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Ads and submissions must be received by the fifth of the month for the items to appear in the next issue:

June 5 for the July issue;
July 5 for August.

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Front Cover

Liam Pham for Team Washington
at the 35th Annual WA vs BC Intermat.
Photo credit: Meiling Cheng.

Back Cover

Chessboards at the 35th Annual WA vs BC Intermat.
Photo credit: Meiling Cheng.

Submissions

Submissions of games (PGN format is preferable for games), stories, photos, art, and other **original** chess-related content are encouraged! Multiple submissions are acceptable; please indicate if material is non-exclusive. All submissions are subject to editing or revision. Send via U.S. Mail to: **Jeffrey Roland, NWC Editor**
1514 S. Longmont Ave.
Boise, Idaho 83706-3732
or via e-mail to:
editor@nwchess.com

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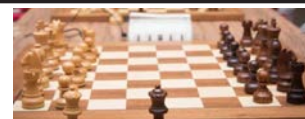
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2026 MID-YEAR SCHOLASTIC CUP

Sat-Sun, June 13-14, 2026



Info/Entries: Make checks payable to Washington Chess Federation.

Mail To: Washington Chess Federation
c/o Orlov Chess Academy
4174 148th Ave NE, Building I, Ste. M
Redmond, WA 98052

Contact: Josh Sinanan, WCF President
Phone: 206-769-3757

Email:
WashingtonChessFederation@gmail.com

Registration: Online at
nwchess.com/OnlineRegistration/
Registration and payment due by
Thu, Jun 11th @ 5pm. Unpaid players
will be removed from the roster after
that time, and players from the
Waitlist will be offered a spot.

Site: Grand Knights Chess Academy,
13620 NE 20th St., Suite K, Bellevue, WA 98005

Format: A 5-round Swiss event for K-12 students in
4 sections with rating cutoffs based on Jun 2026
USCF ratings: **1950+**, **1650+**, **1300+**, and **1000+**.
Play-ups are not allowed.

Max of 70 players total, and max of 20 players in any
given section. Register early to secure your spot!

Entry Fee: \$85 by Sat, Jun 06th; \$95 after.
Must be paid by Thu, Jun 11th @ 5pm.

No late or on-site registrations or payments. Players
who remain unpaid after the due date will be removed
from the roster.

Time Control: G/75;+30 in rounds #1-#3 (Sat);
G/90;+30 in rounds #4-#5 (Sun).
Late default: 60 minutes.

Schedule of Rounds:

Sat: 9:15 AM (rd#1), 1:30 PM (rd#2), 5:30 PM (rd#3);
Sun: 9:30 AM (rd#4), 2:30 PM (rd#5)

Check-in required by Sat @ 9 AM.

Note: Delayed round start available on request for
players whose previous game runs long.

Byes: Two half-point byes available. If interested,
request by the end of round 2.

Rating: USCF, FIDE, and NWSRS rated.
USCF (Jun 2026) ratings used to determine
sections, pairings, and prizes. Foreign ratings
(e.g., CFC) used at TD discretion.

Memberships: Current US Chess and WCF
membership / NW Chess subscription required.
Other states accepted. Memberships must be
paid at the time of registration.

Prizes (in Amazon e-gift cards) (based on 70
paid entries):

Each section:

- 1st-6th = \$150/\$120/\$100/\$80/\$70/\$60
- Best female player (by TPR, among at least 3
eligible participants) = \$60
- Best annotated game = \$30
- Best dressed player (per day) = \$20

Special prizes:

- Highest finishing players (by point total) in
each section also earn a free entry into a 2026
(WCF hosted) tournament of their choice.

Washington Father's Day Open



June 20-21, 2026

Hotel 116 Bellevue

625 116th Ave NE, Bellevue, WA 98004

Format: A 5-round Swiss in three sections: **Yoda Open, Boba Fett U1700, and Chewbacca U1200.**

Entry fee: \$110 by 6/13, \$140 after. \$60 play-up fee if rated 1500-1699 or 1000-1199 in both NWSRS and USCF and playing up in Yoda Open or Boba Fett U1700, respectively. Chess Jedis rated 2200+ USCF receive a \$50 discount. Open to all junior + adult players. Maximum of 200 players, please register early to reserve your spot!

Schedule: Arrival: 8-8:45am. Rounds: Saturday @ 9am, 2pm, 7pm. Sunday @ 10am, 3pm.

Father's Day Blitz: ~ 7pm or asap.

Time Control: G/90; +30. Late default: 60 minutes.

Rating: Triple rated in NWSRS, USCF, and FIDE. Higher of June 2026 USCF or current NWSRS rating used to determine section, pairings, and prizes. Higher of USCF or foreign rating used at TD discretion.

Memberships: US Chess and WCF/OCF/ICA memberships required; must be paid at the time of registration.

Prize Fund: \$5,500 based on 100 paid entries.

Yoda Open: 1st-4th: \$500-\$400-\$300-\$250. 1st-2nd U2100: \$175-\$150, 1st-2nd U1900: \$175-\$150.

Boba Fett U1700: 1st-4th: \$400-\$300-\$200-\$150, 1st-2nd U1600: \$125-\$100, 1st-2nd U1400: \$125-\$100.

Chewbacca U1200: 1st-4th: \$300-\$250-\$200-\$150, 1st-2nd U1000: \$100-\$75, 1st-2nd U800: \$100-\$75.

Special Prizes (per section):

Skywalker Biggest Upset Win: \$20/rd., Leia Best Female Player (by TPR): \$50, Han Solo Best Dressed: \$20/day, Obi-Wan Best Dad Player (by TPR): \$50, Darth Vader Best Parent/Child Team (by avg. TPR): \$50.

Byes: Up to 2 half-point byes available if requested before the end of round 2.

Registration: Online at nwchess.com/OnlineRegistration. Pay by SettleKing (Washington Chess Federation), Zelle (Tag: wa-chess, ID: washingtonchessfederation@gmail.com), or mail a check to WCF. Registration and payment **deadline: Fri. 6/19 @ 5pm.** No registrations accepted or refunds offered after the deadline.

Father's Day Blitz: Sunday 7-9:30pm (after rd. 5 of main tournament). **Entry Fee:** \$30. **Format:** A 9-Round Single Swiss in one section, 2 half-point byes available. Dual USCF Blitz + FIDE Blitz rated. **TC:** G/3; +2. **On-site registration:** 6:00-6:45pm. Rds. Sun @ 7pm, 7:15, 7:30, 7:45, 8, 8:15, 8:30, 8:45, 9pm. Closing Ceremony ~ 9:15pm or asap. Current US Chess membership required. Higher of June 2026 USCF Blitz or Regular rating used to determine pairings and prizes.

Prize Fund: \$750 (based on 50 paid entries)

1st - 3rd: \$170-140-100, 1st U2000/U1700/U1400/U1100/Unrated: \$50. Biggest upset win: \$10/rd.

