

## Player Information

Group: \_\_\_\_\_ Barking & Dagenham  
Player Names & Emergency Contact Phone Numbers:

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

## Equipment Required

- Chess Board/Set (standard type, not a novelty set)
- Full Uniform as worn on your Pack/Troop night (to be worn on arrival & departure)
- Packed Lunch or snacks or drinks (although refreshments are provided)
- Mobile phones may be taken but will be collected in at the beginning of the event and you will only be allowed to use them at the end of the event to call your parents.

## Contact Numbers

### Organising Team

Darren Dowling (Acting ADC Scouts) 07881650524  
Rosemary Oakwell (ADC Cubs) 07905567224



## Barking & Dagenham District

invite you to

# Chess Competition 12<sup>th</sup> January 2008

at

17<sup>th</sup> B&D HQ  
Wilmington Gardens  
Barking



This event costs the district around

£50

All donations are welcome

## ***Times***

### **Cubs**

Cubs are to arrive and book in with the organizing team between 9:00 and 9:30 a.m.

The competition is expected to finish by 12:30 p.m.

### **SCOUTS**

Scouts are to arrive and book in with the organizing team between 12:30 and 1:00 p.m.

The competition is expected to finish by 4:00 p.m.

## ***Cub & Scout Rules***

#### **Entries**

Each Troop may enter up to four Scouts with the standard restrictions on age (over 10½, under 14).

Each Pack may enter up to four Cubs with the standard restrictions on age (over 8, under 10½).

Each player is expected to know the basic moves of each chess piece and the principles of mate and checkmate.

#### **System**

The players will be using a Swiss System to determine the winner. This ensures that players are playing against players of a similar skill to themselves. Each game will typically last around 10-15 minutes. The top placed players will go forward to represent our district at the County Chess.

#### **Scoring**

If a player wins by checkmate within the time allowed they are deemed the winner. In the event of the game still running after the time limit a judge will look at the situation. Generally the player who has captured more points worth will be deemed the winner (but this depends on position). In the event of equal points being captured the game will be declared a draw.

A win will score the players 1 point, a draw ½ point.

Scoring and general admin will be taken care of by the Swiss Perfect Chess program on a laptop. This is to save time but the entire process is transparent and open to inspection.

#### **Rules**

The rules will follow the basic structure of the internationally recognized rules. However no time limit for moves will be set.

For Cubs, individual rules may be 'removed' from the game at the organizing teams discretion (e.g. no 'castling' or 'en passant')

#### **Late Entries**

A player who misses the first round may receive a 'bye' at the organizing teams discretion. However ALL players are expect to arrive and book in by the deadline time opposite.

#### **Presentations**

All players must be in uniform in time for the presentations at the end of the day. Please make sure that your Group stay to see **all** the presentations as this is only polite.

#### **Score Cards & Results**

A score card and full results will be made available to all players and leaders at the end of the event.

#### **Troop Trophy**

Each member of the Troop who attends scores one point towards the Troop Trophy. Of the top placed players, the winner scores 5 points towards the Troop Trophy, the 2<sup>nd</sup> placed player 3 points, 3<sup>rd</sup> place gets you 2 points and 4<sup>th</sup> place gets you 1 point .