

## **Glen Rock Quads: FAQ**

### **Q: What do I need to bring to the tournament?**

A: You are not required to bring anything to the tournament other than yourself! We provide scoresheets, clocks, sets, and pencils. However, we recommend you to bring your own scorebooks, pencils, and snacks (especially for the G45 sections!)

### **Q: What else do I need before playing?**

A: You need to get a USCF membership to play in all rated tournaments! To get one, go to [uschess.org](http://uschess.org) and navigate to Join / Become a Member. In addition, you must register and pay before playing!

### **Q: This is my first ever rated tournament but I have a very, very high chess.com rating. What should I do?**

A: Sign up as normal through our portal. After that, send an email to [chess.director@icanj.net](mailto:chess.director@icanj.net) with your chess.com rating if it is above 1000.

### **Q: I suddenly cannot make it to the tournament. How do I withdraw?**

A: You must email [chessdirector@icanj.net](mailto:chessdirector@icanj.net) the second you realize you cannot play at our tournament! We will fully refund you if you let us know the day before the tournament. However, once we make the pairings, we cannot issue a refund. Players who sign up and do not show up without letting us know will face punishment.

### **Q: Where exactly is the tournament located? Your building has two floors and so many rooms!**

A: After parking in the parking lot of the community church, come in through the door that has an "International Chess Academy" sign and go to the second floor.

### **Q: Once we get onto the second floor, where do we go?**

A: In most cases, the tournament director (TD) will be sitting at a table in the hallway waiting to check you in. If not, head directly to the waiting room (first door to the right as you walk into the second floor).

**Q: How are players paired?**

A: Players are sorted from highest to lowest rating and put into groups of four based on rating. As these groups have four players that will all be playing each other, these groups are known as “quads”. In some cases, we will either be able to evenly divide the players into groups of four or believe there will be rating imbalances in some groups. In cases like those, we will create groups of six, known as “swiss sections”. No matter what, everyone will play three games; in swiss sections, players will not play everyone in the section.

**Q: What is the time control?**

A: The time control is G/30;d5 for sections with an average rating below 1000 and G/45;d5 for sections with an average rating above 1000. In other words, for sections with an average rating below 1000, each player starts with 30 minutes on their clock. The clock is counting down for the player who has to move. Each turn, there is a five second delay before the clock begins counting down.

**Q: What is a section? I always hear the TD calling out section numbers but I do not know which section I am in!**

A: Each quad or swiss that players are placed in are called “sections”. For the Glen Rock Quads, Section 1 is the section with the highest rated players and each section after has lower rated players than the previous.

**Q: So how do I know what section I am in?**

A: At 1:30, the TD will tell the highest rated players to head to a smaller playing room (second door to the right). The TD will then take everybody else to the “big room” (on the left side of the hallway). There, the TD will call out board numbers and the corresponding names. Each board number is marked with a post-it and corresponds with a section and board number for the section. For instance, board 601 equates to “Section 6, board 1”.

For the rest of the tournament, the player will be in Section 6. Most sections will only have two boards since there are usually four players per section. Therefore, the player will only be playing on boards 601 and 602.

**Q: What do I do after I finish a game?**

A: Call a TD over to confirm the result. Afterwards, reset the board, mark the result on the results sheet if the TD hasn't already, and head back to the waiting room. If you already know how to mark the result, there is no need to confirm the result with the TD.

**Q: Can parents stay during the tournament?**

A: Yes: they can stay in the waiting room. Parents who decide to stay are encouraged to keep their area tidy and treat it as if it was their home.

**Q: If I lose, am I eliminated?**

A: NO! No matter what, each player will play three games. The only exception is if somebody in your section withdraws (which we highly discourage).

**Q: When does my next round start?**

A: Five minutes after an entire section finishes, the TD will head to the waiting room and call the section to start the next round.

**Q: For the final round, the TD does a color draw! What is this?**

A: For round robin quads, each player was white for one game and black for another game. Despite colors being assigned on the results sheet for the final game, they are not yet set in stone! Therefore, the TD will have the players draw colors for the final round.

**Q: After I finished all three games, can I leave?**

A: Yes. Make sure all your results are marked on the results sheet, throw away all your garbage, and then you may leave.

**Q: I won! How do I get paid?**

A: A few days after the tournament ends, Diana (the tournament organizer) will email all players (using the emails that they registered with). This email will contain a link to the tournament article. This article has a link to the results sheet (slide all the way down for mobile devices or look on the right side for computers). All winning players will be marked in red and have a dollar amount next to their names. All players should have already marked how they would like to get paid during registration. All players will be paid in this manner by Friday. If you would like to get paid in a different way, please respond to Diana's email with information as to how you would like to get paid (venmo, zelle, etc.) as soon as possible!

**Q: What else is in the article?**

A: The article contains analysis from selected games in addition to interviews and other events/inside jokes that might have happened that day. All players may ask to be interviewed, although not all players will make the final cut to be in the report! In addition, the article contains a link to the photo gallery.

**Q: Other than the rules of chess, are there any other rules/etiquette that I need to know?**

A: Yes! Here are some basic rules that everybody must know!

- If you touch your piece and you can move it, you must move it.
- If you touch your opponent's piece and you can capture it, you must capture it.
- All moves must be recorded neatly on a scoresheet!
  - It is a USCF requirement.
  - Whenever there is a dispute, the TD will look at the scoresheets to make a ruling.
  - The best way to improve is to analyze your own games.
  - Both players can stop recording once one player's time is below 5 minutes.
  - We will only provide exceptions in extreme circumstances.
- Everybody (including other players and spectators) is prohibited from speaking to players in the middle of a game.

- Minor violations (casual conversation) will be warned and must leave the tournament room.
- Major violations (advice, notifying players of a flag fall/checkmate) will be forfeited and banned!
- Players must not have any electronic devices on them during a game. The TD will show players where to put their devices during games.
- The same hand that moves the piece must hit the clock.