

The 17th Duncan's Turkey Gobbler Tournament Format

- Rounds 1 & 2 The first two rounds consist of three chess problems of varying value and degree of difficulty. Participants will submit solutions for no more than two problems. The higher the point value, the more demanding the problem. These problems are to be worked out throughout the duration of the tournament in between games, but solutions need to be submitted before 9:45 pm. Only one set of solutions may be submitted for score per contestant.
- Round 3 Handicap Double Round Robin Blitz Style G/5 match where the lower rated player gets a time advantage of up to two minutes based on the spread in ratings as follows: if the difference in ratings is greater than 100 points the higher rated player has only 4 minutes to 5 minutes. If the ratings spread is greater than 200 points, the higher rated player gets 4 minutes to the lower rated player's 6 minutes. Players play a pair of games alternating color in each. Pairings are selected by Crenshaw-Berger Round Robin Pairings table.
- Round 4-6 A three round tournament within a tournament where pairings are selected by random draw, and players have a chance of playing the same player more than a single time. Playing both the Black and White pieces, contestants draw cards that feature a selection of unusual/bizarre openings, most beginning 7-10 moves into the game. Time limit for these games is G/10.
- Round 7 G/10 : One game Fischer Random Chess – Colors, piece positions and participants selected by Lot!

Quick Rules for Fischerandom Chess

- I. Fischerandom Chess is played with a normal chess board and pieces. All rules of Orthodox Chess apply except as otherwise noted.
- II. The initial configuration of the chess pieces is determined randomly for White, and the black pieces are placed equal and opposite the white pieces. The piece placement is subject to the constraints:
- the king is placed somewhere between the two rooks, and
 - the bishops are on opposite colors.
 - pawns are placed on each player's second rank as in Orthodox Chess.

There are 960 such configurations.

- III. Castling, as in Orthodox chess, is an exceptional move involving both the King and Rook. Castling is a valid move under these circumstances:
- Neither King nor Rook has moved.
 - The King is not in check before or after castling.
 - All squares between the castling King's initial and final squares (including the final square), and all of the squares between the castling Rook's initial and final squares (including the final square), must be vacant except for the King and Rook.
 - No square through which the King moves is under enemy attack.

The movement of the King and Rook during castling should be easily understood by players of Orthodox Chess:

- When castling on the h-side (White's right side), the King ends on g1 (g8), and the rook on f1 (f8), just like the O-O move in Orthodox chess.
 - When castling on the a-side (White's left side), the King ends on c1 (c8), and the rook on d1 (d8), just like the O-O-O move in Orthodox chess.
 - Sometimes the King will not need to move; sometimes the Rook will not need to move. That's OK.
- IV. The object is to checkmate the opponent's King. Have fun!