



An OSCF Championship Qualifier Event!

2007 ISB Youth Action Tournament

International School of Beaverton
17770 SW Blanton St.
Aloha, OR 97007

General Information	The ISB Youth Action Tournament continues the tradition of the Youth Spirit Tournaments held in the Portland area. This tournament celebrates team spirit. Club teams can be made up of individuals who attend chess clubs or youth activities on a regular basis. School teams, Boy Scout Troops, Girl Scout Troops, Soccer Teams, Ethnic Groups, Home School groups, are welcome to form a team, as long as you have a team uniform. The tournament is run as an individual tournament to reward individual performance as well, and team awards are given on the basis of top three scores for a given team.
When	Monday, November 12, 2007, 8:00 am – after 5:00 pm (times vary by section, see below)
Who can play	<ul style="list-style-type: none"> All K-12 players are welcome to play in one of the following six sections: All girls K-3, K-6, K-12 and All boys K-3, K-6, K-12. Please note different start time for the K-12 sections. This tournament is NWSRS rated. No annual membership fee or prior tournament playing experience required. Participation in this tournament counts towards OSCF State Championship tournament attendance requirements.
Registration & Pairing Criteria	<ul style="list-style-type: none"> 100% Pre-Registered Event. No on-site registrations accepted. On line registration through www.oscf.org All sections are NWSRS rated. Latest NWSRS supplement will be used for pairings.

SECTION DESCRIPTIONS (Organizers reserve right to split or combine sections based on entry pool)						
	K-3 Boys	K-3 Girls	K-6 Boys	K-6 Girls	K-12 Boys	K-12 Girls
Check In Time	9:00 am – 9:30 am				8:00 am – 8:30 am	
Start Time	10 am				9 am	
Time Control	Game in 30, 25/5 Time delay				Game in 45, 40/5 Time delay	
# of Rounds	5 Rounds				5 rounds	
Awards Time	Approx 4 pm, or soonest possible time depending on games				Approx. 5 pm	
Clocks	Recommended - Please bring clock if you have one.				Required. Please bring own clocks	
Notation	Recommended – Please bring notation pads.				Required – Please bring notation pads	
Entry Fee	\$18 regular / \$30 on or after 11/5/07 (postmarked or online entries)					
Ind. Awards	<ul style="list-style-type: none"> Place trophies for top 5 individuals in each section Plus Score awards for winners of 3 or more games. Souvenirs for the rest! 					
Team Awards	Trophies for top 3 teams (top three scores per team) in each section					

Tie Breaks	<ul style="list-style-type: none"> Ties will be broken by computer only (Tie break order- Solkoff, Cumulative, Opponent's cumulative)
What to bring	<ul style="list-style-type: none"> Bring clocks, notation (if you have) & pen/pencil. (Boards, sets & limited amount of notation paper provided.) Parents/coaches bring portable chairs & books etc. to keep busy between rounds.
Concessions and other	<p>Breakfast, lunch and snack concessions available on site. Skittles/parents area in the cafeteria, also doubles as lunch room. Large playground outside. Or bring something to keep busy between games.</p> <p style="text-align: center;">Every player must be accompanied by a parent, guardian or a coach – this is for the player's safety.</p>
How do I register?	<p style="text-align: center;">Online registration strongly recommended: www.oscf.org (Select <i>Online Registration</i> on left menu bar) Mail printed email receipt & payment (check or money order) to:</p> <p style="text-align: center;">Nancy Mitchell 18749 SW Frank Ct Beaverton, OR, 97007</p> <p style="text-align: center;">Make check or money order (MO) payable to Nancy Mitchell</p> <p style="text-align: center;"><i>Online or email entry on or after 11/5/06 must pay on site. No entries accepted after 9 pm, Sunday, 11/11/07</i></p>
Questions?	<ul style="list-style-type: none"> Contact Nancy Mitchell, email: nancy-mitchell@comcast.net, or call (971) 732-5216. On day of event contact Nancy through her cell (971) 533-5737. Website www.oscf.org (<i>Events Calendar</i> on left menu bar)

DIRECTIONS to the International School of Beaverton, 17770 SW Blanton St., Aloha, OR 97007

From Hwy 5 North or South: Take HWY 405 to HWY 26 west (Sunset Highway to Ocean/Beaches) towards Beaverton. Take the SW 185th Street exit from HWY 26, head south (turn left) at the end of the exit ramp. After a couple of miles, cross the TV Highway/185th intersection. Turn left onto *Blanton Street* (street immediately after the post office). The *International School of Beaverton (ISB)* is a few blocks to your *right*. **From East or West:** Take *TV Highway* towards *Aloha* and turn *south on 185th street*. Turn left onto *Blanton Street* (street immediately after the post office). The *International School of Beaverton (ISB)* is a few blocks to your *right*.

