

# MCC Monthly Tournament FAQ

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## I. Weekly Announcements

### A. Welcome

Welcome to the MetroWest Chess Club

My name is \_\_\_\_\_. I am a one of the Club's Tournament Directors.

Remember, if you need to find a TD to resolve something, you are entitled to stop the clock if you inform your opponent that you are seeking out a TD. To help you find one photos of all the TDs are posted near the bulletin board.

### B. Last Months Winners

A photo of our winners from last month is on the cover of our past winners photo book in the display rack.

The winner of last month's Open section was \_\_\_\_\_

The winner of the Middle section was \_\_\_\_\_

The winner of the Lower section was \_\_\_\_\_

### C. Play and the Rules

You are responsible for knowing the Club rules. We have a Tournament FAQ brochure just for this purpose. If your opponent knows the Club rules and you don't, you are at a disadvantage and may be disappointed, should a problem occur during your game.

Remember, if you want to apply one of your half point byes to the last round, you must commit to it irrevocably by the start of Round 2.

Both players are responsible for seeing that the result of their game gets posted. As soon as your game ends, immediately pick up your belongings and any trash, record your score and move to the skittles room.

Remember, the time control is **40/90 then SD/30**. Digital clocks are preferred. Do not subtract any time from the game.

### D. Announcements

Don't forget, each week the Group Lesson begins at 6:30 PM.

A book vendor will be present for Round 1 of the next event. (if applicable)

The display rack next to the bulletin board flyers of area events.

Please remember to deposit your game scores in the slot in the display rack. We would prefer to get your game electronically.

We have nice shirts, caps and other items with the Club logo available for sale.

Are there any other announcements that need to be made?

Any Questions

The Pairings are .....

## II. Playing at a club

### A. What is different about playing at a club instead of my computer?

There's a big difference between sitting in front of a machine and sitting across from another person. When you play another person, it's like having a long conversation without words. When the game is over, you can discuss what happened and what might have been. You can learn much more from playing a person than just getting a pass or fail in your test against a machine. There's another whole dimension to the game as well. The machine usually plays to its potential, people seldom do. When the machine makes a mysterious move, you're generally the one in trouble. When it's a person across from you who makes a mysterious move, someone's probably in trouble, but it's not necessarily you. Now you have to figure out if your opponent blundered, or if you're about to fall into a trap. No matter how bad things may be going for you or your opponent, the game is never over as long as someone can goof.

### B. What is different about playing at a club instead of on the Internet?

Much of what we said about playing against a computer also applies to playing on the Internet. Internet play has some additional downsides to it though. Unless you have the discipline to play games with long time controls (at least 60 minutes for each player), the tenancy for most people is to play "fast" games. It's generally well accepted in the chess world that fast play, while perhaps more exciting, does little to improve ones ability to play the game well. It does in fact train you move quickly and wait to see what the outcome will be. Nowadays, most people new to the Club come to us after having played regularly on the Internet for some time. Most of them have to struggle through a transition period of learning to take their time to think about their moves instead of just moving. While they may have played many games and seen many interesting traps on the Internet, it does them little good when they sit down to play and make their moves in a minute or less while their opponent takes 5 or 10 minutes examining each of those moves to find the flaw in it. It's not unusual for the "Internet player" to have used only 20 minutes on the clock while their club opponent has used about an hour and a half. You'll find the game takes on a whole other dimension when you learn to play "slow" chess, as you'll find it in the Club environment.

### C. Can I watch someone else's game or look around while I play?

No problem. Whether you are playing or have just come to look things over, you can wander among the games in progress. Because play is divided into sections based on skill, you can check out what play is like at the different levels. It's kind of like flipping the channels on the TV when every channel has a different baseball game on it. When you spot one that's got something interesting going on, you can stay there a while to see what happens. Even better, as the players are going over their game together in the skittles room, you can ask them why they did what they did at various points during their game.

### D. I don't have a "Rating". How do I know I'm good enough to play at the Club?

There are over 84,000 rated players in the United States. Just because these people have a rating **does not** necessarily mean they're better than you! A USCF rating is simply a system to let you know how your playing strength compares to everyone else who has a rating. Ratings go from 0 to about 2800. You're considered a master when you have a rating of 2200 or greater. The majority of people are in the middle of the range at about 1500. It takes about 25 rated games to get a rating that is accurate enough to reflect your playing strength. After your first 25 rated games, every win earns you points on your rating. Of course, losses take your rating in the other direction. Get a rating and find out where you stand. You might be one of the greats, but the world won't know it until you have a rating.

