



ALARM NEPAL

(Academic & Learning Achievement through Real Management)

मिति: २०८३/०४/०२

आदरणीय प्रिन्सिपल/डाइरेक्टरज्यू,

..... विद्यालय

विषय: अन्तर विद्यालय बुद्धिचाल (चेस) प्रतियोगितामा सहभागी गराउने बारे ।

उपरोक्त सम्बन्धमा, अलार्म नेपालले विद्यार्थीहरूको प्रतिभा उजागर गर्ने विविध कार्यक्रम संचालन गर्दै आएको यहाँहरूलाई अवगत नै छ । सोहि कार्यको निरन्तरता स्वरूप अलार्म नेपालद्वारा तेस्रो अन्तर विद्यालय चेस प्रतियोगिता आयोजना गर्न लागेको हुँदा तपाईंको सम्मानित विद्यालयबाट विद्यार्थी सहभागी गराई कार्यक्रमलाई सफल बनाउनुहुन हार्दिक अनुरोध गर्दछौं ।

प्रतियोगिता सम्बन्धि जानकारी

१. प्रतियोगितामा कक्षा ५, ६, ७ जुनियर तह ८, ९, १० सिनियर तहमा रहनेछन् ।
२. प्रत्येक विद्यालयले हरेक तहमा २ जना (१ जना छात्रा, १ जना छात्र) गरी जम्मा ४ जना सहभागी गराउनुपर्नेछ ।
३. प्रतियोगिताको लागि आवश्यक पर्ने सामान (चेस सेट) आयोजकले उपलब्ध गराउनेछ ।
४. प्रतियोगिताको लागि पठाइएको फाराम भरी मिति २०८३/०४/१८ गते अपरान्ह ४:०० बजे सम्ममा अलार्म नेपालको अफिसियल वेबसाइट मार्फत दर्ता गरिसक्नुनेछ । त्यस पश्चात दर्ता भएका विद्यार्थीहरूलाई सहभागी गराउन आयोजक वाध्य हुनेछैन । कृपया समयमा नै दर्ता गरिदिनुहुन अनुरोध छ ।
५. दर्ता शुल्क प्रति विद्यालय रु. २००० लाग्ने छ । उक्त शुल्क प्रतियोगिता हुने दिनमा भुक्तानी गर्नुपर्नेछ ।
६. प्रत्येक सहभागीलाई खाजा उपलब्ध गराइनेछ ।
७. प्रत्येक तहका पाचौं देखि सातौं (सहभागिता संख्या अनुसार) स्थान हासिल गर्ने विजेता विद्यार्थीहरूलाई मेडल तथा प्रमाणपत्र र साथै प्रथम, द्वितीय र तृतीय स्थान हासिल गर्ने विद्यालयलाई ट्रफी प्रदान गरिनेछ ।
८. प्रतियोगिताका लागि थप नियम तपसिलमा भएबमोजिम हुनेछन् ।
९. कार्यक्रम तपसिल बमोजिम हुनेछ ।

मिति: २०८३/०४/२२ गते, शुक्रबार

स्थान: क्वालिटी फुडल्याण्ड एण्ड ब्याङ्कवेट, एकान्तकुना

उपस्थित हुने समय: बिहान १०:०० बजे, प्रतियोगिता १०:३० बाट सञ्चालन हुनेछ ।

सम्पर्क: रचना बस्न्यात ९८४९६९०३९६, सरोज कुमार महत ९८५१०९८३३२, कन्हैया सिंह कुँवर ९८५१०७७८३८

कार्यक्रम संयोजक
कन्हैया सिंह कुँवर

Tournament Details:

Tournament Name: 3rd Alram District WIDE Inter-School Chess Competition – 2083

 **Date:** 2083/ 03/ 22

 **Venue:** Kwality Foodland

Organized by: Academic & Learning Achievement Through Real Management (Alarm Nepal)

Technical Details: All tournament details will be announced during the players' meeting, which will be held after the opening ceremony and before the start of Round

System of Play: One day event, Day 1: 5-7 Rounds Swiss League

- Conducted under the **FIDE Laws of Chess**
- **5 – 7 Rounds of Swiss League System** pairing (Win= 1 pts, Draw= 0.5 pts, Loss= 0 Pts)
- **1-16 Players = 5 Rounds, 17-32 Players = 6 Rounds, 32+ = 7 Rounds**
- **How is Swiss League System Played?** = A best and most practical tournament format where players with similar scores face each other in each round, ensuring everyone plays the same number of games without elimination.

