



7th Late Shri. Arvind Dattatray Lele Memorial 3rd Fisher Random (Chess 960) Rapid Chess Tournament

: 14TH DEC 2025

: 20M+5S

BUDDHIBAL KREEDA TRUST , PUNE
PLAY SOME DIFFERENT

EVENT CODE-PDCC/ 48/2025-26

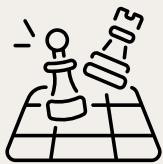
ORGANIZED BY - BUDDHIBAL KREEDA TRUST

(MOBILE - 9881077293; EMAIL - BKTPUNE@GMAIL.COM)

RECOGNIZED BY - PUNE DISTRICT CHESS CIRCLE.

FIRST 160 ENTRIES WILL BE ACCEPTED.

(RATED 80 AND 80 UNRATED)



Prize Fund Rs.30,000/-



**CLICK/SCAN QR TO
REGISTER FOR RATED PLAYERS**



**CLICK/SCAN QR TO
REGISTER FOR UNRATED PLAYERS**

**ENTRY FEES:
RS.400/-**



**Venue -Symbiosis Sports Centre ,
Prabhat Road, Lane No 15 Pune 411005**

1) Last date of entry – Fulfilment of 160 entries, OR 6th December 2025 (Whichever is earlier).

2) Venue –SYMBIOSIS SPORTS CENTRE , PRABHAT ROAD, LANE NO 15 PUNE 411005

3) Date – Sunday 14 Dec 2025

4) Timing – Reporting at venue at 8:30 am, Players meeting 8.45 am Inaguration 9.00am and first round will start at 9:15 am

(Every day entries will be uploaded on chess results .com at 9 pm.)

(First round pairings will be published on www.chess-results.com on 13-12-2025 at 6 p.m.)

5) Time control – 20 minutes to each player and 5 seconds increment from first move.

6) No. of rounds – Maximum 7/8 rounds (Swiss League format)

7) Rules – A) In the case of tie, prize money will not be shared.

B) Latest FIDE rules will be applied.

C) In case of any dispute, Chief Arbiter's decision will be final and binding on all.

D) Entry fee will be refunded after deduction of Rs.100/-.Before pairing of round No 1 , After pairing , entry fees will not be refunded.

8) The organizer will reserve the rights to admit or refuse any entry without assigning any reason. They also reserve the rights of admission to the venue.



EXAMPLE OF FISHER RANDOM POSITION

PRIZES

1ST PRIZE	RS. 6000/- + TROPHY
2ND PRIZE	RS. 4000/- + TROPHY
3ND PRIZE	RS. 3000/-
4TH PRIZE	RS. 2000/- +
5TH PRIZE	RS. 1000/-
6TH -10TH	RS.500/-

BEST UNRATED

1ST PRIZE	RS. 2,000/-
2ND PRIZE	RS. 1,500/-
3ND PRIZE	RS. 1,000/-
4TH PRIZE	RS. 800/-



- 1) **BEST WOMEN RATED AND UNRATED , RS.500 EACH**
- 2) **BEST VETERAN(ABOVE 60) RATED AND UNRATED RS. 500 EACH**
- 3)**BEST BELOW RATING -1600 , 1ST RS. 600 2ND RS.500 EACH.**
- 4)**BEST BELOW RATING -1500 , 1ST RS. 600 2ND RS.500 EACH.**

PRAKASH KUNTE
TRUSTEE AND ORGANISER

CHIEF ARBITER
IA NITIN SHENVI
9096698691

1 Before a Chess960 game a starting position is randomly set up, subject to certain rules. After this, the game is played in the same way as regular chess. In particular, pieces and pawns have their normal moves, and each player's objective is to checkmate the opponent's king. II.

2 Starting-position requirements The starting position for Chess960 must meet certain rules. White pawns are placed on the second rank as in regular chess. All remaining white pieces are placed randomly on the first rank, but with the following restrictions: II

.2.1 the king is placed somewhere between the two rooks, and II.

.2.2 the bishops are placed on opposite-colored squares, and II.

.2.3 the black pieces are placed opposite the white pieces. The starting position can be generated before the game either by a computer program or using dice, coin, cards, etc. II.

3 Chess960 castling rules II.

3.1 Chess960 allows each player to castle once per game, a move by potentially both the king and rook in a single move. However, a few interpretations of regular chess rules are needed for castling, because the regular rules presume initial locations of the rook and king that are often not applicable in Chess960. II.

3.2 How to castle. In Chess960, depending on the pre-castling position of the castling king and rook, the castling maneuver is performed by one of these four methods: II.

3.2.1 double-move castling: by making a move with the king and a move with the rook, or II.

3.2.2 transposition castling: by transposing the position of the king and the rook, or II.

3.2.3 king-move-only castling: by making only a move with the king, or II.

3.2.4 rook-move-only castling: by making only a move with the rook. II.

3.2.5 Recommendations: II.

3.2.5.1 When castling on a physical board with a human player, it is recommended that the king be moved outside the playing surface next to his final position, the rook then be moved from its starting position to its final position, and then the king be placed on his final square. II.

3.2.5.2 After castling, the rook and king's final positions should be exactly the same positions as they would be in regular chess. II.

3.2.6 Clarification: Thus, after c-side castling (notated as 0-0-0 and known as queen-side castling in orthodox chess), the king is on the c-square (c1 for white and c8 for black) and the rook is on the d-square (d1 for white and d8 for black). After g-side castling (notated as 0-0 and known as king-side castling in orthodox chess), the king is on the g-square (g1 for white and g8 for black) and the rook is on the f-square (f1 for white and f8 for black). II.

3.2.7 Notes II.

3.2.7.1 To avoid any misunderstanding, it may be useful to state "I am about to castle" before castling. II.

3.2.7.2 In some starting positions, the king or rook (but not both) does not move during castling. II

3.2.7.3 In some starting positions, castling can take place as early as the first move. II.

3.2.7.4 All the squares between the king's initial and final squares (including the final square) and all the squares between the rook's initial and final squares (including the final square) must be vacant except for the king and castling rook. II.

3.2.7.5 In some starting positions, some squares can stay filled during castling that would have to be vacant in regular chess. For example, after c-side castling 0-0-0, it is possible to have a, b, and/or e still filled, and after g-side castling (0-0), it is possible to have e and/or h