### E. Why shouldn't I be afraid to play at the Club (because I am !)?

Many people who haven't played organized chess are fearful of "jumping in". Most of our new members started out this way, but after hanging out at the Club, playing some casual games, watching what's going on and getting some pointers on their game, they make the jump. They come to realize that the best way to improve their game is to play and learn. It does take some time to get used to playing with a clock, writing your games down, and actually playing your best, all at the same time. At first, all this stuff may be distracting, but after a while, you'll be able to focus more sharply on your game than ever before.

### F. Will there be any other beginners like me?

Each month we usually have someone, such as you, who has never played a rated game before, joining the Club to play. There is **no such thing as "not good enough to play at a club"**. Everybody is at some level of skill. Many have started out at the bottom and worked their way up. Others have found that they were much

better than they thought. All you need is the desire to play and learn and you will have an enjoyable experience at the Club.

## G. How would you characterize general atmosphere?

While most members are serious about improving their game, they have a lot of fun while doing it. We have tried and have been fairly successful at creating a friendly and social atmosphere. There's a lot of friendly banter going on in the skittles room where everyone goes to analyze the games just played, and to socialize. What makes the Club a great place to play and improve is that most everyone is willing to help you with your game if they can, and if they can't, they'll certainly be eager to have you help them with theirs.

## III. Byes and Pairings

### A. What is a bye?

A bye means that the player is not scheduled to play for one of several reasons and that they may be given 0, ½ or 1 point in the tournament. Byes are either requested by a player or given to a player due to special circumstances. Club and USCF rules determine the points given for a bye.

### B. What are the Club's rules concerning byes?

1. In Swiss-system events of any number of rounds, a maximum of two half-point byes for the event is allowed.
2. Players entering an event after the first round will have their half-point byes applied starting with round 1 until all of the allowed half-point byes are used.
3. Once a player's half point byes are used, any other requested byes shall be zero point byes.
4. A bye requested for the **last round** must be committed to **before the start of the 2nd round and is irrevocable after the start of the 2nd round.**
5. Players entered in a tournament **are always obligated to notify the Club** if they will miss any round for which they have not previously requested a bye. **Failure to notify the Club** properly will result in the player **being assessed a forfeit penalty.**

### C. How do you request a bye?

There are **only two valid ways** to request a bye.

1. By filling out the **bye sheet** at the Club.
2. By **leaving a message** on the Club answering machine **before 7:00 PM** of the night of play. The number is **508-788-3641.**

We have club business cards and wall magnets available at the Club with the phone number on it. Put the number in your Cell phone, keep it on the wall at both work and home and put it in your wallet. Keep it wherever you might need it. **Don't forfeit.** We have **strict penalties** about forfeits.

### D. Can I send an email to take a Bye?

**NO.** Email is **NOT** a valid means to request a bye. Our process is designed to allow the TD (tournament director) on any given night to have all the information needed to get the pairings done correctly. Email is not reliable, and the person who will be the TD that night may not even have email or be able to check it prior to arriving at the Club.

### E. I called in a bye. Can I change my mind?

Yes, you can. When we check the phone, the last message from you is the one that counts. Some people call in for a bye because they think they will probably not be able to make it and they don't want to forget to call. If it turns out that they can indeed make it, they simply call to cancel the bye. You have one hour from the start of the round before you will be forfeited for not showing.

### F. What do I need to say when I call in for a bye?

All you have to do is

1. Say your name clearly and slowly

2. Say if you are requesting a bye or canceling a bye
3. Say the round you talking about
4. And just to be sure, **repeat** it.
5. Here is an **example** message for taking a bye:  
"Hi, this is (*your name*), I'd like to request a bye for round (*number*).  
Once again, (*your name*) round (*number*) bye."

We **don't need any reasons or stories**. Please make it **short and clear**.

## **G. I'm already registered. Is there anything I have to do?**

Once you are registered you will automatically be paired each week, unless you request a bye. Of course, you could be paired out. You do not need to check in with us. All you have to do is show up at the Club to see whom you will be playing.

## **H. How do I know whom I will be playing?**

The Official pairings are not announced until 7:30 pm on Tuesday night at the Club. The Phone messages are checked just after 7:00 pm and people can show up at the Club to enter or request a bye up till 7:20 pm. At that time, the pairings are calculated. At 7:30 PM, the pairings are read out loud to those present in the playing room and then posted on the bulletin board for all to see.