Other Rules

- **Time Control:** 10 minutes + 3 seconds increment per move (Rapid Format)
- **Walk Over time:** 10 minutes until clock runs out of time.
- Pairing and result will be published on **chessresultnepal.com** on google and venue notice board.
- Pairing, Color Allocation (Black or White) will be done through International Licensed Software. (Swiss Manager)
- Use of electronic device is strictly prohibited during play

Tiebreak System for Swiss League

In case of equal points, the following tiebreaks will be applied in order:

1. Direct Encounter = Result between the tied players.
2. Buchholz Cut 1= Total score of opponents excluding the lowest opponent's score.
3. Buchholz = Total score of opponents excluding the two lowest opponent's score.
4. Progressive Score = Sum of cumulative scores after each round.
5. Most Number of Wins = Player with the highest number of wins ranks higher.

Important Rules and Regulations

Note: Tournament will be played under fide laws of chess.

1. **Touch-Move Rule:** If a player deliberately touches a piece, they must move it if a legal move exists. If a player touches opponent pieces, they must capture it, if possible.
2. **Single Hand Rule:** Player are only allowed to use single hand while moving or capturing pieces.
3. **Castling Rule:** As castling is the King's special move, King should be moved first. If a player moves a rook first, castling is not allowed.
4. **Illegal Move:** An **illegal move** in chess is a move that is **not allowed according to the rules of chess** — for example, moving a piece in a way it cannot move, leaving or placing your king in check, or making two moves at once.
 - First illegal move – **1-minute time penalty** to the offender.
 - Second illegal move – **immediate loss** of the game.

5. **How to claim?** To claim an illegal move, a player should **stop the clock immediately** and **call the arbiter** calmly. They must explain the illegal move (e.g., moving the king into check or making two moves).
6. **Draw Rule:** A game can be claimed as a **draw** in the following cases:
- **Stalemate:** The player to move has no legal moves and is not in check.
 - **Threefold repetition:** The same position occurs three times with the same player to move.
 - **Fifty-move rule:** Fifty consecutive moves are made by both players without any pawn move or capture.
 - **Mutual agreement:** Both players agree to a draw.
 - **Insufficient material:** Neither player has enough pieces to checkmate the opponent.
7. **Clock Usage:**
- Players must **press the clock with the same hand** used to make their move.
 - The clock must be pressed **after every move**.
 - Player are allowed to pause the clock, for a claim or for a valid reason.
8. **Electronic Devices:**
- Players are not allowed to use electronic devices while on game.
9. **Discipline and Sportsmanship:**
- **Maintain silence** – Players and spectators should stay quiet to avoid disturbing ongoing games.
 - Players are requested to leave the playing area immediately after finishing their game as a part of good **sportsmanship**.
10. **Pre and Post Round Players Duty:**
- Players are requested to wait until the pairing is announced, and then be seated at their respective table number according to their color (White or Black).
 - Players are requested to arrange the pieces in their starting position after the game is over and are responsible for submitting the result.

Playing Schedule:

Date:	Program and Rounds	Time
Day 1	Swiss League Round 1 – 5	9:00 A.M. 2:00 P.M.

Note: Any changes will be announced on the official social media page of the organizers.

Registration:

Prizes and Awards 🏆:

Note: A players meeting will be held before the 1st round starts. Any change in the tournament details will be informed in the players meeting. If there are less players in a category, round will be deducted.

Fide Arbiter (FA) Soraj Tamrakar (Fide id no: 12320340)
Chief Arbter