

ESSENTIAL INFORMATION FOR PLAYERS AND PARENTS

Ohio High School/Middle School Championships (HSMS) Tournament

PART I: PROCEDURAL MATTERS

Arrive on time: General announcements will be made at 9:30 am, and all players and their parents are encouraged to be present for them. All players are responsible for being at their assigned board at 10:00 am for round 1. If you did not request a bye for round 1 and are not present at your assigned board at 10:00 am, you may be forfeited for round 1. If you arrive late, make sure to check in with the chief tournament director upon arrival to avoid being removed from the tournament.

Player check-in/corrections/changes: Except as noted above for players who arrive late, there is no need to check in upon arrival at the tournament; however, lists of players and team rosters will be posted. We urge all players, parents and coaches to check these listings and to submit to the chief tournament director a completed correction form, available at the tournament directors' office, identifying any information that needs to be corrected. It is especially important to confirm the player's school because that is the basis for defining teams within a section. Players may also change sections during the correction period provided that they are eligible to play in the section into which they wish to move. **Corrections and changes can be made onsite only between 8:30 and 9:30 am on Saturday, February 24.**

Withdrawing: You may withdraw from the tournament at any time if you choose not to play any remaining rounds; however, *you must so notify the chief tournament director* before pairings are done for the next round. Notice of withdrawal forms will be at the tournament directors' office for you to complete and submit. If you leave the tournament without notifying the chief tournament director, you will be paired in the next round as if you are still present. This results in a forfeit for you, deprives the player you were paired against of a game, and can cause other problems. ***Leaving the tournament early without notice is bad for everyone — please don't do it.***

Byes: You may take one or two half-point byes for any rounds except that (a) you may not take a half-point byes for round 6, and (b) if you receive a full-point bye in round 1, you may not take a half-point bye for any round. Any bye taken otherwise than as stated here will be a zero-point bye. You must commit to byes by noon on Saturday, February 24. Bye request forms, which may be used either to request a bye or to cancel a bye, will be at the tournament directors' office for you to complete and submit.

Beginning rating: Your beginning rating for the tournament is your USCF official Regular rating as of February 1, 2024. This rating determines what section(s) you are eligible to play in and is one factor that determines whom you are paired against. Your rating will not change over the course of the tournament.

Changing sections: After you enter the tournament, if your rating increases such that you must be moved to a higher section, the tournament director will move you and notify you accordingly; no action is required on your part. If your rating decreases so as to make you eligible to play in a lower section, you may request a section change; the tournament director will not automatically move you. Regardless of whether your rating changes, you may choose to play in any section higher than the lowest section for which you are eligible. If you wish to change sections after entering the tournament, you may request a section change by sending an email to info@chesscincinnati.com by noon, Friday, February 23, or onsite during the change/ correction period, 8:30–9:30 am, Saturday, February 24.

Playing schedule: For *all sections*, starting times for rounds 1 through 5 are as follows:

Saturday 10:00 am, 12:30 pm, 3:00 pm, 5:30 pm; and Sunday 9:00 am.

For the *High School* and *Middle School Championship* sections, round 6 starts on Sunday at 12:30 pm.

For the *High School U1000*, *K–8 U800*, and *K–5 Open* sections, round 6 starts on Sunday at 11:30 am.

We will strive to maintain this schedule, but in no case will we start a round earlier than these start times.

When your game is over: When you finish your game, stop both clocks and raise your hand to call a tournament director. *Do not alter the game position or leave your board until a tournament director verifies with you the result of your game.* Complete and sign the result sheet provided for you, taking care to record your board number and to put your name and signature in the correct places corresponding to the color you played. Both players are responsible for making sure that the result sheet is completed correctly, regardless of the outcome of the game. The tournament director will verify the result of your game and that the result sheet is complete and correct. After the game result has been verified, each player is responsible for the following:

- Set the pieces up on your board in their correct starting position. When you finish your *last-round* game, put the pieces into a bag that the tournament director will provide for you.
- Leave the playing room promptly and quietly, taking your completed result sheet with you.
- Together with your opponent, take the result sheet to the scorer's table for your section and give it to the scorer. The scorer will officially record your result. *If you fail to submit your result sheet to the scorer, your result will not be recorded, and you might be forfeited or not paired for the next round!* You are not required to record the result of your game on the pairing chart, but you may do so if you wish.