Questions - Josh Sinanan, WCF President, 206-769-3757, washingtonchessfederation@gmail.com

To OTB or Not to OTB

The Chess Friends

The Man Benji, The Myth Sarang, and The Legend Vivi

<https://www.chessfriendsbooks.com/blog>

Howdy! It's The Chess Friends!

To OTB or not to OTB: That is the question that comes up in the lives of many chess players. We know it has in ours!

Why should we wake up so early to drive to a tournament to play over-the-board (OTB) chess? We can just play chess online.

Should we travel to a seven-day tournament? Drop everything and put our lives on hold to play chess?

How about a two-day tournament? Should we really spend our weekend staring at a chess board for hours while our peers enjoy time off from school, balling in the park, playing videogames, or chilling out with music and ice cream?

Now the simple OTB or not to OTB question turns into an existential one! One that deserves a play worthy of Shakespeare's *Hamlet*!

Chess was already an ancient game during the life of William Shakespeare, and there is strong evidence that the English bard played chess.

We don't think that this line from



Miranda playing chess with Ferdinand, by Gillot Saint-Evre, 1822, from [The Musée de la Vie romantique](#) in Paris.

his tragedy *Richard III* is the evidence, but there is a chess scene in his play *The Tempest*, where a young couple, Miranda and Ferdinand, talk over the chess board (Act V, scene 1):

Miranda:
Sweet lord, you play me false.

Ferdinand:
*No, my dear 'st love,
I would not for the world.*

Miranda:
Yes, for a score of kingdoms you should wrangle,

And I would call it fair play.

Talking about fair play in the early 1600s? Most definitely Shakespeare was a chess player!

To play OTB chess or not was an easy question to answer during Shakespearian times: it was the only way people played chess back then. Plus, there were no distractions like the internet and videogames; basketball wasn't invented yet, and ice cream was still an exotic dish. The answer was a no brainer: of course, let's play OTB! Even better: let's have a tournament so everyone can play!

The first international chess tournament took place in 1851 in London, organized by English Master Howard Staunton, who was also a Shakespearian scholar. The tournament was won by German Master Karl Ernst Adolf Anderssen, perhaps the best player in the world in the 1850s and 1860s. You may have heard of the Anderssen Opening (1. a3) or the Anderssen Attack in the Scotch Gambit (1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Nf6 5. O-O Nxe4 6. Re1 d5 7. Bxd5 Qxd5 8. Nc3).

In 1886, the Austrian Wilhelm Steinitz and German Johannes Zukertort played the first official World Championship match, which Steinitz won 10-5-5. In

1924, the International Chess Federation, or as we know it, FIDE (*Fédération Internationale des Échecs*), was founded in Paris, France. FIDE's motto "*Gens una sumus*", Latin for "We are one family" highlighted FIDE's mission to bring together the chess community, a mission it continues today, both OTB and online.

Even before that, people longed to connect with each other to play chess, even when they couldn't meet OTB. The correspondence chess games were played via carrier pigeons and later the postal service! Those games must have taken a long time! Shortly after the telegraph was invented in the 1840s, chess matches started to happen faster, when moves were transmitted miles and miles through cabled wires. One of the first telegraph chess matches was played by... you guessed it, [Howard Staunton](#) again. What a legend!

Once the internet became more accessible, long-distance chess games grew astronomically in numbers. In 1992, the Internet Chess Club (ICC) was launched, letting players from all around the world play each other! In 2007, Jay Severson and Erik Allebest, two passionate chess friends who met in college, launched a new chess website called [chess.com](#), and as the saying goes, the rest is history.

Now, to play chess, you simply go online and you can instantly play with your buddy or with someone from the other side of the world! There are almost 260 million members on [chess.com](#) and they host 10 million games a day, but there is no need to be intimidated! All you have to do is pick your favorite time control and start a fun game of chess! Ah, the convenience of modern technology! Carrier pigeons, be free!

But what about the good ol' OTB chess? Should we OTB or not? Why?

TO OTB OR NOT TO OTB,
THAT IS THE QUESTION



The Legend Vivaan

To OTB or Not To OTB is not that big of a question.

Any chess, online or OTB, is good for me, and I am fortunate to always have both at my fingertips.

I'm growing up in a house where everyone plays chess and will play with me anytime. We even have a chess table that's always ready to go and multiple boards, sets, and clocks ready whenever we want to play bughouse! Most chess players aren't lucky enough to have this at home. This is why online chess is so amazing. People from all over the world can connect through the game we all love, and all they need is the internet!

I love that when I play online, I can get games very quickly, analyze all my games easily, and play bots whenever I want to assess my level. I can also do puzzles that adapt and grow as I improve. Bullet, blitz, rapid, or games of any time control you can think of, the variety of options online and the ability to grind and test lots of ideas quickly really can't be beat! Through FIDE Online Arena and worldchess.com, even titles are possible that never existed decades ago. In fact, I'm an AFM (Arena FIDE Master), which I got through blitz, as is my brother, through bullet, and my dad, through rapid.

FIDE adapted to changing times just like this *Northwest Chess* magazine. *Northwest Chess* was founded in November 1947 as the *Northwest Chess Letter* and remained as a print exclusive publication until December 2020, when it became widely distributed online as

well. Today, roughly 1/3 of subscribers get exclusively online editions, while 2/3 of subscribers get both, print and online editions, whatever they prefer. This is similar to chess. Some prefer it only online. Some may prefer it only OTB. That said, most like the best of both worlds!

Online chess has also evolved to be a place where you can make great friendships and compete as a team. I play weekly online through Rookly.com, an esports platform for youth teams around the country! The Man Benji and The Myth Sarang are on my WIISER team, and [we won the National Championship in the fall!](#) The format is called an Arena, which many online platforms, including Chess.com and LiChess.org use. The idea is that there's a fixed time control, in our case ten minutes per player per game, and as soon as you finish a game, you get another one, and the goal is to get as many points as you can in a fixed amount of time, in our case, one hour.

The Myth Sarang

To OTB or Not To OTB: that depends

I make my decision based on what's going on in my life, while comparing pros and cons of both options.

Like my brother, I love online chess, but I do see the downsides. Online games can encourage speed over deep thinking, and cheating is way more common because players can access outside help or even use engines without people watching them. Cheating is sadly so rampant that even honest players could get banned just because there are a lot of trolls online who will try to ban anyone they play and lose to, so be careful. It particularly hurts when you get banned and haven't done anything wrong, which happens far too often, particularly for young players who are rising fast. The online chess playing experience is also way less social, so it may not build the same skills that OTB chess brings to the table.

There are several major strengths of OTB that the online just can't beat. It gives you a real tournament atmosphere, which can improve concentration and make games feel more meaningful. It also helps players learn skills like notating, handling a clock, playing under pressure, making friends in person, etc. There's something about face-to-face interaction, body language, the environment, the

pressure, and the competition that is just next level OTB.

