 pairing chiefs. The minimum increases to 6 if the event has more than 2,000 players.
6. For Middle School Nationals, a minimum of 3 pairing chiefs. The minimum increases to 4 if the event has more than 1,400 players.
7. For High School Nationals, a minimum of 3 pairing chiefs. The minimum increases to 4 if the event has more than 1,400 players.
8. For SuperNationals, a minimum of 13 pairing chiefs. The minimum increases to 14 if the event has more than 5,000 players.
9. The minimums in 4-8 above increase by 1 pairing chief for every 500 players.

iii. The ratios of pairing chiefs listed above ensures Awards Ceremonies start on time. The Backroom Chief should inform the Director of Events if more or fewer staff are needed to ensure smooth functioning of all phases of the event.

iv. At least one member of the Backroom staff—the Backroom Chief or a Pairing Chief—should be proficient with computer technology in order to assist with any technical issues that may occur.

11. **Compensation.** The TD staff is expected to be appropriately compensated. Such compensation should include, but is not limited to, lodging and **per diem**. Each TD should be compensated enough to at least cover any reasonable transportation costs.

12. Pre-Tournament TD Meetings

- a. Meeting 1: Approximately 2-4 weeks before the tournament, the Scholastic Council Representative will run a private, online meeting to review the summary of changes to this year's Scholastic Regulations, as well as recurring points of emphasis. Other attendees: the Chief TD, the Floor Chief, BackRoom Chief, and other members of the Scholastic Council—as well as the SuperNationals Chief TD every 4 years.
- b. Meeting 2: Approximately 1-3 weeks before the tournament (but after Meeting 1), the Chief TD will run a private, online meeting to review the summary of changes to this year's Scholastic Regulations, as well as recurring points of emphasis. Other attendees: the Floor Chief TD, the BackRoom Chief TD, all Section Chief TDs, the Scholastic Council Representative, and other members of the Scholastic Council—as well as the SuperNationals Chief TD every 4 years.
- c. Meeting 3: The night before the main tournament begins, the Chief TD typically will run a private, in-person meeting to review the summary of changes to this year's Scholastic Regulations, as well as recurring points of emphasis. Other attendees: the Floor Chief TD, all Section Chief TDs, all Floor TDs, and the Scholastic Council Representative—as well as the SuperNationals Chief TD every 4 years.
- d. Meetings 1-3 will be held for only the following scholastic nationals run by US Chess during the school year: Grade Nationals and the Spring Nationals—and SuperNationals every 4 years.

13. Back Room & Automation Requirements

- a. Back Room. The computer room (e.g., the “Back Room”) should be assembled at least one day before the tournament to make sure there are no problems.

- b. Printers.
 - i. Fast inkjet or laser printers are preferred.
 - ii. At least one computer and printer shall be available for non-pairing/technical purposes by authorized staff.
- c. Computers.
 - i. The large size of these events necessitates pairing by computer. A list of approved computer programs may be obtained from US Chess.
 - ii. If any computer equipment is acquired or donated for the tournament, such equipment will be considered assets of the tournament. Assets may not be disposed of without the express consent of US Chess.

14. **Publicity**

Publicity is an important part of attracting new participants to National Scholastic events. Many scholastic chess programs are not aware of the existence of US Chess's slate of national scholastic chess championship events. Organizers should include plans for publicity in their proposals. The organizer should coordinate with the US Chess main office to produce press releases and publicity for the event.

- a. Announcements / Press Releases
 - i. These events will be announced in Chess Life, Chess Life Kids, and online TLAs.
 - ii. Flyers advertising National Scholastic and Youth events will be mailed to all US Chess affiliates except prison affiliates.
 - iii. Organizers should arrange publicity with local news media, prior to, during, and immediately after these events.
 - iv. The organizer should prepare a press release listing major winners immediately upon conclusion of the tournament. Ideally, this release should be available during the awards ceremony.
- b. Program Book. A tournament program book should be prepared with the following components:
 - i. Schedule of events (e.g., the start times [round times] for each round and for "side events")
 - ii. Specific rules for the tournament (e.g., rules that supplement the official **Rules of Chess** and these **Scholastic Regulations**)
 - iii. List of past winners
 - iv. List of Prizes and Awards
 - v. List of tournament directors and key event staff
 - vi. Information about local restaurants and attractions.
 - vii. The location, time, and sequence of events for the Awards Ceremony.
 - viii. Instructions for "early pickup" of awards after the last round.
 - ix. Player procedures and acceptable conduct for players, coaches, and parents.
 - x. *(Optional)* Scoresheets for each round of play

APPENDIX G-2: FORMS
(Last updated August 2025)

National Tournament Proposal

Please note: The High School (K-12) Nationals, Middle School (K-8) Nationals, Elementary School (K-6) Nationals, K-12 Grade Nationals, and SuperNationals are organized by the US Chess Director of Events and are not bid out to other organizers.

