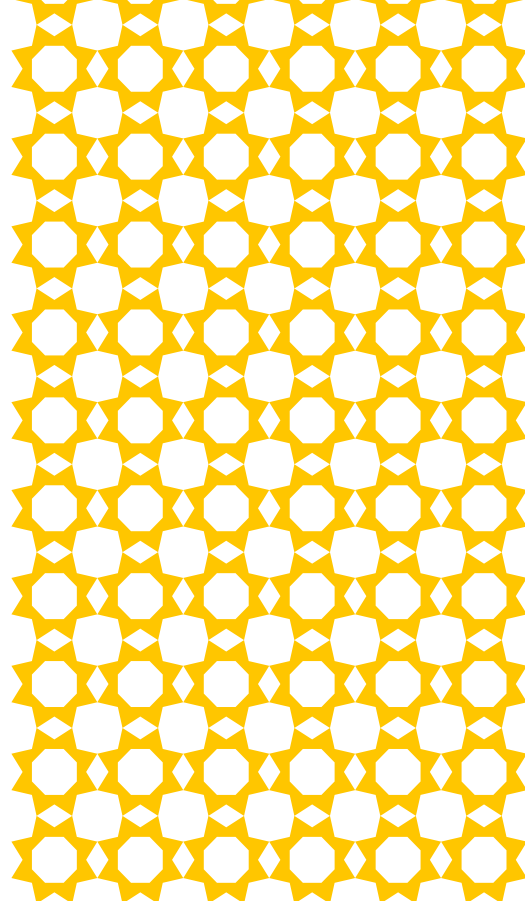


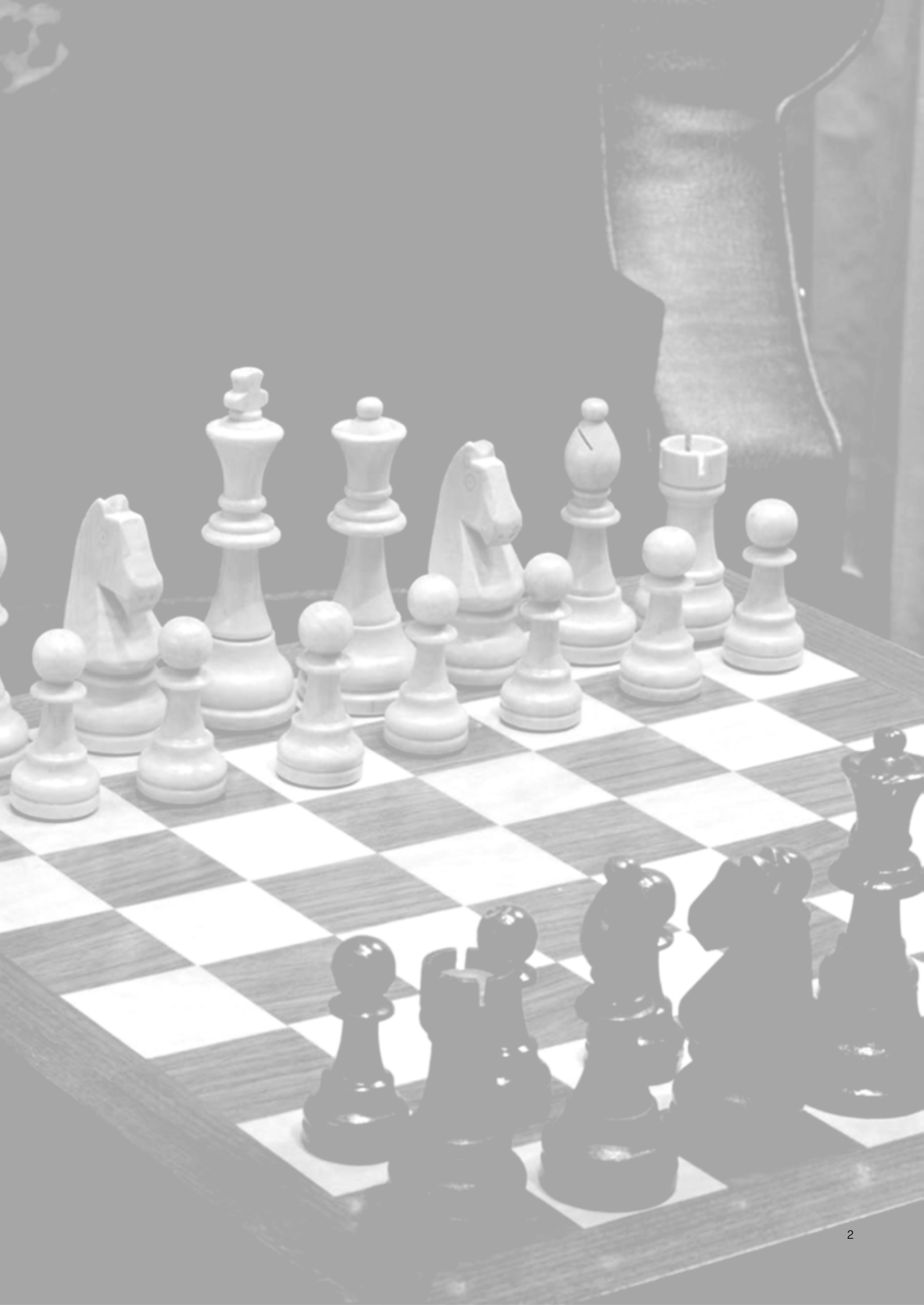
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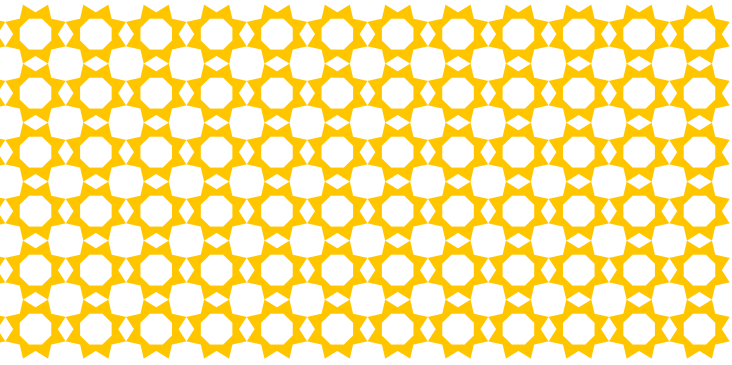
WORLD ONLINE SCHOOL CHESS TOURNAMENT

