



ACT JUNIOR CHESS LEAGUE



Interschool Entry Pack

Step One - find your school zone, coordinator, dates, venue & closing times at the ACTJCL website -

http://www.actjcl.org.au/actjcl/school_chess.php

Primary/Secondary

Open/Girls

Zone _____ Date ___/___/___

Entries Close ___/___/___ Venue _____

Coordinator (email) _____

Step 2 - you should find answers to your questions, entry forms & everything else you need in this entry pack. If you don't, contact our Interschool Coordinator -

Tammy Wolffs

interschools.coordinator@actjcl.org.au

Step 3 - have a great time at our events!

"... chess can enhance concentration, patience, and perseverance, as well as develop creativity, intuition, memory, and most importantly, the ability to analyse and deduce from a set of general principles, learning to make tough decisions and solve problems flexibly." (Dr Peter Dauvergne, July 2000).

and it's FUN!

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The girls from ACT school, Curtin Primary (left) at the 2005 Australian Schools Teams Championship (ASTC).

Open Primary, Girls' Primary, Open Secondary & Girls' Secondary teams represent the ACT at the ASTC each year.

Curtin Primary is three time national girls' champions!



Who are we?

The ACT Junior Chess League Inc (ACTJCL) is a non profit organisation aiming to promote chess at all levels for all junior players in the ACT and surrounding areas.

More information about our activities can be found at our website -



<http://www.actjcl.org.au/actjcl/>

In addition to the interschool competitions, ACTJCL has a very full calendar of weekend events, after school & weekend clubs, development programs and representative activities. Children and young people can find the same range of events, activities and opportunities in ACT chess as those they would expect in any other "physical" sport.



Many Canberra school children participate in the National Championships each year with the ACT having one of the largest state teams. We are also well represented at an international level with Canberra children - *many still in primary school* - representing Australia at the World Youth Chess Festival each year. Canberra children have finished as high as equal tenth for their age in the world!

Interschool chess competitions have often been the first competitive chess experience for children who have gone on to play in national and international competitions!

What is the Interschool Competition?

The ACTJCL Interschool Championships are not unlike your district & ACT swimming carnivals, basketball competitions or debating shields. They are however, run by volunteers from ACTJCL and not by teachers, and although we cooperate with the PSSA & SSSA network we are not formally part of it.

Interschool chess is an opportunity to represent your school in the clever sport! *A sport which enjoys the same status as Rugby Union & Golf under Article 29 of the Olympic Charter!*

Competitions are held in Term One & Term Two each year. The Girls' events are held in Term One - partly to encourage more girls to participate in the Open events in Term Two. The Open events in Term Two are for both girls and boys. There are no "boys-only" events.

The **Girls' Secondary** event is open to both individual players and to teams, however all other events are for teams of four players and schools have an opportunity to enter one, or several, teams in their zone.

The entry fee is \$8 per student and incorporates a levy paid to the Australian Chess Federation (ACF).

Trophies are awarded to 1st, 2nd & 3rd placed teams, both to the individual players and to the successful school. Each event has a perpetual trophy. **Ribbons are awarded to all participants** and trophies to all children who achieve a perfect score. The Girls' Secondary Championship has additional individual "year level" awards.

The top schools in each zone event will qualify for the finals. Again there are trophies, ribbons & perfect score awards for participants in the finals.

From the final, up to four teams may qualify for the playoff series to determine the school to represent the ACT in each division of the Australian Schools Teams Championship (ASTC). More information on qualifying and participating in the playoff series is available from the ACTJCL website.

Who can/should enter?

Interschool chess is great for both big schools and very small schools. Schools may enter just one team (4 players) and the players can be from any school year (K-6 for Primary events and 7-12 for Secondary events). Very enthusiastic schools have entered as many as 11 teams (44 players).

Remember -the Girls Secondary event can be contested by teams (4 players) and/or by individuals representing their school. All other events are only for teams (historically it has been difficult to generate "teams" amongst secondary girls - this format allows all girls to continue to compete).

