

Science & Fine Arts Fair

Chess Guidelines

- Each game will last 20 minutes. It is a single elimination tournament. If checkmate has not been declared, the winner will be determined by counting the value of the number of pieces on the board. The same procedure will take place in the event of a stalemate. In the unlikely event of an identical tie, a 4-minute tiebreaker will determine the winner. (A coin flip will determine who moves first.)
- To help keep the games moving along, a one minute time limit will be enforced. Each player has one minute to make a move or forfeit his turn.
- Point values of chess pieces:

Pawn	1 point
Knight	3 points
Bishop	3 points
Rook	5 points
Queen	10 points
King	Checkmate
- If you scheduled time causes a conflict, please inform the judges in advance.
- In the event of questions or disputes, the judges will make the final decisions.
- Students failing to show up on time for their first round contest will forfeit the match.
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