CHESS

Classical and Blitz

- 1. Each team must consist of four players and one reserve (optional).
- 2. The Rounds will be held in a Pool System.
- 3. All FIDE basic gameplay rules apply.
- 4. Each match in the tournament will be played over four boards.
- 5. The time control will be 90+30 and 5+0 for Classical and Blitz respectively.
- 6. A list of the players in the team with their respective board numbers should be provided to the Organiser before the pairings.
- 7. Team Captain's Role is as mentioned in FIDE Competition Rules (12).
- 8. Additional rules for Blitz will be explained on the venue.

Puzzle-Solving

- 1. Each team must consist of at most three players.
- 2. There will be a set of puzzles of varying difficulty.
- 3. The aim is to score maximum points within the stipulated time (typically, an hour).

Contact

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