

The Great Western Regional
“Gotta’ Take It!”/“Uncle Bob’s Stinky Pig!”
Chess Championships, Wiener Roast 
and Ice Cream Extravaganza 

Saturday, April 12, 2008
Grandview Elementary
3301 Grandview Drive, Rapid City, SD 57701
605-394-1829 (ask for Mr. “C”)

TWO SPECIALTY CHESS TOURNAMENTS IN ONE!!!

I. “Gotta’ Take It!” (*You have to lose to win!*)

- **Rounds (2 games each):** 9:00, 10:00, 11:00, (Lunch break from 12:00 to 1:00), and the final 2 rounds at 1:00, & 2:00. Gotta’ Take it will be immediately followed by “Uncle Bob’s Stinky Pig!” at 3:00 and the awards ceremony for both at 4:00.
- “Gotta Take It!” medals are given to the **1st**, **2nd**, **3rd**, **4th**, & **5th** place winners in all three sections- **K-3**, **K-5** & **K-12**.

“Gotta’ Take It!”- Rules and Regulations:

1. The object of the game is to **lose** all your pieces. That is, the first player to lose all of his or her own pieces wins the game.
2. If you move a piece into a position where your opponent can take your piece, you must say “Gotta’ Take It!” and your opponent must then take your piece.
3. If you move a piece into a position where your opponent can take it and you do **not** say “Gotta’ Take It!”, the game continues. Your opponent may then move out of danger if they see your “blunder” and chooses to do so.
4. If you cannot move a piece because your pieces are **blocked** from moving by your opponent’s piece(s), and you have **fewer** pieces than your opponent, you automatically win.
5. If a player cannot move and there are an equal number of pieces, the game is a draw.
6. If you promote a pawn to the opponent’s last row, you may exchange it for any piece of your choice or leave it as it is. (Remember, a dead piece, one you can’t move, is the same as a taken piece.)
7. The taking of a King does not end the game. There are no checks, checkmates, or stalemates!
8. Forfeits are not allowed. One ½ point bye may be requested prior to the 1st round (except 5th round)
9. Each player plays 5 different **opponents twice**, switching colors after the first game of each round. This is a total of **10 games**.
10. Each game lasts **20 minutes**. The clock acts as a timer only (no one “hits” the clock again once it is started). If time runs out, the player with the least number of pieces wins. Each game needs just one clock which is to be reset to 20 minutes each game.



“ That’s a take! ”

II. “Uncle Bob’s Stinky Pig!”

- **Rounds:** K-3 plays one 30 minute round, K-5 plays one 35 minute round and K-12 plays one 40 minute round. This helps the scorekeepers stay on time.
- “Uncle Bob Stinky Pig!” awards are given to the 1st, 2nd & 3rd place winners in all 3 sections: K-3, K-5, & K-12.

“Uncle Bob’s Stinky Pig!”- Rules and Regulations:

1. The boards for each section are placed on the floor in a straight line.
2. Players are randomly paired by the tournament officials at the start the match.
3. Each player will play this opponent for 120 seconds (2 minutes).
4. Then, the official yells “switch” and all players move to the board to their right and begin playing on that board. Do not reset the board.
5. Be sure to tell the players moving to your last board whose turn it is.
6. Boards are reset only in the event that some checkmates, stalemates, or draws.
7. When a player wins, he or she raises his or her hand and calls out “checkmate”, “stalemate” or “draw”. An official will come over, verify the win and write down the winner’s name. The board can then be reset and a new game begins. If the official calls switch as a game is being won, quickly reset your board (with the help of the players who are moving), before moving to the next boards.
8. Players will get one point for a checkmate and ½ point for a stalemate or a draw.
9. **No forfeits** (resignations), **no requesting draws** and **no accepting draws**.
10. **Deliberate “stalling”** is **not** allowed.
11. The **3 players** to win the most number of games in each section, will win medals.
12. Regular USCF chess rules apply, including “touch move”. Clocks are not used.
13. Any ties at the end of the match, will be broken by a snout to snout “**pig-off**” in which the first player to win a game, breaks the tie.

GENERAL TOURNAMENT INFORMATION:

- **Tournament Fees:** \$6.00 by **April 8** or \$10.00 after April 8 or at the door. Make **checks payable** to the “Grandview Chess Parents”.
Send (or return) registrations to: Mr. “C”, Grandview Elementary, 3301 Grandview Drive, Rapid City, SD 57701.
- USCF membership is **not** required. Any K-12 student from anywhere may play.
- **Lunch/Snacks:** Hot dawgs, chips, ice cream, popcorn, pop and bottled water will be served in the “skittles room” and is allowed only in the skittles room. Absolutely no food or drinks in the halls, bathrooms or tournament room.
- **Running** in the halls or tournament room will not be tolerated. Go outside to run!
- This tournament is **hosted by** the Grandview Elementary and South Middle School Chess Clubs and the Cougar Chess Parents.
- **Tournament Officials:** Randy Christensen (Mr. “C”), Aaron Knudson and Heather Bunkers.
- **Questions ???** Contact “Mr. “C” (Randy Christensen) at 394-1829 or 721-6543.

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*The Great Western Regional “Gotta’ Take It!”/“Uncle Bob’s Stinky Pig” Championships
Official Registration Form and/or Bookmark*

Name: _____
School: _____ Section (circle one): **K-3** **K-5** **K-12**
Grade: _____ Phone: _____



Uncle Bob and Penelope