



Junior & Intermediate Chess Tournament

Wednesday October 9th

2024

Parade College
Plenty Rd, Bundoora

In conjunction with



Tournament Organisation

Event: ACC Junior & Intermediate Chess Tournament

Host: Parade College

Venue: Parade College (Bundoora Campus)

Google Maps link: <https://goo.gl/maps/MnGMS3aVQmsm416v8>

Address: 1436 Plenty Rd, Bundoora

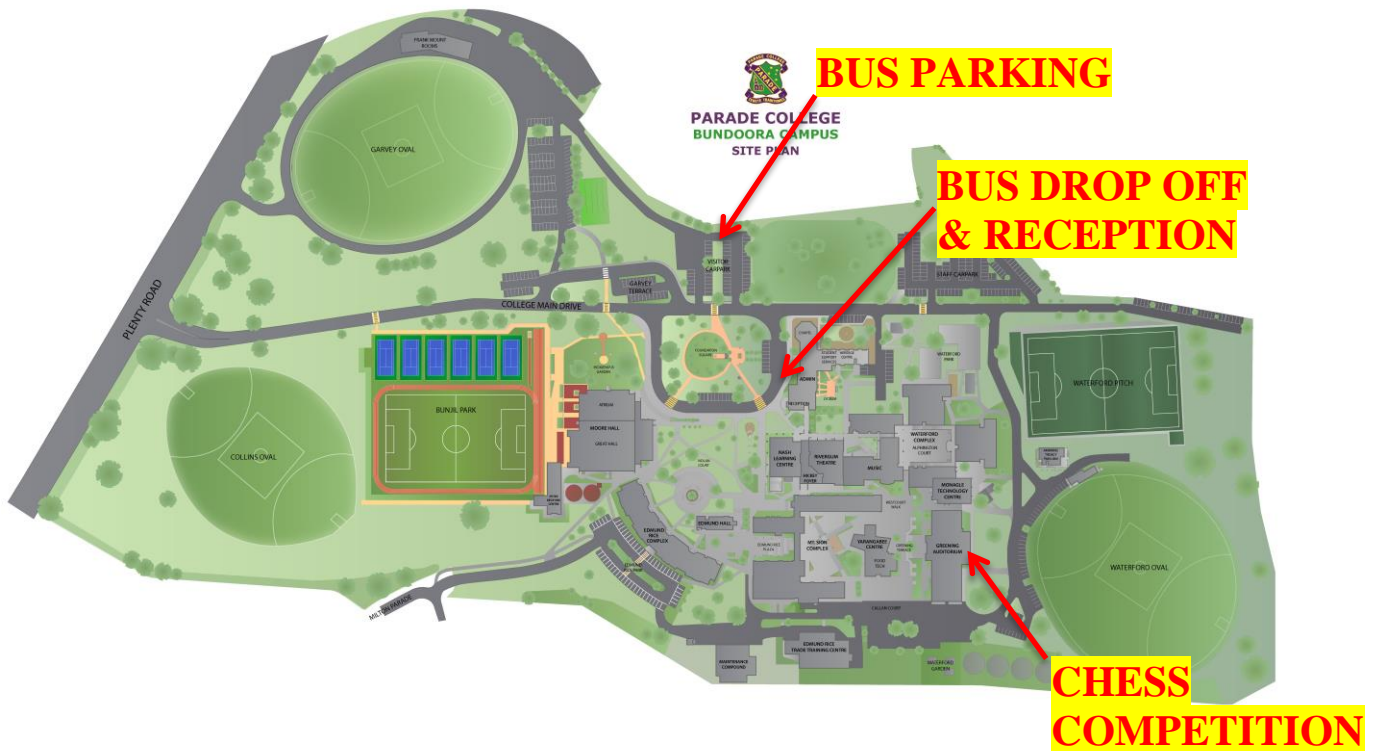
Date: Wednesday 9th October, 2024

Time: 9.30am – 2.20pm

Lunch: Students are to bring their own lunch.

Morning tea and lunch will be provided for Staff.

Location:



SCHEDULE

9.30am **Arrive and Set Up**

10.00am Round 1

10.30am Round 2

11.00am **Morning Tea**

11.15am Round 3

11.45pm Round 4

12.15pm Round 5

12.45pm **Lunch**

1.10pm Round 6

1.40pm Round 7

2.15pm **Presentations**

2.20pm **Departure**

Note: The competition will start at 10am sharp. If your school is running late, you will need to contact Paul Fahey (0408 598 093) or Emilio Rinaudo (0467 779 326) by 9:45am and advise of any changes to the team or that the team will be as listed in Tornelo. Pairings will be completed around 10 minutes prior to the 10am start.

COMPETITION STRUCTURE & RULES

The structure of the competition will utilise the Swiss format. This format allows for a greater degree of flexibility with the team structure, as well as enabling the competition results to move to an online management system.

In the Swiss system, players are paired with another participant that has the same number of points from the tournament. It is not a round robin draw, so players from your team may be competing against a range of different schools from within your division in any given round. After each round the rankings are updated and the draw for the next round is published.

