CONNECTICUT STATE CHESS ASSOCIATION

a 501(c)(7) nonprofit corporation
P.O. Box 370123 -- West Hartford, CT 06137

Hi, everyone:

Thank you for registering and participating in the 2026 (inaugural) Halloween Action Thriller, a G/30+3 event! Round 1 is at 11 AM.

IMPORTANT!
PLEASE READ THESE NOTES BEFORE TRAVELING TO THE EVENT

Here are some things you need to know for tomorrow's event:

1. Equipment

All equipment (chess sets, clocks, scoresheets and pencils) will be provided. You do NOT need and will NOT be permitted to use your own.

SCOREBOOKS AND ELECTRONIC SCOREKEEPERS ARE NOT PERMITTED. Scoresheets will be available for everyone.

All assistance with setting up boards ahead of Round 1, as well as putting away equipment at the conclusion of the event, is greatly appreciated.

2. Venue & Parking

The event is being held at the beautiful Eastern Connecticut State University (ECSU) campus in the Student Center, which is near the **northern High Street entrance** to the campus. Competition will be held in the Betty Tipton Room, which is the ECSU event hall located in the Student Center.

Please use your GPS to arrive at the northern High Street (Charter Oak Road) entrance and follow Charter Oak Road to the Shakespeare Garage (item 36 on the linked CAMPUS MAP), which will be the second parking garage on your left. The Student Center is a little further down Charter Oak Road (33) on your right. The Tipton Room is on the main/second floor of the Student Center building. Signage will be posted as best possible to lead players to the Room. Please look for Blue Sheets with the CSCA logo.

Parking is free on campus as long as it is authorized. You may park in either of the two garages (Shakespeare or Cervantes). Again, Shakespeare is slightly closer to the Student Center.

3. Check-in & Lateness

There is no check-in at this event. If you registered, you will be paired. However, players should check their names on the master wall charts. **If your name is highlighted, please see TD to verify information. Also, if you do not see your name, come see us.**

IF YOU ARE LATE 10 or more minutes to Round 1, we reserve the right to re-pair available players together and absent players together. Absent players will play on the remaining clock upon their arrival at the board. As soon as lateness is expected, players late or running late should text their (1) section, (2) name, (3) expected time of arrival and (4) if they plan to participate in or forfeit Round 1 to (860) 593-0225.

4. No "Drop Off"

Like at all tournaments, this is NOT a drop off activity. Parents are responsible for their children at all times.

5. Section Changes

SECTION CHANGES onsite are $10 plus any additional entry fee that would have been required at the time of the player's initial registration (upper sections may have entry fee difference from lower sections).

6. Spectators and Parents

Spectators are NOT PERMITTED at this event. Anyone not playing will not be permitted in the play area. Players who completed their match should reset their board and make their way toward the play hall exit until the subsequent round. Repeat reminders of this requirement may result in dismissal from the event and disqualification.

Any players who require help to be seated for the event rounds will be assisted by our staff, NOT their parents.

NOTE TO PARENTS (NO PARENTS IN PLAYHALL): Please allow us to politely remind you that this is your child's tournament and not yours. In accordance with USCF rules, children are considered players, capable of functioning as players and not requiring the assistance of parents to engage in play and all aspects related thereto. Meanwhile, parents are not players and may not assist their children during play or in the administration of the event. We do NOT allow parents back in the play hall after the start of Round 1. Parent presence in the play hall only delays the start of rounds, creates distractions and serves as interference. Reminders to leave the play hall will result in parent dismissal from the event venue and when unavoidable the possible disqualification of your child. Please allow your children to experience the tournament independently for themselves.

7. Telephones & Smart Devices

The use of smart phones and other devices is strictly forbidden during play. The use of a phone/device during play may result in immediate game disqualification. The second such use may result in event disqualification.

Additionally, in general, phones and other smart devices are not permitted in the playhall. Please leave these in your cars or with parents, accompanying guests, etc. If you have absolutely no option but to bring your phone into the event hall, please turn off your phone and place it facedown next to your board. Phone function/activation during play may result in harsh time penalties and possible disqualification. Please abide by these rules and check that your phone is powered off to prevent needless distractions and stoppages.

Examples of use include handling or possessing your phone/device outside the playhall during play, including taking it to the bathroom.

8. Marking Results

Please remember to mark your result on the pairing sheets that are posted. If your result is missing, we may have no choice but to issue forfeits to both players.

9. Withdrawals

If you decide to withdraw from the event for any reason, **you MUST (1) inform the Chief TD in person and (2) add your name and section to the withdrawal list** at the completion of your last played game and ahead of the posting of the subsequent round pairings. Failure to abide by this policy may result in a **penalty** not to exceed the amount of your entry.

10. Approximate Schedule

The **approximate** event schedule is as follows:

11:00 AM – Announcements & Round 1
12:15 PM – LUNCH
12:45 PM – Round 2
2:00 PM – Round 3
3:15 PM – Round 4
4:30 PM – Awards Ceremony

We will do our best to abide by this schedule.

11. Side Games for Players with One Point Byes

If you have a "forced bye" (one point bye due to odd number of players in your section) for any of the Rounds in the event, we will do our best to provide you with a rated side game. Please wait by the TD desk to be assigned the extra game. If you do not wish to play the extra game, you may decline by informing the Chief TD in person. Our goal is to provide all players with a rated game every round whenever possible. Thus, if your pairing says "see TD for possible pairing", please wait by the TD table at the start of the round.

12. Trophy Prizes/Class Prizes

Please note that trophy prizes for placement, including **class prizes** in the lower sections and tournament medals will be distributed during the Award Ceremony. Players receiving such awards who leave the event ahead of the ceremony abandon their prize. We do NOT ship or hold trophy prizes.

13. WiFi

There is reliable public WiFi at the Student Center. Each user can obtain a passcode from the help desk in the Student Center.

14. Lounging and Space Use

Parents and players on break between games may lounge in all public spaces, which may include a break out room or two right across from the event hall entrance.

15. Nonprofit fundraiser and volunteers

This is a nonprofit tournament event of the Connecticut State Chess Association, a 501(c)(7) nonprofit corporation. All proceeds from the event are raised for nonprofit efforts in our state's chess community.

No solicitation is permitted during the event without the expressed consent and authorization of the CSCA.

Anyone interested in volunteering to help the CSCA, either at this event or in future programs and projects, please see CSCA President Alexander Lumelsky, who will be present throughout the event.

16. Emergencies, questions, concerns, etc.

If you have any of the above, please call or text Alexander Lumelsky (Alex) at (860) 593-0225.

17. People to Know

Alexander Lumelsky, CSCA President and Chief Organizer

Thank you for your time.

CSCA Events Admin