

Run a chess tournament in your classroom

A simple plan for one lesson or one club session. No chess expertise needed, just boards, a timer and this kit.

BEFORE

Set up (10 minutes)

1. Print the sign-up sheet, one pairing sheet per round, the score table and a certificate for every pupil.
2. Set out one board for every two players. Check each board has all 32 pieces.
3. Decide the time: with chess clocks, 5 to 10 minutes each. Without clocks, play until your timer rings.
4. Pick a format: 3 or 4 rounds fit a 45 to 60 minute session.

DURING

Each round

1. Read out the pairings from the pairing sheet. Players find their board and shake hands.
2. White moves first. Start the timer.
3. When a game ends, both players tell you the result. Write it on the pairing sheet straight away.
4. When time is up and a game is unfinished, call it a draw, or award it to the player clearly ahead.

SCORING

Points

- Win: 1 point
- Draw: half a point
- Loss: 0 points
- Odd number of players? One pupil sits out each round and gets 1 point (a "bye"). Give it to a different pupil each round.

PAIRING

Who plays who (Swiss system)

- Round 1: pair pupils at random, or strongest half against weakest half.
- Next rounds: pair players on the same score with each other.
- Never pair the same two players twice.
- Try to swap colours, so nobody is always White.

AFTER

Finish on a high

Add up the points on the score table. Tied players can share the place, or play one quick decider. Hand every pupil a certificate, not just the winners. Taking part is the point.

Short on time? ChessHost does the pairings, standings and certificates for you, from a phone or laptop. Pupils still play on real boards. Free for one event a month.

chesshost.app



Player sign-up

Event: _____ Date: _____

#	Player name	Class or group	Here?
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			

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Pairings and results

Round: _____

Start time: _____

Result key: **1-0** White wins **0-1** Black wins **½-½** draw

Board	White	Result	Black
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Sitting out this round (bye, 1 point): _____

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Score table

Write each player's points after every round: 1 for a win, $\frac{1}{2}$ for a draw, 0 for a loss.

#	Player	R1	R2	R3	R4	R5	Total	Place
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								
16								

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Tournament manners

Read these out before round 1, or pin them up next to the boards.

1. **Shake hands** before and after every game, whoever wins.
2. **Touch it, move it.** If you touch one of your pieces, you must move that piece if you can.
3. **Let go, it stays.** Once your hand leaves the piece, the move is made.
4. **Play quietly.** Other games are still going on around you.
5. **Stuck or unsure?** Put your hand up and wait for the teacher. Don't argue across the board.
6. **Report your result together.** Both players tell the teacher who won, or that it was a draw.
7. **Win well, lose well.** Say "good game" and set the pieces back up for the next round.

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CERTIFICATE OF ACHIEVEMENT

Chess Tournament

This certificate is awarded to

for taking part and playing with skill and good sportsmanship

Teacher

Date