Points are awarded for each match; 1 point for a win, ½ a point for a draw and 0 points for a loss.

The **top 4 ranked participants** in each team will determine the final ranking of teams in each division after 7 rounds.

Most schools will already be familiar with the Tornelo system, developed by Kids Unlimited and utilised extensively by a large number of clubs, schools and associations.

A step-by-step process is listed later in this information package for you to [register your students](#). If you need any assistance, feel free to email James Watson at Kids Unlimited: events@kidsunlimited.com.au or call their customer service number: 1300 424 377

DIVISIONS

The divisional structure is based on the results from last year, with each division comprising teams of up to 10 players. Where schools did not participate last year, they have been added to Division 2.

Each team needs only a **minimum of 4 players** to compete in the tournament, but you are welcome to enter up to 10 players for your school team. All participants will compete in each round.

Entries are capped at 12 students for each school, in each age group. (Total 24 students maximum)

JUNIOR COMPETITION

Division 1:

De La Salle, Emmanuel, Mazenod, Parade, St Bernard's, Simonds.

Division 2:

Salesian, St Bede's, St Joseph's Ferntree Gully, St Joseph's Geelong, St Mary's, St Patrick's, Whitefriars

INTERMEDIATE COMPETITION

Division 1:

De La Salle, Mazenod, Salesian, St Bede's, St Bernard's, St Patrick's.

Division 2: Emmanuel, Parade, Simonds, St Joseph's Ferntree Gully, St Joseph's Geelong, St Mary's, Whitefriars

PLAYER REGISTRATIONS

The chess coach from each school can use the login details provided last year for the Tornelo website for the ACC tournament:

<https://tornelo.com/chess/orgs/ku/events/acc-junior-intermediate-chess-competition>

Staff members that were involved with teams last year will already have login details, but new staff members will need to be provided with one. If you need new login details, please email Kids Unlimited: events@kidsunlimited.com.au or call their customer service number: 1300 424 377

Sign in (top right of screen) and follow the prompts to register each player in the tournament.

If your players are already registered on Tornelo, their names will appear as you type – simply select the name of your student to enter them.

New players will need to be added to the system – type their name into the box and if they are not listed, click on “[Create New Player](#)”. The required information is their first and surname and the email address they will use to login and play their games. Other fields are optional.

Although it is a very simple process, if you come across any problems or would like some assistance, please contact Kids Unlimited directly on 1300 424 377. A YouTube help video is also available by clicking on the link below:

<https://youtu.be/5oPr- egeZY>

Registration deadline: Monday October 7th, 6pm (No late entries)

** The team coach / manager must report to the score table upon arrival at the venue to confirm all registration details. Changes can be made up to the start of the competition.*

General Information

1. **Most** chess sets and clocks will be provided for teams on the day for the competition. **All schools** are asked to bring FIVE chess sets and FIVE clocks that may be used for competition on the day.
2. A Kids Unlimited arbiter will be overseeing the competition.
3. Students will need to bring their own lunch with them on the day. No canteen facilities will be available for them.
4. Staff and guests will be provided with morning tea and lunch.

RULES OF PLAY

1. Each school is to bring between 1 - 3 teams of players with a minimum of 4 players and a maximum of 10 players per team. (Maximum of 12 students per College in each age group). If a school enters multiple teams, they all teams play in the same division.
2. The tournament will be run according to the Swiss format. The goals of this format are:
 - a) Each round, players play against opponents of a similar ability to themselves
 - b) Never play the same player twice
 - c) Balance the players games with black and white
 - d) All players will play 7 games
3. The player who wins the game must report the score to the score-table. If it is a draw, both players must report their scores. Players who lose are not required to report scores.
4. Results are scored as follows; 1 point for a win, $\frac{1}{2}$ for a draw, and 0 for a loss.
5. At the start of each round the pairings will be posted in an accessible display area in the venue. Players listed on the left-hand side will be White and players on the right-hand side will be Black. These details will be also be updated live online throughout the tournament – participants can access this information by clicking on the Tornelo link: <https://tornelo.com/chess/orgs/ku/events/acc-junior-intermediate-chess-competition>
6. After each round players will be re-ranked and matched according to the number of games they have won. (eg. a player with 3 wins will play someone else with 3 wins).
7. Players from the same team will not play against one another (an exception can be made at the arbiter's discretion for two players who have not yet scored a win). If a school enters more than one team, students from the same school but different team may play each other.

8. Normal rules of chess apply including the touch move rule, castling, en passant etc. N.B. The King must be touched first when castling, not the rook.
9. Spectators are not to talk to players while they are playing. If spectators talk it is the responsibility of the players to notify the arbiter who will remove the spectators.
10. If there is a dispute it is the responsibility of the player to notify the arbiter at the time of the dispute, NOT AFTER THE EVENT.
11. The duration of each game is 12 minutes plus 3 seconds increments per player. At the end of a game, set up the chess pieces again.
12. At the end of 7 rounds, final team placings will be determined by the SUM of the TOP 4 scores for each team. A separate award will be presented for Division 1 and Division 2.
13. An arbiter will be provided by Kids Unlimited, as will most clocks, chess boards and pieces.