

ARENA RULES

BLUNDERCHECK CHESS CLUB
ARENA TOURNAMENT

Arena is non-stop chess for a set block of time. There are no rounds and no byes — finish a game, report it, and you're paired again ASAP. Win as many games as you can, build win streaks for bonus points, and whoever tops the standings when time is called wins.

TIME CONTROL Same every game Announced with event info	FORMAT Continuous play No rounds, no byes	SCORING 1 / ½ / 0 Win / Draw / Loss, plus streak bonuses	WINNER Top of the standings When time is called
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THE LOOP

- 1 Watch the display.** It posts and announces your board, opponent, and color.
- 2 Play.** Don't stop the clock mid-game for any reason except a dispute — then pause it and raise your hand for the TD.
- 3 Raise your hand** and report the result. The TD will ask about a rematch.
- 4 Reset your board** to the starting position, then head to your next one.

Two-minute rule: you have two minutes between games to reset your board and get to your next one. Boards move fast — don't leave a new opponent sitting.

REMATCHES

LOSER ASKS The winner must accept.	WINNER ASKS The loser may decline .	AFTER A DRAW Either may ask; the other must accept.
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One rematch per pairing, colors swapped. After that you both return to the wait list.

PAIRINGS

- Your first game is random. After that you're paired with whoever's next on the wait list, with colors alternating where possible.
- You won't be paired with the same opponent twice. Once you've played everyone available, you can replay someone if you both agree — one game, no rematch.
- Walk in any time. Late arrivals join the wait list and get paired from there.

STREAKS & STANDINGS

Win three in a row and that third win earns a **bonus point** — as does every win after it. Only a win keeps a streak alive; a draw ends it just like a loss.

Four straight wins: **1 + 1 + 2 + 2 = 6 points**

- Ranked by points, then most wins. Still tied, and the two play one blitz game for it.
- Live standings throughout the event on the display and at benjaminblundercheck.com/arena/results.

BREAKS & THE FINISH

- Take a break whenever you like — just tell the TD as your game ends, not during one. You'll sit out until you say you're back, then rejoin at the end of the wait list.
- Leaving for good? Report your last result, then let the TD know.
- Pairings run until the last second, so a game can start in the final minute. Once time is called there are no new games or rematches — boards in progress finish and count, then the winner is announced.

AT THE BOARD

- Touch-move applies.** Say "adjust" before straightening a piece.
- Illegal move:** pause the clock and get the TD — 30 seconds added to your opponent's clock.
- Flag falls, you lose** — unless your opponent can't mate.
- Anything else** follows US Chess rules. Disputes go to the TD.

Blundercheck Arena. Play fast, play often, and keep that streak alive.

QUESTIONS? ASK THE TD