

THE FRAMINGHAM CHESS CLUB

A USCF AND MACA AFFILIATE

INTRODUCTORY TOURNAMENTS--GENERAL INFORMATION

Framingham Chess Club Introductory Tournaments are designed to offer players with limited or no tournament experience an "entry-level" opportunity to play against other players of comparable strength in a tournament atmosphere. Entry is restricted to players with no US Chess Federation tournament rating or who are rated below 1200 (Class E). These tournaments are played off in a single evening for maximum convenience. The club holds these events every 4-6 weeks, concurrently with a round of one of its nationally-rated weeknight tournaments. The Introductory Tournaments usually attract from four to twelve players; the club reserves the right to cancel the tournament if there are fewer than four entrants.

FORMAT: Players must register before 8PM. (The concurrent rated tournament round will usually be underway at 7:30.) Each player will play three games, at approximately 8, 9, and 10PM. The tournament format will be the so-called Swiss System, in which no one is eliminated--rather, winners are paired against winners and losers against losers. In general, if you win a game you may expect a slightly tougher opponent in the next round; should you lose, you are likely to get an easier opponent next.

ENTRY FEE AND PRIZES: The entry fee is \$4 (club members \$3). The winner will receive a membership in the US Chess Federation, which includes a subscription to Chess Life magazine and other benefits. Should the winner already be a USCF member, he will receive a plaque instead. Other prizes may be added depending on entries.

PAIRINGS: The tournament director will determine all pairings and will allocate the color of pieces. He will list the match-ups on the "pairing sheet" before each round, which will list the board number (so players can find where they should play), the player with White, and the player with Black. When you complete your game, post the result on this pairing sheet by placing a "1" beside the player who won and a "0" by the player who lost, or "½" by both if the game was a draw. Another sheet will be posted, the wallchart, which will list all of the competitors and their round-by-round results. If there is an odd number of players in the tournament, one player may have to sit out each round. This player will receive a "bye" which is scored as an automatic win for the player for that round.

CLOCKS: To get all three games in a single evening, specially designed chess clocks (supplied by the club) will limit each game to a maximum of one hour--30 minutes for each player. Each clock has two complete clock mechanisms, which can be started and stopped by buttons above each clock. In this way each player's thinking time is recorded on a separate clock. At the start of the game the clocks will be set at half past the hour (any hour). After each of your moves, press the button over your clock, stopping it and starting your opponent's. After he moves, he will press his button, stopping his clock and restarting yours. Each player's time will be up on the hour: as the minute hand approaches the hour, it will raise a small red "flag", and exactly on the hour this flag will fall. NOTE: If the game has not been decided over the board before the time expires, the player whose flag falls will LOSE BY FORFEIT. Notwithstanding this, do not worry excessively about your time remaining, until you have, say, less than five minutes remaining.

NORFOLK-MIDDLESEX CHESS ASSOCIATION

GAME SCORES: If you are familiar with chess notation, either descriptive or algebraic, you should make an attempt to record your games. (This is a strict requirement in formal, rated tournaments.) Do not worry if you make minor errors in recording; most tournament players do. If you are not familiar with chess notation, you are naturally exempt from this--but pick up a flyer on notation before you leave so that you may learn this essential skill.

RULES OF CHESS: If you have any questions concerning the rules before or during the game, ask the tournament director. A brochure on the rules is also available. One rule to remember is "touch-move": if you touch a piece, you must move it, and once your hand has released the piece, you cannot move it to a different square. Also be sure not to distract or annoy your opponent or the other players. In particular after your game do not talk with your opponent loudly enough to distract the players whose games are still in progress--move away from the playing area to talk.

A psychological point: due to the unfamiliarity of clocks, scoresheets, etc. many players find themselves playing below their true strength in these events. This should not bother you too much; after all, a major reason for playing in this tournament is to acclimate yourself to the atmosphere of a chess tournament. If you have any questions at any time please ask the tournament director. Between rounds feel free to peruse the literature table, bulletin boards, or watch the games in progress either in the Introductory Tournament or in the nationally-rated tournament. We wish you an enjoyable and successful evening!

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The most exciting dimension of chess for most players is to play in chess tournaments. Entering one's first tournament, however, is an intimidating step for many players, who worry that they will be matched against top-level competitors. For this reason the Framingham Chess Club periodically holds introductory tournaments, in which a number of less-experienced players may compete against each other. Entry is restricted to players without US Chess Federation ratings or who are rated below 1200. Players need not be members of either the club or the US Chess Federation.

Each tournament will be completed in a single evening. Players will play three games each. Tournament chess clocks will be used to limit each game to one hour total (clocks will be supplied by the club). It is suggested that players bring their own chess sets and boards if they have them. The tournament director will explain all tournament procedures before the first game.

Entry fee is \$4; \$3 for club members and students 18 or under. First prize will be a membership in the US Chess Federation, including a subscription to Chess Life magazine, or a plaque if the winner is already a USCF member. Registration is from 7:30 to 7:45; the first round will start at 8PM.

The Introductory Tournaments in the first half of 1985 will be held on the following Tuesday nights:

JANUARY 15

FEBRUARY 19

MARCH 19

APRIL 23

JUNE 4

The club reserves the right to cancel the tournament if there are fewer than four entrants. Introductory Tournaments are not USCF-rated. For more information, call Warren Pinches at 353-1889.

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Entry fee is \$4; \$3 for club members and students 18 or under. First prize will be a membership in the US Chess Federation, which includes a subscription to Chess Life magazine, or a plaque if the winner is already a USCF member. Registration is from 7:00 to 7:45PM; the first round will start at 7:45PM.

Introductory Tournaments will be held on the following Tuesday nights in mid-1986:

MAY 13

JUNE 17

AUGUST 19

SEPTEMBER 16

The club reserves the right to cancel the tournament if there are fewer than four entrants. Introductory tournaments are not USCF-rated. For more information, call Warren Pinches at 353-1889.