

BUDDHIBAL KREEDA TRUST, PUNE

1. Chess 960 Open Chess Tournament for Rated Players Only
2. Rapid Chess Tournament for Unrated Players Above 9
3. Rapid Chess Tournament for Unrated Players Below 9



Sunday, 22nd March 2020

Organized by – Buddhibal Kreeda Trust Recognized by – Pune District Chess Association
(Mobile – 9881077293; Email – bktpune@gmail.com)

FIRST 70 ENTRIES WILL BE ACCEPTED FOR CHESS 960 TOURNAMENT FOR RATED PLAYERS

FIRST 60 ENTRIES WILL BE ACCEPTED FOR RAPID CHESS TOURNAMENT FOR UNRATED PLAYERS ABOVE 9

FIRST 40 ENTRIES WILL BE ACCEPTED FOR RAPID CHESS TOURNAMENT FOR UNRATED PLAYERS BELOW 9

1. **Venue** – Kohinoor Mangal Karyalay, 34/12, Lane No. 8, Prabhat Road, Erandwane, Lane opposite Ayurveda Rasashala, Karve Road, Pune – 411004
 2. **Eligibility** – 1) Any player having rapid or classical rating can participate in Chess 960 Open Tournament **(Higher will be considered for seeding purpose).**
2) Rapid Chess Tournament for Unrated Above 9- Unrated players **born on or before 31-12-2010** can participate
3) Rapid Chess Tournament for Unrated Below 9 - Unrated players **born on or after 01-01-2011** can participate
 3. **Date** – 22nd March 2020
 4. **Timing** – Reporting at venue at 8:30 am and first round will start at 9:00am
(First round pairings will be published on www.chess-results.com on 21-03-2020 at 7pm)
- Total Prize fund – Rs. 35,000 (details on page 2)**
5. **Time control** – 20 minutes to each player and 10 seconds increment from first move.
 6. **No. of rounds** – 7 (Swiss League format)
 7. **Rules**– A) In the case of tie, prize money will not be shared. B) Latest FIDE rules will be applied.
C) In case of any dispute, Chief Arbiter's decision will be final and binding on all.
 8. **The organizer will reserve the rights to admit or refuse any entry without assigning any reason. They also reserve the rights of admission to the venue.**
 9. **Entry Fee - Rs.300/- (No entry fee for IM, WIM or any rated player having rapid/classical rating above 2000)**
ENTRY WILL BE CONFIRMED AFTER RECEIPT OF ENTRY FEE.
UNPAID ENTRY WILL NOT BE ACCEPTED.
 10. **Last date of entry – 20th March 2020 upto 6pm or fulfillment of entries in each group as mentioned above, whichever is earlier.**

Entry fee can be deposited in the following bank account:

Account name – Kunte Prakash Trimbak; Bank – Union Bank of India; Branch – Karve Road, Pune 411004

Account number – 370002010008147; IFSC Code –UBIN0537004

After depositing entry fee in the bank, please send details of player as mentioned in the entry form via e-mail (bktpune@gmail.com) along with the acknowledgement of the bank transfer.

Entry forms are available on following places and forms and fee can be submitted there as well -

1. Prakash Kunte – Contact- 9881077293
2. Kunte's Chess Academy – 9975743927/8007944674
3. Ketan Khaire – Contact – 9822039267
4. Vivek Bhagwat – 9371267694
5. Joseph D'Souza - 9850218662

PRIZES

Chess 960 Open Tournament for rated players

1st Prize – Rs. 10,000 + trophy; 2nd Prize – Rs. 6,000; 3rd Prize – Rs. 3,000; 4th Prize – Rs. 2,000;
5th Prize – Rs. 1,000; 6th Prize – Rs. 800; 7th Prize – Rs. 700; 8th to 10th – Rs. 500 each

Consolation prizes

Best Veterans (Above 60), Best Women, Best Below 1300, Best Below 1200 and Best Below 1100
First Prize Rs.400 and memento each

Rapid Chess Tournament for Unrated Players for above 9

1st Prize – Rs. 2,000 + trophy; 2nd Prize – Rs. 1,000; 3rd Prize – Rs. 600; 4th Prize – Rs. 500; 5th to 8th – Rs. 400 each

