KES Primary Schools Chess Tournament

The aim of the KES Primary Schools Chess Tournament is to allow all players to play a number of games against players of similar abilities. In addition, the tournament is designed to fit into one school afternoon.

Format of the tournament

The tournament will run as a 'Swiss tournament'. This allows players to be matched against opponents of similar abilities. In the first round the pupils will be paired randomly. Once they have finished their game they will then queue up according to their current score and the KES organisers will immediately seat them for their next match.

Rules of each game

Each game will be played according to the usual rules of chess. If there is a dispute at any point then the players should raise their hands and an organiser will quickly provide assistance. At the start of each game pupils will shake hands and a five minute timer will be started. If the game has not finished by the end of the five minutes then they should add up the opponents pieces they have captured according to the following scores:

- Pawn = 1
- Knight = 3
- Bishop = 3
- Castle/Rook = 5
- Queen = 9

A player must have a three point advantage according to these scores to win, otherwise the game is a draw.

Chess will be played according to the usual rules of 'touch-move' and 'touch-take' but we will adopt a pragmatic approach. A player who touches a piece should move it if they can legally do so and a player who touches an opponent's piece should capture it if possible. A player's move is complete when they remove their hand from their piece. In any cases of difficulty, we will be more interested in finishing the game than allowing disputes to escalate in this area.

Deliberately taking a long time between moves can be seen as a strategy to avoid losing. This is against the spirit of the tournament and we would ask that players do not adopt it. In serious cases, players adopting such a tactic risk a default loss.

Recording the result

Each player will be given a unique number and a scorecard at the beginning of the tournament. At the end of each game, both players should write down the opponent's number, whether they were white or black, the result and their score so far on the scorecard. They should then agree with their opponent that the scorecard is correct before leaving the board.

We look forward to organising this tournament and hope that everyone enjoys themselves!