

## 2016 Georgia High School TEAM Chess Championships

The Georgia Chess Association (GCA) will hold the annual high school TEAM chess championships on Saturday, March 19, 2016 in Winship Ballroom in the Dobbs University Center at Emory University.

Format: 5-board team format, G/30time control (each player has 30 minutes), five rounds, Swiss-System pairings (all teams play five rounds), not USCF-rated. Up to two teams from a school are allowed – an A-team and a B-team. First round pairings posted at 9am. Round times 10-11:30-1-2:30-4, awards ASAP.

ENTRY FEE: \$100 per team. **Registration and payment deadline is Tuesday, March 15, 2016. No on-site registration or payment.** Early communication by participants will assist in planning and is appreciated.

PLEASE READ INFORMATION BELOW VERY THOROUGHLY

Contact for clarifications: Ted Wieber, trw52@aol.com, 770-476-5659
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2016 Georgia High School TEAM Chess Championships TEAM REGISTRATION Form: 5-BOARD FORMAT March 19, 2016 – Emory University

Purpose. This form is to be used by public and private high schools entering the 2016 Georgia High School TEAM Chess Championships. This event is organized in 5-board team format. Please read this form carefully, as well as other rules and guidelines posted on the GCA website calendar at www.GeorgiaChess.org

High School Team:		_ "A" or "B" Team?		
Address:				
Coach / Advisor:		Phone:	Email:	
_		<u> </u>		

Team Roster. A school team can consist of 5 to 7 full-time students (5 minimum), although only five can play in any one round. A second or "B" team can also be entered. **All of these players should be ranked below in order of** 

**playing strength.** See GCA guidelines below on team player rankings. This ranking will remain constant during the tournament and will strictly govern which board position the player is assigned in a given round.

Name, Grade, USCF Rating, USC	Membership Num	ber (if avail):
1		
2		
3		
4		
5		
6		
7		

Payment. Deadline for registration and payment is Tuesday, March 15, 2016. Entry Fee is \$100 per team. Food options are readily available in the Dobbs University Center.

There is no on-site registration. Online registration and payment is preferred at GeorgiaChess.org. Otherwise, mail-in registration and payment can be coordinated with GCA Contact: Ted Wieber, 770-476-5659, trw52@aol.com

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Georgia State School Team Tournament 5-Board Format Guidelines for Coaches

CONCEPT.

The 5-board team format is designed to match a rank ordered group of players from one school against a ranked group from an opposing school. The players are ranked 1 through 5 according to actual playing strength. There is an allowance for alternate or substitute players (a maximum of two extra players can be registered for a total of seven), in which case they must be ranked relative to the others, e.g., 1 through 7. In the event that two players are considered "equal" they should still be assigned consecutive rank numbers. These player rankings

are set by the team coach with registration and reviewed by the GCA before the tournament.

In a given match, two teams of five players will face off on 5 "Boards." The Boards are designated numbers 1 through 5. The team that is assigned "white" for the match, will play the white pieces on boards 1, 3, and 5. The team that is assigned "black" will play the white pieces on boards 2 and 4. The strongest player from each team will play one another on the top board: "Board 1". The second ranked player on each team will play on Board 2. The two next strongest players face off on Board 3, and so on. In the event of substitutions, the relative ranking of players must remain intact. For example:

If the top player on a team must leave for a round, the appropriate substitution is NOT to put substitute 6 or 7 on Board 1. Instead the players on Boards 2 through 5 should move up one board, and the substitute should be added on Board 5. In no case, should a lower ranked player be on a higher board than a player ranked above him.

Team wins will be determined at the end of each round by adding up points from wins, losses and draws on the five boards. For example, if a school team wins on 3 of 5 boards, and loses on the other two, then that school wins the match 3-2.

## MULTIPLE TEAMS FROM ONE SCHOOL

Any high school can enter up to two teams. The strongest group of players will comprise the A-team and a second team will be referred to as the B-team. Some may wish to think of the two levels as similar to varsity and junior varsity groups, or first and second strings. Depending on the number of B-teams entered in the competition, the GCA reserves the right to pair them differently.

If a school does enter multiple teams, all of its players on both teams should be ranked in order of relative playing strength. For example, if a school is bringing a total of 13 players comprising two teams, those players should clearly be ranked one through thirteen. The top five players will always compete on the A-team unless an illness or absence issue demands an alternate. Coaches or sponsors should read the ranking guidelines carefully and freely consult with GCA officials.

## RANKING PLAYERS.

The ranking of team players by playing strength is fundamental to the fairness of this 5-board team format. First and foremost, the GCA relies on the honor of the team coach to accurately and fairly rank his players in terms of current playing strength. The following factors should be considered in a coach's ranking decisions:

- 1. Recent Tournament Performance against OUTSIDE competition
- 2. USCF Ratings factored for currency, provisional ratings, frequency, accuracy.
- 3. Consistent Performance over time against teammates
- 4. Other factors----tournament experience, maturity

## Things to AVOID in the ranking process:

- 1. Changing long-standing teammate rankings just prior to the state tournament due to a recent upset in a club or internal ladder game.
- 2. Rigidly using USCF ratings as the ranking mechanism, when based on tournament performance and other indications it is very clear that the ratings do not reflect the current relative strength of the players.
- 3. Ranking players based upon their grade level in school, i.e., putting 11th graders ahead of 10th graders automatically.
- 4 Despite above instructions, putting down two players as 4th (because they are supposedly equal), instead of listing one as 4th and one as 5th.