



National Chess Day and MCC Location Anniversary

**Low Entry Fee! Tons of Plaques!
\$740 in prizes b/60**

October 11, 2025

FIVE TOURNAMENTS IN ONE!

Very Low Entry Fee, many good prizes!

Memphis Chess Club

195 Madison Ave Suite 101

Memphis, TN 38103

USCF RATING NOT NEEDED FOR THIS ENTIRE
TOURNAMENT

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| Hand and Brain, 10:30am 4ss G/10+5, rounds ASAP starting 10:30am 1st Plaques + 3p 2nd 2p 3rd 1p Top non placing Family Team 1p Top non placing Male+Female Team 1p | Bughouse Bonanza 6ss G/5d0, rounds ASAP starting 7pm 1st Plaques + 3p 2nd 2p 3rd 1p Top non placing Family Team 1p Top non placing Male+Female Team 1p | Prizes Top Team prizes are bonus prizes. All *teams* get \$15 per point. Bonus Tournament Team Prizes: Top Overall Team, Plaques +\$80 Top Family Team, Plaques +\$30 Top Male+Female Team, Plaques +\$30 40 total points available. Up to 15 points possible by one team |
| USCF Dual-Rated 3ss G/25d5, rounds ASAP starting 1:00pm 1st Plaque(s) + 3p 2nd 2p 3rd 1p Top non placing Family Team 1p Top non placing Male+Female Team 1p | Late Night Arena USCF Blitz DOUBLE ROUND ROBIN G/3+2 8:30pm 1st Plaques + 3p 2nd 2p 3rd 1p Top non placing Family Team 1p Top non placing Male+Female Team 1p | Entry Early Entry Fee (by Oct 4th) \$20 Late and Onsite Entry Fee \$25 Reg. ends 20min prior to each tournament MCC Members register in person to receive \$5 member discount OTB USCF & FIDE Masters free, deduct EF on prize Register online at www.memphischessclub.com/tournaments info@memphischessclub.com Don't have a partner? We'll find you one! Maximum one Expert(2000+) or stronger per team unless immediate family |
| Fischer Random (team pt pairings) 4ss G/10+5, rounds ASAP starting 4:30pm 1st Plaques + 3p 2nd 2p 3rd 1p Top non placing Family Team 1p Top non placing Male+Female Team 1p | | |

Rules notes:

Hand & Brain

One player Hand, one player Brain, chosen per game, white chooses 1st. Brain speaks type of piece, Hand moves and operates clock, otherwise no discussion of moves, and other communication prohibited including clock reminders. Hand selects promoted piece. Prohibited speaking can result in negative 2min or half time penalty, whichever less. Hand controls resignation and draw offers and acceptances

Bughouse

Teams choose color, higher score chooses 1st. If tie and issue, lots for 1st pick. Touch move: piece in hand touching legal square determines move. Teams are allowed talk for needed pieces, speeding up, slowing down or stalling, reminding bughouse rules. Teams may not talk about specific moves. Penalties can be stealing pieces in hand from other team. Pieces in hand must be visible. Captured promoted pieces are pawns in hand.

Fischer Random

position available for 10 minutes