

Thinkers Challenge Tournament Rules, Tie-breaks, Pairings, and Byes

United States Chess Federation rules will apply. Each tournament is 4 Rounds.

Tie-breaks determining trophy winners in each section will be in this order: Modified Median, Solkoff, Cumulative, Opponent's Cumulative, Head-to-head, Coin Toss.

If there are an odd number of players in a section, one of the players will be awarded a 1.0 point BYE for the round according to the normal pairing system.

If you have to miss Round 1, 2 or Round 3, you may request a half point BYE for one of these rounds. Only one half point BYE may be requested per tournament. The BYE request must be made before the round begins. All other BYE requests will be scored as a zero point BYE.

Divisions may be combined if one has a low turnout.

Organizers may change the rules at any time to improve the tournaments.

All players scoring 3.5 points or more in a single tournament will win a prize at that tournament!!

End of Year Series Trophies

- A) ELIGIBILITY:** A player must compete in at least 3 of the 5 events to be eligible for an end of year SERIES PRIZE. This encourages participation. The IRCC will count towards this years events.
- B) SCORING:** The first scoring criterion, for all trophies and prizes, is total accumulated points from all played events. This is a straight number and is not pro-rated in any way.
- C) TIE-BREAKS:** In the event of tied scores at series end, tie-breaks will determine prize winners. The following rules describe the tie-breaking system used:
 - C1) The first tie-break is total number of events played. The player who played in the MOST events to achieve score wins. This is to encourage and reward participation.
 - C2) The second and final tie-break is final event finish. The player who placed highest in the final event wins. (If tied we go backwards to the next to last final event, etc.)
- D) MULTIPLE SECTION PLAYERS:** Some players compete in multiple sections. Sometimes this is a result of "playing up" or new ratings put a player in a different division or from players becoming rated.
 - D1) Players who have scores accumulated from different sections: The scores of such players will be applied to the section where the MAJORITY of his\her games were played. If an equal number of games were played in each section, the score will be applied in the section where it gives the player the LESSER prize. This results in less prize impact on other players. This also discourages players from trying to create a score to apply selectively and advantageously at the last event.
 - D2) Players who become RATED will have their scores applied to wherever the majority of their games were played as in D1.
- E) PRIZES:** Players who meet eligibility requirements outlined in A) and who's scores are sufficient will be awarded SERIES PRIZES.
 - E1) SERIES TROPHIES: Players finishing 1-5 in each division
 - E2) SERIES COMPLETION: All players who complete the tour and play in ALL EVENTS will receive an award.
 - E3) SPECIAL AWARDS: Special awards are the sole discretion of the organizers and may be given arbitrarily. Graduation, sportsmanship, improvement, and courage, are examples of possible reasons for such awards.

The above rules have been carefully designed to be clear, simple, and equitable. Great care has also been taken to implement rules that are difficult to manipulate or "loop-hole". Final ruling on any dispute or disagreement is reserved by the organizer.