

## **LotS Special Regulations (FIDE reference)**

- Players have the move after the opponent completes their move. (use 6.2 instead of 1.3, matching USCF 6B)
- Players may be 30 minutes late. (6.7.1)
- Electronic notation is not allowed in Open section. (8.1.1)
- Electronic notation is allowed in Senior, U1800, U1300 and U800 sections with USCF-approved devices.
- Tournament will collect 1 scoresheet from every prize winner. (8.3)
- Players have permission to go to the rest room even if it is their move. (variation from 11.2.3.2)
- Spectators are allowed. (11.2.3.3)
- Smart watches and personal music players are not approved. (11.3.2)
- Noise-canceling headphones, fitness trackers, non-smart watches are specifically approved with inspection. (11.3.2)
- Players may have electronic devices switched off in a bag at their table. (11.3.2.1)
- Arbiters may give warnings or time penalties rather than forfeits. (11.3.2.2)
- Players are subject to inspection for electronic devices. (11.3.3)
- Tie-breaks will not be used (C.07.2.1) Cash prizes awarded by USCF rules.
- Add 5 minutes to the base time if not using a clock with increment or delay.
- Masks are optional.

## **Pairings**

All reports will be created in WinTD, but the source of pairings will vary by section.

### **Open:**

- FIDE Baku Accelerated.
- Reference FIDE Handbook C.04.5.1 Baku Acceleration.
- The top half of players will get 1.0 virtual points in rounds 1&2 and 0.5 virtual points in round 3.

### **Senior, U1800, U1300, & U800:**

- WinTD Standard Accelerated with the breaks input at 1675, 1500, 1000, & 600.
- Accelerated pairings improve the likelihood of getting opponents closer to your rating and getting a clear winner in large sections.
- WinTD's implementation of accelerated pairings is similar to USCF Variation 28R2.
- To fairly accommodate two merging schedules, the break for acceleration is set at a specific point for both Friday evening and Saturday morning rounds, regardless of the actual rating distribution of entrants. The Saturday afternoon round will have winners from below the break play non-winners from above the break.
- In the last round, if it is impossible for any player from a prize group to win a place prize in the section, the prize group may be paired within itself to compete for its own prizes.
- Players from the same club, school, family, etc, may request that pairings against each other be avoided.