

**Timucua District GTBAC Presents**  
***CHESS THEN & NOW***



**A One-Day Chess Event Featuring:  
A Multi-Section Tournament for Scouts  
Chess Merit Badge Workshop  
Chess Trivia Contest & More**

**Saturday August 20, 2022**

**Kings Avenue Baptist Church  
2602 S Kings Ave, Brandon, FL 33511**

## Chess Event Overview

The 2022 Timucua District Chess Event, *Chess Then & Now*, consists of three events: an all-day 5-round competitive chess tournament in 3 sections; an all-day Chess Merit Badge workshop including a 3-game practice mini-tournament; and a chess trivia contest. Scouts will register for one of the tournament sections **or** the merit badge workshop, not both. All scouts registered for the tournament or the workshop are eligible to participate in the trivia contest which will take place during lunchtime.

### Chess Tournament

**Eligibility:** The tournament will be a 5-round modified Swiss System tournament in 3 age-based sections. The event is limited to currently registered Scouts and Scouters. The Junior Section is limited to Scouts aged 10-13 only, including Webelos scouts who are 10 or older. The Senior Section is for Scouts aged 14-17. The Open Section is for Scouts and Scouters who are 18 or older. Age eligibility for the sections is based on age on the date of the tournament, not at time of registration. Participants registering for the tournament should have already earned the Chess Merit Badge or otherwise have a solid knowledge of the rules of chess and basics of play. No instruction in the rules of chess will be provided for the tournament.

**Rules:** The tournament will largely follow the Standard Rules of Chess as stated in the United States Chess Federation (“USCF”) Official Rules of Chess, 7<sup>th</sup> Edition, ¶¶2-9, available [here](#). In addition, the following rules apply:

- The tournament will not use the official touch-move rule. Instead, a player’s move is normally binding when his or her hand has released the moving piece, assuming the move is legal. However, in captures, the move is binding when the player has removed the captured piece, and in promotions, the move is binding when the player has removed the promoted pawn.
- Each round in the competitive tournament lasts 50 minutes, equating to a time control of G/25, meaning each player will have 25 minutes to complete the game. Players in the Open section are asked to bring either a chess clock or a smart phone with the Chess.com Chess Clock app loaded and be familiar with how to use it. Timing will not regularly be used in the lower sections, but players are expected to play promptly. Slow play may be brought to the arbiter’s attention and the arbiter may require use of a clock if necessary.

- Players are permitted, but not required, to record their game's moves.
- Arbiters (chess judges) will be present to address any rules or game issues during play.
- Players should have time to play all games to completion; however, if necessary, a game may be decided on the points value of remaining pieces, with the higher points winning. The point scale is Q=9, R=5, B/N=3, P=1.
- Players are expected to comply with the rules of chess etiquette listed below.
  - Players should play at an appropriate pace to complete their games. Deliberately slow play is unsporting and could result in action by the arbiter, up to forfeiture of the game.
  - Participants should refrain from unnecessary noise or talking during a game, whether as a player or spectator.
  - Players should refrain from eating during game play.
  - Players may not receive advice or assistance of any kind during a game, either from persons in attendance or by technology.
  - Spectators are prohibited from discussing a game during play in the presence of players.

**Tournament Format:** Each section of the tournament will consist of a separate 5-round modified Swiss system tournament.

- The event will use standard USCF-quality tournament sets.
- The Tournament will not be a rated tournament, but current USCF ratings will be used for seeding for players that have them.
- The organizers may adjust pairings for the last round if necessary to resolve top placements.
- Standard scoring rules will apply. One point for a win,  $\frac{1}{2}$  for a draw, and 0 for a loss. Any byes necessary will also receive 1 point.
- Top 3 individuals in each section will receive medals. Tie-breakers will be used if necessary to determine placements. The top 3 units for the overall tournament, based on the units' top 2 Scout finishers in each of 2 sections or top 3 Scouts overall, will also receive recognition. Team points are the total of the top players' tournament points, plus bonuses for top 3 placements in a section. The top 3 OA chapters will also receive recognition under the same rules, except that Scouters' Scores may also be used.

## Chess Merit Badge

Chess Merit Badge is one of the most popular non-Eagle required badges – last year it ranked as the eighth most popular. In this workshop, scouts will have the opportunity to complete the entire badge. Scouts will learn and demonstrate their knowledge of the rules, history, principles and tactics of chess during the morning session. In the afternoon, scouts will participate in a mini-tournament to complete requirement 6 of the badge. Scouts must actively participate in all requirements as directed to earn the badge.

## Chess Trivia Contest

The trivia contest will feature questions about the following persons or events, with particular emphasis on the 1972 World Championship and events leading up to it.

Viswanathan Anand	1970 USSR v. World Match
Lev Aronian	1971 World Chess Candidates Matches
Magnus Carlsen	1972 World Championship Match
Fabiano Caruana	1975 World Championship
Alireza Firouzja	1978 World Championship Match
Bobby Fischer	1984/85/86/87 World Championship Matches
Anatoly Karpov	FIDE/PCA split
Garry Kasparov	2006 World Chess Championship Match
Viktor Korchoi	2018 World Championship Match
Vladmir Kramnik	2021 World Championship Match
Hikaru Nakamura	<i>The Queen's Gambit</i> Netflix Series
Ian Nepomniachtchi	
Tigran Petrosian	
Judith Polgar	
Wesley So	
Boris Spassky	

## Overall Event Information

### What Scouts Should Bring:

- Field uniform
- water bottle
- bag lunch or money to purchase pizza lunch
- snacks (no nuts or nut products please)
- 2 sharpened pencils

### Scouts/Scouters 18+ in the tournament should also bring:

- fully charged smartphone with the Chess.Com Clock app loaded
- backup charging battery or USB plug for charging

### Scouts in the merit badge workshop should also bring:

- merit badge [worksheet](#) for Chess Merit Badge
- extra pencils or pens for completing the workbook
- blue card signed by their scoutmaster

### What Scouts Receive:

- Event patch for all participants and staff

### Schedule:

7:45 a.m. - 8:30 a.m. – Check-in and Registration

8:30 a.m. – Morning Announcements

Main Hall - Tournament

9:00 - 10:00 a.m. – Round 1

10:15 - 11:15 a.m. – Round 2

11:30 - 12:30 – Round 3

12:30 – Lunch and Trivia Contest

1:30 - 2:30 – Round 4

2:45 - 3:45 – Round 5

4:00 – Awards and Recognitions

Classroom – Merit Badge Workshop

9:00 a.m. to 12:30 – Instruction

1:30 - 2:00 – Game 1

2:15 - 2:45 – Game 2

3:00 – 3:45 – Game 3