

2017 SJCC Endgame Championship – June 2

Tournament Rules

The Endgame Championship will be held over one night as a six round swiss. The players will be divided into two groups – Advanced and Novice – who will play different positions. The position numbers will generally match the rounds eg. in round 1, you normally play position 1. More positions may be added, if necessary.

Each player plays both sides of each position against the same opponent. It is therefore possible to score two points each round.

Results from this tournament are *not* rated.

Study all positions before the tournament! All are white to move. Apart from the final position(s), white stands significantly better in every position – but you may sometimes find it easier to lose than win as white.

Before the tournament, make sure you understand the 5 ways that a game of chess can be drawn:

1. **Insufficient material** (neither side has sufficient material to checkmate the other);
2. **Stalemate** (not in check but no possible legal moves);
3. **50 moves** without a capture or pawn move (and if there are no pawns left on the board it is permissible in this tournament to count aloud);
4. **3-fold repetition** of position (same person to move with the same position on three occasions during the game - the moves don't need to be consecutive); and
5. **By agreement** with your opponent.

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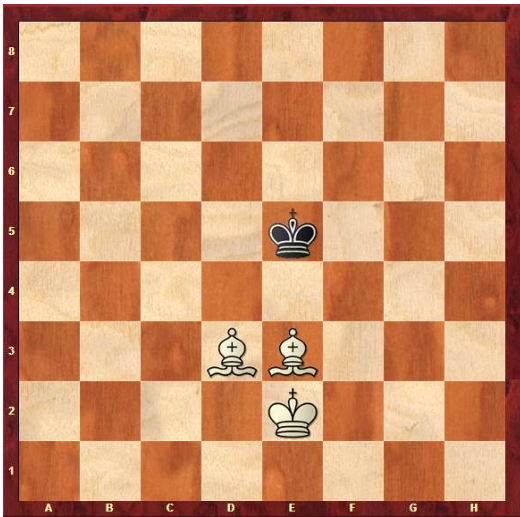
Novice Positions