All children from Kindy to Year 12 are encouraged to enter. Children as young as 6 have achieved perfect scores at our events (ie 7 wins from 7 games) so don't underestimate the abilities of your youngest students.

Is it only suitable for really good players? *No.* Any child who can play the moves and has a basic understanding of "check" and "checkmate" is able to play in the zone events at a level appropriate to their skill and experience. We try to help beginners with some coaching at the events.

How to put teams together

Your best four players should play in the same team. Some schools enter one good player in each team, with three weaker players. Or play all the boys in one team and all the girls in another, or play children in teams strictly by year level. None of these systems work effectively for your players because of the structure of the competition.

A team that is winning most games will float to the top of the draw and play other strong teams. A team with four inexperienced players will drift to the bottom and play other inexperienced teams. A team where all four players are closely matched in ability will have the most exciting day because they will play at just the right level for all team members.

A wide range of ability in a team will see some children hopelessly outclassed, and others unchallenged. Sometimes this is unavoidable and sometimes you won't know players well enough to judge. However, where you do know, children should be in ability-based teams. Your best team will be just like your best relay team for swimming or athletics.

Within the team? Your strongest player is on Board 1, and your weakest player on Board 4. *Deliberately* playing children out of order can distort results and is against the rules of the competition.

ACT school, Radford College, runners-up in the 2005 Australian Open Secondary Schools Championship with Australian Grandmaster, Ian Rogers



Chess is everything - art, science, and sport - Karpov

Reserves

Teams are made up of 4 players but you may find you have 1-3 children left over after making up your teams. You are able to bring reserves.

If entries in the event are below 40 teams, ACTJCL may combine your reserves with players from other schools to create extra teams. Your reserves may even replace last minute “no-shows” in your own teams or in teams from other schools. Every effort is made to come up with solutions that will enable every child to play in every round.

If individuals are genuine “spares” on the day, they can be interchanged on your other teams and the scoresheets (attached) allow for up to 6 players to participate for a team. Children will need to take turns to “sit out” to accommodate these reserves.

Want to enter lots of teams?

Each school may make an initial entry of up to 6 teams and may request the inclusion of additional teams. Please try to enter on, or before, the advertised closing date, even if you only have (*reasonably accurate*) indicative numbers.

The maximum number of teams that may be accepted for any zone event is 40 (that is 160+ children!) If, on the closing date, initial entries are less than 40 teams, those schools who wish to enter more than 6 teams will be allocated the remaining places.

If your entry is *late* you cannot be included unless total entries are still under 40 teams.

Zone Swaps

Schools are expected to compete within their zone and every effort has been made to set dates which do not clash with other activities on the PSSA & SSSA calendars. Swapping zones often creates difficulties with balancing numbers and may even reduce the number of entries that can be accepted from schools competing in their “real” zone. Requests to “swap” will only be considered after the closing date for the new zone and entries will only be permitted if all schools from the new zone have already been accommodated. *Perpetual* trophies can only be awarded to schools competing in their “real” zone.

Please contact the Interschool Coordinator as soon as you realise your school has a problem with your zone dates. We will do our best to fit you into the competition if we can!

Duration & structure of the day

Registration from 8.45am. Presentations conclude by 3pm.

Every effort is made to run events to fit in with school arrangements however it places a lot of pressure on our volunteers to meet the many different timetabling requests from schools. The days do run from 8.45am until 3pm and we can't always guarantee earlier/later start or finish times to fit in with the transport or other needs of individual schools. Please understand and support our people as they try to run a great day for everybody!

Please make sure your students are not left at the venue in the care of our volunteers before 8.45am. Although many players are willing & enthusiastic helpers, some are not, and we are not equipped to provide supervision, nor authorised for duty-of-care.

Play will commence as soon as practical after 9am. Having your players & their supervisor arrive on time, and with their completed team sheets (attached), will assist this.

Use of clocks and the general rules of tournament play are explained before the first game. Chess instruction is provided between rounds.