OTB chess also has many drawbacks. Games often take way longer, so players can fit in fewer games in a day or week. It also requires travel, scheduling, and a proper quiet, large setting, which makes it less convenient than online play. The OTB matches are usually fixed time controls and round times, so you can't play your games whenever you want, unlike some forms of online chess. Affordability is another major drawback of OTB tournament chess, as there is also often a high-price entry fee. Of course, OTB playing with buddies in casual unrated settings is amazing, but there's also the challenge of coordinating schedules, etc., and it's often easier these days to set up friendly chess meetups online.

The Man Benji

To OTB or Not To OTB: that is a loaded question

One that requires soul searching and sometimes sacrifices. For me, traveling to a new place for a seven-day tournament means going out of my comfort zone and using expenses that could have been spent otherwise. A local chess tournament oftentimes implies that I will miss my volleyball practice or a volleyball tournament. I mean... I can just play a few games online in the evening instead, right? Right! I do play online, but not in tournaments (besides with our Rookly team that Vivaan mentioned above). I

A HORSE, A HORSE, MY
KINGDOM FOR A HORSE!



usually play blitz or rapid games online to test a new opening, or practice positional ideas I read about, or even for fun!

When the question to play in the OTB tournament or not comes up, I think really hard about it. The first criterion for me is the time control. When I want to play OTB chess, I don't like anything faster than G60 (60 minutes per game per side)! Once I decide to play OTB chess, that's it. I lock in. I need time to really slow down and dedicate all my brain power to the game.

The next criterion for me is my weekend schedule. I do have a few favorite yearly OTB tournaments that I go to, no questions asked. (Hello, Washington Open! Long time no see, US Open!) But the rest of them depends on the price, location, and my volleyball season.

When the volleyball season is slow, I go to some chess tournaments, here and there, not every week, and sometimes not even every month. I still find the time to play OTB regularly, as it is the best opportunity for me to practice my current skills and see how my training matches against opponents.

When I do play OTB, I savor every moment of it. You venture out from the warm depths of your home and whiz through traffic to come to your OTB tournament of choice. When you arrive, you feel the buzz in the air, clocks ticking, minds on the battlefield, and friends in the hall. OTB feels so competitive and lively, and there's something different about playing with real wooden pieces!

Now and then, there are times when other commitments, like volleyball or family, compete with the importance of going to a chess tournament. You feel torn between your choices. You wouldn't want to let your volleyball team down. You wouldn't want to miss the chance to meet with your family. You want to do everything, but it's impossible to be in two places at once (at least until the next science breakthrough). Having to choose might feel frustrating, but that's OK. There's always the next tournament to practice even harder for!

Let's take this home or to a tournament near you...

In OTB chess, the competition just feels more real, there are better tourney experiences, less cheating, and stronger focus. Online chess is much

more accessible, easier to get reps in, has flexible time controls, and is great for daily practice and quick games. In the end, OTB chess feels better for serious tournament play and handling real competitive pressure, while online chess is better for convenience and experimenting. Most strong players today use both, and this is what we would recommend for most of you:

Play online for daily practice and preparation for OTB, and once you're ready,

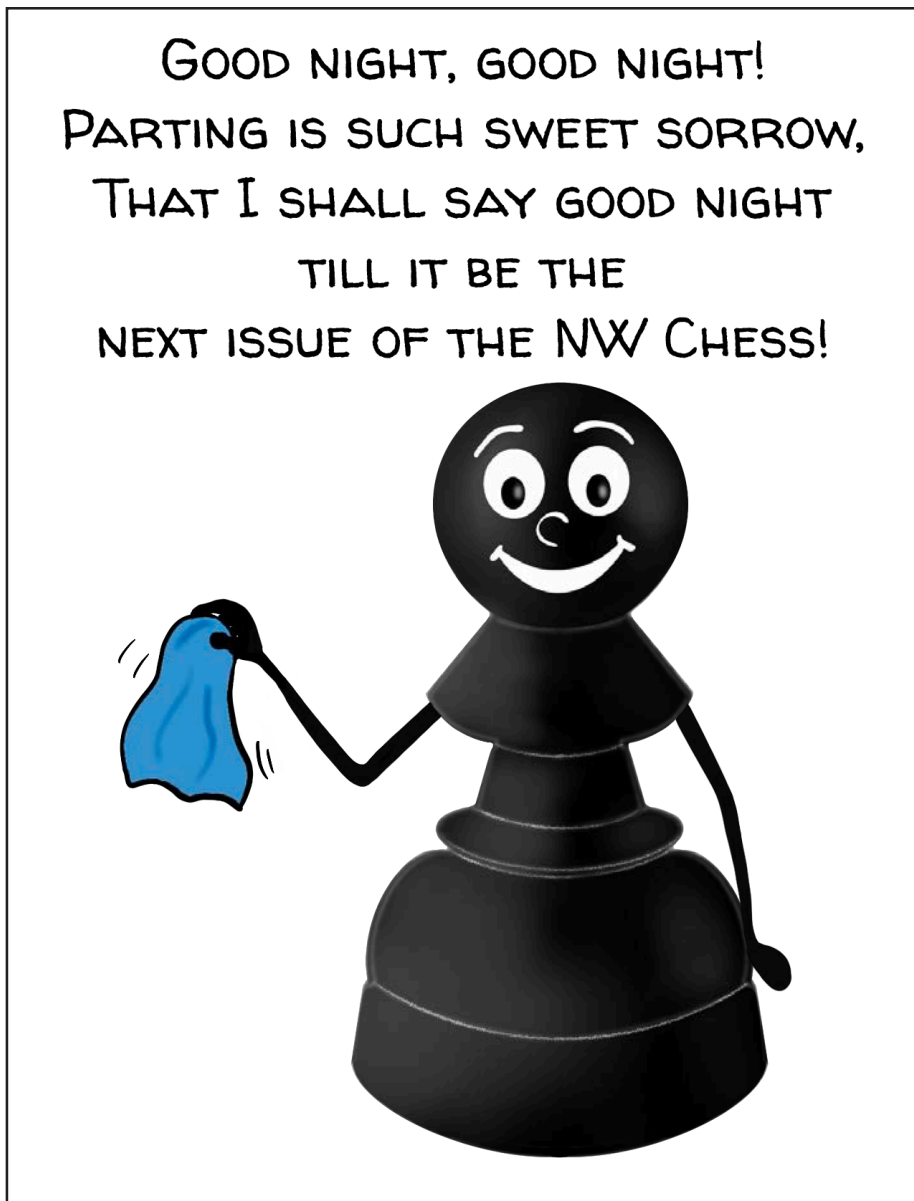
play OTB for real competitive growth.

