

## CINCINNATI OPEN OTHER RULES AND POLICIES

The rules and policies detailed below are additions to or clarifications of standard USCF or FIDE rules that will be in effect for the Cincinnati Open.

1. **TD Contact Information:** To contact Alan Hodge, call or text 513-600-9915. To contact Keith Brackenridge, call or text 513-312-4543.
2. **Tournament Schedule and Time Controls:** We strive to begin every round on time.

	FIDE Section – 3-Day Schedule	FIDE Section – 2-Day Schedule	U2100, U1700 and U1300 sections
Time Control	All rounds: 40/90, SD/30; +30	As indicated below for each round	All rounds: G/120; d5
Round 1	Friday, 7:00 pm	Saturday, 11:00 am – G/75; d5	Friday, 7:00 pm
Round 2	Saturday, 11:00 am	Saturday, 2:00 pm – G/75; d5	Saturday, 9:30 am
Round 3	Saturday, 6:00 pm	Saturday, 6:00 pm – 40/90, SD/30; +30	Saturday, 2:00 pm
Round 4	Sunday, 9:30 am	Sunday, 9:30 am – 40/90, SD/30; +30	Saturday, 7:00 pm
Round 5	Sunday, 3:00 pm	Sunday, 3:00 pm – 40/90, SD/30; +30	Sunday, 9:30 am
Round 6	n/a	n/a	Sunday, 2:00 pm

3. **Byes:** Two half-point byes are available to you, unless you have received a full-point bye as a result of being paired out of a round, in which case you are allowed only one half-point bye. After your second bye (regardless of type), any additional bye will be a zero-point bye. You must commit to bye requests or changes no later than 5:00 pm on Saturday. **To request a bye, or to change or cancel a bye previously requested, you *must* complete a Bye Request Form and either personally give it to a tournament director or leave it in the tournament director’s inbox. *Oral notice to a tournament director of a bye request or change is not sufficient.***

#### 4. **Re-entries:**

*FIDE Section:* Only players who play round 1 of the 3-day schedule (i.e., the Friday night round) are eligible to re-enter, and anyone wishing to do so must re-enter before 10:00 am Saturday, April 2. Such players may re-enter only the FIDE section even if they are eligible to play in the U2100 section.

*U2100, U1700 and U1300 sections:* Only players who play the Friday night round are eligible to re-enter, and anyone wishing to do so must re-enter before 9:00 am Saturday, April 2. Any eligible player who played up in round 1 may re-enter the same section or the next lower section as he or she chooses. Re-entering players must take the Friday night round as their zero-point bye for the re-entry.

5. **Availability of Clocks at the Start of a Round:**

*FIDE section:* The organizers will provide all clocks. If the player playing white is not present at the board when the round starts, either the opponent, if present, or the director will start his or her clock.

*U2100, U1700 and U1300 sections:* If neither of two players who are paired against each other has a correctly set, delay-capable clock, one or both should see the tournament director, who will provide a clock for their use. If either player is late for a round, the first player to arrive is responsible for setting up the board, pieces, and clock (borrowing equipment from the tournament director if necessary), and for confirming with the tournament director when the round started. Once the pieces have been set up, he or she must deduct from each player's clock one-half of the time that has elapsed since the time when the round officially started. Only then may he or she start the opponent's clock, after making the first move if playing white. If this is not done, times stand unless adjusted by the tournament director.

6. **Recording Moves:** All players must make their move on the board before recording it. *Rule 15A (Variation I) Paper scoresheet variation is not in effect.*

*FIDE section:* Players must record their moves on the prescribed paper scoresheets provided (the use of electronic scoresheets is not permitted) and are never relieved of the requirement to record moves regardless of how much time they have remaining.

*U2100, U1700 and U1300 sections:* Players must record their moves unless *either* player has less than five minutes remaining on his or her clock, in which case *both* players are relieved of this requirement. Players in these sections may use the scoresheets provided by the organizers or their own scoresheets or scorebooks, including approved electronic scoresheets, as they choose.

7. **Castling.** Castling is a king move. When castling, a player must move his or her king first. If a player intending to castle touches his rook first, he or she may not castle with that rook and must move the rook if there is any legal move for the rook.

8. **Adjusting Pieces:** The only legal reason to adjust a piece on the board is to remove ambiguity as to its location, and players should adjust only their own pieces. The correct way to adjust a piece is to (1) do so only when your own clock is running, (2) express your intention to adjust a piece by audibly saying "(I) adjust" or "j'adoube" before doing so, and (3) adjust only the ambiguously situated piece. Adjusting any piece otherwise than explained here is grounds for a penalty at the tournament director's discretion. If a player moves a piece, placing it ambiguously, and then presses the clock, the opponent *should not restart* the player's clock, but rather *should pause* the clock, ask the player to adjust the piece, and then *unpause* the clock to continue the game. Involve the tournament director for assistance if necessary.

- 9. Late Arrival and Time Forfeit:** A player has one hour (60 minutes) from the official start of a round (the “default time”) to arrive at his or her board to play the game. The player is required only to be present at the board within this time; there is no requirement that he or she make a move before the default time expires. If a player does not arrive at the board before the default time expires, the opponent should *pause* (not stop) the clock and may claim a win by time forfeit by notifying the tournament director. The score is recorded as “1X” for the winning player and “0F” for the forfeited player. Anyone who forfeits a game may be withdrawn from the tournament and may be reinstated at the discretion of the tournament director.
- 10. Player Conduct at the Conclusion of a Game:** When your game ends, be considerate of players whose games are still in progress. Please do not converse with your opponent or analyze your game in the tournament room. Please do pack up your equipment as quietly as possible.
- 11. Reporting Game Results:**
- FIDE section:* The players’ original scoresheets, signed by both players and indicating the same game result, must be submitted to the tournament director at the conclusion of each game. This is the only method for officially reporting game results. Recording results additionally on the pairing chart is optional but irrelevant to official reporting.
- U2100, U1700 and U1300 sections:* Both players are responsible for making sure that the result of their game is recorded correctly on the posted pairing chart. This should be done promptly after the conclusion of their game. At the time when pairings must be generated for the next round, any missing results will be treated as a double forfeit. Please be conscientious about this to prevent confusion, frustration, delays, and skewed pairings.
- 12. Withdrawals:** You may leave the tournament before completing your schedule; however, before leaving you must notify the tournament director that you are withdrawing. Players who leave without giving notice of withdrawing and are subsequently paired will be forfeited. **To give notice that you are withdrawing, complete a Notice of Withdrawal Form and either personally give it to a tournament director or leave it in the tournament director’s in-box. *Oral notice to a tournament director that you are withdrawing is not sufficient.***
- 13. Claiming Prizes:** The final prize values will not be determined until after round 2 has begun in every section. A schedule of prizes will be posted when they have been determined. If you are in the running for a prize and leave the tournament before prizes have been paid, make sure that the tournament director has your address (and W-9 form if applicable) before you leave.
- 14. Skittles:** The Redwood Room has been reserved for players to use for skittles. Players are welcome to use the atrium and restaurant as well, to the extent that tables are available, provided that they respect the hotel’s need for the space, e.g., for customers when the restaurant is open for business.