## **I. Should I call and leave a message saying, "I'm not sure if I can make it"?**

**NO. Absolutely NOT.** You must tell us to **pair you OR Not**. If you don't think you are going to make it, play it safe and tell us NOT to pair you. If you show up at the Club on time to change your status **or** you are sure you are going to make before forfeiting, tell us to pair you. If you leave us in doubt about whether you are going to show up or not, whatever decision we make about pairing you stands and is **YOUR fault**. If we pair you and you don't show, you forfeit and must pay the appropriate fine. If we don't pair you, and you show up expecting to play, sorry.

## **J. I can't make round 1. Should I call in for a bye?**

**NO.** Round 1 is the start of a new event. When you first show up, we will register you then, and give you whatever byes you are owed for the rounds you missed.

## **K. What do I do if I'm going to show up but might not make it in time to register?**

If you are a **Club Member** and think you might not get to the Club before the registration cut-off time, you can leave a message **committing** to play the round. Leaving us such a message will ensure that you are paired for the first round (subject to the usual rules about being paired out), and it **obligates you** to pay the entry fee and to show up to play the game. If you then fail to show up, you will forfeit the game and be subject to the forfeit penalty. If we cannot understand your message, for example, who you are, then you won't be paired.

## **L. Can I call in byes for more than one round at a time?**

**Please Don't.** We prefer that you don't. There is too much room for error, both by you and us. You may mis-speak the other round, or we may not be able to decipher it. We may think that you are repeating the first part of the message and miss hearing the other round. If you do request multiple rounds at once, do your best to make sure that we got the information correctly.

## **M. Why do the pairings show me not being paired, or having a bye, when I didn't ask for one?**

Generally, one of two reasons will explain this:

1. The projected pairings, based on the information known at the time they were done, predicts that you will be "paired out". Usually, this is because there is an odd number of people projected to be playing in your section. It may also be because we have you recorded as forfeiting a game. Anyone who forfeits will no longer be paired until the issue of the forfeit is cleared up.

2. We may have made an error in updating the computer files from the bye sheet, and given your bye to someone else by mistake. If you think there is an error, please leave a message on the Club phone clarifying what you think is in error. You may also try to reach us by email to bring it to our attention, but the phone or your presence at the Club are the only ways to officially correct the situation.

If, after all the byes from all the players are figured in, we have an odd number and the rules make you the candidate to get paired out, you will be paired out. If the number is even, you will be paired. If you are paired out and there is someone else from another section also paired out then you may be given the option play that person for a rated game, a casual game (not for rating). One or both of you may decide to take the evening off or just hang around to play.

#### **N. Why doesn't my bye show up on the Web site when I wrote it on the bye sheet?**

This usually indicates that an error was made on our part. We may have incorrectly given the bye to someone else, missed the information altogether when updating the computer files or, you may have written onto the bye sheet after we last checked it for the evening. Please leave a message on the Club phone clarifying what you think is in error. You may also try to reach us by email to give call our attention to it, but the phone or you in presence at the Club are the only ways to officially correct the situation.

#### **O. I see my bye but you didn't give me my half point. Why not?**

Usually it's because you are not entitled to a half point bye. On occasion, we do make a mistake entering the bye information from the bye sheet or forget to give bye points for earlier rounds when you enter after round 1.

#### **P. The Web site says that I'm paired out when I didn't request it. Do I have to do anything?**

**YES. You must show up to play** unless you now request a bye. The pairings are "projected", based on the information available at the time. There is at least a fifty-fifty chance that you will end up being paired. All it takes is an odd number of people choosing to take or cancel a bye to cause you to be paired. It is understandable, especially if you travel a great distance that you don't want to leave it to chance on whether or not you will be paired. **If you don't want to take the chance, you need to call and request a bye.** You should consider several things before doing this:

1. If you do get paired out, it is not possible to be paired out a second time in the same event. If someone from another section also gets paired out or there is someone else available to play, you may play for fun or for rating if both players agree. Shorter time controls may be used.
2. You got paired out partly due to your score in the event so far. If you call in for a bye and you aren't eligible for a half point, your score will not change, and you will likely be selected the next round to be paired out again. If you come to the Club and get paired out, you will get a one full point for the round. Generally, it will be better for you to show up. You may get a game anyway, or you can watch the other games in progress or use the library to study or play for fun if you do get paired out.

