

DATE	15TH JULY 2018 (SUNDAY)		
VENUE	Concourse Area, Ground Floor, The Summit Subang USJ		
ORGANISED BY	THE Summit Subang USJ & MVP MARKETING SDN. BHD.		
EVENT MANAGED BY	DATCC & White Knight Academy		
ELIGIBILITY	UNDER-08 CATEGORY: MUST BORN IN OR AFTER 2010; UNDER-10 CATEGORY: MUST BORN IN OR AFTER 2008; UNDER-12 CATEGORY: MUST BORN IN OR AFTER 2006; UNDER-16 CATEGORY: MUST BORN IN OR AFTER 2002.		
ENTRANCE FEE	RM 40/=		
METHOD OF PLAY	SIX (6) ROUNDS SWISS		
TIME CONTROL	25 MINUTES EACH TO THE FINISH		
RULES & REGULATIONS	FIDE LAWS OF CHESS PLUS SUPPLEMENTARY REGULATIONS.		
TIE-BREAK	(I) PE (IF APPLICABLE), (II) SOLKOFF (W.P.), (III) SONNERBORNE BERGER (S.B.), (IV) PROGRESSIVE SCORE (P.S.), (V) WON GAME.		
ARRIVAL OF PLAYERS	10:00 – 10:30	ROUND 3	13:20 – 14:10
ROUND 1	10:50 – 11:40	ROUND 4	14:30 – 15:20
ROUND 2	12:00 – 12:50	ROUND 5	15:40 – 16:30
LUNCH BREAK	12:50 – 13:20	ROUND 6	16:50 – 17:40
		CLOSING CEREMONY	18:00
PRIZES	UNDER-8 / UNDER-10 / UNDER-12 / UNDER-16		
1st	RM 150 + Medal + Certificate		
2nd	RM 100 + Medal + Certificate		
3rd	RM 70 + Medal + Certificate		
4th – 5th	RM 40 + Medal + Certificate		
6th – 10th	RM 20 + Medal + Certificate		
Most Promising Girls (1st – 5th)	Medal + Certificate		
Best School (Gold, Silver, Bronze)	5 X Trophy + Certificate		

Enquiries: Mr. Wong (012 – 358 5911) **OR** Mr. Jimmy Liew (019 – 657 1628) **OR** En. Hamid Abd Majid (019 – 315 8098).

Please register **before Closing Date** on **6TH JULY 2018 (FRIDAY)** at <http://whiteknightacademy.com/7th-summit-junior-registration>. Any registration after closing date **shall be charged an extra RM 20** as late administration fee (subject to availability of seats).

Supplementary Tournament Rules and Regulations

1. This event is open to all children who qualify for the 4 respective age groups.
2. The FIDE Laws of Chess apply, supplemented by these tournament rules and regulations.
3. The Organizing Committee reserves the sole right to accept or reject any entry without explanation. The Committee may also, at its discretion, limit the number of participants on first-come-first-serve basis to accommodate space or other organizational constraints. We will refund such rejected entrant(s).
4. All participants must play 6 games in the said event regardless of their results from earlier encounters. The participant with the most accumulated points after these 6 games is declared the winner.
5. All participants must report to their respective section **20 minutes before the start of Round 1**. Failure to do so may result in immediate disqualification from the tournament. Failure to play in any round will result in immediate disqualification unless prior notification was given to the Chief Arbiter. Entry fees under such circumstances are not refundable.
6. The time-control for each player shall be 25 minutes to-be-finish, i.e., players must complete all their moves within their allotted time. In the event of an inconclusive result within this allotted time, the player whose flag falls first is deemed the loser. There is no walkover period for this tournament.
7. The winner of each game is responsible for submitting the correct results to the Arbiter table. In the case of drawn games the player playing White holds this responsibility.
8. The loser of each game is responsible for rearranging the pieces on the chessboard. In the case of drawn games the player playing Black holds this responsibility.
9. We expect all participants and parents to conduct themselves sportingly. The Tournament Director reserves the right to remove any individual deemed a nuisance or undesirable.
10. To qualify to compete for best school prize, the particular school must send a minimum of 4 players for the category.
11. The decision of the Tournament Director, Chief Arbiter and Arbiters **with regard to the running of the event is FINAL**.