(April 2020 – March 2021)

EXPO DUBAI 2020







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01

Introduction and objectives



Chess is a universal game (191 countries in the International Chess Federation) that goes back over a thousand years. It came to Europe through the Arabs, who in the 8th century brought it to the Iberian Peninsula. The chess that is played throughout the world today was created in Spain at the end of the 15th century, when the queen became the most powerful piece. From there it spread to western Europe and the Americas. Its common language allows people to communicate regardless of race, language, religion, age or gender.

The Spain Pavilion in Expo Dubai 2020, in line with the theme of this universal exposition of "Connecting Minds, Creating the Future" invites all member countries to participate in an event that aims to "increase intelligence for life" and expand awareness of the potential of chess as a key educational tool, as supported by sound scientific studies.

Given the unanimous opinion that education is the best tool for ensuring an intelligent future, what better than a game that consists of thinking and developing many different values? Moreover, there are also very reliable studies that consider chess the best mental gymnastics for delaying or preventing the ageing of the brain and Alzheimer's.

Chess is also very closely linked to the development of computers. It was the Spaniard Leonardo Torres Quevedo who invented the first analogical chess computer in 1915. The pioneers of computing, Alan Turing and Claude Shannon, chose chess as a field of experimentation for artificial intelligence in 1948. The scientific progress spurred by the victory of the Deep Blue (IBM) program over the World Chess Champion Gary Kasparov in 1997 were subsequently applied in many different fields of science (pharmaceuticals, agriculture, finance, etc.). Now it is the turn of the best non-human player, AlphaZero, developed by Deep Mind (Google), which dominates chess after training by playing millions of games against itself.

