



**Oregon Scholastic Chess Federation**

*Promoting high quality events for scholastic and junior players*

*More Kids,  
More Chess,  
More fun!*

## 7th Annual State Chess Championship

**April 27-28, 2012, Seaside, Oregon**

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### **Age and Rating-Based Sections and Championship Titles!**

Sections defined by age and skill-level — a chance to shine no matter what your rating is!

### **Bragging Rights as an Oregon State Championship Finalist!**

Abundant awards, keepsake gifts for every player, plus T-shirts and other souvenirs!

### **Pre-Event Blitz and Bughouse!**

Shake off those jitters with some blitz and bughouse fun on Friday!

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**When:** **Main Event:** Check-in by 9:00 a.m., Saturday, April 28, 2012 **but** for Middle School Elite and High School Elite sections *only*, it's a two-day event with the first round check-in by 10:30 on FRIDAY, April 27.

**Blitz and Bughouse:** Friday 4 p.m. and 6 p.m., respectively.

**Where:** Seaside Convention Center, 415 First Avenue, Seaside, Oregon

**Who:** Invitation-only to players who've worked hard and met qualification standards. If your name is on the list of qualified players at [www.oscf.org/oscf-championship-finalists](http://www.oscf.org/oscf-championship-finalists), you are invited! If your name is not on the list but you think you have met the qualifications (Oregon K-12 student, played in two 2012 qualifier tournaments, have an established USCF or NWSRS rating), contact us at [oscf@oscf.org](mailto:oscf@oscf.org).

**Entry Fee:** \$30 per player — same as our first Championship in 2006! Late fee \$10; see registration deadlines.

**Registration:** **Registration deadline is Sunday, April 22.** We are an all-volunteer organization on a tight budget. *If you can register by April 1, please do so.* This will help us greatly in ordering awards and participation gifts, planning space needs etc. It is also important to make your hotel reservations as early as possible. Late registrations accepted through Tuesday, April 24, 2012. \$10 late fee applies. No registrations accepted after April 24.

**Registration Options:** Online (strongly preferred). Visit [www.oscf.org](http://www.oscf.org) and click on "Online Registration" in the left menu. Select the link for the OSCF Championship. First, you will be asked to enter parent/coach contact information. Then, click the blue button to "Add Players."

**Register by Mail:** Send player name, grade, school, contact phone and address, and a check made out to the OSCF for \$30 to: Lisa Still, OSCF Registrar, 1600 NW Sulphur Springs Rd., Corvallis, OR 97330. Registration must be received by before April 22 to avoid \$10 late fee. Registrations received after April 24 will not be accepted.

**Check-in:** *Strict* check-in deadline of 9:00 a.m. Saturday morning. See schedule and multiple check-in options, below. **NOTE:** Middle School Elite and High School Elite must check in by 10:30 on Friday!

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## Prizes, Titles and Sections:

**Elite Section winners named GRAND CHAMPION for their age division**

**High School Division** Grades 9-12

**Middle School Division** Grades 6-8

**Elementary School Division** Grades 3-5

**Primary School Division** Grades K-2

Each division is divided into multiple sections, based on anticipated attendance. Championship titles will be conferred at each level. Trophies to the top 25% of players in each section. Medals to other players who earn an even score or better (2.5 points in a 5-round section or 2 points in a 4-round section). Winners in the Elite sections will be named "Division Grand Champion" and earn extra prizes, including \$100 cash for the High School Grand Champion. As in previous years, to ensure a fair and enjoyable experience for all, players are assigned to sections based on grade level and rating. No one is allowed to play up or down unless invited by the organizers to help make balanced sections. The only exception is that any high school player who qualifies to play in the tournament (i.e., established rating, played in two qualifiers, etc.) is welcome to play in the high school Elite section.

Division	Green Section	Prep Section	Intermediate Section	Advanced Section	Elite Section
<b>Primary Grades K-2</b>	NA	NA	Ratings <b>U600</b> 6 rounds, G/25	Ratings <b>≥ 600</b> 5 Rounds, G/30	<b>Six Top-Rated</b> 5 Rnd RR, G/30
<b>Elementary Grades 3-5</b>	NA	Ratings <b>U700</b> 6 Rounds, G/25	Ratings <b>700-899</b> 5 Rounds, G/30	Ratings <b>900-1099</b> 5 Rounds, G/45, Notation and Clocks Required	Ratings <b>≥ 1100</b> 4 Rounds, G/55 d/5, Notation and Clocks Required
<b>Middle School Grades 6-8</b>	Ratings <b>U800</b> 6 Rounds, G/25	Ratings <b>800-949</b> 5 Rounds, G/30	Ratings <b>950-1099</b> 5 Rounds, G/45	Ratings <b>1100-1299</b> 4 Rounds, G/55 d/5, Notation and Clocks Required	Ratings <b>≥ 1300</b> 5 Rounds, G/85 d/5, <b>Round 1 Fri. 12:00</b> (Rnd. 1 G/55 d/5) Notation and Clocks Required
<b>High School Grades 9-12</b>	NA	NA	Ratings <b>U1100</b> 5 Rounds, G/45	Ratings <b>1100-1399</b> 4 Rounds, G/55 d/5, Notation and Clocks Required	Ratings <b>≥ 1400</b> 5 Rounds, G/85 d/5, <b>Round 1 Fri. 11:00</b> (Rnd. 1 G/55 d/5) Notation and Clocks Required

