

Washington State Chess Championship Tournament (clocks)•

- **Kindergarten**

- Clocks are not allowed to be used by players in this section. If a game is going very long, the Tournament Director MAY place a clock on the board and assist the player with its use. This is almost never done in Kindergarten. However, it is an option to keep the event running on time.

- **Grade 1-3 – CLOCKS ARE OPTIONAL**

- BOTH Players must agree to the use of a clock at the beginning of the Round. The clock must be supplied by the players themselves. Black gets to decide which side of the board the Clock is positioned on regardless of who supplies the clock.
- If a clock is not already on the board and the game has gone on for 40 minutes, a clock will be placed on the board. 10 minutes will be given to each player.

- **Grade 4-6 – CLOCKS ARE ENCOURAGED**

- If ONE PLAYER wants to use a clock, it must be used at the beginning of the round. The clock must be supplied by the players themselves. Black gets to decide which side of the board the Clock is positioned on regardless of who supplies the clock.
- If a clock is not already on the board and the game has gone on for 40 minutes, a clock will be placed on the board. 10 minutes will be given to each player.
- We expect that if players are strong enough to remain undefeated into the last round of the State Championship, they possess the skill and should have their own clock. The Event is not expected to provide these. A limited number of inexpensive clocks are available in the concession area.

- **Approved Time Controls – ELEMENTARY SCHOOL**

- If a clock is used at the beginning of the game, it must be set to G/25 with a 5 second delay or G/30 sudden death (no time delay).
- If a clock is placed on the board by a judge after 40 minutes, it will be set to allow for 60 minutes of total play time (usually 10 minutes per side, no delay) unless it takes time to get the clocks on the board at the Head Judge's discretion. Clocks may be placed as early as 35 minutes as it may take 5 minutes to distribute all the clocks.

- **Middle School**

- All Middle School players are expected and required to bring and play with their own clocks. A limited number of inexpensive clocks are available for purchase by concessionaires. If neither player has a clock to play with, they will be given a warning the first time and allowed to play one round without a clock (clocks provided after 40 minutes). Thereafter they will be issued a double forfeit and will not be allowed to play that round.
- Time Controls
 - U1100 event – G/25 – 5 seconds delay or G/30 no delay – Same as elementary school.
 - Reserve Section (Under 1500) – G/45 with 5 seconds delay
 - OPEN (2 day event) – G/90 with 5 second delay