Equipment: Pieces, boards, clocks, and scoresheets will be provided by Cincinnati Scholastic Chess. You may use your own scoresheets, including approved electronic scoresheets, or scorebooks if you prefer. Pens and pencils will also be available.

Tiebreaks: When two or more players are tied by score, the order of finish among them will be determined by application of the standard US Chess Federation tiebreak systems. These are, in order of application: (1) Modified Median, (2) Solkoff, (3) Cumulative, and (4) Cumulative of Opposition.

Teams: In order to win a team award, a team must be represented by a minimum of two players enrolled in the same school playing in the same section. To represent a school on a team, a player must be enrolled more than half-time in the school. Where a school district has multiple schools of the same type (with the same grades), teams will be distinct for each individual school. (For example, third-grade players from multiple elementary schools in the same district do not constitute a single team.) There is no limit to the number of members a team may have; however, when a team has more than four members, only the highest four scores among the team's members will count toward a team award.

Pairing team members: Pairing team members against each other will be avoided whenever possible, but no player will be moved out of his or her score groups solely to avoid pairing teammates.

Cell phones: We urge players to leave their cell phones and similar electronic devices with a parent, coach, or some other person outside the playing room. If it is necessary for you to keep a cell phone or similar device in your possession, it must be completely turned off and stowed off the table in a bag, jacket pocket, purse, or some other place outside your immediate reach while your game is in progress. Under no circumstances are you allowed to take a cell phone or similar device with you outside the playing room while your game is in progress. Very serious penalties apply to violations of this policy.

PART II: RULES OF TOURNAMENT CHESS

Tournament chess has many rules in addition to the rules of the game itself. Explained below are the tournament rules likeliest to be at issue. Everyone playing in the tournament is subject to these rules.

1. *Sportsmanship*

The USCF Code of Ethics (Chapter 6 of the *US Chess Federation's Official Rules of Chess*) includes a section on Standards of Conduct, which reads in part:

The actions and behavior of players, tournament directors, sponsors, and other individuals ... in events sponsored or sanctioned by US Chess, shall be lawful and in accordance with all US Chess rules and regulations, and consistent with the principles of fair play, good sportsmanship, honesty, and respect for the rights of others.

The HSMS tournament qualifies as an event sanctioned by US Chess. The rules require, and we expect, all players to behave in a courteous and sportsmanlike manner at all times, to refrain from annoying or distracting behavior (Rule 20G), to refrain from discussing games in progress (Rule 20I), and **never to interfere in any way with anyone else's game** (Rule 20E). Following are examples of courteous and sportsmanlike behavior:

- Except when health concerns and common sense dictate otherwise, shake hands with your opponent before and after your game.
- While your game is in progress, do not talk with anyone unless it is necessary to say something to your opponent or a tournament director about your game.
- When your game is over, do not talk in the playing room except to the tournament director as necessary.
- Avoid behavior that might distract other players, including loud talk and noisy activity near where games are being played, whether you are inside or outside the tournament room.
- **Do not kibitz — ever!** To kibitz means basically to butt in. It is unsporting and against the rules to meddle in any way with someone else's game. Meddling includes commenting on a game and doing anything that distracts the players. Never comment to anyone, except to a tournament director when he asks you to do so, about a game that is in progress. Commenting includes not only audible verbal remarks but also gestures or facial expressions that could be construed as comments, whether directed to anyone in particular or not.

2. *Clock-Related Rules (Rule 16)*

You must use a clock regardless of what section you are playing in. You do not have the option, either individually or jointly with your opponent, to choose not to use a clock when a clock is available for you to use. After making a move, push the clock button on your side of the clock to stop your clock and start your opponent's clock. This action is called "pressing the clock." Do this at every move for the entire game.

Rules relating to clock operation

- Know *how* to pause the clock; if you don't know, ask another player or a tournament director. When a clock is paused, its operation is suspended so that neither player's clock is running. Most clocks have an obvious pause button or switch.