#### **Q. Why do the pairings seem different from what I calculated them to be?**

The usual reasons are that the Club uses Look-Ahead pairing, which is a bit more complicated than the Top-Down pairing that more people understand. Also, it is common to forget to take into account byes that other players have requested, and whether two players have already played each other.

#### **R. What are the Clubs rules concerning pairings?**

1. Pairing of MCC events shall be done by computer whenever possible.
2. Where questions arise as to the accuracy and/or propriety of a computer-generated pairing, it is the policy of the MetroWest Chess Club to accept the program's pairings in the absence of an obvious or clearly understood violation of USCF rules.
3. 1/4 Accelerated-pairing rules shall be used for any section within an event that meets the recommended criteria for their use as set out by the most current rules of the USCF. The "Adjusted Rating" option shall be used. We further define the USCF phrase "far exceeds" used in its recommended criteria to mean that the number of players is greater than, or equal to, the average of two raised to the number of rounds, and two raised to the number of rounds plus one. Some examples are, 4 rounds = 24, 5 rounds = 48, 6 rounds = 96.
4. Paired-out players receive a credit of \$5 if they do not end up playing a rated game.

## **S. What are the Clubs rules concerning re-entries?**

1. Players may re-enter an event by paying the full entry fee. Half-point byes will be applied to any missed rounds.
2. A player will be permitted to enter an event after round 3 has been played, only if this does not result in an already-entered player being paired out.
3. Players entered on this basis will pay the entire member or non-member (as applicable) entry fee for the event, and will remain in the section they enter for all subsequent rounds of the event.
4. The player will have the right to take byes on the same basis as every other player entered in the event, including the right to half-point byes for earlier rounds not played in accordance with the rules for the particular event.
5. The player will have the right to be paired and the risk of being paired out on the same basis as every other player entered in the event.

## **IV. Youth playing at the Club**

### **A. Can kids play at the MCC, and are they welcome?**

Players of all ages are welcome to play at the MCC. A number of kids, some as young as 8 years old, play there pretty regularly. There are, however, many factors that should be considered in deciding if you want your child to play at the Club. This document should provide you with the information you need to make the decision that is best for you and your child.

### **B. Are there other young players at the Club?**

Yes, we typically have several young players participating in each event. Most, but not all, are very seasoned players. In fact, several of them are on the top 50 list in the country for their age bracket.

### **C. What are the requirements for playing?**

MCC is affiliated with the USCF (United States Chess Federation), and all the tournaments at the Club are USCF-rated events. Because of this, everyone who plays in club tournaments needs to be a member of the USCF. Membership for those 19 years old and younger is \$20 per year, which includes a subscription to Chess Life magazine, one of the top chess magazines. For those 14 years old and younger, a scholastic membership for is also available for \$13 a year. This membership includes a subscription to School Mates magazine, intended expressly for young kids in place of the Chess Life magazine. (Two- and three-year memberships are available at a slight discount.)

### **D. What does “rated” mean?**

A rating is a numerical indicator of a player's strength. The USCF is the official US organization that calculates ratings for players based on the results of the games they play and the ratings of the players they play against.

### **E. Do you have to join the Club?**

Club membership is **not** required but is recommended. Club membership provides a \$5 discount on each club tournament. For those 19 years old and under, membership is \$15 a year, so the membership pays for itself if a member plays as few as three events during the year. In addition, if your child has played no more than five rated games when he or she joins the Club, they are eligible for our “Special Introductory Offer” where the club will give them free entry into the current tournament in progress as well as the next month's tournament. In progress is defined as round 1 having already been played. On average the special offer works out to a \$30 value which makes joining the club more than returning the value of the membership

### **F. The Club meets on a school night. Will I be home at a reasonable hour?**

Games normally start at 7:30 pm, though we do sometimes get started a little late. On the first round of a new event, starting close to 8:00 pm is not unusual. If both players use all the time allotted to them, the game can last **four** hours.

### **G. Will the game really take four hours and end at 11:00 or later?**

Typically, the lower the players' ratings are, the sooner the games are over. Assuming, for the moment, your child does not take full advantage of the time allotted due to age and ability, and assuming the opponent is an

adult who would probably take on average half the permitted time, a reasonable guess is that the game would end around 9:30 pm. It could end even sooner if someone loses quickly. In general, even the adults who play in the lower section are frequently finished by 10 pm. Because most adults play much more slowly than the typical scholastic player, however, there is another issue to consider. Your child might get bored with the pace of the game and lose interest in it, or in chess generally.

