

International Online Chess Kids Cup

Who: Our Friends from Bavaria/Germany and all over Europe; 10 teams per room available, no limits for number of members, beginners are very welcome!

Date: Thursday, 16. April 2020, 5pm to 7pm

Room 1 and 2: Little Tigers / Rapid Rabbits

Time Control: 7min + 5sec Increment, no Berserk

Age: 01.November 2006 and younger

Leaders: 14 leaders

Platform: www.LiChess.org , Arena System, Team Battle

Link: <https://lichess.org/tournament/AF2RtIAB>

(SFT EuropeKids LittleTigersU13 Team Battle)

Link: <https://lichess.org/tournament/FLvwFtfv>

(SFT EuropeKids RapidRabbitsU13 Team Battle)



Room 3: Big Panthers

Time Control: 5min + 3sec Increment, WITH Berserk

Age: Year of birth 2002 and younger

Leaders: 14 Leaders

Platform: www.LiChess.org , Arena System, Team Battle

Link: <https://lichess.org/tournament/4ZCcrUQL>

(SFT EuropeKids Big PanthersU18 Team Battle)

Room 4: Berserk Bisons

Time Control: 3 min + 3sec Increment, WITH Berserk

Age: Year of birth 2000 and younger

Leaders: 14 Leaders

Platform: www.LiChess.org , Arena System, Team Battle

Link: <https://lichess.org/tournament/RLIGxlv8>

(SFT EuropeKidsBerserkBisonsU20 Team Battle)

Let Corona bring us together and as many kids as we can to play chess with each other!

I wish all kids a friendly and fair tournament and most important thing: have fun!

Brunhilde Fischer,

2. Youth Leader SF Tegernheim

www.schachfreunde-tegernheim.de

General Description

At first SF Tegernheim installed these tournaments to give teams with young players the possibility to find appropriate partners to play chess while corona doesn't let us play in our home clubs. So I appreciate especially at the U13-Group that all teams put in the very beginners as well that the small ones can have fun with each other too (because of the Leader-System they don't influence the team ranking anyway and because of the pairing system they will play against equal partners). We started at 9. April 2020 in one group U15 <https://lichess.org/tournament/c3GdmNKk> with more than 300 players. In the second round we split up and try to fill up four rooms, also for elder players.

All newcomers start with 1500 LiChess Elo. Because of the fact that the tournament pairing works by points and Elo it makes sense that all players try to get an appropriate Elo before the next event to make sure reasonable pairing. LiChessElo seems to be about 300 to 400 points over real live Elo.

Please inform your kids that LiChess (automatically) AND your opponent teams will look for computer cheaters (that do obviously too strong moves for their Elo). I have to ban teams who have heaped problems with cheaters – so make sure that we all can have a fair tournament!

If SMALL Clubs can't find about 20 Kids please feel free to find helping hands by a neighborhood club or put in one or two kids who are A BIT elder AND fit into your team elo range – I trust your good will as trainer to do that in an equitable way!

Get into the tournament

- get for you and all of your kids LiChess accounts (free of charge)
- establish a LiChess team and put all your kids into that team

if you have about 14 team members go to Lichess and write to "FiBru" your team name, a phone number for the manager whatsapp group and at which room you want to start (U13, U18 and/or U20); we will try to find a place for your team or add you to a waiting list if we continue with this tournaments

Leader System at Team Battles

Leaders are the best players of a team in the end of the tournament. The points of the Leader will be sum up and result in team ranking. You can have as many team members as you want – only the Leaders will make the ranking. If you can't afford the required leaders you can participate with resulting disadvantage at the team ranking.

Notice: You get not paired with your own club members.

Arena Tournament FAQ Shortcut from LiChess

How are scores calculated?

A win has a base score of 2 points, a draw 1 point, and a loss is worth no points.

If you win two games consecutively you will start a double point streak, represented by a flame icon.

The following games will continue to be worth double points until you fail to win a game.

That is, a win will be worth 4 points, a draw 2 points, and a loss will still not award any points.

For example, two wins followed by a draw will be worth 6 points: $2 + 2 + (2 \times 1)$

Arena Berserk

When a player clicks the Berserk button at the beginning of the game, they lose half of their clock time, but the win is worth one extra tournament point.

Going Berserk in time controls with an increment also cancels the increment. (1+2 is an exception, it gives 1+0)

Berserk is not available for games with zero initial time (0+1, 0+2).

Berserk only grants an extra point if you play at least 7 moves in the game.

How does the pairing work?

At the beginning of the tournament, players are paired based on their rating.

As soon as you finish a game, return to the tournament lobby: you will then be paired with a player close to your ranking. This ensures minimum wait time, however you may not face all other players in the tournament.

Play fast and return to the lobby to play more games and win more points.

How does it end?

The tournament has a countdown clock. When it reaches zero, the tournament rankings are frozen, and the winner is announced. Games in progress must be finished, however they don't count for the tournament.

Other important rules.

There is a countdown for your first move. Failing to make a move within this time will forfeit the game to your opponent.

Drawing the game within the first 10 moves will earn neither player any points.