Tournament Name:				Start Date:	
				End Date:	
Sponsoring Affiliate Name:				Affiliate ID:	
Name of Organizer:				US Chess ID:	
Organizer's POC Info.	Home:	Work:	Email:		
Chief Tournament Director:				US Chess ID:	
Chief TD's POC Info.	Home:	Work:	Email:		
Name of Venue (site):				Sq. Ft. (Playing + Skittles):	
City & State:				Phone:	
Name of Venue POC:				Email:	
Venue Costs:	All Playing Rooms: \$		All Skittles Areas: \$		
	All Team Rooms: \$		Tournament Office(s): \$		
	Chess Control: \$		All Tables & Chairs: \$		
	All Staging: \$		All Audio/Visual: \$		
	Other: \$		Other: \$		
Name of Primary Lodging Hotel:				Phone:	
Primary Hotel Room Rates:	Single: \$	Dbl: \$	Trpl: \$	Qd: \$	
Cancellation fees or clauses in the contract:					
Name of Primary Hotel POC:				Email:	
Name of Secondary Lodging Hotel #1:				Phone:	
Secondary Hotel #1 Rates:	Single: \$	Dbl: \$	Trpl: \$	Qd: \$	
Cancellation fees or clauses in the contract:					
Name of Secondary Hotel #1 POC:				Email:	
Name of Secondary Lodging Hotel #2:				Phone:	
Secondary Hotel #2 Rates:	Single: \$	Dbl: \$	Trpl: \$	Qd: \$	
Cancellation fees or clauses in the contract:					
Name of Secondary Hotel #2 POC:				Email:	
Name of Secondary Lodging Hotel #3:				Phone:	
Secondary Hotel #3 Rates:	Single: \$	Dbl: \$	Trpl: \$	Qd: \$	
Cancellation fees or clauses in the contract:					
Name of Secondary Hotel #3 POC:				Email:	

Event History & Experience of Organizer and Chief TD

Area History of National and Large non-National Events		
Event Name:	Year:	Total # Players:
Event Name:	Year:	Total # Players:
Event Name:	Year:	Total # Players:
Event Name:	Year:	Total # Players:

Organizer's Experience Organizing Events of Similar Size and Format (at least 3 preferred)		
Event Name:	Year:	Total # Players:
Event Name:	Year:	Total # Players:
Event Name:	Year:	Total # Players:
Event Name:	Year:	Total # Players:

Chief TD's Experience as Chief for Events of Similar Size and Format (at least 3 preferred)		
Event Name:	Year:	Total # Players:
Event Name:	Year:	Total # Players:
Event Name:	Year:	Total # Players:
Event Name:	Year:	Total # Players:

Prize Distribution: *List and describe any prizes to be awarded other than those listed in these National Scholastic Regulations.*

PLANNING BUDGET

Projected Expenses Worksheet

Category	Remarks	Projected Cost
Administrative Supplies		\$
Advertising		\$
Audio Visual Equipment		\$
Commemorative boards & sets		\$
Computer / printer rental		\$
Computer / printer supplies		\$
Event Insurance		\$
Event T-Shirts for Staff		\$
Food or per diem for Staff		\$
Photocopier rental & supplies		\$
Room Requirements for Staff		\$
Air Fare for Staff		\$
Ground Transport for Staff		\$
Playing Site / Venue Rental Costs		\$
Phones / Internet / WiFi for Staff		\$
WiFi for participants/attendees		\$
Staging / Lighting		\$
Tables & Chairs		\$
Paramedic / Medical Staff		\$
Venue / Site Security		\$
All Taxes charged by Venue		\$
Postage		\$
Shipping costs		\$
Program for the Event		\$
Score Sheets (if provided)		\$
Organizer's Fee		\$
Total TD Fees		\$
Scorekeepers Fees		\$
Trophies/Awards (Main Event)		\$
Trophies/Awards (all Side Events)		\$
US Chess Rating Fees		\$
FIDE Rating Fees		\$
Miscellaneous		\$
Other:		\$
Other:		\$
Other:		\$
Other:		\$
Other:		\$
TOTAL Projected Expenses:		\$