#### **H. Does the Club have a scholastic program?**

Yes, the Club does have a scholastic program, but it is only active in the summer months. Starting in the Spring of 2000, the Club's board of directors recognized that there are many scholastic players in the area and very few opportunities for them to play chess during their summer break. The board initiated discussion with area scholastic coaches and formulated a program that would appeal to young players and their parents, while not having an adverse impact on the Club's regular events and resources.

#### **I. Is there any instruction given at the Club to improve play?**

The Club has a weekly group lesson which meets before the tournament game begins. All members of the Club are welcome and encouraged to attend. A well-experienced player leads the group in analyzing a game that has been played at the Club. Occasionally, a specific opening or endgame technique is covered. The weekly group lesson group meets between 6:30 and 7:30 PM on Tuesday evenings.

#### **J. Can I watch my child play?**

Yes, you can watch the game. However, you are not allowed to interfere with the game in any way or assist in the playing of the game. We recommend that parents strive to help their children become accustomed to being on their own in the playing room. In almost any other venue, in particular, the many area scholastic tournaments in which your child may participate, parents will not be allowed in the playing room.

#### **K. By the end of the day, kids are too worn out. Why doesn't the Club play during the day?**

The Club, including its scholastic program, is run by volunteers who, because of their own jobs, have only their evenings or weekends to donate. Moreover our facility, the Kennedy Senior Center in Natick, is used for other purposes during the day. For these reasons, all the Club's events are held on weekday evenings or on weekend days.

#### **L. What other things should I take into consideration before deciding whether to enter my child in the event?**

There are several questions you should ask yourself:

1. Will my child be discouraged if he/she loses many weeks in a row?

It is common, even for adult beginners, to go many weeks without winning a tournament game. This is true even for players who have played for years casually among friends, because people who play in a club environment improve much more quickly than those who don't and generally have advanced in skill beyond those who've played only casually. Because of the level of competition in our tournaments, your child should expect to lose many games. Careful study of lost games can be one of the best ways to improve, and club players routinely analyze their completed games with each. You and your child will need to decide whether the improvement from playing tough competition outweighs the discouragement of losing. The main point is to encourage kids to continue playing – no one gets better by not playing. and we at MCC want to avoid any situation where discouragement at losing causes anyone to stop playing chess altogether. Playing in area scholastic tournaments will provide less challenging competition and more opportunities for wins, but probably also slower improvement.

2. Occasionally, I'll be told that my child has been "paired out." Will this discourage or upset him/her?

Being paired out means that because there are an odd number of people playing a particular round in a tournament, someone is left without an opponent for that round. We recognize that being paired out can be discouraging, but it is an unavoidable situation whenever there are an odd number of players. All players are subject to being paired out, but the person actually paired out is usually the lowest-rated player in the lowest score group. No one can be paired out more than once in any single tournament, but anyone who loses frequently in tournaments is at greater risk for being paired out repeatedly. Sometimes we can find an opponent for a player paired out, so he or she can have a game that night after all, but sometimes we can't.

3. When my child's game goes late into the evening (10:00 or 10:30 PM), what will be the impact on my child the next day?

Occasionally the game may run later than it used to, especially as your child improves. This can create at least two concerns:

- a) He or she may get sleepy and lose the game. This may make him or her very upset. This has happened a number of times, even to adults. Hopefully, you can instill the idea that he or she is obviously improving to have played so long and well up to that point.
- b) He or she is up much later than you'd like, especially when school is in session.

#### **M. What circumstances should parents try to prepare their children for?**

- That it may be many weeks before they win a game.
- That they may win one or two games at first but then not win again for a very long time.
- That generally speaking, they will usually face their toughest opponents in the early rounds of a tournament, and if they lose those games, they will typically face easier opponents as the tournament progresses.
- That they may get paired out from time to time, which could mean a quick return home if an extra match-up can't be found.
- That they can get no advice from anyone else during their game, and that once they sit down to play, they are expected, out of respect for their opponent, to play in silence, and to pay attention to their game until it is done.
- That they may lose the game because they got tired. Even adults face the problem of carelessness caused by fatigue.
- That you may decide it is too late for them to review the game with their opponent after it is over.
- That they must write down their moves. The Club provides free score sheets for this.
- That "touch move" rules apply. When a piece is touched, it must be moved or captured. No one is allowed to "take back" any move.