Chess is the only sport that can be played via the Internet, so we can bring children from all countries together through a stimulating competition. In this way, we will boost the development of intelligence and the values of coexistence between cultures, using chess as the vehicle for union.

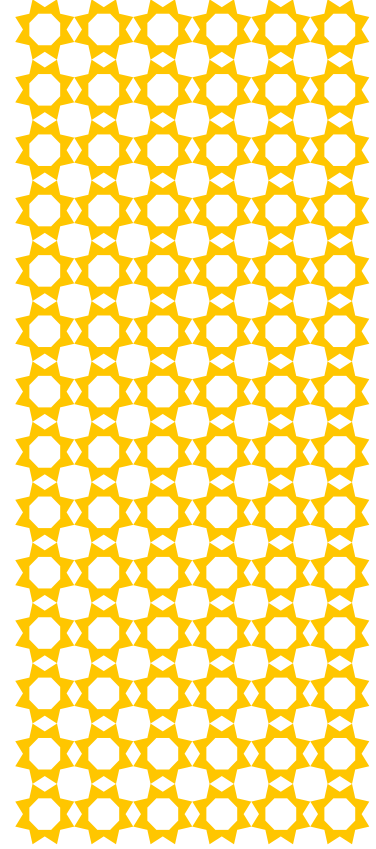


02

Event
organization
and schedule



The event we propose is unprecedented in the world of chess in terms of the potential participants involved, as it is open to all the countries (almost 200) that will participate in Expo Dubai 2020. Combined with its duration, this scope will make the competition a global model for interconnected chess via the Internet.



2.1. Age range of the school participants

The categories of school chess, accepted around the world, range from Sub8 (children under 8 years of age) to Sub18 (the maximum age band).

The categories that can participate in this event are Sub 14 and Sub16 (ranging from those born in 2006 (the Sub14 category as of 1 January 2020) to those under 16 years of age on 1 January 2020).

The age range of the finalists means they will have fewer problems in making their journeys to Dubai, the quality of the players will be higher (better FIDE ratings), and they will find it easier to handle the computer systems used in the competition.



2.2. Participation in the Tournament

A maximum of 10 teams per country can participate in the competition.

All interested schools may enter, provided that they have the minimum technological requirements for participating in the competition (details below).

Countries participating in Expo 2020 are asked for their support in publicizing the event; and the countries that have a team classified for the finals are asked to help by paying their teams' travel costs to Dubai and giving visibility to the presence of their teams in the Expo.

2.3. Registration and selection of the teams

Each educational centre interested in participating must register by a computer application installed on the official Tournament portal. It will have to provide details on its activities related to chess.

If there are more than ten applications from a single country, the application will select the ten teams to participate based on the following criteria: five of them on the basis merit (sporting results of their players, introduction of chess into the curriculum or extra-curricular activity in the school, etc.). The other five teams will be selected by lot, with no criteria of merit used.

This system provides the opportunity for all the schools to take part, while also stimulating those who have incorporated chess into their activities, or want to increase its importance.

When a team classifies for the on-site final, the country will pay the costs of the trip and stay for its teams in Dubai, as well as ensuring the visibility of their presence in the Expo.



2.4. Participants per team

Each team will be composed of:

7 first-team players

2 reserves

There will also be:

one captain;

and **an adult delegate responsible** for the team during the whole competition.

Section 3, the Tournament Rules, explains these requirements in more detail.

Schools are urged to make their balance between male and female players as equal as possible.

2.5. Speed of the games

The games will be played over 20 minutes, with 10 more seconds per move for each of the two players. The time will be controlled by an online chess clock for each game. The average duration of a game will be around 60 minutes.



2.6. Schedule and competition phases

The competition will consist of three phases:

- A registration period for the countries that are interested: **15 January to 31 March 2020.**
- Online classification phase: **from 15 April to 15 December 2020.**
- Knock-out rounds in 2020, taking into account the school calendar. The finalists will be decided starting **15 December 2020.**
- The on-site final phase will take place in Dubai on **29, 30 and 31 March, 2021.**

2.7. Number of teams in the on-site final phase in Dubai

The number of teams that will reach the final phase in Dubai will be a minimum of 10 and a maximum of 12. They will have passed the elimination phases, with a total of 90-108 young people, depending on the number of teams that reach the final.



