



Southern Nevada



Chess Club



Welcome to our Club!

Introduction

I'm Marvin Raab and I own the Club. I'm currently a US Chess Federation Local-level Director. I'm also President of the US Chess Nevada Affiliate called Nevada Chess.

Southern Nevada Chess Club (SNVCC) is the only Chess Club in the Las Vegas area that runs multiple tournaments each month for USCF members in the general public.

Our Name

SNVCC started as Bridgeopolis Chess. Bridgeopolis started as an American Contract Bridge League (ACBL) Duplicate Bridge Club back in 2020 and leased commercial club space at 4955 S. Durango Drive starting in June 2021. We added Chess in April 2022. The lease on that commercial space expired on May 31, 2024 and we now rent our current space located at 6284 Spring Mountain Road from one of our members.

Our facility

The current facility is an entire one-story building located at 6284 Spring Mountain Road. We are located in an office park on Spring Mountain Road between Jones and Torrey Pines. There is ample free parking but covered parking spaces are reserved for other tenants in the complex.

Our Club has a refrigerator and a microwave oven. We also have a Keurig coffee maker. The refrigerator holds bottles of water and soda. We ask \$1.00 contribution per unit to help replenish snack and beverage supplies. We share the facilities and appliances with our co-tenant, the Las Vegas Chinese School.

US Chess Federation

The US Chess Federation (USCF) is a national organization with over 100,000 members nationwide. SNVCC runs "rated" tournaments under the auspices of the USCF. Each member of the USCF has a unique ID number. Paid and current membership in the USCF is required to play in any rated tournament. You will need that ID Number to play in any tournament. The fees for membership vary by age but include annual fees of \$20 for kids and \$45 for adults. Players may join online using <https://new.uschess.org/join-us-chess> or we can help anyone become a member of the USCF at our Club.

Becoming a member of Southern Nevada Chess Club

To become a member of Bridgeopolis Chess, simply go to our website at <https://snvchess.com> and click the link to join our mail list. Currently, there is no charge for this. We currently subscribe to a popular commercial service called "Mailchimp" to send email to our members ranging from once to thrice each week. As of May 2024, we have approximately 360 members. We do not share your information with anyone.

Members of SNVCC range in age from 6 to 80-something. Levels of Chess experience run the entire gamut from complete beginners to Grand Masters. It is a requirement of membership for all members that everyone be friendly and respectful to all members and staff of Bridgeopolis and the Southern Nevada Chess Club. Rudeness and arrogance are never permitted. All players must exercise good sportsmanship.

Activities

We run rated Chess tournaments, casual Chess events, Chess lessons for groups, and Chess lessons for individuals. We may run other games and activities. Players are also welcome to congregate and talk with each other when not playing. Socializing and making new friends is a significant part of the Club. Tournaments are announced on the mail list and on the website anywhere from 1-4 weeks in advance. Membership in USCF is not required for casual Chess events or lessons. We also facilitate other activities such as Bughouse Chess tournaments and board games for which USCF membership is not required.

We have 20 tables and Chess sets. We also have enough Chess clocks for all 20 tables. Players may bring their own sets and clocks to be used during any tournaments.

When playing at the Club, we usually introduce everyone to each other. We may also ask players to wear name tags we provide.

Adult tournaments and youth tournaments

We run tournaments for USCF members. Some tournaments will be advertised only to players of specific ages, for example, kids at specific grade levels. Some tournaments are advertised only to players of specific rating qualifications, for example 1300+

Some tournaments will have kids and adults competing. Some tournaments run during daytime hours and some run during late afternoon or nighttime hours.

All players must abide by USCF Official Rules. We have a copy of these on-hand during all tournaments. Players who do not abide by these rules may be warned and penalized by the Director. While it's never happened, any player who repeatedly violates rules may be asked to leave or be removed from our mail list. Players may optionally purchase a copy of these rules from any book store or from USCF. Here is a link to the book on Amazon. <https://www.amazon.com/US-Chess-Federations-Official-Rules/dp/1797716905>

Tournament announcements

Upcoming tournaments are announced on our mail list and on our website approximately 1-4 weeks in advance. We occasionally run "private invitational" tournaments. Invited players will receive these announcements via their email. We are always and constantly looking for requested tournament structures from our players.

We ask that players register in advance using our online links to Cognito Forms or other methods as advertised on our mail list and/or website. Methods of online payment include Venmo and Paypal usually adding an appropriate amount to cover fees. We also accept cash and personal checks at no additional charge. Unfortunately, we cannot accept Zelle at this time. We may require registration and payment in advance for some tournaments and refuse entry on the day of a tournament to anyone who has not registered and paid in advance.

What to expect at a tournament

Chess tournaments are played with a chess clock on each table and are often described by time control in the format of $Gx+y$. The G simply means "Game". The x refers to the total number of minutes each player receives on the clock and the y refers to "increment" where the number of seconds each player receives after each move. Time is consumed on a player's clock only by the player whose move is pending. No time is used on your clock during your opponent's turn. An example: $G25+5$ means that each player receives 25 minutes on the clock (a total of 50) and will regain an extra 5 seconds after each move he/she makes.

While we don't run them often, a game may be described as $Gxdy$. Here, the "d" stands for "delay" rather "increment". A delay means that a player's time does not start consumption until the delay in "y" seconds has elapsed. Modern Chess clocks handle these automatically. A tournament spanning only one day will have multiple rounds during that day and a tournament spanning multiple days will have fewer, but longer, rounds each day.

We may or may not accept in-person registration and payment on the day of an event. We can accept credit cards but cash or check is preferred. We also accept Paypal/Venmo payments. We usually charge an added fee for payments on the day of any tournament. We may refuse in-person registration on the day of a tournament if accepting a registration will create an odd number of players.

Upon arrival, come in and introduce yourself. Have a seat anyplace. Name tags will be provided at our larger tournaments .

When all expected players have arrived, the Director will assign pairings for the first round of the day. Players are paired with opponents according to USCF Rules and guidelines. Pairing sheets will be posted in a convenient location in the Club. Players should find their opponents and introduce themselves. We ask that players not be shy.

The Director will announce the commencement of the tournament when all players are seated with opponents.

Spectators

Spectators, especially family members and friends of players, are welcome to sit in provided spectator seating. We ask that young children not remain so that crying does not interfere. Spectators may never interfere or provide assistance in any game. If spectators wish to talk among themselves, they should go outside or remain in a back room of the Club so their voices do not distract players.

This document will be amended as needed.

This document initialized July 23, 2023. The most recent revision was made on May 24, 2024