INTERMAT CANDIDATES

CHESS TOURNAMENT

Saturday, March 2, 2024

Lakeside Upper school

14050 1st Ave NE, Seattle, WA 98125



FORMAT

Thirteen 4-player quads by grade level, grades K-12. Each quad is comprised of the four highest rated WA players in each grade who accept the invitation. The two highest finishers in each quad will be selected as the two honored players who will make up Team Washington in the 2024 WA vs BC International Scholastic Match, scheduled to take place on Saturday, April 20 in Redmond.

SCHEDULE

Rounds tentatively at: 9 AM, 2 PM, 7 PM. Players may choose to start the next round early once both games in their grade-level quad are complete. Delayed start available upon request if games go long.

Playoff rounds, if needed, to break ties for top two places immediately after the last round: Two G/5; +2 blitz games. If still tied, G/6; +2 white, G/5; +2 black with draw odds.

MEMBERSHIPS

Current US Chess and WCF membership are required.
Memberships must be paid at time of registration.

TIME CONTROL

G/90; +30.

ENTRY FEE

\$75.

BYES

No byes allowed since this is a prestigious Round Robin tournament.

PRIZES

Plaques awarded to the two highestfinishing players in each grade level.

RATING

All games will be Tri-Rated: FIDE, US Chess, and NWSRS. Highest of February 2024 FIDE, February US Chess Regular, or February 24 NWSRS rating will be used to determine player eligibility and pairings.

REGISTRATION

NWchess.com/OnlineRegistration/ Pay by

Credit/Debit/PayPal/SettleKing.
Payment also available via Zelle (ID: WashingtonChessFederation@gmail.com) or Venmo (ID: @WAChess).

Registration + payment deadline is Saturday, February 24th at

5pm. No registrations accepted or refunds offered after the deadline. The highest rated alternate in each grade level will be called up in case someone withdraws. Alternates should be standing by on the morning of March 2nd in case a spot becomes available.

QUESTIONS?

Contact Josh Sinanan, WCF President, 206.769.3757, WashingtonChessFederation@gmail.com