

Recognized By - Indian Nursing Council (New Delhi) (India) Affiliated to - Pt. Dindayal Upadhyay Memorial Health Science & Ayush University Chhattisgarh, Raipur (C.G.)

SBIN/2023/Sports/499

28-09-2023

प्रति.

प्रभारी कुलसचिव/सचिव कीडा समिति पं. दीनदयाल उपाध्याय स्मृति स्व. वि. एवं आयुष वि. वि. छ. ग. रायपुर छ. ग.

विषय – विश्वविद्यालय से संबंद्ध महाविद्यालय द्वारा अंतर महाविद्यालयीन खेलकूद प्रतियोगिता बाबत्। संदर्भ – आपका पत्र कमांक F-74C/खेल./डी.यू.एच.एस./2023/250 रायपुर, दिनाक 08.08.2023. महोदय,

उपरोक्त संदर्भित विषयान्तर्गत लेख है कि संस्था श्री बालाजी इंस्टीट्युट ऑफ नर्सिग द्वारा अंतर महाविद्यालयीन खेलकूद प्रतियोगिता का आयोजन किया जा रहा है। इस हेतु संस्था खो-खो एवं शतरंज खेल का आयोजन पुरूष व महिला दोनो वर्ग प्रतियोगिताओं में भाग लेने की जानकारी देवें एवं प्रतियोगिता मे भाग लेने हेतु भेजें।

क्रमांक	खेल का नाम	वर्ग	तिथि	रिमार्क
1	खो खो प्रतियोगिता	पुरूष / महिला	03 अक्टूबर 2023	फाईनल मैच 04 अक्टूबर
2	शतरंज प्रतियोगिता	पुरूष / महिला	04 अक्टूबर 2023	फाईनल मैच ०५ अक्टूबर

संपर्क नंबर – रूपाली मसीह – 7974252158, म्रिणाल बेनेट – 8109408600.

DUBEY COLONY MOWA RAIPUR (C.G.)

संलग्न :- खेल से संबद्धित संपूर्ण जानकारी।

◆ Dubey Colony Mova, Raipur (C.G.) ● 0771-4241095, Mob: +91 7694016840, 7694016816 ■ balajinursing2014@gmail.com

## INTER COLLEGE CHESS CHAMPIONSHIP 2023



### Shri Balaji Institute of Nursing Mowa, Raipur

Under the Auspices of

Pt. D.D.U.M. Health Sciences & Ayush University Chhattisgarh Raipur

Form

04th to 5th OCTOBER 2023

#### **Events**

Team Championship for Boys & Girl

Entries Close at 5pm. On 03<sup>rd</sup> OCTOBER 2023 Draw At 10am. On 4<sup>th</sup> October 2023

Entries may be sent to college E-mail- <u>sbisonraipur@rediffmail.com</u> Ph-6266631615, 7999665899, 7974252158, 8109408600

Mrs. Vertika Solomon (principal) SBIN

Dr .Rupali masih Chairman Sports SBIN Dr. Kavita Singh Tomar (vice principal) SBIN

Mr. Mrinal bennet Sports Secretary SBIN

#### **RULES & REGULATIONS**

- 1. Only Recognized College of Pt.D.D.U.M. Health sciences & Ayush University of
- 2. C.G. can participate in the championship.
- 3. All matches shall be played in accordance with the new rules & regulations as directed by Chess federation of India.
- 4. A one minute time limit will be in effect for all moves. A one hour time limit will be in effect for all matches. If after one hour the game has not been decided, the point values of the respective pieces remaining on the board will be added together and used to determine the winner. If the match is still tied, the next player to capture an opponent's piece will be the winner.
- 5. It is mandatory to produce certificate issued by the principal/Dean of the College .Indicating class of study & date of birth. Regular students of college. can only participate in championship.
- 6. Only undergraduate Students are eligible for tournament. Interns are not eligible.
- 7. Free Hostel type of Accommodation will be given to all out station players & single room accommodation to manager. Accommodation will be available one day before the tournament date.
- 8. NO ENTRY FEE for championship T.A., D.A. of players & manager will be borneby respective college as per rules of the university sports committee.
- 9. All out station players should inform 2 days before for their arrival.
- All official communication/Draw shall be displayed at the venue and 10. that onlyshall be official Communication in all respects.
- 11. Winner & Runner team will be give trophy & certificate.
- 12. Decision of the tournament committee shall be final in the matter connection with the tournament.
- 13. Food will not be responsibility of the college. Participant has to take care of it by themselves.

# **RULES AND REGULATION**

The king moves exactly one square horizontally, vertically, or diagonally. A special move with the king known as castling is allowed only once per player, per game (see below).

- A <u>rook</u> moves any number of vacant squares horizontally or vertically. It also is moved when castling.
- A <u>bishop</u> moves any number of vacant squares diagonally. (Thus a bishop can move to only light or dark squares, not both.)
- The <u>queen</u> moves any number of vacant squares horizontally, vertically, or diagonally.
- A <u>knight</u> moves to one of the nearest squares not on the same *rank*, *file*, or *diagonal*. (This can be thought of as moving two squares horizontally then one square vertically, or moving one square horizontally then two squares vertically—i.e. in an "L" pattern.) The knight is not blocked by other pieces; it jumps to the new location.
- Pawns have the most complex rules of movement -A pawn moves straight forward one square, if that square is vacant. If it has not yet moved, a pawn also has the option of moving two squares straight forward, provided both squares are vacant. Pawns cannot move backwards.
- A pawn, unlike other pieces, captures differently from how it moves. A pawn can capture an enemy piece on either of the two squares diagonally in front of the pawn. It cannot move to those squares when vacant except when capturing en passant.

The pawn is also involved in the two special moves en passant and promotion.