In the end, it's up to you. We're in a world today with an abundance of great choices. Choose your own adventure and find the balance that's right for you. To quote Shakespeare's *Hamlet* again:

"This above all: to thine own self be true."

Three Cheers, Fellow Future Master Chess Friends!

The Man Benji,
The Myth Sarang,
The Legend Vivaan



Eastgate Cup



July 18-19, 2026
Embassy Suites Bellevue

3225 158th Ave SE, Bellevue, WA 98008



Format: A 5-round Swiss in three sections: **Newport Open**, **Somerset U1700**, and **Lakemont U1200**.

Entry fee: \$110 by 7/11, \$140 after. \$60 play-up fee if rated 1500-1699 or 1000-1199 in USCF and playing up in Newport Open or Somerset U1700, respectively. Players rated 2200+ USCF receive a \$50 discount. Maximum of 200 players, please register early to reserve your spot!

Schedule: Arrival: 9-9:45am. Rounds: Sat @ 10am, 2pm, 6pm. Sun @ 10am, 2pm. Eastgate Blitz Tournament: ~ 6pm or asap. Games that go long may request a late start for the next round.

Time Control: G/75; +30. Late default: 60 minutes.

Rating: Triple rated in NWSRS, USCF, and FIDE. Higher of July USCF or current NWSRS rating used to determine section, pairings, and prizes. CFC rating used for Canadian players if it is higher.

Memberships: Current US Chess and WCF membership/Northwest Chess subscription required. Memberships must be paid at time of registration.

Prize Fund: \$5,500 based on 100 paid entries.

Newport Open: 1st-4th: \$500-\$400-\$300-\$250. 1st-2nd U2100: \$175-\$150, 1st-2nd U1900: \$175-\$150.

Somerset U1700: 1st-4th: \$400-\$300-\$200-\$150, 1st-2nd U1600: \$125-\$100, 1st-2nd U1400: \$125-\$100.

Lakemont U1200: 1st-4th: \$300-\$250-\$200-\$150, 1st-2nd U1000: \$100-\$75, 1st-2nd U800: \$100-\$75.

Special Prizes (per section): Forest Drive Biggest Upset Win: \$20/rd., Factoria Best Female Player (by TPR): \$50, Cougar Mountain Best Senior Player (by TPR): \$50, Newport Hills Best Dressed: \$20/day.

Byes: Up to 2 half-point byes available if requested before the end of round 2.

Registration: Online at nwchess.com/OnlineRegistration. Pay by SettleKing (Washington Chess Federation), Zelle ([wa-chess](https://www.zelle.com)), or mail a check to WCF. Registration and payment **deadline: Fri. 7/17 @ 5pm**. No registrations accepted or refunds offered after the deadline.

Eastgate Blitz: Sunday 6-8:30pm (after rd. 5 of main tournament). **Entry Fee:** \$30. **Format:** A 9-Round Single Swiss in one section, 2 half-point byes available. **Dual USCF Blitz + FIDE Blitz rated.** **TC:** G/3; +2. **On-site registration:** 5:00-5:45pm. Rds. Sun @ 6pm, 6:15, 6:30, 6:45, 7, 7:15, 7:30, 7:45, 8pm. Closing Ceremony ~ 8:15pm or asap. Current US Chess membership required. Higher of July 2026 USCF Blitz or Regular rating used to determine pairings and prizes.

Prize Fund: \$750 (based on 50 paid entries)

1st - 3rd: \$170-140-100, 1st U2000/U1700/U1400/U1100/Unrated: \$50. Biggest upset win: \$10/rd.

Questions – Josh Sinanan, WCF President, 206-769-3757, washingtonchessfederation@gmail.com

Buckendorf Senior State Championship

Jeffrey Roland

The Idaho Chess Association (ICA) held its final tournament on Saturday, May 16, 2026. The Buckendorf Senior State Championship was held in Boise in a location that most of the players and even the Chief TD could not find very easily! It was a place called NeighborHub at 190 N. 8th Street. Nine players played for the



Jeff Gamble. Photo credit: Jeffrey Roland.

title of Idaho Senior State Champion, and a chance to represent Idaho in the John T. Irwin National Tournament of Senior State Champions to be held during the U.S. Open. The tournament was directed by Jeff Roland (Chief) and Brian Lange (Assistant) in his first event as a tournament director.

Jeff Gamble won first place with a perfect 4.0/4 score, followed by Brian Lange in second place with 3.5/4 points. Last year's winner, Zygmund Mayer, and Ryan Gallivan were third and fourth respectively. Former Idaho State Champion Michael Henderson and David Zaklan were fifth and sixth with 2.0/4 points. And in the final point group, Chris Pentico, Tom Booth, and playing in his first tournament, Richard Cordova with 1.0/4 points.

It was great to see these chess players and the good sportsmanship

and camaraderie that came along with it. These players have been around long enough to realize the value of over-the-board chess. To OTB or Not to OTB gets a solid vote for OTB here. Many of the players have been co-competitors and rivals as far back as the 1980's (seeing Chris Pentico and Michael Henderson play in round four, for example, showed players who have built decades-long respect for one another.)

This tournament was not at all blunder-free—on the contrary—but it was representative of the true spirit of chess and a great final tournament for the ICA. Two days later, on May 18, the Idaho Chess Network (aka Idaho Chess Federation) came into being, and Idaho Chess will see a new chapter, building respectfully and graciously on the old—with new leadership, vision, and energy going forward. ...and the beat goes on!

2026 Buckendorf Senior State Championship												
#	Name	Rating	R1	R2	R3	R4	Total	Tie-1	Tie-2	Tie-3	Tie-4	
1	Jeff S. Gamble	2132	W8	W5	W6	W3	4	6.5	10	19.5	6	
2	Brian S. Lange	1539	W9	D3	W7	W6	3.5	5.5	8.5	16.5	5	
3	Zygmund Mayer	1842	W7	D2	W5	L1	2.5	10.5	7.5	26.5	9.5	
4	Ryan Odell Gallivan	1428	L5	-H-	W9	W8	2.5	3	4	6	3	
5	Michael Henderson	1800	W4	L1	L3	W7	2	10	5	24.5	5	
6	David Allen Zaklan	1314	-B-	W8	L1	L2	2	8	6	19.5	4	
7	Christopher Pentico	1439	L3	W9	L2	L5	1	8.5	3	21	5	
8	Tom R. Booth	1500	L1	L6	-B-	L4	1	8	1	20	4	
9	Richard Cordova	Unr.	L2	L7	L4	-B-	1	7	0	15.5	3.5	

Tiebreaks: Solkoff, Cumulative, Cumulative Opposition, Modified Median.

