

Washington State High School Chess Team Championship

February 27-28, 2026 (Fri-Sat)

Site: Mariner High School, 200 120th St SW, Everett, WA 98204

Directions from I-5:

- Take Exit 186 on to 128th St SW westbound.
- Drive west .3 miles from I-5 turning right on 4th Avenue W.
- On 4th Avenue W drive a half mile and you will see Mariner HS on the right. Park in their huge parking lot that is easily accessible from 4th Avenue W.

Format

Six round Swiss system tournament of 5 player teams with 2 optional reserves. Computer pairing and team standings by total team points, one point per board, all board scores count. Teams from the same league/regional will not be paired in round 1.

Eligible

Teams: Only a school's A and B teams can qualify to play in the State Team Championship. The number of teams in a given league/regional that qualify for State Team will be determined by using **WHSCA Table 1**. When counting up the number of teams in the league do not count any C or D teams and teams that forfeited half or more of their league match games. **WHSCA Table 1** is posted on the WHSCA website at the end of the State Team Rules document. To read the State Team Rules just click on the **Rules** tab. If a league qualified team can't attend the State Team Championship the highest finishing A or B team that didn't qualify in that league may enter the State Team Championship to make up for the absent qualified team. If a Regional qualified team can't attend the State Team Championship the highest finishing team that didn't qualify in that Regional may enter the State Team Championship to make up for the absent qualified team. No team can be admitted which had access to a league or regional qualifying tournament but declined to compete in that league/regional. Schools without a league/regional available are "independent" and may enter their team with two optional substitutes. Independents may not enter a B Team.

Individuals on a team: The WHSCA website (www.whsca.org) has the complete [Player Eligibility Policy](#) but here's a brief summary:

1. Players must be registered for a majority of their program at the school they represent.
2. Home schooled students and alternative high school students can play for their local public mainstream high school that they would attend based on their home address.

Email your questions to Randy Kaech at whsca.chess@gmail.com.

Special note: No school can enter State Team without a full team of five players. If you do not have a full team in round 1, your players will be moved to the All-Comers. You must have 5 players for every round. If you think it possible that you won't have enough players for any round, you should enter the All-Comers for the entire tournament.

Board Order

Establish your team board order carefully when pre-registering. **Absolutely NO CHANGES from this pre-registered team board order will be allowed at the**

tournament except for the use of alternates. Call Brett Baugh at **(360) 941-4590** or email at bbaugh@stanwood.wednet.edu the night before if you have changes to your team roster due to a player(s) dropping out or missing rounds.

Some teams list alternates from a “just in case” standpoint. This is fine, and it is much easier for the TD to keep players as alternates than to add players at the tournament site.

Ratings

Northwest Scholastic Rating System, no memberships required. We will use the latest ratings from the NWSRS database. NWSRS ratings are available at any time at www.ratingsnw.com.

RATINGS, SPECIAL NOTE: Players must play in order of playing strength (board 1 should be your strongest player, board 2 your next strongest player, and so on). Ratings are helpful for this but players’ ratings don’t always indicate their proper strength. Our rules allow a 150 point variance of established ratings on team placement if coaches and captains feel a player is not correctly placed by the rating. Variances of order greater than 150 points should be explained carefully in the registration, and may be challenged by the Tournament Directors. Note that this 150-point rule is for established ratings; ratings for players who have played 20 games or less are considered provisional and are not impacted by this rule; however, players should still be in order of strength.

Time Control

Rounds 1-6: Game/60 minutes with a five second increment.

Recording of games is **required** except in the last 5 minutes on either player's clock.

Schedule

Friday: Check-in **2:15-3:25pm**, verify team rosters and any players playing in the All Comers. **Teams not checked in by 3:25pm will be fined clock time in round one.** *Classes end at 12:45 pm on Fridays at Mariner HS.* **Do NOT arrive on campus before 1:30pm.**

All-Players' meeting at **3:30pm** — important!

