

2009 Kansas Open & Kansas Quick Championship

Sponsored by the Kansas Chess Association and the Karpov Chess School
www.kansaschess.org

Dates: July 10 to July 12, 2009

Location: LINDSBORG, KS Dorm rooms available at Bethany College: \$35 per room per night--one or two to a room (linens included, but beds not made). Reservations by 7/03/2009. Call Roxie Sjogren at 785-227-3380 Ext 8158 from 8am till 12:30pm Monday through Friday or e-mail sjogrenr@bethanylb.edu . Check into rooms only Friday 7/10-4pm to 7pm and 7/11-8am to 10am. Check in for dorm rooms at Bethany College Lindquist library. Motels rooms available: check www.lindsborg.org/tourism.html

Kansas Open-7/11 & 7/12 (Bethany College Library)

Entry Fee: \$45 advance, must be postmarked by July 3rd, \$65 thereafter.

Special Advance Discount: For those entering both the Kansas Open and the Kansas Quick in advance there is an extra \$10 discount.

Scholastic Discount: Scholastic players (K-12 students only) who do NOT want to compete for cash prizes but instead play for one of three plaques (enter Reserve section), the entry fee is \$10.

USCF & KCA membership required: Kansas residents are required to be members of the Kansas Chess Association. Membership is \$10 for family, \$7 for adults, and \$5 for juniors (18 and under). All KCA annual memberships expire before the Kansas Open unless previously renewed for more than one year.

Onsite Registration: 6:00-7:00pm on 7/10 or 8:30am – 9:30am on 7/11

5 rounds SS: 7/11- 10:00, 2:30, 7:00; 7/12 – 9:00, 1:30 (could start earlier, if possible) (A single 1/2 point bye available any round upon request, must be requested before the start of 1st round)

Time Control: Game 120 (two hours). (1 hour 55 minutes with 5 second time delay preferred)

Two Sections: Open Section – Open to all; Reserve Section – 1799 and below

Prizes: (Prizes based on 100 total non-scholastic rate entries in both sections)

Open Section: 1st = \$400, 2nd = \$200, and 3rd = \$100

Class A & Below: 1st = \$200, 2nd = \$100, 3rd = \$50

Bonus prize of \$25 and plaque to top player from Kansas

Reserve Section: 1st = \$400, 2nd = \$200, 3rd = \$100

1599-1400: 1st = \$200, 2nd = \$100, 3rd = \$50

1399 & below & Unrated: 1st = \$200, 2nd = \$100, 3rd = \$50

Bonus prize of \$25 and plaque to top player from Kansas

Kansas Quick Championship-7/10 (At Karpov Chess School, 106 S. Main)

Entry Fee: \$25 advance, must be postmarked by July 3rd, \$40 thereafter.

Scholastic Discount: Scholastic players (K-12 students only) who do NOT want to be eligible for cash prizes and instead play for one of three plaques, the entry fee is \$10.

Onsite Registration: 6:00-7:00pm on 7/10

5 rounds SS: 7/10 – 7:30, 8:00, 8:30, 9:00, & 9:30pm

Time Control: Game 10 Using USCF Quick Ratings, if available.

Prizes: 1st = 300, 2nd = \$200, 3rd = 100

Class A, B, C and below and unrated each 1st = \$100, 2nd = \$50

Bonus Prize of \$25 and plaque to top player from Kansas

Prizes will not be paid until 7/11. (All prizes are based on 50 non-scholastic rate entries)

Kansas Bughouse Championship-7/10 (at Karpov Chess School, 106 S. Main)

Entry Fee: \$10 per person (\$20 total for two man team)

USCF & KCA membership-not required

Onsite Registration: 3:30 to 4:00pm 7/10

5 Round SS: Starts at 4pm 7/10

Time Control: G/5 minutes (blitz)

Prizes: All entry fees go towards Prize fund: plaques to each member of winning team

Rules: see page 3 of ad

Kansas Chess Association Annual Meeting at 8:00 am on July 12th. KCA memberships must be current to vote.

All checks are to be made out to “Kansas Chess Association”.

Mail Entries to: Laurence Coker, 8013 W. 145th St, Overland Park, KS 66223

For questions call 913-851-1583 or email wlcoker7@hotmail.com

BUGHOUSE RULES

Rules:

All standard blitz chess rules apply with addition to the following:

1. Can place check or mate with any piece.
2. Can only place pawns on the 2nd-7th rank.
3. Clock move. A move is not completed until you hit your clock. This also means that you cannot give a captured piece to your partner until you hit your clock.
4. When a promoted pawn is captured, it becomes a pawn again when given to your partner.
5. You cannot hide your pieces!! The first offense is a warning. The second is an automatic forfeit.
6. Cell phones turned off. If a phone rings while a game is in progress, the game will be forfeited by the offender on the first offense.
7. You can not drop capture. You can only drop pieces on an unoccupied square.
8. You can communicate with only your partner during your game.
9. While you can tell your partner where to move, you cannot physically touch your partner's board or the pieces on it.
10. Have fun!!!!