

THE FRAMINGHAM CHESS CLUB

A USCF AND MACA AFFILIATE

MATERIAL-HANDICAP SPEED TOURNAMENT:

Each player will have five minute for each game. The higher-rated player will give a handicap in playing material to the lower-rated player, according to the following rates:

- Within 100 points: Player with fewest Whites receives White; no material handicap.
- 100-200 points: Pawn odds (Higher-rated player plays White, without his f-pawn.)
- 201-300 points: Pawn and two moves (Higher-rated player plays Black, without his f-pawn, and White makes the first two moves.)
- 301-400 points: Exchange odds (Higher-rated player plays White without his QR and with his a-pawn advanced to a3; lower-rated player plays Black without his QN.)
- 401-500 points: Knight odds (Higher-rated player plays White without his QN.)
- 501-650 points: Rook odds (Higher-rated player plays White without his QR, and with his a-pawn advanced to a3.)
- 651+ points: Queen odds (Higher-rated player plays White without Queen.)

NORFOLK-MIDDLESEX CHESS ASSOCIATION

MATERIAL-HANDICAP SPEED TOURNAMENT

Playing Rules

- 1) Normal speed chess rules apply. These include:
 - a) You are not committed to a move until you punch your clock ("touch-clock").
 - b) Illegal moves lose--when noticed by an opponent before he makes a move of his own.
 - c) Check the clock settings before you start. Once the game begins, whatever the clock says is official.
 - d) Spectators may absolutely not point out fallen flags. e) If both flags are down before anyone notices, the game is drawn.
 - f) You must have mating material to claim a win on time. If your opponent's flag falls and you do not have mating material, the best you can claim is a draw.
- 2) This is a material-handicap speed tournament. This means that the higher-rated player will give odds of material proportionate to the ratings differential, as follows:
 - a) 0-100 points: no handicap (even material). The colors will be determined by the pairing table.
 - b) 101-200 points: The higher-rated player has white and plays without his f-pawn (KBP).
 - c) 201-350 points: The higher-rated player has white and plays without his queen rook and with his a-pawn (QRP) at a3 (QR3), while the lower-rated player plays without his queen knight ("exchange odds"). The white player may still "castle" with his missing queen rook.
 - d) 351-500 points: The higher-rated player has white and plays without his queen knight.
 - e) 501-650 points: The higher-rated player has white and plays without his queen rook and with his a-pawn (QRP) at a3 (QR3).
 - f) Above 650 points: The higher-rated player has white and plays without his queen.