- Know *why* to pause the clock. It is permitted to pause the clock when you have any question, claim or issue that needs the attention of a tournament director. You may not pause the clock for any other reason. For example, you may not pause the clock when you go to the restroom or when you consult your opponent's scoresheet to correct your own. (In fact, you may not consult your opponent's scoresheet unless your own clock is running.)
- On each move press the clock with whichever hand you used to move your piece. You may not move your piece with one hand and then press the clock with the other hand.
- Until your opponent presses his or her clock, it is not your move, so *do not make your move while your opponent's clock is running*. If it is obvious that your opponent has forgotten to press the clock, it is sporting to call attention to this, but you are not required to do so.
- After pressing the clock to complete a move, remove your hand entirely from the clock until pressing it again to complete the next move. You may not keep your hand on or in contact with the clock in between moves.

Rules relating to time expiration

- If your opponent's time expires, you may claim a win (or draw) on time *only if you have time remaining on your own clock*. To make such a claim, pause the clock as soon as you notice that your opponent's time has expired — this will prove that you still have time remaining — and then raise your hand to get a tournament director's attention. When a player's time expires, it is said that his "flag fell"; the expiration of a player's time is called "flagfall."
- When making a flagfall claim as described above, you will be declared the winner only if you have mating material, which means that it is possible to checkmate your opponent with the pieces you have remaining on the board. If you do not have mating material, the game will be scored as a draw. You do not have mating material if (a) you have only a king, a king and a bishop, a king and a knight, or a king and two knights, and (b) you cannot force a checkmate.
- Only the two players who are playing a game and, in some circumstances, a tournament director may call flagfall in that game. For any other person to call attention to flagfall in any game in which he or she is not a player is unsportsmanlike interference in the game and a violation of USCF rules, for which the penalty can be expulsion from the tournament and forfeiture of all games played, at the sole discretion of the chief tournament director.
- If time expires for both you and your opponent without a claim of flagfall being made by either player, the game is a draw, regardless of the position on the board, unless the last move played was checkmate.
- A player's flag is considered fallen only when either the player or the opponent points this out. A checkmate or stalemate played on the board before flagfall is *called* determines the result of the game (as a win or draw respectively), even if the flag of the player who played the checkmate or stalemate had fallen before the move was made.

3. Touch-Move (Rule 10)

The touch-move rule is in effect for all tournament games. You do not have the option, either individually or jointly with your opponent, to choose not to abide by the touch-move rule. A player may neither "take back" a move nor permit his or her opponent to do so, unless the move in question was illegal. In simple terms, the touch-move rule states:

- If you intentionally touch one of your own pieces, you must move that piece if you legally can.
- If you intentionally touch one of your opponent's pieces, you must capture that piece if you legally can.
- If you legally move one of your pieces to a square and release it (that is, let go of it so that physical contact between your hand and the piece is broken), it must remain on that square whether or not that is the square to which you intended to move it.
- If you move a piece that you cannot legally move, you must put that piece back on the square where it was before you moved it and make a legal move.

The touch-move rule does not apply to any piece touched accidentally or to any piece not on the board. The touch-move rule also does not apply to adjusting a piece as long as a player adjusts the piece in the proper manner (that is, by saying "adjust" audibly before touching the piece).

4. Castling (Rules 8A2, 10I)

Castling is defined as a king move, and the standard rule stipulates that when castling, the player must move the king first and then the rook. There is a variation of this rule that allows a player to move the rook first when castling; however, players should be aware that this rule variation is *not* in effect for the HSMS tournament.

5. Illegal moves (Rule 11D)

If your opponent makes an illegal move and you wish to claim the applicable penalty, you must claim the illegal move before you make your next move. If you make a move after your opponent makes an illegal move, you may still claim the illegal move, but the penalty will not apply.

6. Taking Notation (Rule 15)

All players in the HSMS tournament are required to take notation. "Taking notation" means recording the moves of a game, move by move, as it is played. You must record not only your own moves but also your opponent's moves. The form (paper or electronic device) on which moves are recorded is called a *scoresheet*. If you do not know how to take notation, study the instructions in Part III of this document. *Both* players are excused from the requirement to take notation when *either* player has less than five minutes of time remaining in a game.