Games

David Allen Zaklan (1314) –
Brian S. Lange (1539) [A51]

Buckendorf Senior State Championship
Boise, Idaho (R4), May 16, 2026
[Ralph Dubisch]

1.d4 Nf6 2.c4 e5 3.e3

The main lines of the Budapest Gambit are reached after 3.dxe5±, when Black can choose between the semi-respectable 3...Ng4 (and 3...Ne4, the highly speculative Fajarowicz variation.)

3...exd4 4.exd4 Bb4+ 5.Nc3



Position after 5.Nc3

5...Ne4?!

A little prematurely aggressive. 5...d5; 5...0-0

6.Qd3

6.Qc2; or 6.Qb3 seem more natural squares for the queen, leaving d3 for the light-square bishop.

6...Qe7

6...0-0

7.Be3



Position after 7.Be3

7...Nc6

7...d5 8.cxd5 Bf5♣ Black is better coordinated, with generally smoother development.



L-R: David Zaklan, Brian Lange. Photo credit: Jeffrey Roland.

8.Nf3

8.Nge2 0-0 9.a3 Bxc3+ 10.Nxc3 Nxc3 11.Qxc3± gives White the bishop-pair and a central space edge.

8...0-0 9.Be2 Re8 10.0-0 Bxc3 11.bxc3 d6



Position after 11...d6

12.Rab1

Putting more major pieces on the b1-h7 diagonal. 12.Qc2 Bf5 13.Bd3 Bg6 14.Rfe1 is fine, but also draws attention to White's decision to place the queen on d3 back on move six.

12...Na5?!

12...Bf5! 13.Rxb7 (13.Rb5 Bg6 14.Re1 Nxf2!♣) 13...Ng3 14.Qd2 Nxf1 15.Bxf1 Be4♣

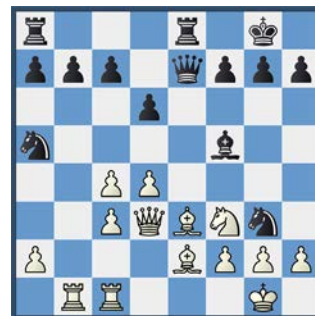
13.Rfe1 Bf5??

13...b6

14.Rec1??

14.Rb5!± is a fork.

14...Ng3!



Position after 14...Ng3

15.Qd2

Black is essentially winning, so one way to make things interesting and imbalanced is 15.hxg3 Bxd3 16.Bxd3♣ Sure, White is down a queen, but the solid wall will require some demolition before Black can prove the advantage.

15...Nxe2+ 16.Qxe2 Bxb1 17.Rxb1 f5 18.Qd3 Qe4 19.Qxe4 Rxe4 20.Nd2 Re7 21.Rb5 b6

Another way to shed the f-pawn is 21...f4
22.Bxf4 Re1+ 23.Nf1 b6+ with active
rooks.

22.Rxf5 Rf8 23.Rd5

23.Rb5

23...Nc6 24.Nf3 Ref7 25.Ng5 Rf6 26.Ne4
Rf5 27.Rxf5 Rxf5 28.Ng3 Ra5+ 29.h3
Rxa2 30.Ne4 a5 31.Nd2 Rc2 32.Nb1 a4
33.Na3 Rxc3 34.Nb5 Rxc4 35.Nxc7 a3
36.Nb5 a2 37.Nxd6 a1Q+ 38.Kh2 Rxd4
39.Nf5 Rb4 40.Nd6 Qe5+ 41.g3 Qxd6

0-1

**Christopher Pentico (1439) –
Michael Henderson (1800) [B48]**
Buckendorf Senior State Championship
Boise, Idaho (R4), May 16, 2026
[Ralph Dubisch]

1.e4 c5 2.Nc3 Nc6 3.Nf3 e6 4.d4 cxd4
5.Nxd4 a6 6.Be3 Qc7 7.Nxc6 bxc6
8.Bd3 Nf6 9.0-0 d5 10.exd5

10.f4

10...cxd5 11.Re1 Bd6 12.g3

12.h3

12...0-0 13.Bg5 Be7 14.Bf4 Qc6 15.h4
Bb7 16.Qf3 Qb6 17.Na4 Qb4 18.b3 Bc6
19.c3 Qb7 20.Qh1?!

20.Be5 d4 21.Qe2 Bh1 22.Qf1 and White
is close to equality.

20...d4 21.Qh3 Rfd8

21...Bxa4 22.bxa4 dxc3

22.cxd4 Rxd4 23.Bf1 Bxa4 24.bxa4
Rxa4

24...Nd5

25.Bg2 Nd5



Position after 25...Nd5

26.Rab1

26.Rxe6! Rd8 (26...Nxf4 27.gxf4 Qb2
28.Rf1 fxe6 29.Qxe6+ Kh8 30.Bxa8;
26...fxe6?? 27.Qxe6+ Kh8 28.Bxd5 Qc8
29.Qxe7+-)

26...Rb4 27.Bxd5 exd5

27...Qxd5

28.Qf5 Bf6 29.Rbc1 Rc4 30.Rb1 Qc6
31.h5 d4 32.Be5

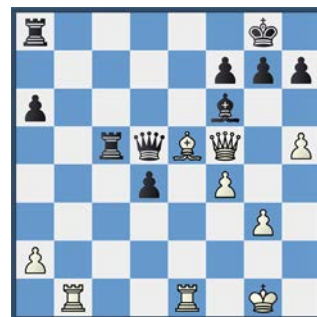
32.h6

32...Rc5 33.f4?

33.Qf4

33...Qd5?

33...Re8



Position after 33...Qd5

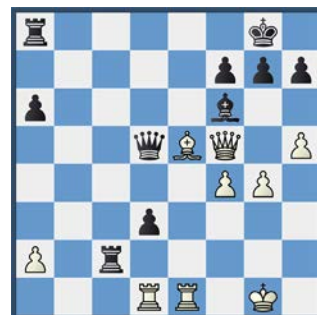
34.g4

White has a hard to see final saving
tactic here. 34.Bb8!! Qc6!! (34...Qd8
35.Qxc5 Rxb8 36.Rxb8 Qxb8 37.Qc7!
Qa8 38.Rb1+-; 34...Qxf5?? 35.Re8#)
35.Qxc5! Qxc5 36.Re8+ Qf8 37.Rxf8+
Kxf8 38.Kf2, and Black's extra pawn
doesn't confer any advantage. White has
activity and the ability to restrict the black
rook, while targeting the d-pawn. 38...a5
39.a4 Ra6 40.Rb5

34...d3 35.Rbd1

35.Bxf6 Qxf5 36.gxf5 gxf6

35...Rc2



Position after 35...Rc2

36.Re4

36.Qe4 Qxe4 37.Rxe4 Bxe5 38.Rxe5 d2
39.Rd5 Rxa2 40.R5xd2 Rxd2 41.Rxd2
a5 should be winning for Black, with the
rook behind the extra passed pawn.

