

Shuuro-250 Tournament

This document, the information pack for the Shuuro-250 tournament, explains the limits and scoring system used to determine the winner of the tournament. For information about Shuuro, come to see us at:
<http://www.riverhorse.eu/shuuro.htm>

Tournament Schedule

10:00-10:45 enrollment

11:00-11:30 first round

12:00-12:30 second round

lunch break

14:00-14.30 third round

15:00-15.30 fourth round

16:00-16.30 fifth round

17:00 prize ceremony

SHUURO



Tournament Rules

1. Limits

This tournament uses mini-Shuuro (6x6 board, two plinths), with a **maximum total of 250 points** and the following **limits**:

Piece	Maximum per army
King (mandatory)	1
Queens	2
Rooks	3
Bishops	4
Knights	4
Pawns	6

Note that there is no limit to the total number of pieces in the army.

2. GAME TIME AND VICTORY CONDITIONS

The tournament will make use of chess clocks. Each player has fifteen minutes for the game, including deployment.

The clock is started after the die roll to decide who starts deploying (the winner of the roll will start the opponent's clock). The clock will be stopped when both players have finished deploying. The clock is then started again after the die roll to decide who moves first (this time the loser of the die roll will start the winner's clock, and the winner starts moving). After this, follow the normal chess procedure.

Games may end for the following reasons:

- Checkmate.
- Stalemate.
- A player resigns.
- A player loses by running out of time.
- A draw is agreed or automatic.

3. ARMY LIST

The players must write down the list of pieces they intend to use for the duration of the entire tournament. They must leave a copy of their list to the referee before the start of the tournament.

4. TURNS

The match-ups of the first round will be random. In the following rounds players will be paired using Tournament Points (TP), as explained below.

5. TOURNAMENT POINTS (TP)

After a game the points will be assigned as follows:

Result	Tournament Points
Victory	3 TP
Draw	1 PT
Loss	0 TP

So, from the second round, players will be paired using a Swiss system (i.e. matching players on the same amount of TPs, in descending order).

In case of more than two players on the same number of TPs, players will be matched in descending 'delta' order based on the previous turn (see note below).

DELTA, or: "how strong a player are you?"

A true general tries to inflict maximum damage on the enemy, while at the same time reducing casualties amongst his own troops. At game end, the players must add up how many points of enemy chess pieces they have eliminated.

For example, Jervis has destroyed the enemy, taking two rooks and a queen (which cost $70 \times 2 + 110$ points), and has therefore eliminated a total of 250 points of enemy pieces. His opponent, Gabrio, has taken two pawns and a knight (i.e. $2 \times 10 + 40$), for a total of 60 points.

To calculate the DELTA, simply subtract the points you scored from the ones that the opponent has scored against you. This way the Delta factor will measure the magnitude of your tactical superiority.

In the example above, Jervis has $(250 - 60)$ points, for a positive Delta of +190, while Gabrio has a meagre $(60 - 250)$ points, for a negative Delta of -190.

It follows that the best possible Delta is normally +250 points, while the worst is -250 points (except for promoted pawns, which can increase these values even further!).

If they have the same TP and the same Delta, players will be paired in alphabetic order.

6. WINNING THE TOURNAMENT







The winner is determined at the end of the last round, according to the following criteria:

- The player with the most TP will be the winner.
- In case of same TP at the top, the winner will be the player with the highest Delta in the last round.
- In case of same Delta in the last round, we'll see if the players have played each other during the course of the tournament and the winner will be the winner of such match.
- If the players never met in the tournament, all the Deltas they scored during the tournament will be added together and the winner will be the player with the highest total Delta.
- If even after this they still are equal, the tournament ends with a joint victory and the players share the first prize.

SHUURO

Shuuro-250 Tournament army sheet

Player's name:

ROSTER SHEET		ARMEELISTE		シューロ・アーミー編成シート	
LISTE D'ARMEE		SCHEMA D'ARMATA		HOJA DE EJERCITO	
PIECE PIECE	ALLOWED AUTORISE	COST COUT	NUMBER QUANTITE	POINTS POINTS	
FIGUR PEZZO	ERLAUBT CONCESSI	PUNKTKOSTEN COSTO	ANZAHL NUMERO	GESAMTPUNKTE PUNTI	
駒の種類 PIEZA	迎えられる個数 PERMITIDO	1駒あたりのポイント COSTE	個数 NÚMERO	ポイント PUNTOS	
	1	0	1	0	
	0-2	110			
	0-3	70			
	0-4	40			
	0-4	40			
	0-6	10			
		TOTAL TOTALE			
		TOTAL 合計			
		SUMME TOTAL			

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