The standard rule stipulates that a player must make his or her move on the board before recording the move on the scoresheet. There is a variation of this rule that allows a player to make a move first and then record it if the player is using a paper scoresheet; however, players should be aware that this rule variation is *not* in effect for the HSMS tournament.

If you do not take notation, or stop doing so (except as allowed when one player has less than five minutes of time remaining), you are subject to a penalty, which is usually a reduction of the time on your clock. However, players should not conclude that this penalty makes taking notation optional, as if they have the choice of taking a time reduction in exchange for being excused from this requirement. A player who is required to take notation and repeatedly refuses to do so becomes subject to more severe penalties, including the forfeit of a game and expulsion from the tournament, at the tournament director's discretion. Also, notation requires that the actual move played be recorded. It is not sufficient merely to record an "x" or checkmark or similar mark to signify that a move was played. Exceptions to the rule cannot be allowed on the basis that a player does not know how to take notation.

During the course of a game your opponent might want to consult your scoresheet, or you might want to consult your opponent's scoresheet, to correct moves or fill in missing moves. Doing so is allowed by the rules, and it is unsportsmanlike to refuse to allow your opponent to look at your scoresheet for this purpose, or for your opponent to refuse you the same courtesy. However, you may use your opponent's scoresheet to make corrections to your own scoresheet only when your clock is running. If any issue arises relating to notation, pause the clock and request the assistance of a tournament director.

7. Player Claims

In certain situations, such as when your opponent's time expires or you think that your opponent has violated a rule, you can make a claim to the tournament director. Examples are:

- Claiming a win on time when your opponent's time has expired
- Claiming that your opponent made a move in violation of the touch-move rule
- Claiming that your opponent made an illegal move, such as failing to get out of check or castling illegally
- Claiming a draw on the basis of repetition of position or the 50-move rule
- Claiming any activity that is against the rules, such as leaving a hand on the clock in between moves, engaging in any distracting or unsportsmanlike behavior, or using an electronic scoresheet in an unpermitted manner

The correct way to make a claim is to pause the clock, raise your hand to get a tournament director's attention, and explain the situation to the tournament director when he arrives at your board. The tournament director will then investigate the claim and decide whether to uphold or deny it. **If you are uncertain whether you can make a claim, or simply have a question, bring the matter to the tournament director's attention immediately when the situation arises in the game!** Do not wait until the game is over to raise an issue because then it is too late to investigate or correct it. You will never be penalized for asking a tournament director a question.

Only the two players who are playing a game and, in some circumstances, a tournament director may make a claim relating to that game. No other person may make any claim on behalf of a player or indicate in any way that such a claim is possible. Any person who does so is subject to penalties at the discretion of the tournament director, which may include forfeiture of games and ejection from the tournament.

The usual penalty when a player violates a rule is to increase the opponent's remaining time by two minutes; however, the tournament director in many cases has the authority to impose a different (harsher or lesser) penalty, or no penalty, at his discretion.

8. Announcing Check (Rule 12F)

You are not required to say "check" when you put your opponent in check, and most experienced players do not. Players are always responsible for recognizing when they are in check.

If your opponent fails to recognize check and makes a move that does not get him or her out of check, you have the right to claim an illegal move. You may choose to make a claim or not. If you choose to make a claim, call a tournament director as explained under **7. Player Claims**. If you choose not to make a claim, you should, without making a move, immediately restart your opponent's clock and point out the check.

Whether or not you make a claim, your opponent must “take back” the illegal move and make a legal move, subject to the touch-move rule.

When both you and your opponent fail to recognize a check, any later moves played stand until one player or the other recognizes the check, in which case you should pause the clock and bring the matter to the attention of a tournament director.

9. Rules for Draws (Rule 14)

There are several ways for a game to end in a draw:

