

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, or email a.hodge195@gmail.com. To contact Keith Brackenridge, call or text 513-312-4543, or email info@chesscincinnati.com.
2. **Tournament Schedule and Time Controls:** We strive to begin every round on time.

	Open Section — 3-Day Schedule	Open 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. **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 in-box. It is not sufficient merely to advise a tournament director orally of a bye request or change.** You must commit to bye requests or changes no later than 5:00 pm on Saturday.
4. **Availability of Clocks at the Start of a Round:** Make sure you have a clock in place at the start of the round.
 - Digital clocks takes precedence over analog clocks. The tournament director will have digital clocks available for use by players who have no clock or have only an analog clock. Set clocks so that no audible signal is given when time expires.
 - If neither you nor your opponent has a digital clock, borrow one from the tournament director for that round.
 - If you do not have a digital clock and your opponent is not present for the start of the round, borrow a clock from the tournament director for that round.
 - If both players arrive late:
 - *In the U2100, U1700 and U1300 sections*, the first player to arrive should set up the board, pieces and clock (borrowing one from the tournament director if necessary) to begin the game and then deduct from each player's clock one-half of the time that has elapsed

since the time when the play actually started. Check with the floor tournament director to confirm what time that was. Only then may the player start his opponent's clock, after making his own first move if he is playing white. If this is not done, times stand unless adjusted by tournament director.

- *In the Open section*, the arbiter will start white's clock at any board where both players are late.
5. **Recording Moves:** Players are allowed to write their move on the scoresheet before playing it on the board, except when using an approved electronic scoresheet, in which case players must make their move on the board before recording it. In the *U2100, U1700 and U1300 sections*, players are required to record their moves unless either player has less than five minutes remaining on his clock, in which case both players are relieved of the requirement to keep score. In the *Championship 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.
 6. **Adjusting Pieces:** The only sanctioned purpose for adjusting pieces on the board is to remove ambiguity as to their location. The proper way to adjust pieces is to (1) do so only when your own clock is running, (2) announce your intention to adjust a piece before doing so by saying, audibly enough to be heard clearly by your opponent, "adjust" or "j'adoube", and (3) adjust only the ambiguously situated piece(s). It will be considered distracting behavior and unsportsmanlike conduct, and therefore grounds for a penalty at the tournament director's discretion, if any player adjusts any piece(s) (1) without properly announcing his intention to do so (the "touch-move" rule will apply), (2) while his or her own clock is not running, or (3) for any reason other than to eliminate ambiguity of location (for example, to change the orientation of any piece, such as which way a knight is "facing" when there is no question as to which square it occupies). If a player moves a piece, placing it ambiguously, and then presses his or her clock, his or her opponent, before making his or her own move, may and should ask the player to clarify where the piece is intended to be located and to adjust the piece accordingly. If necessary, the opponent may stop his clock so that the player's clock runs until the ambiguity has been eliminated. Generally speaking, it is recommended that players adjust only their own pieces.
 7. **Late Arrival and Time Forfeit:** A player has one hour from the actual start of play in a round to arrive at the chessboard to play the game. This one-hour period is called the default time. The FIDE and USCF rules both stipulate only that the player be present at the chessboard, not that he or she make a move on the board, before the default time expires. If a player does not arrive at the chessboard before the default time expires, his opponent may claim a win on the basis of time forfeit by bringing the situation to the attention of the floor tournament director (or arbiter). Record this result on the pairing sheet (or, if in the Open section, on your scoresheet) as 1X-0F or 0F-1X as applicable, not as 1-0 or 0-1. It is important to include the "X" and "F" as this affects rating calculations and possibly pairings. Anyone who forfeits his or her game in any round will be withdrawn from the tournament, and will be reinstated only at the discretion of the chief tournament director.
 8. **Player Absence:** Players whose games are still in progress may not be absent from the tournament room for more than 15 minutes without the permission of the floor tournament director. The penalty for the violation of this rule is at the tournament director's discretion and can range from a warning to loss of the game.

- 9. Player Conduct at the Conclusion of a Game:** When your game ends, please be considerate of those players around you whose games are still in progress, just as you want other players to show you consideration when their games end before yours.
- Pack up your equipment as quietly as possible.
 - Do not converse with your opponent until after you have left the playing room.
 - Do not analyze your game in the tournament room — even doing this “quietly” and “quickly” disturbs neighboring players!
- 10. Reporting Game Results:** In the *U2100, U1700 and U1300 sections*, both players are responsible for making sure that the result of their game is recorded 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 (USCF Rule 29H3). Please be conscientious about this to prevent confusion, frustration, delays, and skewed pairings. In the *Championship section*, the players’ scoresheets submitted to the tournament director at the conclusion of each game serves as the official report of game results. Recording results additionally on the pairing chart is optional and convenient but irrelevant to official reporting.
- 11. Withdrawals:** You may choose to leave the tournament before completing your schedule provided that you notify the tournament director that you are withdrawing. **To give notice that you are withdrawing, you must 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. It is not sufficient merely to advise a tournament director orally that you are withdrawing.** Players who leave without giving notice of withdrawing and are subsequently paired will be forfeited.
- 12. 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 has been paid, make sure to leave your address (and possibly a W-9 form) with the tournament director before you leave. You may be required to show social security ID, and picture ID, to receive a net prize payment of \$600 or more. Non-resident aliens are required to have 30% of **any** prize withheld and sent to the Internal Revenue Service. Players may be able to avoid withholding by submitting IRS form 8233 (see www.irs.gov for more details).
- 13. Skittles:** The Board Room, located down the corridor beside the front desk, can be used for skittles. Players are welcome to use the public areas of the hotel for skittles to the extent that they are available, but please be respectful of the restaurant’s operation.
- 14. No smoking:** Smoking is not permitted anywhere in the Hilton Garden Inn except in one designated sleeping room.
- 15. Cheating:** It should be unnecessary to say so, but any player found to be cheating based on evidence that a tournament director deems decisive will forfeit the game in progress or just completed and will be withdrawn from the remainder of the tournament. Other penalties may apply at the sole discretion of the tournament director, including forfeit of games played in previous rounds and a report of the incident to the US Chess Federation.