36...Qxa2

0-1

[If viewing online, click here for video of
the final moments of the game.](#)



L-R: Chris Pentico, Michael Henderson. Photo credit: Jeffrey Roland.



CORVALLIS CHESS CLUB'S 3RD ANNUAL **DAN ROGERS** MEMORIAL

CHESS TOURNAMENT

July 18 and 19, 2026 • 5-SS, 90+10

📍 **Comfort Suites** at Linn County Fairground, 100 Opal Ct, **Albany, Oregon**



\$40 Entry Fee
(NTAFLOF)

REGISTRATION

\$40 EF! Visit corvallischess.org for the direct registration link, or scan the QR code. *Registration ends July 17 2026 at 5pm. No onsite registration. Registration will close at 120 players.*

SCHEDULE

Player's Meeting: Sat. 9:50am

Saturday: 10am, 2pm, 5:30pm, 9pm Blitz Tournament.

Sunday: 10am & 2pm.

Winners announced end of R5.

\$3000 GUARANTEED PRIZE FUND

OPEN: \$500-350-250. **Under 1600:** \$400-300-200. **Under 1000:** \$300-200-100.

Two half-point byes allowed, must request before first round. \$15 Play-Up fee.

BONUS PRIZES: **Top Female:** \$100 (NB allowed). **Mixed Doubles:** \$200 Best male+female 2-player team combined score among all sections. Team must average under 1900, may play different sections. Register (no extra fee) by 2pm Sat. **Top Unrated Player:** \$50. **Top Upset:** \$50.

5+3 BLITZ TOURNAMENT: Sat. 9:00 pm, register on site by 8:50 pm. \$10 EF. 80% prize payout!

USCF RATED - MEMBERSHIP REQUIRED - See uschess.org for details.

HOTEL RATE: \$169+tax double queen or king, includes free full hot buffet breakfast. Pool, sauna, gym, and other amenities. Reserve by 6/22/2026, call 541-928-0921 and request chess rates.

Tournament Organizer: **Jim Nelson** (CCC President) - jwnelson.nelson1@gmail.com

You can visit corvallischess.org for registration link and information.

Washington State Scholastic Chess Championship

WSSCC Organizers

The 2026 Washington State Scholastic Chess Championships (WSSCC) were held at the Greater Tacoma Convention Center on Saturday, April 25. Formerly known as the Washington State Elementary Chess Championships (WSECC), the event was renamed starting from this year with “Scholastic” replacing “Elementary” to reflect the inclusion of middle and high school sections in addition to the elementary sections, which comprise most of the field. This year’s event set a record for the largest chess event ever hosted in Washington State, with a whopping 1,538 players in attendance! The record attendance was up 41 players from last year and marked the first time the numbers have eclipsed 1,500 players.

The festivities kicked off on Friday evening with a fun puzzle solving competition followed by a bughouse tournament in the Courtyard Marriott across from the Convention Center. The main event started Saturday morning at 9:00 AM, with most games taking place on the fifth floor of the Tacoma Convention Center. As has become customary with this event, the Kindergarten section took place on the fourth floor and ran on an accelerated schedule, wrapping up just after 1:00 PM. The Middle School Open Championship two-day section took place at the Courtyard Marriott, with 20 players vying for the title of Washington State Middle School Chess Champion. Between all the players, parents, friends, tournament directors, vendors, and

convention center staff, the Greater Tacoma Convention Center was stretched to its limits and likely surpassed 6,000 persons on the premises during peak times throughout the day.

Besides the name change, the 2026 edition of the WSSCC brought back a few key events that existed pre-pandemic, including the two-day Middle School Championship section as well as the Friday night side events—puzzle-solving and bughouse! By popular demand, the Middle School Championship section, which was run on a one-day condensed schedule over the past few years, was expanded to a two-day event with a longer time-control to better serve the stronger players who use more time. With 20 players taking part in the two-day Middle School event, the organizers hope to continue growing this event in future years to better serve the middle school chess community. The Friday night side-events Puzzle Solving and Bughouse were brought back for the first time in six years to offer some fun warm-up activities for those arriving a day early and spending Friday night at a nearby hotel. Bughouse especially can be a great way to decompress and blow off some steam the night before the big event.

A constant stream of entries from across the state, often with inflections just before entry fee price-bumps, set the stage for this year’s amazing attendance record. In total, there were 19 distinct sections offered this year to serve players of all ages and levels: Kindergarten, First Grade Championship, First Grade Premier, Second Grade Championship, Second Grade Premier, Third Grade Championship, Third Grade



Overview of the playing hall. Photo credit: Meiling Cheng.

Premier, Fourth Grade Championship, Fourth Grade Premier, Fifth Grade Championship, Fifth Grade Premier, Sixth Grade Championship, Sixth Grade Premier, Middle School Championship two-Day, Middle School U1500, Middle School U1100, High School Open, High School U1100, and Adult U1500.

A group of experienced chess organizers from throughout the United States collaborated to manage the logistics of hosting a tournament of such epic proportions. The gargantuan event ran incredibly smoothly in large part due to the efforts of the WSSCC Organizing Committee, tournament directors and judges, the Tacoma Convention Center Staff, and numerous supporters and volunteers! Several key staff members were recruited and flown in to serve in senior roles, including International Arbiters Chris Bird from Arizona and Glenn Panner from Chicago, as well NTD Maret Thorpe from Chicago. We would especially like to thank chief organizer Jacob Mayer, Master of Ceremonies Norm May, the dynamic pairings team of Ben Radin and Todd May, chief of staff James Stripes, MS two-day Championship TD Mani Atikankhotchasee, Kindergarten section Chief Lane Van Weerdhuizen, Kindergarten assistant TD and CEA Treasurer Gelareh Golanbar, lead runner Heather May, help desk supervisors Donna May and Marilyn Wilke, hand pairings team Brad Stensland and Tim Campbell.

Chess Enrichment Association (CEA) board members President Josh Sinanan and Edith Lau provided additional support along with numerous volunteers, scorekeepers, and floor judges including Siva Sankrithi, Sarang Sankrithi, Vivaan Sankrithi, Sangeeta Dhingra, Allen Messenger, Ani Barua, Christian Brickhouse, Trey Slaten, Jess Radin, Peter Zou, Sridhar Seshadri, Minda Chen, Henry Getz, Shuyi Han, Craig Moore, Mythri Achar, Vijay Sankaran, IM Anthony He, Daniel Qian, Selina Cheng, David Hirschowitz, Shelly Hirschowitz, Kevin Hirschowitz, Garima Chandra, Edward Cheng, Siddharth Agrawal, Detective Cookie, Durga Devaraj, Carola Sonder, Max Schmidt-Warnecke, Walter Guity, Daniel Wilke, Ethan Neff, David Hirschowitz, Adam Porth, Nicholas Liotta, Daniel Shubin, and Lennart Bjorksten. Special VIP guests included WIM Megan Lee, IM Georgi Orlov, IM Anthony He, GM Emil Anka,



Giant chess between rounds. Photo credit: Meiling Cheng.

and GM Vladimir Belous. Special thanks to our sponsors SettleKing and DiClano, Issaquah Highlands Chess Club, the Bolander Family, and the Levine Family.

