



HUMAN CHESS



ENTRY FEES

₹70 /- Per Person



TEAM

2 Players



Rs

7000/-

A real-life giant chess board, with you as the pawns! Yes, please! Interested? Get “on-board”!

Round 1

- The simple “blitz” chess game will be played by the participants.
- The team will play together on the board and each team will get a time limit of 3 minutes with an increment of 3 seconds.
- In this round the winner of the game will be decided on a checkmate basis. If either of the team fails to finish the game by checkmate, then winners will be decided based on the points earned by the team.

Points:

- Pawn - 1 point
- Bishop/Knight - 3 points
- Rook - 5 points
- Queen - 9 points
- In case of a tie, each team will get 1 extra minute with 3 seconds increment.



Round 2

- In this round, the setup of a giant chess will be there, and the qualifying teams will play round 2 in an open area.
- The “Human Chess” game will be played by the teams.
- Here the volunteers will become the chess pieces on the giant chess board.
- Round 2 will be played in “HAND and BRAIN” format, wherein from each team, one player will decide which of the chess pieces will move and the other will decide where it will go.
- Each team will get nearly 7-8 minutes in this round and each game will be played in 15 minutes.
- Half of the teams will qualify for the final round.

Round 3

- In the final round, the teams will play the human chess game on a giant chess board with the rules of the basic chess game.
- Each team will get exactly 15 minutes to play in the game, so in this round, each game will be played in 30 minutes.
- This round will also be played in “HAND and BRAIN” format, wherein from each team, one player will decide which of the chess piece will move and the other will decide where it will go.
- In Round 3, Players are **not permitted** to communicate.
- The winning teams will be decided from this round based on checkmate.
- The prize winner will be decided on a timely basis.

Rules And Regulations

Round 1

- The players have to play in teams of 2 and they have to score maximum points to win the round.
- The points will be given based on the chess piece they eliminate from the opposing team.
- This round will be played 2 times internally.



Round 2

- The players will play human chess in an open space.
- They have to play the game, within the given time limit only, each team will get 7 minutes with no increment.
- Both the players of the team have to stand in the adjacent corners of the mega chess board allotted by the coordinators.
- Both the players of the team can communicate with each other. One will decide where the pawn will move and the other will decide where the other pieces will move.
- Moving the pawn and the rest pieces will go simultaneously.

Round 3

- In this round, the players will have to play the game within the given time limit.
- In this round, the players cannot communicate with their team while playing.
- At the end of round 3, we will have 5 winning teams. Among them, prize winners will be decided on a time basis. The team taking lesser time to checkmate the opposing team will be ranked accordingly.
- If there is a tie then the winners will be decided by the points. The team to score more points will be awarded the winner.

JUDGING CRITERIA

- The teams will be judged based on the number chess pieces they eliminate from the opposing team within the given time in the 1st round.
- Each chess piece will have specific points and the teams will get the points accordingly, based on which, they will qualify the rounds 1 and round 2.

Event Coordinators

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