

Snead) and from the tournament organizer (Mr. Scott). Once players leave the playing hall after their game is over, they may not return. Players needing to go to the restroom must get a restroom pass at the exit door, which will also serve to readmit them to the playing hall.

7. **PAIRINGS.** Whenever possible, players will be paired with opponents in the same score group. The TDs will attempt to give each player four games with one color and three games with the other color. When pairing, the TDs will generally limit both transpositions and interchanges to 100 rating points.
8. **APPEALS.** The use of discretionary power of any TD may be appealed to the Chief TD. Decisions of the Chief TD may be appealed to a special committee of three persons.
9. **REPORTING RESULTS.** Immediately upon completion of each game, both players must fill out and sign the reporting sheet at their board, set up the pieces, and then walk TOGETHER to the scorer's table just outside the playing hall to report the result of their game by turning in the signed reporting sheet. It is not necessary to submit a scoresheet. NOTE: In the last round, rather than set up the pieces after the game is over, the players should bring the board and pieces to the door monitor on the way to reporting their result.
10. **WHEN PLAYERS NEED ASSISTANCE.** While each game is in progress, the players are forbidden to talk to anyone else except in the presence of a TD. A player must raise his hand if he needs assistance or needs to speak to someone. A TD will then come to the board and assist.
11. **INTERFERENCE.** No interference in any game by spectators, other players, coaches, or parents will be tolerated. Penalties include expulsion from the tournament. Only a player involved should point out irregularities to the TD staff, by raising his hand to summons a TD. Only the players involved may concern themselves with illegal moves, touch move, flag falls, and so forth.

## **TIME CONTROLS**

40 moves in 80 minutes followed by game/30.