The Tacoma Convention Center staff and security personnel seamlessly managed crowd control and the entrance to the playing hall, which only players and designated personnel with official badges were permitted to enter after the start of each round. Chess photographer and videographer wonder woman Meiling Cheng was once again our official photographer and captured many memorable moments through picture and video over the course of the day, all of which can be seen on the CEA Facebook page: <https://www.facebook.com/Chess-Enrichment-Association-103012328212247>.

Our official vendor this year was once again Northwest Designs Ink, a customized apparel company based in Bellevue, who were selling t-shirts and other customized chess-themed goodies. Our beloved chess book and equipment vendor John Dill from Spokane attended State but decided not to set up his vendor tables due to health issues, but we sincerely hope John will be back in future years! On the third floor just outside the parent waiting room, several vendors set up tables and had a steady flow of

traffic throughout the day, including: Chess4Life, Excel with Chess, Grand Knights Chess Academy, Cedric Davies, Chess Inclusive, and Embroiderrific.

As the USCF-rated Championship sections continue to grow and expand, more games begin with chess clocks used for the entire game, and the organizers are making a concerted effort to bring enough chess clocks to state each year. This year's state event had over 500 clocks ready to go in case games ran long, with most games in the Premier sections still starting without a clock. As the game gets faster and players continue to improve their skills, we encourage more players to practice using chess clocks and become familiar with their operation and best practices during the offseason.

After the marathon weekend of 3,000+ rated chess games, an awards ceremony was held Saturday evening to honor the top-scoring players and teams. In the spirit of expediency, those achieving a mere "plus" score of 3.0, 3.5, or 4.0 points were awarded a point-based trophy immediately following the completion of their final round game. Players who did not earn a trophy were awarded a commemorative participation medal. Special congratulations to the winners!

Kindergarten: Louis Xu (5.0, 875→922) and Yichen Liu (5.0, 797→877).

First Grade Championship: Baoshuo Yao (5.0, 1426→1456).

First Grade Premier: Ardthikshwar Sudhakar (5.0, 769→881) and Sathya Akshaj (5.0, 769→872).

Second Grade Championship: Easton Ren (5.0, 1498→1529)

Second Grade Premier: Isaac Avesar (5.0, 618→804), Dangdang Liang (5.0, 695→822) and Shirley Wang (5.0, 626→792).

Third Grade Championship: Mikhail Lagzdin (4.5, 1441→1469), Skandha Raj (4.5, 1562→1562), Kaiyi Han (4.5, 1322→1346), Loida Guo (4.5, 1539→1548) and Jeremy Ge (4.5, 1250→1348).

Third Grade Premier: Peter Goncharenko (5.0, 732→907), Eric Zhao (5.0, 774→917), Nolan Xie (5.0, 740→906) and Vihaan Ramana (5.0, 689→845).

Fourth Grade Championship: Anyi Li (5.0, 1421→1486).

Fourth Grade Premier: Alston Margetan (5.0, 819→1001), Golan Ben Simon (5.0, 781→955) and Brandon So (5.0, 828→1011).

Fifth Grade Championship: Aaron Huang (4.5, 1025→1343) and Adith

Vijay (4.5, 1351→1420).

Fifth Grade Premier: Vidur Jariwala (5.0, 984→1077) and Dhruv Deshmukh (5.0, 839→1006).

Sixth Grade Championship: Karsh Havaladar (5.0, 1530→1628).

Sixth Grade Premier: Maximilian Lange (4.5, 922→1019), Adam Swindell (4.5, 880→1005), Andrew Qi (4.5, 991→1035), Adhrith Cheruku (4.5, 882→984) and Khai Tang (4.5, 877→963).

Middle School Open: Arnav Gadde (5.0, 1877→1930).

Middle School U1500: Austin Damrau (5.0, 1254→1424).

Middle School U1100: Anirudh Praveenkumar (5.0, 1145→1206), Kevin Jibin (5.0, 988→1140), and Arnav Shah (5.0, 1067→1165).

High School Open: Quinn Zhen Rampenthal (4.5, 1542→1604).

High School U1100: Pranav Annareddy (5.0, 1095→1220).

Adult U1500: Rohit Singhal (4.0, 1326→1487), Brandon Turnbo (4.0, 1300→1606), Kashif Alam (4.0, 1300→1573) and Jianzhe Luo (4.0, 1323→1387).

In addition to the individual trophies, plaques were awarded to the top-scoring teams across grades K-6 for both the

Championship and Premier sections. Team score consisted of the top 5 scores from players attending the same school. Three levels of tiebreaks based on strength of opposition were used to break ties between teams with the same score. Congratulations to the top-scoring teams!

Top 10 Championship Teams

- First: Somerset Elementary (18.0, Bellevue)
- Second: Medina Elementary (16.0, Bellevue)
- Third: Open Window School (16.0, Bellevue)
- Fourth: Ella Baker Elementary (15.0, Redmond)
- Fifth: Bear Creek School (15.0, Redmond)
- Sixth: Chestnut Hill Academy (15.0, Bellevue)
- Seventh: Jing Mei Elementary (14.5, Bellevue)
- Eighth: Bellevue Children's Academy (14.5, Bellevue)
- Ninth: Evergreen School (13.5, Shoreline)
- Tenth: Cascadia Elementary (13.5, Seattle)

Top 10 Premier Teams

- First: Medina Elementary (19.5, Bellevue)
- Second: Christa McAuliffe Elementary (18.0, Sammamish)
- Third: Wedgwood Elementary (17.5, Seattle)
- Fourth: Thurgood Marshall Elementary (17.0, Seattle)
- Fifth: Cougar Ridge Elementary (17.0, Bellevue)
- Sixth: Endeavour Elementary (16.0, Issaquah)
- Seventh: Somerset Elementary (15.5, Bellevue)
- Eighth: Ruby Bridges Elementary (15.0, Bothell)
- Ninth: Kokanee Elementary (15.0, Woodinville)
- Tenth: Dutch Hill Elementary (15.0, Snohomish)

Congratulations to the amazing chess warriors who competed and many thanks to all who contributed to this fantastic event!

Pack your bags for State next year, set to take place at Spokane Convention Center on Saturday, April 24, 2027.



Players at the WSSCC. Photo credit: Meiling Cheng.

TOURNAMENTS



venue & mail

**7212 Woodlawn Avenue NE
Seattle, WA 98115**

info & events calendar

www.seattlechess.club

club & tournament inquiries

contact@seattlechess.club

June 13 (Sat.)

