

TOURNAMENT RULE AND PROCEDURE GUIDE

1. Pairings to the extent possible will follow the United States Chess Federations rules 63-67 and the Harkness Pairing System for Swiss tournaments.
2. Each player shall keep a legible record of his game.
3. At the conclusion of a game both players must deliver their score sheets to the tournament director. Each score sheet must bear the signature of the player and a clear indication of the result of the game.
4. Pairings will be posted at the beginning of each round. Players are encouraged to locate their opponents on their own initiative.
5. Games are to be started promptly.
6. Any game not started within 1 hour of the prescribed time is forfeit (unless some prior arrangement has been made with the tournament director).
7. The rate of play will be 50 moves in the first two hours, and 25 moves per hour thereafter.
8. In games played with clocks, each player must make 50 moves in the first two hours registered on his clock or lose by forfeit.
9. Upon conclusion of the time prescribed for play, as announced by the tournament director, play must cease in all unfinished games played without clocks. The final position must not be disturbed until it has been adjudicated.
10. Games not completed before the next round will be adjourned and considered draws for purpose of next round pairings.
11. If there is no time for playing the adjourned games or in the opinion of the tournament director there is some overriding consideration, the unfinished games will be adjudicated.
12. If a game is to be adjourned, the tournament director will provide envelopes for the sealed move.
- *13. Clocks will be originally set each round to 10:00. The first time control ends at 12:00.
14. Closing time for entries is before the beginning of the first round.
15. The director, at his discretion, may accept the entry of any player after the announced closing time of entries, but a late entrant defaults the 1st round if it is inconvenient or too late for the director to pair the entrant for play in the first round in accordance with the pairing system used by the director.
16. No additional entrant shall be admitted after the director starts to pair the players for the second round.
17. An attempt will be made to break all ties. The order of tie breaking will be Median, Solkoff and S-B points.
18. Median points are counted by adding the scores of all of a player's opponents except the highest and the lowest.
19. Solkoff points are counted by adding the scores of all a player's opponents.
20. S-B points are counted by adding the scores of all opponents a player wins against and one half of the scores of all opponents a player draws against.
21. All decisions of the tournament director are final and binding on all players.