



HUMAN CHESS

Entry fee : 70/p

Team : 2

Winning Worth : 7000/-

"Simple chess game but pieces are human. Team of two on each side."

ROUND 1 : BLITZ

- The teams will play a simple game of "Blitz" Chess in a League format
- Each team gets 3 minutes, with an increment of 3 seconds
- Winners will be decided on the basis of checkmates
- In case of a tie breaker round, each team gets 1 minutes with 3 second increments

ROUND 2 : PAWNS AND THE REST

- The team will get 7 minutes to finish the game, without increments.
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- One player controls the pawns and the other player controls the rest of the pieces.

- The choice for responsibility in human chess will be done randomly
- In case of a tie breaker round, each team gets 3 minutes

ROUND 3 : HAND AND BRAIN

- Each team gets 15 minutes without increments
- The players cannot communicate with each other
- In case of a tie breaker round, each team gets 10 minutes

RULES AND JUDGING CRITERIA :

ROUND : 1

- In the round 1, the players have to play in teams of 2 and they have to check mate the opposing team or have to score more points to win the game
- The points will be given on the basis of the chess piece they eliminate of the opposing team.
 - Queen – 9 points
 - Rook – 5 points
 - Bishop/Knight – 3 points
 - Pawn – 1 point
- This round will be internally played 2 times.
- The players will have to play within the given time criteria.
- Each team will get 3 mins with an increment of 3 seconds

ROUND : 2

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

ROUND : 3

- In this round, the players will have to play the game within the given time criteria.
- This round will be played in "HAND and BRAIN" format, where in each team one player will decide which of the chess pieces will move and the other will decide where it will go.
- The winning teams will be decided from this round on the basis of check mate.
- In this round, the players can not communicate within their team while playing.

- At the end of round 3 we will have 5 winning teams. Among them prize winners will be decided by time basis, the team which will take less time to check mate 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 winner.

NOTES

- The final decision lies in the hands of the coordinator. Coordinator reserves the right to change the rounds and the rules on the day of the event.
- If a participant misbehaves or does not obey the rules and regulations of the event, event coordinators reserve the right to disqualify the participant.
- Teams should report 30 minutes prior the event.

EVENT COORDINATORS



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