#### **N. Once we decide to play at the Club, is there anything else we should know about?**

We have a flyer that describes what you need to know, once you've decided to play at the Club.

#### **O. Now that we know about the MCC, how do we find out what other chess activities are available in the area for our children?**

The Massachusetts Chess Association, (MACA) is the clearinghouse for all things chess in Massachusetts. In particular, MACA runs youth tournaments throughout the year, and conducts the Massachusetts Scholastic Championship series of events that determines the state champions for various categories. A large scholastics information center, with schedules of upcoming events and advice for parents, can be found on the MACA web site at [www.MassChess.org](http://www.MassChess.org)

### **V. Time Controls**

Unless otherwise announced, the time control for games in MCC events is

**40 moves in 90 minutes** followed by "**sudden death**" in **30 minutes**, that is 40/90, SD/30

At the start of each game,

**set analog clocks to 4:30;**

**set digital clocks to 90 minutes.**

If your clock (analog or digital) supports a **time delay, enable it and set it to 5 seconds.**

The first time control is reached when each player has made 40 moves or when either player's flag falls at 6:00 on an analog clock, or when either player's digital clock counts down to zero, whichever occurs first. At that time, if the game is not over, **advance** both players' **analog clocks by 30 minutes** or **add 30 minutes** to each player's remaining time on the digital clock.

The second (and final) time control is reached when either player's flag falls at 7:00 or when either player's digital clock counts down to zero, regardless of the number of moves made.

## VI. New to Rated Play

( this section needs a lot of work. We should use Alan Hodges materials prepared for the Summer Scholastics program and probably ditch this by making sure these are covered there. )

### A. What is a rating, do I need one and how do I get one.

### B. What do you mean when you say I'm "paired"

Being "paired" means we are arranging for you to play someone. We announce whom you will be playing at 7:30 PM. If you should arrive late, who you are to play will be posted on the bulletin board.

### C. What is a bye and how do I get one?

A bye means that even though you are registered in the event, you will not be playing a particular night. There are two reasons why you may not be playing. Either you've told us you won't be able to make it on that particular Tuesday, or you ....( NEED TO COMPLETE THIS)

### D. What are these "sections" and how do I know which one to play in?

The "sections" are groupings of players with similar playing strength, which is indicated by their Rating.

We have different sections so that you can play against others of about the same skill level as you.

### E. Any tips for me when I sit down to play?

When you play, focus on taking your time and making the best move you can. Don't let the clock pressure you into rushing. When you get down to ten minutes left to make your moves, then start playing faster.

### F. What is "touch move"?

The **touch-move rule applies**: if you touch one of your pieces, you must move it if you legally can; if you touch one of your opponent's pieces, you must capture it if you legally can. If you touch one of your pieces to adjust its position on its square, say "**adjust**" (or "*j'adoube*") while doing so. **DO NOT ADJUST ANY OF YOUR OPPONENT'S PIECES.**

### G. Do I have to keep a record of my moves?

**You must write down your and your opponent's moves (record the game).** This is how you prove that you made the necessary number of moves and certain other claims. Also, having your game record, called your score sheet, lets you go over your game later and learn from it. We have score sheets available for you.

### H. Do I need my own Chess Set

We have some sets and clocks for those members who don't yet have their own to borrow for the evening.

### I. Where can I get my own Chess Equipment and what do I need?

### J. What if I have a question or a problem during my game?

If you have a question about the rules or any problems, seek out one of the TDs **even if they are playing a game.** Their photos are displayed at the front of the room.

## VII. Misc

### A. Where are the bathrooms located

The bathrooms are located at the end of the hall.

**B. The parking lot is pretty full, where else can we park**

There is a large parking lot in the back of the building but you will probably have to walk all the way around the building to get in.

**C. How can we get T-shirts or other items with the Club logo on it**

Information on how to purchase Club shirts and other items is available in the display rack and on the web site.

**D. Is there an easy way to get change for the vending machines?**

Yes, we keep a carhop change maker on the front table so that you can leave a dollar and make your own change.

**E. Can we use the pool tables during the evening?**

No. They are for the exclusive use of the Seniors during the day.

**F. Are we allowed to use the phones in the Senior Center?**

No. We are not supposed to let anyone use the phone. There is a public phone across the parking lot at Nicks Ice Cream.