7 rounds of chess are played with 15mins per player on the clock. Each round may run for a maximum of 30mins. Games begin & end with a handshake!

We do not take a formal break for morning or afternoon tea. Lunch will *probably* occur at the conclusion of Round 5. It will be difficult to predict the exact time and duration of the lunch break, as it is impossible to judge in advance how long each round may take to seat, play and gather results. *The first couple of rounds can seem chaotic before the participants come to grips with the format!*

All games are played strictly as touch-piece, move-piece. All your players are expected to do all their thinking before they touch the chesspieces. The first piece they touch is the piece they must move (unless it cannot make a legal move). If they touch an opponent's piece, and can legally capture it, they must capture that piece.





Our helpers always field lots of questions like "what if I touch something accidentally?" Our advice is to be both **careful** and **honest** in chess play. Be careful not to touch the piece (it is OK if it really is an accident) but be honest enough to live and die by the move when it was not accidental!

Interference in games is never acceptable! Please remind your players that they *must not ever* interfere in any other game. We understand their excitement and (sometimes) frustration but they cannot make comment on other games, point out that clocks have expired, or even tell players that they are in check! Any sort of

intimidating or derogatory comment made towards another player should be reported to us. We take good sportsmanship very seriously!

Supervision

ACTJCL volunteers are not teachers and can accept *no responsibility* for the care of your students at events. We subscribe to the ACT School Sport model and ask schools to comply with the advised ratio of 1:20 (one teacher to twenty students).

Teachers must be in charge of the students/teams and not parents. Parents may act as officials but it is the responsibility of the teacher to supervise the children.

We understand that this may create difficulties for a small school or for schools with small player contingents. *The last thing we want to do is discourage participation!* Schools are encouraged to approach others to *share the supervisory role*. Perhaps caring for children for half a day each or just building up credit (you look after the chess competition, and we'll look after the cross-country, for example). We hope we have made this easier by aligning our zones with the PSSA & SSSA zones. If your students are in the care of a teacher from another school it is important that our coordinator is informed, and that the children know who to report to if they have any problems.

Chess has also proved to be a popular activity amongst children with special learning and/or behavioural needs. Whilst our volunteers have no special training in this field, it is still helpful to bring the needs of these children to

our attention at the start of the day so we can help them (and ourselves) in an informed and sensitive way.

Media & politicians

ACTJCL routinely invites local media outlets to events and provides post-event results. This may include TV, radio & print media, as well as names and photographs appearing on the internet.

Please ensure our coordinator is informed if your students are not to appear in any media coverage.

Local politicians are invited to our events. This may include politicians with portfolios or interests covering Education or Sport & Recreation.

Finals & Playoffs

For the **Secondary Open** and **Girls' Primary** events (2 zones each) approximately 15 teams from each Zone will progress to the Final. Only three teams from any one school can qualify for the Secondary Open or Girls' Primary final.

For the **Primary Open** event (6 zones) between 4 and 8 teams will progress from each Zone to the Final. A minimum of 4 places are automatically awarded with the balance of places at the discretion of the ACTJCL coordinator. The discretionary places recognise the fluctuations in numbers from zone to zone and significant differences in the overall playing strength. Only two teams from any one school can qualify for the Open Primary final.

The **Girls' Secondary** event is conducted as a one-day final, without zones, and unlimited entries are encouraged from all schools. Our hope is to eventually develop a competition where demand for places will require a Zone & Final format in line with the other events.

Up to 4 teams may qualify through the Final for a playoff in each division to determine the schools to represent the ACT at the Australian Schools Team Championship (ASTC). Playoffs are conducted under different playing conditions to mirror the conduct of the ASTC event itself.

More information on the Finals & Playoff procedures can be downloaded from the ACTJCL Schools information page.