3-round round-robin. 4-player sections by close rating. **Time control:** Game/85 + 10-sec. increment. **Entry fee:** \$15 (+ \$20 day membership for non-SCC). Prepayment required. **Prizes:** winner of each 4-player quad wins free entry to next Quads played within 3 months. **Check-in:** 9:15-9:45am. **Rounds:** 10am, 2 & 6pm. **Byes:** 0 – must play all 3 rounds! **Venue:** TBA. US Chess rated, US Chess membership req'd. **Sign up:** <https://nwchess.com/OnlineRegistration/>.

June Quads

June 27-28 (Sat.-Sun.)

See below.

Emerald City Open

June 3, 10, 17, 24 (Wed.)

Come to the club for casual chess anytime 7-11pm. It's free!

Casual Night

June 5, 12, 19, 26 (Fri.)

One U.S. Chess-rated round per night, 4 rounds per month, at 7:30pm. **Time control:** 40 moves in 90 minutes w/10sec. increment, then sudden death 60 minutes w/10sec. increment. SCC members free, \$5/night others. Play in any or all rounds! **Sign up at** contact@seattlechess.club. **Venue:** Seattle CC, 28 players max.

It's Summertime

Coming up:

- **Mariners game** – July 5; SCC goes baseball, details on our website
- **July Quads** – July 18; tentative, 2B confirmed
- **Seafair Open** – August 8-9; confirmed!

Check our events calendar periodically for confirmed dates.

EMERALD CITY OPEN

JUNE 27-28, 2026

A 5-round Swiss in 2 sections – Open and Reserve (U1800)

PRIZE FUND: \$3,000 BASED ON 60 PAID ENTRIES, 3 PER PRIZE GROUP

OPEN: 1ST \$780 2ND \$520 U2000 \$220

RESERVE: 1ST \$600 2ND \$400 U1600 \$200 U1400 \$120 U1200/UNR \$80

BIGGEST UPSET WIN, EACH SECTION, RDS 1-4 \$10

- ❖ **Time controls:** Round 1 – Game/60 + 10 second increment; Rounds 2-5 – Game/90 + 15 second increment
- ❖ **Entry fees** by 6/20: SCC members \$75, others \$105. After 6/20 add \$10. Unrated – free with purchase of 1-yr US Chess and 1-yr SCC memberships. **Entry fees must be paid within 72 hours of registering or face withdrawal!**
- ❖ **Play up fee:** for USCF 1700-1799 playing in Open section, \$40 SCC members, \$50 others.
- ❖ **Rounds:** Saturday 9:45am, 1:00 & 5:15pm; Sunday 11:00am & 3:15pm. **Check in:** 9:00-9:30am.
- ❖ **Byes:** 2 half-point byes available. Commit at registration for Sunday rounds.
- ❖ **Venue:** Seattle University, Center for Science & Innovation (Sinegal) Building, rooms 100-110. Building is at SW corner of 12th Ave. & E. Marion St., Seattle 98122.
- ❖ **Capacity:** 80 players max.
- ❖ **Register at** <https://nwchess.com/OnlineRegistration>. US Chess membership required.

Waitlist process: SCC's policy is that the first player on the wait list by earliest date of registration is first to be allocated a seat if a seat opens up due to withdrawal or non-payment. The next player then moves up to first. However, SCC members have waitlist priority as follows: If a SCC member registers on the wait list, their registration date will be moved up by 3 days, which may put them above non-SCC waitlisters.

Refund policy: Refunds of entry fees for withdrawals up to 6pm 6/26 will be made subject to a \$10 processing fee + Paypal/Venmo fees. Refunds will not be issued for withdrawals after 6pm 6/26.

Questions? email contact@seattlechess.club.

BELLEVUE CHESS CLASSIC



SAT-SUN, AUGUST 15-16, 2026

EMBASSY SUITES BELLEVUE

3225 158TH AVE SE, BELLEVUE, WA 98008

Format: A 6-round Swiss in three sections:

Tiglon Open, Seirawan U1800 & Donaldson U1300.

Maximum of 200 players, please register early to guarantee your spot.

Schedule: Rounds (6): Sat @ 9am, 1pm, 5pm. Sun @ 10am, 2pm, 6pm. Players whose games run long may request a late start for the next round.

Time Control: G/75; +30 sec increment. Late default: 60 minutes.

Prize Fund: \$6,500 based on 100 paid entries

Tiglon Open: 1st – 3rd: \$650 – \$550 – \$450.
1st U2100/U1900: \$225.

Seirawan U1800: 1st – 3rd: \$550 – \$450 – \$350.
1st U1700/U1500: \$225.

Donaldson U1300: 1st – 3rd: \$450 – \$350 – \$250.
1st U1200/U1000: \$225, 1st Unrated: \$170.

Special Prizes (per section):

Biggest Upset Win: \$20 per round
Best Female Player (by TPR): \$75.
Best Senior Player (by TPR): \$75.
Best Dressed: \$20/day.

Entry Fee: \$125 by Aug 8, \$150 after. \$75 play-up fee if rated 1700-1799 USCF or 1200-1299 USCF and playing in Tiglon Open or Seirawan U1800, respectively. Free entry for GMs, IMs, WGMs, WIMs, or US Chess 2300+. 50% discount for Seniors (50+).

Byes: Two half-point byes available. If interested, request before end of round 2.

Memberships: Current US Chess and WCF membership required, other states accepted. Memberships must be paid at time of registration.

Rating: Triple rated in NWSRS, USCF, and FIDE. Higher of August USCF or current NWSRS rating used to determine section, pairings, and prizes. CFC used for Canadian players if it is higher.

Registration: Online at nwchess.com/OnlineRegistration. Pay by SettleKing (Washington Chess Federation), Zelle (wa-chess), or mail a check to WCF. Registration and payment deadline: Fri. 8/14 @ 5pm. No registrations accepted or refunds offered after the deadline.

Bellevue Classic Blitz: Saturday 8-9:30pm (after rd. 3 of main tournament). **Entry Fee:** \$30. **Format:** A 7-Round Single Swiss in one section, 2 half-point byes available. Dual USCF Blitz + FIDE Blitz rated. **TC:** G/3; +2. **On-site registration:** 7:00-7:45pm. Rds. Sat @ 8pm, 8:15, 8:30, 8:45, 9, 9:15, 9:30. Closing Ceremony ~ 9:45pm or asap. Current US Chess membership required. Higher of August 2026 USCF Blitz or Regular rating used to determine pairings and prizes.

Prize Fund: \$750 (based on 50 paid entries)
1st – 3rd: \$170-\$140-\$100,
1st U2000/U1700/U1400/U1100/Unrated: \$50.
Biggest upset win: \$10/rd.

Questions – Josh Sinanan, WCF President, 206-769-3757, washingtonchessfederation@gmail.com