Consolation prizes

Best Veterans (Above 60) and Best Women - First Prize Rs.400 and memento each

Rapid Chess Tournament for Unrated Players for below 9

1st Prize – Rs. 500 + trophy; 2nd Prize – Rs. 400; 3rd Prize – Rs. 300; 4th to 6th – Trophy/Memento

Consolation prizes

Best Girl – 1st Prize - Rs. 400 and memento; 2nd and 3rd – Memento each

Prakash Kunte

RECEIPT

Received with thanks from _____ Rs. 300 by cash as
entry fee for Chess 960 Open Chess Tournament to be held on 22nd March 2020 at Symbiosis Sports
Center, Lane No. 15, Prabhat Road, Pune – 411004

Date:

Place:

Signature of the receiver

ENTRY FORM

CHESS 960 CHESS TOURNAMENT, 22nd MARCH 2020

Organized by – Buddhibal Kreeda Trust Recognized by – Pune District Chess Association

1) Name: _____ 2) Gender: _____

2) Mobile: _____ 3) Email: _____

4) Date of birth: _____ 5) FIDE Rating: _____ 6) FIDE ID: _____

6) Category: a) Chess 960 Tournament b) Rapid Chess Tmt for Above 9 c) Rapid Chess Tmt for Below 9

Date:

Signature of Player

Rules and Guidelines for Chess960

II.1 Before a Chess960 game a starting position is randomly set up, subject to certain rules. After this, the game is played in the same way as regular chess. In particular, pieces and pawns have their normal moves, and each player's objective is to checkmate the opponent's king.

II.2 Starting-position requirements

The starting position for Chess960 must meet certain rules. White pawns are placed on the second rank as in regular chess. All remaining white pieces are placed randomly on the first rank, but with the following restrictions:

II.2.1 the king is placed somewhere between the two rooks, and

II.2.2 the bishops are placed on opposite-colored squares, and

II.2.3 the black pieces are placed opposite the white pieces.

The starting position can be generated before the game either by a computer program or using dice, coin, cards, etc.

II.3 Chess960 castling rules

II.3.1 Chess960 allows each player to castle once per game, a move by potentially both the king and rook in a single move. However, a few interpretations of regular chess rules are needed for castling, because the regular rules presume initial locations of the rook and king that are often not applicable in Chess960.

II.3.2 How to castle. In Chess960, depending on the pre-castling position of the castling king and rook, the castling maneuver is performed by one of these four methods:

II.3.2.1 double-move castling: by making a move with the king and a move with the rook, or

II.3.2.2 transposition castling: by transposing the position of the king and the rook, or

II.3.2.3 king-move-only castling: by making only a move with the king, or

II.3.2.4 rook-move-only castling: by making only a move with the rook.

II.3.2.5 Recommendations:

II.3.2.5.1 When castling on a physical board with a human player, it is recommended that the king be moved outside the playing surface next to his final position, the rook then be moved from its starting position to its final position, and then the king be placed on his final square.

II.3.2.5.2 After castling, the rook and king's final positions should be exactly the same positions as they would be in regular chess.

II.3.2.6 Clarification:

Thus, after c-side castling (notated as 0-0-0 and known as queen-side castling in orthodox chess), the king is on the c-square (c1 for white and c8 for black) and the rook is on the d-square (d1 for white and d8 for black). After g-side castling (notated as 0-0 and known as king-side castling in orthodox chess), the king is on the g-square (g1 for white and g8 for black) and the rook is on the f-square (f1 for white and f8 for black).

II.3.2.7 Notes

II.3.2.7.1 To avoid any misunderstanding, it may be useful to state "I am about to castle" before castling.

II.3.2.7.2 In some starting positions, the king or rook (but not both) does not move during castling.

II.3.2.7.3 In some starting positions, castling can take place as early as the first move.

II.3.2.7.4 All the squares between the king's initial and final squares (including the final square) and all the squares between the rook's initial and final squares (including the final square) must be vacant except for the king and castling rook.

II.3.2.7.5 In some starting positions, some squares can stay filled during castling that would have to be vacant in regular chess. For example, after c-side castling 0-0-0, it is possible to have a, b, and/or e still filled, and after g-side castling (0-0), it is possible to have e and/or h filled.