Chess at YOUR school

Chess is not an activity reserved for elite schools, or just for gifted & talented programs. Interest in chess, and the benefits of the game, can be experienced by all students. ACTJCL can suggest a range of websites where

interactive activities and instructional materials are available to help you develop chess at YOUR school. *Try -*

www.chesskids.com

www.chesscorner.com

www.rockfordchess.org/instruction/index.htm

www.professorchess.com/downloads/

www.academicchess.org/learn/indexworksheets.shtml

The chesskids.com site in particular has a very comprehensive range of resources for players, parents and teachers. It also has many interactive activities that can be presented using "smartboards" in a classroom.

Explore!

If you have discovered other sites worth sharing with the school chess community please let us know and we will add them to our list!

This entry package incorporates photographs of many successful ACT school teams and outstanding individual players. Most of these children had very little, if any, exposure to competitive chess, or to coaching & development before their first interschool competition. For some it has opened up a world of opportunities, trophies, travel, recognition & excitement like that experienced by any elite athlete. For many, many others, it has been an introduction to an internationally recognised game of skill & logic which they will enjoy playing from 8-80 and beyond!

Attachments

Entry Form (Girls' Primary, Open Primary & Open Secondary)

- Please complete and return prior to the closing date

Entry Form (Girls' Secondary)

- Please complete and return prior to the closing date

Invoice

- Please insert your school details. Cheque payments at, or before, the competition are preferred. We are often unable to take the time to count & receipt large amounts of coin at the competitions.

Campbell Canteen Order Form

- Orders must be faxed to the school at least two business days prior to the event. Schools need to collect all money and make a single payment to the canteen before lunch on the day. ACTJCL will have a number of fundraising snacks for sale on the day.

Team Scoresheets (large)

- Please print sufficient copies for each of your school teams. We will have a small number of spare copies available at the event. These can be completed in advance, listing each team member in playing order. **This copy will be retained and completed by the team captain on the day.**

Team Scoresheets (small)

- Please print sufficient copies for each of your school teams. We will have a small number of spare copies available at the event. These can be completed in advance, listing each team member in playing order. **This copy will be retained at the score table as the ACTJCL record of the team's performance.**



ACT JUNIOR CHESS LEAGUE Interschool Championships Entry Form



PO Box 1403
BELCONNEN ACT 2616

*PLEASE EMAIL THESE DETAILS DIRECTLY TO YOUR ZONE COORDINATOR AS WELL AS
(OR INSTEAD OF) POSTING THE FORM. With each zone having it's own coordinator they may
not be the same person who clears the PO Box!*

Event Primary Open Secondary Open Primary Girls

Zone _____ Date of event ____/____/____

School _____

Contact Person _____

Phone _____ email _____

Team No.	Team Name <i>Eg Campbell Kings, Rosary White, Garran Ghouls</i>
One	
Two	
Three	
Four	
Five	
Six	

Might you have additional teams to enter? Yes/No*
If yes, how many additional teams? _____ teams

**Schools will be contacted immediately following the closing date for entries & advised of the additional teams that may be accepted. Host schools have priority for extra places, all others are distributed equally until the Zone is full. Late entries will not be considered unless the zone has fewer than 40 teams already entered.*



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Event Secondary Girls

School _____ Date of event ___/___/___

Contact Person _____

Phone _____ email _____

Player's full name <i>please print clearly</i>	Date of Birth	School Year

Please copy the form if you have additional entries. Players will compete as individuals for year group prizes but those schools with a minimum of four entrants are also eligible for team prizes and can qualify for the ASTC playoffs.



ACT JUNIOR CHESS LEAGUE

PO Box 1403
BELCONNEN ACT 2616

ABN 97-191-323-562



TAX INVOICE

Name of School _____

Primary/Secondary Competition

Open/Girls

Zone _____

Date ___/___/___

_____ players @ \$8 per player = \$ _____

Please note -

The ACT Junior Chess League is an organisation run by volunteers to foster chess in the ACT. Any surplus made on our competitions is used to buy equipment and develop junior chess in Canberra. We are not a tax paying commercial organisation.

We are not registered for GST and as such do not collect GST, or claim any input credits.