TOURNAMENT RULES SUMMARY

All current USCF scholastic tournament rules and exceptions apply unless specified.
The following are only some highlights

TEAM RULES

Definition of a Team: Any chess club can field one team per section. This applies to schools, home school associations, scouting troops, etc. To make registration easier, please list your club on www.oscf.org. There is no limit to how many players may be entered in a section from a given club.

Definition of a Player attending a club: The player must be a registered member of the club, and must attend regular meetings of the club as certified by club coach.

Oregon State Exception: Due to large number of elementary schools being K-6, any 6th grade student will be given the choice of representing their middle school club or their elementary school club. Please inform us during the time of registration.

Number of Players per Team: The minimum number of players to be considered a team is **TWO PLAYERS**. For the purpose of awarding trophies, the **top three** scores will be totaled to arrive at the team score.

Team Pairings: Players belonging to the same team will not be paired with other players in the team as long as the Swiss pairing rules are not being violated. If in a round there is more than one point difference in any two opponents' scores, team pairing restriction will be turned off in that round.

Team Tie Breaks: Ties for teams having the same total scores will be broken by SwissSys computer tie break program, in the following order: Team Solkoff, Team Cumulative, and Team Opponent's Cumulative.

GENERAL RULES

Time Controls: All sections of this tournament require clocks with specified time control for each player at some point. If no clock available, a clock will be provided for the last 10 minutes if necessary. If one player's time runs out, the opponent calls "flag down" and wins the game. (Standard USCF exceptions apply).

Touch Move: During the game, if you touch a piece and it has a legal move, it must be moved. Touch move does not apply to illegal moves. If one must touch a piece without intending to move it (to move it to the center of a square, for example), he/she should say "I adjust" **before** touching the piece.

Touch Capture: During the game, when it is your turn, if you touch your opponent's piece with your piece or your hand, and it can be legally captured, it must be captured.

En Passant captures: If you are white and your pawn is on Row #5, or if you are black and your pawn is on Row #4,

and your opponent moves a pawn two spaces up on either side of your pawn, you can move your pawn one space behind your opponent's pawn and capture it. This move is allowed only immediately following your opponent's pawn move. You will lose the right to capture if you wait another move or longer.

Breaks: If you need a restroom break, raise your hand. A monitor will escort you to the restroom. Standard rules specify the player takes a break while the clock is running.

Players own the outcome of their games: In order to encourage players to take more responsibility for their games, they will be asked to agree to an outcome (win, lose or draw) without any interference from the tournament directors. The director will assist only if asked by one of the players.

Parents, Coaches and Spectators: Spectators are forbidden from influencing the games in progress in any way. *Spectators include those players who have finished their games.* If any player feels his opponent is getting assistance from others, his/her request to remove the others from the play area will be honored. Spectators are required to stay only in the designated spectator areas or in the waiting areas.

SPORTSMANSHIP

Behavior during a game: Absolutely no conversation with the opponent or any other players allowed during the tournament other than chess related words. No distracting body movements or facial gestures are allowed. Upon improper behavior, the opponent raises a hand and a tournament official will offer to help. First incident may result in a warning, and repeated incidents in forfeiture.

Other Behavior: Players will shake hands before starting a game, and once again after the game is over. "Good Luck" before the game and "Good Game" after the game are signs of good sportsmanship and are highly recommended.

If at any time a player has a question or an issue, the player must stop the clock and raise a hand so that one of the officials can help resolve the issue. Once the game is over and the players have agreed to an outcome, it will be considered final.

BEFORE MAILING YOUR ENTRY FEE:

- Have you read both pages of the entry form?
- Have you printed your email registration receipt?
- Have you enclosed your check or money order for the total amount? (Online entries, please include email receipt)