- *Stalemate*: You are stalemated when (1) it is your move, (2) you are not in check, and (3) you have no legal move. This does not mean that you have no legal move for your *king*; it means that you have no legal move for *any piece* that you still have on the board.
- *Mutual Agreement*: You and your opponent may agree to end the game as a draw. To do this, one of you offers a draw and the other accepts; but there are some rules about how to offer and accept a draw.
 - The correct time to offer a draw is after you move and before you press the clock.
 - If you offer a draw after pressing the clock — that is, when it is your opponent’s move — your opponent may accept or reject your offer, or simply to ignore it because you didn’t offer it in accordance with the rules.
 - If you offer a draw before making your move, your opponent has the right to have you move before deciding whether to accept or reject your draw offer. The draw offer stands until your opponent decides, regardless of what move you make, unless the move you play gives checkmate.
 - If you offer a draw correctly, your opponent must accept or reject it before moving. If your opponent moves without responding verbally, the act of making a move constitutes a rejection.
 - Once rejected, a draw offer is null. In this case either you or your opponent must make a new draw offer (on a different move) for the game to end as a draw by mutual agreement.
 - Frequently offering draws that your opponent rejects is unsportsmanlike behavior.
- *Insufficient Mating Material*: The game is drawn if both players have insufficient mating material. In this case both you and your opponent have only a king, a king and a bishop, a king and a knight, or a king and two knights, and neither of you can force a checkmate.
- *Repetition of Position*: If the identical position occurs for the third time in a game, either you or your opponent may claim a draw. Two positions are identical only if all the *same pieces* occupy precisely the *same squares* and possess the *same rights* with the *same player* to move. “Rights” refers to the ability to castle or to capture *en passant*. The occurrences of the same position do not need to be consecutive or even close together.
 - The correct time to claim a draw by repetition of position is when it is your move and you have not yet moved. Pause the clock and get the tournament director. (If you and your opponent are in agreement that a third occurrence of the position exists or will exist when the next move is played, there is no need to involve the tournament director to rule on a claim. In effect, this is the same as drawing by mutual agreement.)

- If the third occurrence of the position will come about as a result of your next move, write your move down on your scoresheet but do not make it on the board. Writing the move on your scoresheet signals your intention to play that move.
- If the third occurrence of the position already exists as a result of the last move played by your opponent, you do not need to make any move. In this case do not write anything down on your scoresheet.
- If the tournament director confirms the claim, the game ends immediately as a draw; otherwise the game continues. The tournament director can and probably will impose a penalty for an improper claim.
- When claiming a draw, you must be able to prove the repetition of position by:
 - demonstrating a perpetual check, which is a situation where you can force the repetition of the same moves to keep your opponent in check; or
 - demonstrating the occurrences from your scoresheet. If your scoresheet is incomplete or inaccurate so that the repetition of position cannot be demonstrated, your draw claim will not be upheld. You are not permitted to use your opponent's scoresheet to help prove your claim.
- A claim for a draw by repetition of position must be made on the move when the third (or later) occurrence of the position actually happens. If, after any occurrence of the position, a move is made that alters the position, a repetition of position claim cannot be made unless and until the precisely identical position occurs yet again.
- *50-Move Rule:* If both players make 50 consecutive moves without moving any pawn and without making any capture, then either player may claim that the game is a draw unless the last move played resulted in checkmate. This series of 50 moves can begin at any point during the game, but if any capture or pawn move occurs, the 50-move count must begin all over again from that move. To claim a draw on the basis of the 50-move rule, you must either have a reasonably complete scoresheet or agree with your opponent on a third party (such as a tournament director) to count moves while you and your opponent continue the game.

10. Forfeits (Rule 22A)

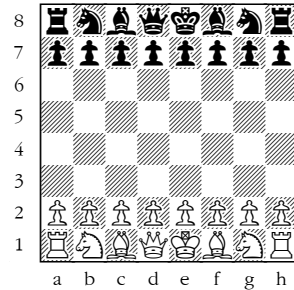
Players who do not arrive until after play has started in round 1 forfeit that round. Players arriving late will be withdrawn from the tournament unless they notify the chief tournament director that they are present.

Starting with the second round and for the remainder of the tournament, players who did not request a bye for a given round and do not appear at their assigned board for that round before half of their time for the time control has elapsed shall forfeit that game and be withdrawn from the tournament. A player who abandons a game in progress likewise forfeits. A player is considered to have abandoned a game if he or she (1) began the game by making one or more moves, (2) left the board and did not return for the duration of the round, and (3) did not resign or accept a draw offer before leaving the board. Any player withdrawn from the tournament because of a forfeit may ask the chief tournament director for readmission, but it is entirely at the chief tournament director's discretion whether to readmit him or her.