ACT JUNIOR CHESS LEAGUE

Campbell Canteen Order Form

Order for Chess competition to be held on ____/____/____

Name _____ Amount Due \$ _____

School _____

All lunch orders must be faxed to Campbell High School 6205 6369 at least three working days prior to the competition date. It is not possible to supply lunch orders for students who do not send an order in advance. If you have any questions please contact Hazel in the canteen on 6247 8049.

School coordinators are asked to collect all money from students and make a single payment to the Canteen by 10am on the day of competition. Participants may be able to purchase drinks and ice cream at recess and lunch time if the progress of the competition and Campbell High's own arrangements permit.

Order No.	Price	Item	Order No.	Price	Item
	\$3.00	Pizza Rounda		\$2.00	Orange Juice
	\$4.00	Cheese Salad Roll		\$2.00	Aroona drink
	\$4.20	Ham Salad Roll		\$2.00	Moove strawberry milk
	\$4.40	Tandoori Chicken Roll		\$2.00	Moove chocolate milk
	\$4.20	Chicken Burger			
	\$4.20	Hamburger			
	\$4.20	Vegie Burger		\$2.50	Frozen Thickshake
	\$3.80	Meat Pie with sauce		\$2.00	Frozen Yoghurt
	\$3.60	Spinach & Ricotta Roll		\$1.50	Paddle Pop
	\$3.50	Sausage Roll & sauce		\$1.00	Frozen fruit juice stick

Team Name		<u>KEY</u> 1 = WIN ½ = DRAW 0 = LOSS							
Name of Opposing Team									Total Per Player
Round		1	2	3	4	5	6	7	
Is Player on Board 1 Black (B) or White (W)? Please circle		B W	B W	B W	B W	B W	B W	B W	
N A M E S	1								
	2								
	3								
	4								
	5								
	6								
Total for Round									
Cumulative Total									

Team Name		<u>KEY</u> 1 = WIN ½ = DRAW 0 = LOSS							
Name of Opposing Team									Total Per Player
Round		1	2	3	4	5	6	7	
Is Player on Board 1 Black (B) or White (W)? Please circle		B W	B W	B W	B W	B W	B W	B W	
N A M E S	1								
	2								
	3								
	4								
	5								
	6								
Total for Round									
Cumulative Total									

							<u>Key</u> 1 = Win 1/2 = Draw 0 = Loss		
Name of Opposing Team									Total Per Player
Round	1	2	3	4	5	6	7		
Is Player on Board 1 Black (B) or White (W)?	B	B	B	B	B	B	B		
Please Circle.	W	W	W	W	W	W	W		
N A M E S	1								
	2								
	3								
	4								
	5								
	6								
Total For Round									
Cumulative Total									

							<u>Key</u> 1 = Win 1/2 = Draw 0 = Loss		
Team Name									Total Per Player
Name of Opposing Team									Total Per Player
Round	1	2	3	4	5	6	7		
Is Player on Board 1 Black (B) or White (W)?	B	B	B	B	B	B	B		
Please Circle.	W	W	W	W	W	W	W		
N A M E S	1								
	2								
	3								
	4								
	5								
	6								
Total For Round									
Cumulative Total									

							<u>Key</u> 1 = Win 1/2 = Draw 0 = Loss		
Team Name									Total Per Player
Name of Opposing Team									Total Per Player
Round	1	2	3	4	5	6	7		
Is Player on Board 1 Black (B) or White (W)?	B	B	B	B	B	B	B		
Please Circle.	W	W	W	W	W	W	W		
N A M E S	1								
	2								
	3								
	4								
	5								
	6								
Total For Round									
Cumulative Total									

							<u>Key</u> 1 = Win 1/2 = Draw 0 = Loss		
Team Name									Total Per Player
Name of Opposing Team									Total Per Player
Round	1	2	3	4	5	6	7		
Is Player on Board 1 Black (B) or White (W)?	B	B	B	B	B	B	B		
Please Circle.	W	W	W	W	W	W	W		
N A M E S	1								
	2								
	3								
	4								
	5								
	6								
Total For Round									
Cumulative Total									