

## **Checkmate Rocky Mount**

**October 8<sup>th</sup>, 2017**

### **Simultaneous Chess Exhibition Rules**

1. Participants will be assigned a board number upon arrival and check in at the event.
2. Do not move any chess piece until the exhibitor arrives at your board. When the exhibitor is standing in front of your board, make your move immediately, while the exhibitor is observing. If your move is not made immediately, this will count as a pass (see rule 4). The exhibitor will make a move on your board before going on to the next board.
3. Participants, but not the exhibitor, must abide by the touch move rule. The exhibitor's move is not final until he or she touches a piece on the next board.
4. Each player is allowed two passes when the exhibitor arrives at his or her board. Using a pass means that the exhibitor will skip your board, but you will need to make a move (or use another pass) when the exhibitor comes back after visiting the other boards.
5. Participants may not receive assistance of any kind during the event. Turn off phones and tablets. There should be no discussion of the game with other players or bystanders. Cheating will result in disqualification - play your game only.
6. Participants must take game notation and record all moves on the score sheet provided. All game notations must be turned in to the event staff immediately after your play has terminated.
7. Jude Acers will be the final arbiter of any rules violations or conflicts that may arise.
8. If the exhibitor has any other rules, those will be announced at the start of the exhibition.
9. Behave with dignity and good sportsmanship showing respect to your opponent and to the CheckMate Rocky Mount event.
10. Play to win! Good luck!