2.8. Technological requirements for entry

To ensure the competition operates correctly, the participating schools will have to guarantee that the teams entered have access to certain minimum technological resources, as follows:

- > Fast fibre-optic or ADSL connection.
- > Computers with one of the latest Windows operating systems (Windows 8 or 10)
- > Ability to communicate with those responsible in the competition administration via e-mail/Skype/WhatsApp on the days when each team is playing.



03

ANNEXES

Tournament
rules and entry
forms



3.1. General competition rules

- 1) The Expo Dubai 2020 school chess tournament is for teams of 7 players. It will be held between the months of **April and December 2020** in its classification phase. The on-site phase will be held in **March 2021**, in accordance with these rules.
- 2) Each of the Classification Phases in this tournament will be held online, through team matches played on a chess platform (to be determined).
- 3) The Final Phase of the competition will be held on-site in February 2021 during Expo Dubai 2020.

3.2. Registration

- 1) The competition is open to public and private educational institutions from around the world. Each institution may enter one (1) team.
- 2) On registration, each institution must present a minimum of 7 and a maximum of 9 players (including substitutes).

The teams should be as evenly divided as possible between male and female players.

The players appearing on the official entry form must be listed in order of strength, as determined by the institution entering each team. The order must be maintained during all the online phases. Specific rules will be issued for the on-site phase.

The corresponding entity may replace a maximum of two (2) players before the start of the online phase. Once this phase begins, the players may not be replaced except in the case of a duly certified accident or illness. The Organization reserves the right to refuse any changes to the players entered for any other reason.

- 3) All the players entered must be at least 14 years of age (Sub14) and no more than 16 years of age (Sub16), the latter and must be under 16 years of age on January 2020. They must be students of the educational institution that presents them. The head of the institution must certify the students' link to the institution and the veracity of the data included on the entry form.
- 4) A maximum of 10 teams may be entered from each country.

If the number of institutions entered by country is higher than this, the computer application through which the registration is made will automatically select the 10 teams allowed by the competition rules.

The Organization may establish prior requirements relating to the online connections of the institutions that enter the competition. However, it will be the responsibility of the countries, federations and educational institutions entered to have the appropriate technical means for taking part in the online matches.

- 5) Each team must appoint a Delegate and Sub-Delegate, both over the age of 18, who will represent the team in their contacts with the Organization. They will be the only persons authorized to submit any claims for incidents occurring during the games.

Any registration that is not made on the official forms or is not submitted within the deadline to the Organization will not be considered.

- 6) The registration must be accompanied by a certificate signed by the director of the centre attesting that the data included in it are correct.
- 7) Registration implies giving authorization to the chess federation of the corresponding country (as well as the International Chess Federation FIDE) to receive these data for the purpose of subsequently offering other activities and improving the organization of school chess in each country.

3.3. Organization of the groups and the online matches

1) The event's organising committee will put the teams into groups according to their location and time zone, as indicated by the teams on registering. Teams will be seeded to prevent theoretically stronger teams from being in the same group.

The composition of the groups will be notified in good time, at least 15 days before the first match; it will also be published on the Tournament's website.

The composition of the groups depends on the number of players entered. In any event, there will be two (2) online phases (Preliminary and Semi-Final), with a minimum of 5 matches in each of the phases.

However, if very many players are entered, an additional phase may be added.

The precise structure of the groups and of the different phases will be published after the close of registration and before the start of the Preliminary Phase.

2) The matches will be held via the platform (to be determined) on the dates and at the times established in the composition of the groups.

Each match will be held on 7 boards. The composition of each team must follow the order of strength specified when the players were entered.

3) The games will be played at a speed of 20 minutes for the whole game, with 10 additional seconds for each move made. The indications given by the clocks on the platform shall be considered correct.

The player who uses up the time will lose the game if it has not already finished. There is no minimum time for making the first move.

