



CHAKRAVYUHA

2ND DISTRICT LEVEL CHESS TOURNAMENT

CDCA EVENT CODE(31/2025-26)
under the aegis of coimbatore district chess association

venue: **VIBGYOR** High SCHOOL
UPPILIPALAYAM



ENTRY FEE: 250/-
SCAN TO REGISTER:
WWW.CDCACHESS.COM



28/02/2026
SATURDAY

TOURNAMENT STARTS AT
10:00AM
PD - 4:00PM

CATEGORY	BORN ON OR AFTER	OPEN PRIZE
UNDER 08	01/01/2018	1 - 2500 + ♣ 6 - 600 2 - 1700 + ♣ 7 to 10 - 500
UNDER 10	01/01/2016	3 - 1200 + ♣ 11 to 13 - 400
UNDER 12	01/01/2014	4 - 1000 5 - 800
UNDER 15	01/01/2011	BEST WOMEN (ABOVE 18) - 500+TROPHY BEST VETERAN (ABOVE 55) - 500+TROPHY
OPEN	NO AGE LIMIT	BEST SUPPORTING SCHOOL & ACADEMY AWARDS

Total cash prize:
12000/-

**BOYS-15, GIRLS-15 PRIZES PER CATEGORY TOTAL: 120 CUPS
MEDAL TO ALL UNDER 08, 10, 12, 15 PLAYERS**

CHIEF GUEST:

MR. BOBY MATHEW
PRINCIPAL
VIBGYOR HIGH SCHOOL

SINCERE THANKS TO

MR. DHANASEKAR K
SECRETARY
CDCA

CHIEF ARBITER:

MR. SANDEEP T
International Arbitrer

ORGANIZER:

M. ANANTHI - 8870221915
PRIYANJANA V - 8807461240
CHAKRAVYUHA CHESS ACADEMY



RULES AND REGULATIONS

- COIMBATORE DISTRICT PLAYERS ONLY.
- LATEST FIDE RULE IN FORCE SHALL APPLY AND SWISS SYSTEM WILL BE FOLLOWED.
- PLAYERS REPORTING TIME 9:30AM AND THE FIRST ROUND WILL COMMENCE AT 10:00AM.
- TIME CONTROL: 15MINS + 2SECS EACH.
- NUMBER OF ROUND, TIE BREAK WILL BE ANNOUNCED AT THE TOURNAMENT VENUE
- PLAYERS SHOULD PRODUCE BIRTH CERTIFICATE XEROX.
- CHIEF ARBITERS DECISION WILL BE FINAL AND LEGALLY BINDING.
- PLAYERS ARE REQUESTED TO BRING THEIR OWN CHESS SET (COMPULSORY) & CHESS CLOCK (IF ANY).
- PARTICIPATION CERTIFICATE WILL BE AWARDED TO ALL THE PARTICIPANTS.
- NO SPOT REGISTRATION.
- CDCA REGISTRATION FEE OF RS.75/- IS COMPULSORY FOR COIMBATORE DISTRICT PLAYERS.
- MOBILE PHONES, ANY OTHER ELECTRONIC GADGETS AND WRIST WATCHES OF ANY KIND ARE STRICTLY NOT ALLOWED, A PLAYER FOUND WITH ANY OF THESE DURING THE GAME WILL BE DECLARED LOST, SUCH ITEMS CAN BE SWITCHED OFF KEPT IN A SEPARATE.
- E CERTIFICATES WILL BE PROVIDED.

“WHERE TALENT MEET TRIUMPHH”



ALL THE BEST TO ALL THE PLAYERS