Friday rounds 4:15pm, 7:00pm. Saturday rounds 9:00am, 12:00pm, 2:30pm, 5:20pm. Round times will not be moved up. Awards Ceremony: **7:45 pm or ASAP.**

Tie Breaks

If there is a tie for 1st Place there will be a speed chess team playoff (Game in 3 minutes with a 2 second increment), played with USCF touch-move rules.

The tie-breaks for all other ties for team trophies will be broken by the following tiebreak systems, in order:

- 1) Head-to-Head

If two teams are tied and played each other, their head-to-head result will determine the higher finisher. If more than two teams are tied, head-to-head will only apply if one of the tied teams beat all other teams in the tie.

- 2) Modified Median: The sum of all your opponent’s team scores, except for the worst-finishing opponent.

- 3) Solkoff: The sum of all your opponent’s scores.

- 4) Cumulative Score: Add together the team’s total score after each round.

Bring

Chess clocks, writing utensils, team placard. WHSCA provides sets, boards and score sheets. Clocks are provided for the All-Comers Tournament, but not for the team matches. **Each team is required to bring three clocks** or more to each team match. If your club lacks clocks, arrangements can be made, email whsca.chess@gmail.com in advance.

Awards

Trophies to the top **12** placing schools, plus the winning team also is awarded custody of the LaFreniere Cup (the Washington State High School Chess Team Championship rotating trophy) for one year. Five medals engraved with: **2026 State Team Champs** for the State Champions. Players scoring 5.5 or 6 points earn an All-Star medal.

Tournament Pairings

Brett Baugh and Randy Kaech will manage the pairings. Randy Walther and Randy Kaech will lead the floor judging, supported by our usual cast of helpful people.

Entry Fee

\$75 per team. All entry fees are to be **paid at check-in**. No Purchase Orders accepted. Cash or checks only.

All entries at a minimum **must** show:

- the full team, in proposed board order
- the NWSRS ID number for each player (for unrated players use the word "new")
- the grade for each player

All entries must use the [online registration page](#). Make sure your contact information is present on your entry form. The deadline for entering teams is **Wednesday, February 25th at 8:00 pm**. Input your player information accurately. Please avoid creating duplicate entries. ***Absolutely no team entries on site. No US Mail or email entries will be accepted.*** Please respect the fact that considerable work must be done with the entries prior to the tournament, and that teams are counting on us to start as close to on time as possible. **Register and check-in on time.**

Make Checks Payable To:

WHSCA (Washington High School Chess Association) during check-in at the event.

General Questions:

Randy Kaech at whsca.chess@gmail.com.

Problems

On the days of the actual tournament call the TD's cell phone: **(360) 941-4590** or issues concerning possible late arrivals, last moment player/team withdrawals or changes or other info that will impact the pairings and/or starting a round on time.

State All-Comers Tournament

February 27-28, 2026 (Fri-Sat)

Date, Site, Ratings, Time Control, Schedule, Registration

All the same as for State Team, above. Bring your own pen/pencil.

Format

Six round Swiss system individual tournament, computer paired, no limit on number of players from a school. Two Sections: **Premier** for 800 & above and **Reserve** for under 800. The TD may adjust the rating cutoff for the sections to even out the sections. The TD may shorten the Round 1 time control to keep the tournament on schedule.

Eligible

This is an open tournament for Washington state high school chess players. Players may be extras from qualifying teams, from teams that did not qualify, or from teams without sufficient players for state team and any individual high school players.

Awards

An appropriate number of trophies, for both the Premier and Reserve Sections.

Entry Fee

\$15 per player. A 100% pre-registered tournament. The Tournament Director may allow late entries, but anyone who registers late should be prepared to be told they can't play in the first round (to give the TD time to enter the late-comers).

Please submit your list of players competing in the All-Comers with your State Team Entry. Include first and last name, NWSRS ID number (or indicate Unrated) and grade for each player. Solo players without a team use the designated link within the [online entry form](#). Register your team before Wednesday, February 25th at 8:00pm.