

2018 NH Scholastic Team Chess Championships



Saturday, April 7, 2018

Pelham Elementary School
61 Marsh Road, Pelham, New Hampshire

Eligibility

Open to teams of four students (plus one alternate if desired) grades K-12 who are residents of NH or who are residents of other states attending NH schools. No players over grade 6 in the Elementary; no players over grade 9 in the Junior High.

In general, teams must be formed by players from the same school district, but it is not necessary that they play for the same school within that district provided they meet the above restrictions on grade levels. If a player's school district does not have a chess program but that player actively participates in another scholastic chess club, that player may request an exception to this rule by contacting John Elmore (see below). However, this request must be made in advance of the tournament, not left to the day of registration.

All players must be members of the NH Chess Association as well as regular or premium members of the U.S. Chess Federation. A year's membership in the NH Chess Association is \$6 for a scholastic player, and scholastic clubs can obtain 11-month memberships for all club members who play in NHCA events by purchasing a club membership for \$40. USCF regular memberships allow electronic access to Chess Life or Chess Life For Kids, while premium memberships entitle the member to a paper copy of the same magazine. Regular memberships for one year are priced at \$17 for those 12 and under, \$22 for those 15 and under and \$26 for those 24 and under. Premium memberships for one year are \$25 for those 12 and under, \$30 for those 15 and under and \$35 for those 24 and under. These memberships may be sent with advance entry or purchased at the tournament. Players who are already members should bring membership cards or receipts with them.

Entry Fee: \$10.00 per player if received by 9 pm on April 7th. \$15.00 per player if paid at the tournament.

High School

Grades 10-12

Game/60 min, each player
4 Games, No Eliminations

Jr. High School

Grades 7-9

Game/45 min, each player
4 Games, No Eliminations

Elementary

Grades K-6

Game/30 min, each player
4 Games, No Eliminations

To Enter: Fill out Team Entry Form and mail with entry fees to John Elmore, 13 Thornhill Road, Stratham, NH 03885. **ALL CHECKS PAYABLE TO “NHCA.”** If an entered team must withdraw, you will receive a full refund if you notify John Elmore by Friday, April 7th (918-0386 until 7 PM).

Notice: Advance entry means you have mailed a full roster of players with all information included (names, addresses, birth-dates, USCF ID numbers and expiration if player is a member etc.). Last minute roster changes can be telephoned (918-0386) or e-mailed (johnpelmore@yahoo.com) to John Elmore Friday night 4/6 until 7:00 PM. *Any “advance” entry which still has incomplete information on Saturday morning 4/7 may be charged the at-door rate, at the tournament director’s discretion.*

Registration: 8:30 to 9:30 AM. Advance entrants may arrive 15 minutes before game time.
First Round: 10:00 AM; **Rounds 2-4** as soon as possible.

Prizes

Trophies to the top four teams in each section.

Medals to the top scorers for boards 1-4 in each section;

Medals also to any players who score 4-0 with no forfeit wins or byes.

Teams should play in order of strength. Absent permission granted by the tournament director, teams should play in rating order. If the strength of a team’s players is not fairly represented by their ratings, exceptions to the requirement of playing in rating order may be granted at the tournament director’s discretion. However, regardless of the order established at the beginning of the event, that order must be maintained throughout the tournament. Alternates must always be the weakest player on the team and may only play on board 4. Thus if (for example), the board 2 player was to sit out a round, the board 3 and 4 players would move up to boards 2 and 3 with the alternate playing board 4.

What To Bring: Players should bring chess sets, boards and clocks, if they have them.
PLAYERS SHOULD ALSO BRING A PENCIL OR PEN TO RECORD GAME MOVES.

For further information, call John Elmore at (603) 918-0386 or
(preferably) e-mail: johnpelmore@yahoo.com

For problems on the day of the tournament, call John Elmore at (603) 918-0386.