All games will be NWSRS rated. The Elite section for each age group (Primary School, Elementary School, Middle School, and High School) as well as the High School Advanced and Middle School Advanced sections will be NWSRS/USCF dual-rated. Players in those six sections (**green- and salmon- shaded sections**, above) must have a current USCF membership.

Middle School and High School Elite sections (**salmon-shaded**) play two rounds on Friday and three on Saturday. First round is G/55 d/5, beginning at 11:00 on Friday. All other rounds are G/85 d/5. Check-in for those two sections is 10:30 Friday morning.

## HS and MS Elite: Denker and Barber Qualifier Sections

Winners of the High School Elite and Middle School Elite sections will be chosen to represent Oregon in Denker Tournament of High School Champions and the Barber Tournament of K-8 Champions. Each state may nominate only one player for each of these prestigious national Champions tournaments held in conjunction with the U.S. Open. This year, the events will be held in Vancouver, WA, with the Denker and Barber from August 4-7 and the U.S. Open from August 4-12. Barber and Denker players may play in the U.S. Open with 50% off the entry fee.



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### Check-In Policies

- **Check-in by 9 a.m. Saturday** (MS and HS Elite sections by 10:30 am. Friday)

In order to run on time and avoid forfeit scores because of no-shows, the following check-in times will be strictly enforced. Anyone failing to meet the check-in time will not be paired in the first round and will receive a zero score for that round. *No exceptions.* To accommodate this rule, we provide several ways to check in.

- **In Person on Friday:** Beginning 10:30 a.m. on Friday, we'll have check-in set up in the lobby of the Convention Center, continuing until the Bughouse tournament ends at around 8 p.m.

- **In Person on Saturday:** Beginning 7:30 a.m. and continuing until 9:00 a.m. Plan ahead and expect a line. (HS and MS Elite Sections must check in Friday morning.)

- **By Email:** Email [champs@oscf.org](mailto:champs@oscf.org) beginning anytime on Friday and ending at 7 a.m. on Saturday. Put "Championship Check-in" in the subject line and send the player's name and section. If you don't receive a return email by 7:30 a.m. Saturday, call the number below.

- **Emergency Only:** Call 503-218-3714 beginning 8 a.m. on Saturday, and ending at 9:00 a.m. We will do our best to accommodate players who call but this should be considered a last-resort method, reserved for car trouble, traffic accidents and so forth. This phone is located at Chess Central and can be used as a contact number in case of family emergencies, as well.

### 2012 OSCF Championship Tournament Schedule

#### FRIDAY

10:00-10:30 – Check-in for Middle School and High School Elite Sections

11:00-1:00 – Round 1 (G/55 d5) for Middle School and High School Elite Sections

1:15-4:15 – Round 2 (G/85 d5) for Middle School and High School Elite Sections

11:00 – 8:00 p.m. Check-in open for all other players

4:00 p.m. – Blitz Tournament. Registration/check-in closes at 4:00. Games begin around 4:45.

6:00 p.m. – Bughouse Tournament. Registration/check-in closes at 6:00. Games begin ASAP (expect 6:45).

#### SATURDAY

7:30 a.m. -- Staff Meeting, Check-in Opens

9:00 a.m. -- CHECK-IN CLOSES. No-shows and late-comers receive a zero-point bye for first round.

9:15 a.m. -- Announcements

9:30 a.m. -- First round for all sections (third round for HS and MS Elite sections; Friends & Family starts later)

TBA -- President's State of the Federation Message and Members' Meeting, including vote for new board members.

\*Remaining round times for each section will be posted on-site.

4:00 p.m. -- AWARDS for all G/30 and G/25 sections (special activities for players staying for the later awards)

6:45 p.m. -- AWARDS for all G/45, G/55 d/5, and G/85 d/5 Sections



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### Overnight Accommodations

• **Official Tournament Hotels:** Some local hotels offer special Chess Rates – and all are within walking distance of the Convention Center. There are many other options in Seaside, but we do encourage you to patronize those businesses that have gone out of their way to welcome our group. Visit the OSCF website for more information (<http://oscf.org/seaside-hotels/>). Visit the Seaside visitors' bureau for other options: [seasideor.com](http://seasideor.com).

Popular choices near the Convention Center:

The Best Western Oceanview Resort, in Seaside 1-800-234-8439.

Inn at Seaside 1-800-699-5070.

The Rivertide Suites Hotel (877) 871-8433.

The Hillcrest Inn 800-270-7659.

