

RULES FOR THE  
SECOND PAN AMERICAN CHESS CONGRESS  
AT THE  
HOLLYWOOD ATHLETIC CLUB

July 10-24, 1954, Incl.

Grouping: The Tournament is open to all chess players, whether or not affiliated with any chess organization, and will be played in Sections.

Sections:

- Sec. 1. Recognized and qualified master players with USCF ratings of not less than 2200 or equivalent ratings by other organizations.
- Sec. 2. Master Candidates, for players with USCF ratings from 2000 to 2299, incl. or equivalent.
- Sec. 3. Class A players, having USCF ratings from 1800 to 2099, incl. or equivalent.
- Sec. 4. Class B players, having USCF ratings from 1600 to 1899, incl. or equivalent.
- Sec. 5. Class C players, having USCF ratings from 1400 to 1699, incl. or equivalent.
- Sec. 6. Class D players, having USCF ratings lower than 1499.

For players not rated USCF, California State Chess Federation ratings will be used. For players not having recent ratings a committee consisting of Dr. H. J. Kalston, John Keckhut, Neil T. Austin and Francis Crofut, has been appointed to determine players eligibility to the different groups.

Registration:

Entries submitted at the earliest opportunity but should reach the management not later than Friday, July 9, 1954. Address all entries to:

Second Pan American Chess Congress  
108 North Ferosa Avenue  
Los Angeles 36, California

Finances:

Entry fee of \$15 must be enclosed with all registrations.

Management: Various events will be in charge of the Executive Committee consisting of, H. Steiner, I. Rivise, P. C. McKenna, G. F. Goehler, Mrs. G. Piatigorsky, H. Gross, Dr. H. J. Ralston, W. G. McClain, J. B. Gee, and P. D. Smith.

Accomodations: For all reservations of accomodations write to:

Hollywood Chess Group  
108 North Formosa Avenue  
Los Angeles 36, California

Prizes: Number of prizes in each group will depend on number of entries and will be decided by the Executive Committee as soon as registration is closed. First prize for Master Group will not be less than \$1000.

Play: 14 or 15 Round Swiss for all groups, except if any one group has less than 15 participants, then this group will play a Round-Robin.

Place: All games will be played at the Hollywood Athletic Club, 6525 Sunset Boulevard, Hollywood 28, California.

Time of Play: First Round, 7 p.m., Saturday, July 10, 1954. Following rounds same time each evening. In the event days of recess are declared, same will be announced several days in advance. Last round will not be later than Sunday, July 25, 1954.

Rules: Laws of Chess as revised by F.I.D.E. in 1952 shall apply in all cases. Cases not covered by Rules stated herein or Laws of F.I.D.E. shall be decided by the Tournament Director whose decision will be final.

Directing: Charles E. Kodil of Los Angeles will direct the Tournament assisted by Deputy Director appointed by the Executive Committee. Decisions of the Deputy Director may be appealed to the Tournament Director whose decision will be final.

Speed of Play: 30 moves in first 1½ hours of play and additional 20 moves for each additional hour of play. At the start of the games all clocks will be set at 10:30 and 30 moves must be completed before the clock shows 12:00. On mechanical clocks equipped with flags the drop of the flag will indicate that the time has elapsed. On electric clocks the crossing of second hand over the top of the clock is equivalent to dropping of the flag on mechanical clock.

Adjournment: After 50 moves have been completed by each player and the time is past midnight, the game may be adjourned if both players agree to adjournment. If one of the players does not agree to adjournment, the game will continue to 2 a.m. and if no decision is reached the game will be adjudicated by a committee of 3, one appointed by each player and the third by the Tournament Director. By consent of both players the game may be adjudicated anytime after 50 moves. Adjourned games will be continued at 10 a.m. the next morning, and if no decision is reached by 2 p.m. the game will be adjudicated as described above. Adjudicators will meet at the time decided by the Tournament Director, but not later than 2 p.m. and if they fail to report to the Headquarters at the appointed time the Tournament Director will have the right to adjudicate the game alone.

Forfeiture: Players who have lost two games by forfeiture are considered withdrawn from the contest and will not be scheduled for further rounds.

Pairing: Before the first game is played each player will draw a number which will be the player's serial number during the entire contest. On the first round No. 1 will play the highest number present, No. 2 will play the next highest, etc. In case of odd number of players, the middle number will get a "Bye".

For the second and subsequent rounds the pairings will be made by the Tournament Director, taking into consideration:

- First: The score of the player.
- Second: The color of pieces during previous games
- Third: Interference with pairing of other player
- Fourth: Serial number in same manner as in Round

- Color of Pieces:
- a) If a player has played black pieces in more games than his opponent, he shall play white.
  - b) If a player has played white pieces in more games than his opponent, he shall play black.
  - c) If both players have played the same number of similar colored pieces, or have not played before, then the color shall be determined by serial number.
    - Odd vs Odd Serial - High plays white
    - Odd vs Even Serial - Low plays white
    - Even vs Even Serial - High plays white
  - d) For purposes of Sections (a) and (b) of this rule a "Bye" shall not be counted as a color.

Tie Scores: For the purpose of determining the players standing after the last round:

- a) The game score shall be considered first, each drawn game shall count as  $\frac{1}{2}$  win and  $\frac{1}{2}$  loss.
- b) In case the game score is tie, the player with higher Sonnenborn-Berger score will place higher.
- c) In case both game score and S-B score are tied, the player winning the actual game between the two players, will place higher.
- d) In case game score and S-B score are tied and the game between the players was drawn or not played at all, the player winning a game from a player of higher standing on the final score sheet shall place higher.
- e) In case the tie is not broken by (a) to (d) inclusive of this rule, the player losing a game to a player in lower standing on the final score sheet, shall place lower.
- f) Position of players who do not finish the contest completely, shall be by game score only, the player quitting first will be placed last. In case both players quit after same round, the name of player with lower serial number will be placed higher.

MINIMUM ROUNDS OF PLAY

The Swiss System of Tournament play has a limitation in the fact that the final score will not show accurately the relative positions of all participating players. The number of top positions, scored correctly, depends on the number of players and total rounds played. The minimum rounds of play necessary to determine the correct number of top positions for any known number of players can be obtained from the following mathematical equation:

$$R = (3.4 \text{ Log}_{10} A) \div P + 2$$

Where:

- R = Minimum rounds of play necessary
- A = Number of contestants participating
- P = Number of top positions determined correctly

The solution of the above equation will show the following relation between number of players and rounds of play.

Number of Contestants	Number of Prizes or Top Places				
	1	2	3	4	5
	Minimum Rounds of Play				
10-15	7	8	9	-	-
16-30	8	9	10	11	12
31-60	9	10	11	12	13
61-105	10	11	12	13	14
106-200	11	12	13	14	15

CEK:AT-4  
March 8,  
1954