CHINESE CHESS

ELIMINATION/PERFORMANCE EVENT

Student Convention will NOT provide boards and pieces. All contestants are to abide by the dress code.

Players designated “red” and “black” sit on opposite sides. Each player has 16 pieces, which are placed on the board at the beginning of the game. The following rules will apply:

Object of Play—The game ends when one player checkmates the other’s general.

Drawn Games—A game may be abandoned as drawn for agreement by both parties or by the judge.

Other Rules to Remember

1. Red moves first; thereafter the players move alternately. The younger player will have first choice of red or black.
2. A player may not touch a piece without asking his opponent, unless he plans to play that piece.
3. After three (3) minutes, time will be called; the player has one (1) minute to finish his play or forfeit the game.
4. A player making perpetual checks or chases can be ruled to have lost unless he or she stops such checking. Perpetual checks or chases mean six consecutive times using one piece, twelve times using two pieces, or eighteen times using three pieces.
5. A player should not disturb his opponent or allow those watching to do so. There shall be no talking by players or spectators in the competition area.
6. Chinese Chess is a one-game-only elimination match with a possibility of losers selected for playback. At the discretion of the Chief Judge, players may be asked to play best two (2) out of three (3) matches for quarterfinals, semifinals, and finals.

The tournament will be conducted according to the rules of the Asian Xiangqi Federation in addition to the rules above.

REMINDERS: Competitors must be available to play at designated times. Chess clocks may be used in the quarterfinal rounds or at the discretion of the Chief Judge. Once used, chess clocks must be used for all contestants thereafter.