

# Round \_\_\_\_\_

Board	White	Black	Circle the Result		
1	_____	_____	White Won	Draw	Black Won
2	_____	_____	White Won	Draw	Black Won
3	_____	_____	White Won	Draw	Black Won
4	_____	_____	White Won	Draw	Black Won
5	_____	_____	White Won	Draw	Black Won
6	_____	_____	White Won	Draw	Black Won
7	_____	_____	White Won	Draw	Black Won
8	_____	_____	White Won	Draw	Black Won
9	_____	_____	White Won	Draw	Black Won
10	_____	_____	White Won	Draw	Black Won
11	_____	_____	White Won	Draw	Black Won
12	_____	_____	White Won	Draw	Black Won
13	_____	_____	White Won	Draw	Black Won
14	_____	_____	White Won	Draw	Black Won
15	_____	_____	White Won	Draw	Black Won

# Round \_\_\_\_\_

Time limit per player: \_\_\_\_\_ minutes.

Date: \_\_\_\_\_

Event: \_\_\_\_\_

Chessmen scratched out by the director should be removed from the board at the beginning of the game!



In the example above, White would start the game without the queen-side rook.

Opening moves required for all games this round:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

Name of this opening: \_\_\_\_\_

Board	White	Black	Circle the Result		
1			White Won	Draw	Black Won
2			White Won	Draw	Black Won
3			White Won	Draw	Black Won
4			White Won	Draw	Black Won
5			White Won	Draw	Black Won

# Round \_\_\_\_\_ (Continued)

Board	White	Black	Circle the Result		
6			White Won	Draw	Black Won
7			White Won	Draw	Black Won
8			White Won	Draw	Black Won
9			White Won	Draw	Black Won
10			White Won	Draw	Black Won
11			White Won	Draw	Black Won
12			White Won	Draw	Black Won