PART III: CHESS NOTATION

Chess notation is a system for recording the moves of a game. The official system described here is *algebraic notation*. Record moves as they are played; if you forget to write down one or more moves, just skip a line on your scoresheet and carry on from where you are. You may consult your opponent's scoresheet later to correct your own scoresheet.

- Squares are identified using the files and ranks as coordinates.
 - The files are the rows of squares that run from one player to the other (or, in a diagram, “up and down” the board); they are labeled “a” through “h.” The ranks are the rows of squares that run across the board from left to right; they are numbered 1 through 8. Each square is identified by its file and rank: a6, d4, etc., with the file letter always preceding the rank number. *Files are always identified by small (lower case) letters. Thus “b” designates only the b file.*
 - The white pieces are set up on the side of the board where the files run from a on the left to h on the right, and the ranks run from 1 (closest) to 8 (farthest away).
 - From the point of view of the person playing black, the black pieces are set up on the side of the board where the files run from h on the left to a on the right, and the ranks run from 8 (closest) to 1 (farthest away).



- Pieces are identified by letters: K = king, Q = queen, R = rook, B = bishop, N = knight. No letter is used for pawns. *Pieces are always identified by capital (upper case) letters. Thus “B” designates only a bishop.*
- Moves that do not involve capturing a piece are recorded as follows:
 - For pieces other than pawns, moves are recorded by identifying the piece being moved and its destination square. For example, Nf3 means that a knight moved to square f3.
 - For pawns, only the destination square is recorded. For example, e4 means that a pawn moved to square e4.
- Moves that involve capturing a piece are recorded with an “x” inserted before the destination square. The “x” signifies a capture.
 - For pieces other than pawns, captures are recorded by identifying the piece being moved followed by an “x” and its destination square. For example, Nxf3 means that a knight moved to square f3, capturing a piece that was located there.
 - For pawns, captures are recorded by identifying the file that the pawn moved from followed by an “x” and its destination square. For example, exf6 means that a pawn moved from the e file to square f6, capturing a piece that was located there.
- If two pieces of the same type can move to the same square, either the rank or the file that the piece moved from is indicated in order to make it clear which piece was moved. For example, when a rook is on a1 and another rook is on f1, and they can both move to e1, the move is recorded as Rae1 if the a1 rook was moved, and as Rfe1 if the f1 rook was moved. Similarly if a knight is on f3 and another knight is on f5, either knight can capture a piece on d4, so the capture is recorded as either N3xd4 or N5xd4.
- Special moves are noted as follows:
 - Check is indicated by “+” written at the end of the move, double check by “++”, and checkmate by a “#”; for example, Qa4+, Nh3++, Rd8#.

- b. Castling is written as 0-0 when it is done on the kingside (the kingside of the board is files e through h) and as 0-0-0 when it is done on the queenside (the queenside is files a through d). A convenient way to remember these codes is that the number of zeroes corresponds to the number of squares that the rook moves when castling: two squares on the kingside and three on the queenside.
 - c. *En passant* capture is recorded just as any other pawn capture is; for example, when a pawn on the e file moves to f6 and in the process captures a pawn that was on f5, the move is written “exf6.” The move record indicates the capturing pawn’s destination square, not the square occupied by the pawn that was captured.
 - d. Pawn promotion is written as any normal pawn move followed by “=” and the letter for the piece that replaces the pawn. For example, b8=Q indicates that a pawn was moved from b7 to b8 and promoted to a queen, while exf8=N indicates that a pawn on the e file captured a piece on f8 and was promoted to a knight. When the promotion results in check, double check, or checkmate, then +, ++, or # is added at the end of the move as applicable.
7. A complete move record comprises a move by white, always written in the left column, and a move by black, always written in the right column. Conventionally these move pairs are numbered, but the numbers are for convenience of reference and are not required for the game record. (On printed scoresheets, the move numbers are pre-printed, so players do not need to write them.) This example illustrates:
- | White (left column) | Black (right column) |
|---------------------|----------------------|
| 1. e4 | e5 |
| 2. Nf3 | Nc6 |
| 3. Bb5 | a3 |
| and so on. | |
- 8. To distinguish moves played by black from moves played by white when the moves are not presented in columns, it is conventional to use an *ellipsis* (“...”) to designate moves played by black. Therefore, when an ellipsis precedes a move, it signifies that that the move was played by black and not by white. For example: “Bb4” can mean only that white moved a bishop to b4, while “... Bb4” can mean only that black moved a bishop to b4.
 - 9. Only particular things can be recorded on a scoresheet, as detailed below.
 - a. The scoresheet may show identifying information, including some or all of these items: the players’ names by color, ratings, and pairing number; the event name, date, section, round, board, and time control; and the opening played.
 - b. While the game is being played, the players record only the moves played (by white and black), and optionally any or all of the following: the move numbers if these are not preprinted on the scoresheet, notations of time elapsed or remaining, and draw offers (designated by “=” written after the move when the offer is made). Players are not permitted to record any other comments or notations of any kind on the scoresheet.
 - c. When the game is over, the players may complete the scoresheet by recording the result and filling in missing information. It is not uncommon that each player also signs the other player’s scoresheet.
 - 10. When *either player* has five minutes or less of time remaining, *both players* are excused from recording further moves.
 - 11. All scoresheets used in a tournament are the property of the organizer of that tournament, who may choose to collect them or not. Sometimes the organizer specifies a particular scoresheet form that must be used in the tournament.

