



MERCERSBURG CHESS CLUB



It's Your Move.....

SUMMER OPEN

Saturday, July 12, 2025 at Fendrick Library, 20, North Main Street, Mercersburg, PA.

This is an unrated tournament. USCF membership NOR recording moves are required this time. Recording games optional. Any player my record moves.

Players U18 MUST be accompanied by an Adult in the Library at ALL times.

US Chess rules will apply.

Prizes

Top Adult.....\$40

Top Grade 9-12.....\$30

Top Grade 6-8.....\$30

Ties will be split equally.

Tournament Format: Game in 60mins. Clock time 30 minutes / player. NO increment. 4-round Swiss
All chess sets, clocks and any score sheets required are provided.

Schedule:

Sign In: 9:30am.

Digital Clock Training from 9:30am

Round 1: 10:00am (tournament starts promptly).

Round 2: 11:30pm

Lunch Break: 1:00pm. Local food establishments are at most 5 mins drive away.

Round 3: 2:00pm

Round 4: 3:30pm

Prizes given out by 5:00pm (ASAP)

ENTRY FEES: Adult \$10.00 ~ Grade 6-12 & Grades 5 & under with experience of competitive play ~ \$5.00.

Send your entry form and check by mail to Jef Savage, 129 N Main Street, Mercersburg, PA, 17236,
OR drop off payment and obtain a receipt from Neil or Jef @ Chess Club on Monday 6-8pm or
Wednesday 2-4pm at the Library. Checks payable to Mercersburg Chess Club.

Refund Policy: Full Refund amount until morning of the tournament, as long as you email
Jef Savage @ Sauvagejef@gmail.com. NO refund after tournament starts.

Directions: **From Chambersburg Rte 30 – US 417 – Rte 75 Mercersburg**
From Waynesboro or Greencastle Rte 16 to Mercersburg
From McConnellsburg Rte 16 to Mercersburg
From Shippensburg Rte 11, then from Chambersburg Rte 30

Parking: **FREE off street on some streets. Email for details.**
Metered from 9-6pm 2 hour limit.

Questions: **Call Jef on 717 414 1166 or email Sauvagejef@gmail.com**



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Tournament Entry Form. Please ONLY use ONE form per player.

Name: _____

Address: _____

Tel/Txt: _____

Email: _____

Check ONE box.....

Entry Fee: Adult \$10

Grade 9-12 \$5

Grade 6-8 \$5

Make your check payable to ***Mercersburg Chess Club*** & send it and your completed form to:
Jef Savage, 129 North Main Street, Mercersburg, PA, 17236. Thank you.



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Basic Rules for this Tournament.

Board Setup : White Square always on the right, *WHITE = RIGHT*. Queen on HER OWN color
When recording the game, the White Rook must be on *left dark square a1* with normal piece set up.

Time Allowed for each Round is 60 minutes with NO bonus time.

To facilitate beginning players and those who have never used clocks we will have a 15 minute slot before the competition starts, to explain the use of clocks for this competition. There is no requirement to record your games, but if you wish to, we will have score sheets and pens available. A player wins IF they checkmate their opponent within the 60 minutes of the game or their opponent runs out of time. If a STALEMATE happens before the 60 minutes are up then the game is ended with a DRAW. Players will earn ONE point for a WIN. ZERO point for a LOSS and ½ point for a DRAW. Players with the most points win the classification.

Touch-Move Rule

The **touch-move rule** is a fundamental principle in chess, ensuring that players commit to moves deliberated mentally, without physically experimenting on the board. According to this rule, a player who touches a piece with the intention of moving it must then move it if legally possible. This rule also applies to capturing: **a player who touches an opponent's piece** must capture it if a legal capture is available. Special considerations apply for castling and pawn promotion, reflecting their unique nature in the game. A player who touches a piece to adjust its physical position within a square must first alert the opponent by saying "I adjust". Once the game has started, only the player with the move may touch the pieces on the board. Spectators cannot touch pieces or the board.

Calling Check

We will call check as a courtesy to our opponent.

Normally in non-competition games, it is customary to announce "check" when making a move that puts the opponent's king in check. *In formal competitions, however, check is rarely announced.*

A king is ***in check*** when it is under attack by at least one enemy piece. Players cannot make a move that places or leaves their king in check.

En passant

When a pawn advances two squares on its initial move and ends the turn adjacent to an enemy pawn on the same ***rank***, it may be captured ***en passant*** by the enemy pawn. This capture is legal only on the move immediately following the pawn's advance.

Promotion

When a player, having the move, plays a pawn to the rank furthest from its starting position, ***he/she must exchange that pawn as part of the same move*** for a new queen, rook, bishop or knight of the same color on the intended square of arrival. This is called the square of 'promotion'.

Castling

Castling consists of moving the king two squares ***towards*** a rook, then placing the rook on the other side of the king, next to it. Castling is only allowed under the following conditions :

- The king and rook involved in castling must not have previously moved;
- There must be no pieces between the king and the rook;



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- The king may not currently be under attack (in check), nor may the king pass through or end up in a square that is under attack by an enemy piece (though the rook is allowed to be under attack and to pass through an attacked square);
- The castling can be *kingside* or *queenside* as described above.
- An unmoved king and an unmoved rook of the same color on the same rank can castle.

The End of the Game : Checkmate

If a player's king is placed in check and there is no legal move that player can make to escape check, then the king is said to be ***checkmated***, the game ends, and the checkmated player loses. Unlike the other pieces, the king cannot be captured only trapped.

Resigning

Either player may ***resign*** at any time, conceding the game to the opponent. To indicate resignation, the player may say "I resign" or the resigning player can offer a handshake. Tipping over the king also indicates resignation, but it should be distinguished from accidentally knocking the king over.

Under Federation International De Échecs (FIDE ~ The International Chess Federation) Laws, a resignation by one player results in a draw if their opponent has no way to checkmate them via any series of legal moves, or a loss by that player otherwise.

Draws

- The game ends in a **draw** if any of these situations occur:
- The player to move is not in check and has no legal move. This situation is called a **stalemate**.
- The game reaches a **dead position**.
- Both players **agree to a draw** after one of the players makes such an offer.

In addition, in the FIDE rules, if a player has run out of time (see below), or has resigned, but the position is such that there is no way for the opponent to give checkmate by any series of legal moves, the game is a draw.

Threefold Repetition

- A player can claim a draw if the same position occurs three times, or will occur after their next move, with the same player to move. The repeated positions do not need to occur in succession.
- The **same position has appeared three times** (or has appeared twice and the player claiming the draw can force the third appearance); this is the **threefold repetition** rule.^[30]

Dead position

A ***dead position*** is defined as a position where neither player can checkmate their opponent's king by any sequence of legal moves. According to the rules of chess the game is immediately terminated the moment a dead position appears on the board.

Some basic endings are always dead positions; for example:

- king against king;
- king against king and bishop;
- king against king and knight.