Projected Income Worksheet

Category	Remarks		Projected Cost
Sale of Commemorative Sets/Boards			\$
Tournament Program Advertising			\$
Revenue-share with Bookstore			\$
Revenue share with Equipment Vendor			\$
Revenue share with Food vendor(s)			\$
Revenue share with T-Shirt vendor			\$
Other Revenue sharing			\$
Other Revenue sharing			\$
Other Revenue sharing			\$
All Event Sponsorships			\$
All Donations			\$
Other Income			\$
Other Income			\$
Other Income			\$
Other Income			\$
Entry Fee (Early #1, Main Tournament)	Cost Per:	# entries:	\$
Entry Fee (Early #2, Main Tournament)	Cost Per:	# entries:	\$
Entry Fee (On-Site, Main Tournament)	Cost Per:	# entries:	\$
Entry Fee (Early #1, All Side Events)	Cost Per:	# entries:	\$
Entry Fee (Early #2, All Side Events)	Cost Per:	# entries:	\$
Entry Fee (On-site, All Side Events)	Cost Per:	# entries:	\$
TOTAL Projected Income:			\$

Budget Summary

Category	Remarks	Amount
Expenses		\$
Income		\$
Profit / Loss	Income minus expenses	\$

SITE EVALUATION CHECKLIST *(page 1 of 2)*

Criteria	Remarks	Yes	No
<u>Location</u>			
In a safe area			
Accessible to public transportation			
Accessible to people with special circumstances			
Adequate places for patrons to eat outside the playing site/location			
<u>Playing Site</u>			
No cost for playing site, based on hotel occupancy			
Available 24-hours a day			
Has minimum required sq. ft. per player			
Adequate lighting throughout Playing Rooms			
Enough tables and chairs			
Adequate climate control for the season			
Playing Floor carpeted or there is other sound cushioning material			
Frequent water service provided			
Room setup is free or included in site fees			
Venue capable of feeding players on site at times that support the event schedule			
Adequate number of restrooms for number of players and event attendees			
Player-only restrooms available			
Large Skittles area(s) available			
Safe Play Training for TDs and Volunteers			
Securable room for use as Event Main Office			
Separate Analysis Room available			
Separate Room available to host other meetings that are part of this event			
Securable Room(s) for vendors			
Large and accessible Registration area to use as Chess Control			
Photocopier available			
Outside contractors allowed			
Spectators allowed access to the Floor			
Adequate area for spectators (only when spectators are allowed access to the Floor)			
Medical staff (provided by hotel or from an outside vendor)			
Free Internet Access for attendees			

SITE EVALUATION CHECKLIST *(page 2 of 2)*

Criteria	Remarks	Yes	No
<u>Playing Site Arrangements</u>			
Venue staff easily accessible during event			
Venue staff can provide a post-event report			
Venue contract enclosed			
<u>Hotel Guest Rooms (Primary Hotel)</u>			
At or near the playing site			
Adequate block of rooms available			
Adequate block of rooms reserved			
Reduced room rates for attendees			
Hotel rebates per room night area available			
Guests responsible for own room charges			
Hotel's room cancellation policy for Guests or Your Organization			
Complimentary Rooms available			
Complimentary Suites available			
Recreational facilities available			
Free WiFi for hotel guests			
Hotel contract enclosed, if separate from Venue contract			
<u>Hotel Guest Rooms (Secondary Hotel #1)</u>			
Near the playing site	Walking Distance: Walking Time:		
Shuttle service to/from Venue			
Adequate block of rooms available			
Adequate block of rooms reserved			
Reduced room rates for attendees			
Hotel rebates per room night area available			
Guests responsible for own room charges			
Complimentary Rooms available			
Complimentary Suites available			
Recreational facilities available			
Free WiFi for hotel guests			
Hotel contract enclosed, if separate from Venue contract			

Continues on next page ...

PROPOSAL AGREEMENT WITH US CHESS

I _____ agree to fulfill the terms of this proposal and to abide by the US Chess National Tournament Regulations. As the organizer, I will make every effort to ensure the integrity and success of this event:

[]	We request that US Chess provide concessions for this event.
-----	--

[]	We request that other concessionaire options be discussed.
-----	--

Signature:		Date:	
------------	--	-------	--

[]	Playing site agreement included.
-----	----------------------------------

[]	Hotel agreement(s) included.
-----	------------------------------

[]	Hotel brochure(s) included.
-----	-----------------------------

[]	Draft playing area diagram included.
-----	--------------------------------------