

## Coordinator Guide for the Rated Group

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Coordinators of the Chess Club in the Rated Group can help with the following items. The "coach" in the Rated Group generally means James Madison. Super basic skills are sufficient or can be quickly taught to you. The three underlined items are where you help most: get them set up, keep it polite, move to the next game.

### Start of class:

- **Gain focus on arrival.** When the kids come in, get them to the carpet. Help them quiet down. Get their attention on the coach for the initial instructions for the day.
- **Get them to the tables.** The coach makes the first pairings. Help students get a board and pieces. Settle them into the table. Ensure proper game setup:
  - **White on right.** The lower right square on the board must be white.
  - **Lower rated player chooses their color.** This is a club rule to prevent conflicts.
  - **White moves first.** This is a rule of chess.
  - **Queen on her own color.** The white queen goes on a white square, black queen on black square.
  - **Rook/Knight/Bishop order.** Rook goes in the corner, Knight goes next, then Bishop.

### While playing:

- **Provide a scorecard.** They must put their names and round number before they start the game.
- **Queens on bags.** Stack the piece bags, and keep the extra queens on them so it's clear they are the extras.
- **NO ADVICE.** No one, coaches and coordinators included, may give advice during games. These are rated.
- **Enforce sportsmanship.** No drama when playing, particularly no bragging or cheering when capturing pieces or winning the game. No undue noise. Say "good game" and shake hands at the end of the game.
- **Points.** Pieces are worth: Queen = 9. Rook = 5. Bishop = 3. Knight = 3. Pawn = 1. It comes up often.
- **Enforce basic rules.** Keep all pieces clearly in their squares. Once you touch a piece, you must move that piece. Once you release a piece, you cannot move it back.

### End of game:

- **Judged outcome.** The coach caps games at about 20 minutes and determines the score based on: point count, king threat, and board position.
- **Time limit.** If checkmate or stalemate is claimed before the time limit, get the coach for the final score.
- **Table move rule.** For the next game, the highest rated player plays the next most highest rated player they have not played that day; repeat until they're all assigned. Their rating is on the day's rating sheet.
- **Odd table count.** When there are an odd number of tables, we need to time it so three tables finish at a time at some point. It gets a bit tricky, but it still just uses the "table move rule" above.