



2025 North Carolina K-12 Girls State Championship

**Haring tie-breaking information is on the back of this flyer

Date: Saturday, March 22, 2025

Location: Ravenscroft School, Raleigh (Cox Court Gym)

Eligibility: Open to all Scholastic (PK-12) girls residing or attending school in NC

REGISTRATION FEES

- Register in February: Entry fee \$35
- March 1-19: \$40
- March 20 or 21: \$45
- Register Onsite 8:00am to 8:30 am: \$50; (likely half point bye Round 1)

FORMAT

- ❖ 5 Sections: **OPEN; U1300; U800; U500; U300**
- ★ Prizes: Trophies to top 3 girls in each section, and class prizes are as follows:
- ★ Open section - 1st each in: U1700, U1600, and U1500
- ★ U1300 section - 1st each in: U1200, U1100, U1000, and U900
- ★ U800 section - 1st each in: U700 and U600
- ★ U500 section – 1st each in U450, U400, and U350
- ★ U300 section - 1st each in: U250, U200, and U150
- ★ Team plaques to top 3 school teams in U800, U500, and U300 sections. Travel stipend for Open winner attending 2025 USCF Haring tournament. Other prizes may be awarded
- ❖ 4 round Swiss System; Time control: G/45; d5
- ❖ Game schedule: Sat, March 22: Round start times **9am; 11:30am; 2pm; 4pm**
- ❖ Up to 1 bye allowed for any round declared before Round 3

SIDE EVENTS

- ❖ Master Simul and 2025 Women's Tournament of Champions
USCF membership required; DKC will use vouchers to create new scholastic memberships, or to replace expired scholastic memberships.

Sponsors: North Carolina Chess Association, Dragon Knight Chess, and Indermaur Chess Foundation

Organizer: Dragon Knight Chess

For more information please visit: www.dragonknightchess.com/tournaments/ or contact

Coach Jonathan Schroer at jon@dragonknightchess.com (919)-422-2535

The USCF tiebreak system (no playoffs) will be used, except:

To determine the Open First Place Winner (the North Carolina Haring Qualifier), a playoff will be used, if necessary:

All Haring tiebreaking games will be G/5; +2, except for the Armageddon Game (see below). The tiebreaking games will be unrated; and scorekeeping/notation will not be required.

If either player makes an illegal move and presses the clock before correcting it, and the opponent timely claims the illegal move, **then for the:**

1st infraction: 1 minute will be added to the time of the Illegal Movant's opponent;

2nd and all later infractions: 1 minute will be deducted from the Illegal Movant's time. If a 1 minute deduction results in negative time, the Illegal Movant's opponent may claim an immediate time win.

Games not required to determine the Haring Qualifier are optional at the Tournament Director's sole discretion, and do not affect tiebreak trophy winners.

Different numbers of tying players:

2 players:

A. **2 game playoff;** if tied 1-1:

B. **2 game playoff;** if tied 1-1:

C. **Armageddon Game:** Color toss (players are allowed to agree upon color, after toss, to disregard toss) and then: Black gets draw odds; White gets 7-5 time odds; 1 second increment. Victorious player (including drawing with Black) becomes the Haring Qualifier.

More than 2 players: Single round robin:

Exactly 3 players:

Single round robin. First 2 players "A" and "B" toss for colors in the 1st game. The winner of the first game changes color and plays the other player "C" in game 2. Should there be a draw in the 1st game, then the person who had white will play black against the person with the bye from the first round.

More than 3 players:

Single round robin. Winner becomes the Haring Qualifier. If the Round Robin is tied, then all players who tied for 1st advance to the next Playoff Level, or repeat the Playoff Level if all tie with a 50% score. Lots will be drawn to determine the playing order.