

APPENDIX F: APPROVED ELECTRONIC NOTATION DEVICES

Introduction:

Approved electronic notation devices are in common use at US Chess National Scholastic Tournaments. US Chess no longer requires players to “register” their device with the Tournament Director (TD) before game play. Players who own these devices are responsible for setting and operating them according to the instructions below. Players who do not own an approved electronic notation device should expect they may be paired against players who do.

Device Owners should:

1. Set the device in the appropriate mode for recording moves.
2. Turn off or disable any setting(s) that could alert the player of illegal moves.
3. Make the move on the board before recording the move on the device.
4. Keep the device on the table (or immediately above the table) in plain view of the opponent at all times during the game.
5. Touch the device only when recording moves.
6. Never input “variations” in the device at any time during a game.
7. If asked by the opponent to see the player’s device to enter missing moves on their scoresheet, the player will set the device mode to algebraic (or the appropriate mode that allows the opponent to see all previous moves) and turn the device around so the opponent can view the display screen. The device will remain on the table (or immediately above the table) at all times.
8. Never take their device with them if they leave the board while the game is still in progress.
9. Be ready to take written notation if their device malfunctions (if notation is required during game play in this section). If this happens, the player should begin notation with the next move and fill in missing moves when the player is on move by borrowing the opponent’s scoresheet or device.
10. Summon a TD when questions arise.

Opponents:

1. May ask the player who owns the device to show them the device, explain its use, and ensure it is correctly set for game play for this tournament.
2. May not ask the device owner to take written notation instead of using the device.
3. May ask the device owner to see the player’s device for the purpose of entering missing moves on his/her own scoresheet. When this occurs, the device will remain on the table.
4. Should summon a TD when questions arise.

Coaches/Parents:

1. Are strongly encouraged to assist their players in understanding proper tournament etiquette regarding these devices before tournament play begins.
2. Should summon a TD when questions arise before the start of a game.

Tournament Directors:

1. Should check a player’s device to verify that it is correctly set when requested to do so by a player.
2. Circulate among the players during competition ensuring proper usage of the device.
3. Are not responsible for knowing how to operate each type of device.