4) The match will be won by the team whose players score more than 50% of the points corresponding to the games played (excluding games with a double forfeiture). The match will be drawn if both teams win 50% of the points corresponding to the games played (excluding games with a double forfeiture). The following scoring system will be used for each match:

^ 3 points for each game won.

^ 2 points for each game drawn.

^ 1 point for each game lost.

^ 0 points for each game lost with 2 or fewer players participating.

5) The classification in each group will be established as follows:

a) By the sum of the points won in each match.

b) If there is a draw, by the total of the individual boards won in each match.

c) If there is still a draw, by the individual results of the drawn players.

d) If there is still a draw, by the player in the drawn game on board 1 who played black.

6) The organization may establish any measure it considers appropriate to supervise the games played, similar to the FIDE anti-cheating guidelines, including (but not limited to) analysis of the games using computer modules, encouraging the installation of webcams at the points where games are played, or any similar measure.

Any breach by a participating team of the instructions received from the Organization, or the reasonable suspicion of the use of illegal assistance, will be sufficient cause for the elimination of the team involved from the competition.

3.4. Final phase (on site)

- 1) The Final Phase will be held on site during the Expo Dubai 2020.
- 2) A minimum of 10 and a maximum of 12 teams classified in the Semi-Final Phase will pass on to the Final Phase.

The teams classified must confirm their participation in this Final Phase before **15 January 2021**. If at this date one of the teams has not confirmed its attendance, it will lose its right, which may be assigned by the Organization to one or more of the teams classified in second place in the Semi-Final Phase. If the place(s) is/are not covered, the Organization may designate one of the participating teams in accordance with its own criteria.

- 3) The Final Phase will be held in a round-robin system (each team playing each other once) including the teams that have confirmed their participation within the deadline, or which have been invited by the Organization.

The matches will be held at the same speed of play and with the same requirements of order of strength and gender of the participating players.

Specific rules will be issued for this Final Phase. They will be duly communicated to all the participating teams.

EXAMPLES OF POSSIBLE DIVISION INTO GROUPS:

	Initial Phase		Preliminary Phase		Semi-Final Phase		Final
Teams	Groups	Eq x Grp	Groups	Eq x Grp	Groups	Eq x Grp	Teams
500			72	7	12	6	12
640			80	8	10	8	10
1200			100	10	12	10	12
2160	360	6	60	6	10	6	10
960			96	10	12	8	12
768			96	8	12	8	12

WORLD ONLINE SCHOOL CHESS TOURNAMENT – EXPO DUBAI 2020

School/Institution			
Representative			
Address			
Province		Country	
GMT timetable			
Website			
Contact e-mail		Tel	

REGISTRATION OF PARTICIPATING PLAYERS ORDER OF STRENGTH

Position	Name	FIDE Id Code	Gender	Yr. birth
Board 1				
Board 2				
Board 3				
Board 4				
Board 5				
Board 6				
Board 7				
Board 8				
Board 9				

REGISTRATION OF REPRESENTATIVES

Position	Name	E-mail	Tel
Delegate 1			
Delegate 2			



ADDITIONAL INFORMATION

NON-ACADEMIC PERIODS AND HOLIDAYS (Indicate dates)	
POSSIBLE TIMETABLE FOR PLAY (Indicate Local Time or GMT) - Include Weekends	
TECHNICAL TEAM	
Computer Room (number of PCs)	
Type of Internet connection	
Webcam	
CHESS CLASSES AND COMPETITIONS	
Chess in school time (number of students)	
Extra-curricular chess (number of students)	
Participation in national competitions	
OTHER INFORMATION	

The registration must be accompanied by a certificate signed by the director of the centre attesting that the data included in it are correct.

Registration implies giving authorization to the chess federation of the corresponding country (as well as the International Chess Federation FIDE) to receive these data for the purpose of subsequently offering other activities and improving the organization of school chess in each country.

Countries interested in collaborating on this project should send an email indicating a contact person to this email address.



ESPAÑA
Expo Dubái 2020

Countries and institutions interested in collaborating with this project should send an email indicating contact details to this address:

infochess@expospain2020.es