Illustrative Game

The illustrative game below illustrates algebraic notation and includes some comments, expressed with either symbols or words, as an example of analysis that would have been added for the published game record after the game was played. (This game was contrived only for the purposes of illustrating all the elements of algebraic notation and is decidedly *not* an example of a well played game.)

	<u>White</u>	<u>Black</u>		<u>White</u>	<u>Black</u>
1.	e4	e5	31.	Rd1	a5
2.	Nf3	b6	32.	bxa5	Rxa5
3.	Bc4	Bb7	33.	Kg2	Rd5
4.	0-0	Nc6	34.	Nb2	Rxd1
5.	d4	exd4	35.	Nxd1	c5
6.	e5	f5	36.	Nc3	Kc7
7.	exf6	Nxf6	37.	Kf3	Kc6
8.	Bg5	h6	38.	Ke4	b5
9.	Bxf6	Qxf6	39.	Nb1	b4
10.	Nbd2	Be7	40.	Kd3	Kb5
11.	Nb3	0-0-0	41.	f4	c4+
12.	Nfxd4	Rhf8	42.	Kc2	b3+
13.	Kh1	Qh4	43.	Kb2	Kb4
14.	g3 ?	Nxd4+ !	44.	Nc3	Kc5

Black's move results in *discovered* check (by the bishop). There is no notation to distinguish a *discovered* check from any other check.

15.	Kg1	Qh5 ??
16.	Qxh5 !?	Nf3+
17.	Kg2	Ne1++ !!
18.	Kg1	

Even though both of his rooks have the black knight *en prise*, white is unable to capture it because doing so would not rescue his king from the simultaneous check by the bishop. He has no choice but to move his king.

18.	...	Bb4
19.	c3	Nf3+
20.	Qxf3 ??	Bxf3
21.	cxb4	Rde8
22.	Nd4	Re4
23.	Nxf3 ?!	Rxc4
24.	Ne5	Re4
25.	Ng6	Rfe8
26.	Rad1	Re2
27.	Nf4	Rxb2
28.	Nd3	Rxa2
29.	Rfe1	Rxe1
30.	Rxe1	Ra3

45.	h4	d5
46.	g4	d4
47.	h5	dx3+
48.	Kc1	b2+
49.	Kc2	Kb4
50.	Kd1	b1=Q+
51.	Ke2	Qe4+
52.	Kf2	Qxf4+
53.	Ke1	c2
54.	Ke2	c1=Q

Since black already has a queen on the board, what does he use for this second queen? It is common now for tournament sets to include two queens of each color. Alternatively, players use a queen borrowed from another set, or (in the US) a rook turned upside down or even two pawns placed on the same square.

55. g5

And now, for the *coup de grâce* — black can checkmate with any one of four moves, and each of these moves can be written in either of two ways.

55.	...	Qcd2# or Q1d2#
	...	Qfe3# or Q4e3#
	...	Qcf1# or Q1f1#
	...	Qff1# or Q4f1#