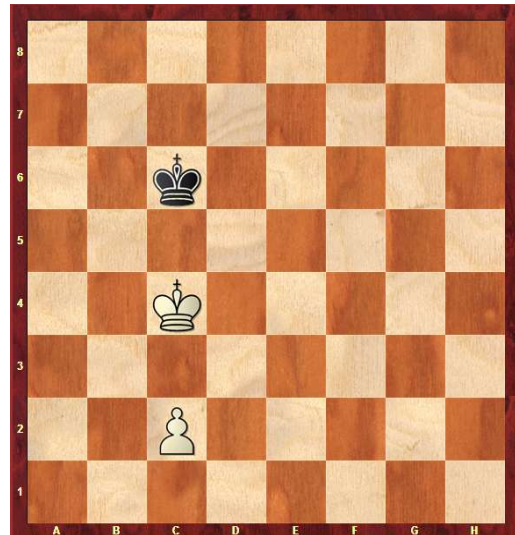
Position 1



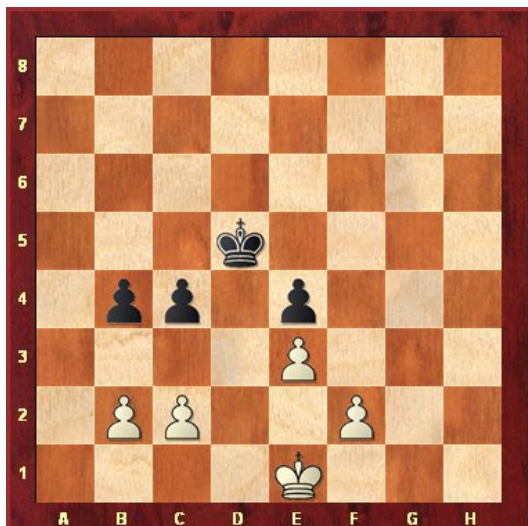
Position 2



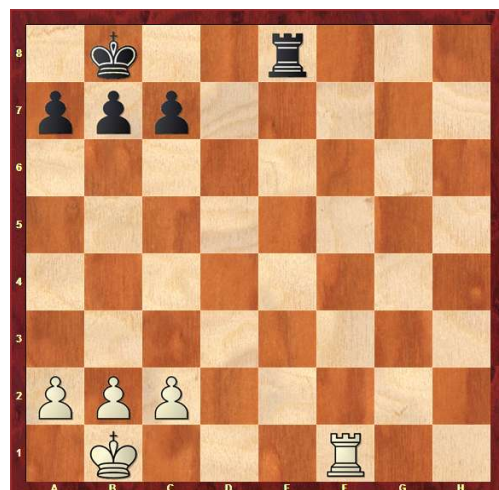
Position 3



Position 4



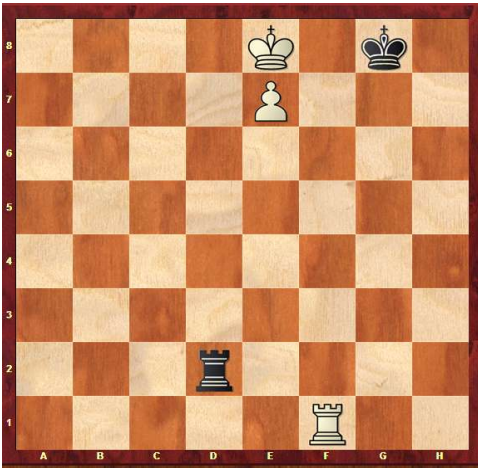
Position 5



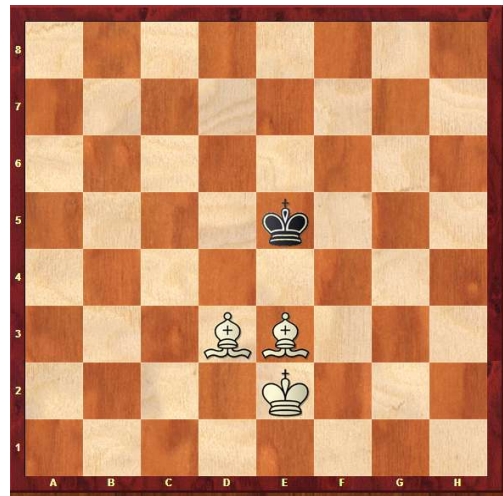
Position 6

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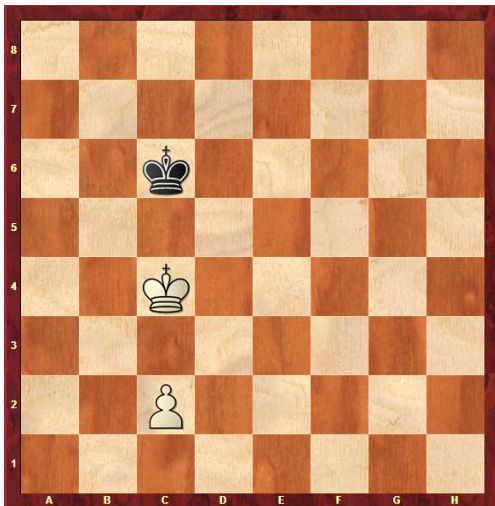
Advanced Positions



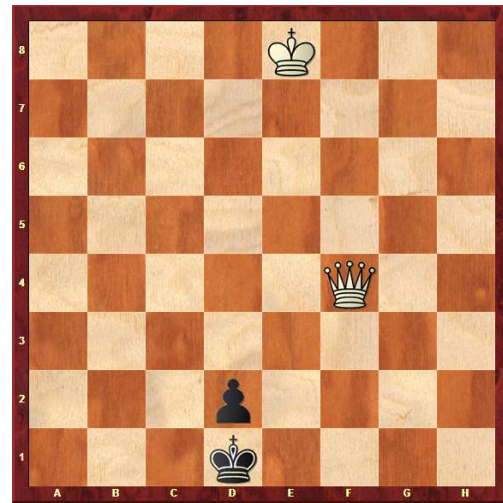
Position 1



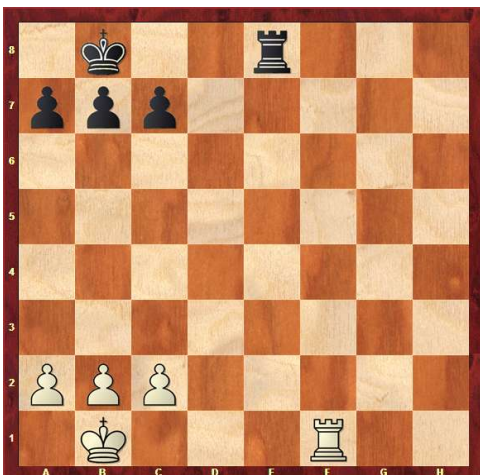
Position 2



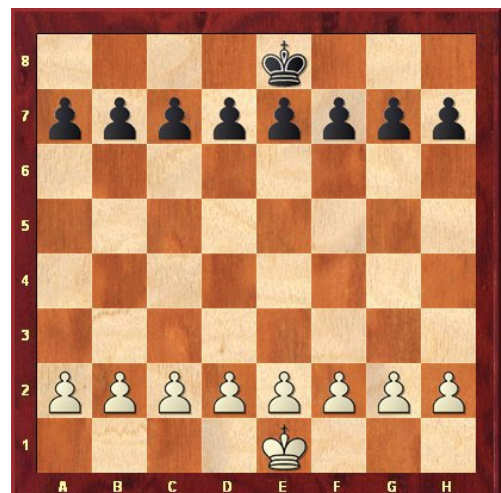
Position 3



Position 4



Position 5



Position 6