

2024 North Carolina K-12 Girls State Championship

Date: Saturday, March 16, 2024

Location: Ravenscroft School, Raleigh (Cox Court Gym)

Eligibility: Open to all Scholastic (PK-12) girls currently residing or attending school in NC

REGISTRATION FEES

- Before Feb 26: Entry fee \$30
- Feb 26 March 13: \$35
- March 14 or 15: \$40
- Register Onsite 8:00am to 8:30 am: \$45; (likely half point bye Round 1)

FORMAT

- ♦ 4 Sections: OPEN; U1200; U700; U250
- ★ Prizes: Trophies to top 3 girls in each section, and class prizes are as follows:
- ★ Open section 1st each in: U1800, U1600, U1400
- ★ U1200 section 1st each in: U1100, U1000, U900, U800
- ★ U700 section 1st each in: U600, U500, U400, U300
- ★ U250 section 1st each in: U200, U150
- ★ Team trophies to top 3 school teams in U700, U250. Travel stipend for Open winner attending 2023 USCF Haring tournament. Other prizes may be awarded
- ♦ 4 round Swiss System; Time control: G/45; d5
- Playing schedule: Sat, March 16: Round start times 9am; 11:30am; 2pm; 4pm
- Up to 1 bye allowed for any round declared before Round 3

SIDE EVENTS

 Master Simul and 2024 Women's Tournament of Champions USCF membership required; DKC will use vouchers to create new scholastic memberships, or to replace expired scholastic memberships.

Sponsors: North Carolina Chess Association and Indermaur Chess Foundation

Organizer: Dragon Knight Chess

For more information please visit: <u>www.dragonknightchess.com/tournaments/</u> or contact Coach Jonathan Schroer at <u>jon@dragonknightchess.com</u> (919)-422-2535 Registration: <u>https://form.jotform.com/240506522987158</u> All Haring tie breaking games G/5; +2, except for Armageddon Game (see below). Unrated; scorekeeping/notation not required.

If illegal move plus clock press:

Ist infraction: I minute added to time of Illegal Movant's opponent; 2nd and all succeeding infractions: I minute deducted from Illegal Movant's time. If I minute deduction results in negative time, Illegal Movant's opponent may claim immediate time win. Games not required to determine Haring winners are optional at TD sole discretion, and do not affect tiebreak trophy winners.

Different numbers of tying players:

<u>2 players:</u>

A. 2 game playoff; if tied 1-1:

B. 2 game playoff; if tied 1-1:

C. Armageddon Game: Color toss (players are allowed to agree upon color, after toss, to disregard toss) and then: Black gets draw odds; White gets 7-5 time odds; 1 second increment. Victorious player (including drawing with Black) is Haring representative.

More than 2 players:

Single round robin. Winner is Haring representative. If Round Robin tied, then players tied for 1st advance to next Playoff Level, or repeat Playoff Level if all tie with a 50% score. Lots drawn to determine playing order.

Exactly 3 players:

First 2 players "A" and "B" draw for colors in the 1st game. The winner of the first game changes color and plays the other player "C" in game 2. Should there be a draw in the 1st game, then the person that had white will play black against the person with the bye from the first round.

More than 3 players:

Single round robin. Winner is Haring representative. If Round Robin tied, then players tied for 1st advance to next Playoff Level, or repeat Playoff Level if all tie with a 50% score.