Holiday Inn 503-717-8000.

### Side-Events, Concessions, and More

• **Blitz Tournament:** \$10 per player. Warm up and practice your openings with a fun blitz tournament on Friday afternoon at the Convention Center. Check in by 4 p.m. Rules are posted at <http://www.oscf.org/blitz>

• **Bughouse Tournament:** \$10 per player. Shake off those pre-champs jitters with a Bughouse on Friday evening at the Convention Center! Check in by 6 p.m.. Don't have a partner? We'll pair you with someone and you'll make a new friend! Full rules will be explained at the tournament site and are in accordance with USCF Scholastic Bughouse. See also <http://oscf.org/bughouse/>

• **Championship T-Shirts:** The on-site, on-demand t-shirts, sweatshirts and more were a hit last year, so we are continuing with the same vendor. Prices vary by garment and options. No pre-orders necessary. Just visit the t-shirt booth on tournament day.

• **Reserved Tables:** There will be plenty of seating for coaches, families and players. However, if you'd like to beat the rush and reserve a table with 8 chairs for your team or family, you may do so for \$15 per table. Reserve when you register.

• **Concessions/Lunch:** The Convention Center has a contracted concessionaire that provides an espresso stand along with a full lunch and snack menu. There are no official lunch breaks. Players eat between rounds, so it is very convenient to have an on-site food option. There are several other eateries within walking distance but the Convention Center does ask that no outside food be brought in. The OSCF has use of the Center at a price that is *less than half* the market value of convention space, so we do ask you to honor these policies.

### How to Get There

The convention center is at 415 First Avenue, Seaside, Oregon. Take US Highway 26 west to Highway 101 North and follow the signs to Seaside. For more detailed directions, visit the Seaside Convention Center web site at [www.seasideconvention.com](http://www.seasideconvention.com)

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### Miscellaneous Tournament Policies and Procedures

The OSCF strives to provide a fair and challenging event, with consistently applied rules and clearly published procedures. We encourage every player, parent and coach to review the details of this document *prior to the tournament* and contact us at [oscf@oscf.org](mailto:oscf@oscf.org) if you have any questions.

- The official tournament rules we will apply on tournament day are a subset and amplification of the full USCF rules. Visit [www.oscf.org](http://www.oscf.org) and click on "OSCF Championship" to download a PDF of the official rules. Among other items, this document includes the OSCF policy on prearranged and premature draws, player behavior, notation, and clock use. Copies will also be available at the tournament site.
  - The latest established, published ratings as of April 19, 2012 will be used in determining section assignments. For NWSRS this will include games played through April 15. For USCF, this will be the April list, published near the beginning of March and including games played through February. Section placement will be based the higher of USCF and NWSRS ratings. Only established ratings will be considered. (In the USCF, 26 games is considered established. In the NWSRS, 15 games is considered established.) Current USCF membership is required in all Elite sections and in the Middle School and High School Advanced sections.
  - Players are not allowed to "play up" -- that is, play in a section higher than their rating indicates or in a division higher than their grade level indicates. Likewise, no player will be permitted to "play down." EXCEPTIONS: i. Any high school player who qualifies for the tournament may elect to play in the HS Elite section, ii. organizers may invite players to play up in order to make even numbers in sections to avoid byes.
  - Organizers reserve the right to combine or split sections, based on registration. However, the combining of playing sections will not change the announced champion titles and trophies. Trophies in combined sections, for 2nd place and below, will depend upon section size and will be from the top down, regardless of original section definitions.
  - Notation and clocks will be required in all G/85 d/5, G/55 d/5 and G/45 sections. Bring a clock if you own one! Clocks will be used in G/30 and G/25 sections if (i) one of the players has his or her own and both players agree to use it, (ii) one player is late arriving at the game, or (iii) a TD places a clock on a game. TDs may place a clock on any game at any time. Commonly, a TD will place a clock on a game to prevent it from extending longer than the theoretical maximum for the given time control. For example, a G/30 game cannot exceed 60 minutes total, and a TD will typically place a clock on the game after 40 minutes and give each player 10 minutes to complete all his or her moves. In no case will players be given clocks with less than five minutes to complete their games.
  - All sections at all levels will conform to the rules and standards of play as outlined in the "U.S. Chess Federation's Official Rules of Chess" Any exceptions, changes or clarifications will be posted prior to the event.
  - Ties for 1st place will not be broken. In the case of ties, co-Champions will be named – however, trophies will be determined based on computer tie-breaks. Co-champions receiving the non-champion trophies will be mailed new plates with the Champion title. Cash prizes, if any, will be split equally among co-Champions. Prizes other than first will be awarded in actual finish order (also using computer tie-breaks). For example, if two players tie for first, the next player down will receive the 3rd place trophy. More details on tie-breaks are in the Official Rules document.
  - No pre-arranged byes are offered. All players are expected to play every round of their section. If you must leave the tournament due to illness or other emergency please check out at "Chess Central."
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