

POUDRE SCHOOL DISTRICT K-12 TEAM CHESS TOURNAMENT

Tavelli Elementary School ♦ Saturday, March 24, 2012.

Students are welcome to participate even if they do not have a team! Top scorers will still have an opportunity to win individual trophies.

Student Name: _____

Grade: _____

School: _____

Address: _____

Phone: _____

Email Address: _____ (for mailing future tournament info)

Participant agrees to indemnify, defend and hold harmless Poudre School District and its board members, employees and agents from and against any and all claims, liabilities and causes of action, including attorney fees and costs, for injury of any person caused by Participant and/or for damages to or destruction of any property caused by Participant, which may arise out of or in connection with participation in PSD Scholastic Chess Tournaments. Participant also agrees to indemnify, defend and hold harmless Poudre School District and its board members, employees and agents from and against any and all claims, liabilities and causes of action, including attorney fees and costs, for injury to the Participant and/or for damages to or destruction of property belonging to the Participant, which may arise out of or in connection with participation in PSD Scholastic Chess Tournaments. **The parent/guardian also agrees to supervise the student for duration of the chess tournament.**

Signature of Parent or Guardian if participant is under 18

DATE

Saturday, March 24, 2012

Tavelli Elementary School

1118 Miramont Dr., Fort Collins, CO 80524

Swiss System---ALL STUDENTS PLAY EVERY ROUND--NO ELIMINATION – 5 Rounds

REGISTRATION FEE: **All players in grades K-1 play free!** For grades 2-12, the registration fee is \$15 if postmarked by **March 16, 2011**. On-site registration fee is **\$20**. Please make checks payable to: Poudre School District and mail with this registration to Mary Nichols, Gifted and Talented Coordinator, Poudre School District, Johanssen Support Services Center, 2407 LaPorte Avenue, Fort Collins, CO 80521-2297. Proceeds from this non-profit tournament will be used to support chess in the Poudre School District.

TIMES: Check-in: 7:45 - 8:30 a.m. **ALL PLAYERS NEED TO CHECK-IN!** Players Meeting: (all competitors must attend) 8:30 a.m. Round 1 begins: 9:00 a.m.

If you are registering the DAY OF THE TOURNAMENT, please arrive between 7:45 and 8:15 to register.

TOURNAMENT SECTIONS: By grade based on registrations.

BYES: Players unable to attend the tournament for a certain round may request a “half-point bye”. This type of bye awards a player the same score as a draw. Up to two half-point byes may be requested but they must be requested before tournament play begins and are not available for the final round of play.

PRIZES: Trophies will be awarded to the top five players in each section. Participation ribbons will be awarded to all players who do not win trophies. Awards ceremony will begin at approximately 3p.m. Team trophies will be awarded to the highest scoring teams in each section. For more details about the team tournament, visit the PSD Chess website: <http://www.psdschools.org/academics/curriculum-subject-areas/gifted-and-talented/chess>

LUNCH: 45 minutes between the end of round 3 and the beginning of round 4. Pizza (\$1/slice) and drinks (50 cents) will be made available for lunch or you may bring your own.

SUPERVISION: **All children are required to have adult supervision.** Parents are responsible for arranging for the supervision of their children. The playground is available between rounds. Tournament Directors will supervise the tournament area. Parents will *not* be allowed in the playing area in the tournament room.

QUESTIONS: PSD Contact: Mary Nichols, Gifted and Talented Coordinator, Poudre School District (970) 490-3076, or manichol@psdschools.org. CSU: Michael Kirby, Department of Mathematics, (907) 491-6850 or Kirby@math.colostate.edu

Below is the link which will take you to the relevant information page.

<http://www.psdschools.org/academics/curriculum-subject-areas/gifted-and-talented/chess>