



# Bughouse (Doubles) Chess Tournament



Sunday June 6<sup>th</sup>, 1:30 PM to 5:00 PM

**There will be a bughouse tournament taking place on Sunday June 6<sup>th</sup> at the University Center at MUN starting at 1:30 PM. The tournament is open to players from all grades (Kindergarten to Grade 12). There will also be an adult/open section if a sufficient number of players register for this section.**

Players are expected to know the basic rules of Bughouse (Doubles) chess. Sections will be decided based on the players registering on the day. **This is primarily intended as a fun event** but there are some special rules to ensure fairness (even if the number of players is low). **Good sportsmanship is expected of all players.**

Players will enter this event as individuals (rather than as teams) and will be paired with different partners through out the event. Points will be awarded to, and totalled by, individual players, (not by teams). If a team wins a round, then both players on the team will score a point, (not just the player who won the game).

In each round, the two highest rated players in a team must play opposite each other in both games. Each pair will play their counterpart on the opposing team twice so that each player will play once as black and once as white.

Players may talk to their partner during the game to request or offer pieces or even to warn their partner about the time but they may not communicate with their partner about specific moves or strategy. In the event that one player breaks this rule and tells his partner a move, that move will then be prohibited.

**Time Controls: 5 minutes (sudden death).**

**Entry Fee: \$10.**

Medals will be awarded to the top three places in the lower grades. Cash prizes depending on the number attending will be awarded to the top three places in the upper section(s).

## **Some standard rules of Bughouse (Doubles) Chess:**

- A win on one board is a win for the team. (It is not required to win both boards).
- If one player runs out to time then the team loses.
- Pawns may not be laid on the 1<sup>st</sup> rank or the 8<sup>th</sup> rank.
- It is not necessary to say “check”.
- The king may be captured and this ends the game.
- A promoted pawn reverts to a pawn when it is captured.
- Any talking between players must be in a normal voice. No whispering.
- Other than above, normal chess tournament rules will apply (including interference).

**For any questions please contact Chris Dawson at [newfoudlandchess@yahoo.ca](mailto:newfoudlandchess@yahoo.ca).**