



2018 SCI TEAM REGIONAL

Terre Haute

1. Your school is entered at: Honey Creek MS on Saturday, February 17, 2018.
6601 S. Carlisle St.
Terre Haute, IN
2. You should arrive by 8:30 A.M. (local time - Eastern). The player's meeting begins at 8:50 A.M.
3. Be prepared to play all day. Play should be completed by 2:30-3:30 P.M. (3rd/Under may be done sooner.)
4. Maps/directions are available at scichess.org
5. Sets will be provided for tournament play. You might want to bring a few for "skittles" between rounds.
6. If chess clocks are available from your school or players, please bring them.
7. A team must rank all of its players according to ability, including alternates. Included in this packet is a guide to help you use alternates. **PLEASE READ AND UNDERSTAND** how to use alternates. Teams who play out of order will forfeit those games in which the order was not correct. If you have questions, ask the tournament director on site who will assist you.
8. You have until the morning of the regional to decide your team order (and who's playing.) When you arrive at Honey Creek Middle School, turn in your completed team roster form(s) at the Scorer's table. **Team roster forms are available on the scichess.org website.** You can print off as many of these forms as needed for the team(s) you have registered.
9. The number of teams qualifying for the SCI State Team Finals will be announced at the regional site.
10. Trophies will be awarded to the top 3 schools in each division. (No more than 1 trophy per school per division.) However, a school can qualify more than one team for State Finals. All participants will receive ribbons.
11. Most of the regional sites will have food available at the school.
12. Before leaving at the end of the competition, please check with the tournament director, as packets for teams qualifying for the State Finals will be given out as soon as qualifiers are known.

13. If you have any questions about the tournament contact Scott Reisinger at:

E-mail: MReisinger@yahoo.com

Substituting Players/Using Alternates

It is extremely important that players on your roster play in the EXACT order listed. Players who play out of order and on the wrong board WILL BE FORFEITED. The example below is an example of a team of four players with two alternates.

EXAMPLE:

<u>Players</u>	<u>Round 1</u>	<u>Round 2</u>	<u>Round 3</u>	<u>Round 4</u>	<u>Round 5</u>
1. Judith	Judith	1. Judith	Judith	1. Judith	1. Judith
2. Paul	1. Paul	Paul	Paul	2. Paul	2. Paul
3. Walter	Walter	Walter	1. Walter	Walter	3. Walter
4. Nick	2. Nick	2. Nick	2. Nick	3. Nick	Nick
5. Susan	3. Susan	3. Susan	3. Susan	4. Susan	Susan
6. Bobby	4. Bobby	4. Bobby	4. Bobby	Bobby	4. Bobby

Team captains will be the ONLY players allowed to stay in the playing area until all four games have finished. It is the captain's responsibility to ensure that the round result sheet is filled out correctly, signed, and turned in to the scores table. Please remind your captains that while they are spectators to their teammate's games, they must remain silent and never communicate to either player or interfere in the game. The penalty for doing so will likely result in a forfeit loss.