

The Twentieth Annual
Kasparov Chess Foundation
All-Girls National Chess Championships



20 years of empowering young female
chess players across the country

SAVE THE DATE

2026
KCF ALL-GIRLS
NATIONAL CHAMPIONSHIPS

HYATT MCCORMICK PLACE
CHICAGO, IL
APRIL 10-12, 2026



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MAIN EVENT

Friday, April 4, 2025

Opening Ceremony:	2:30 PM
Round 1:	3:00 PM

Saturday, April 5, 2025

Round 2:	10:00 AM
Round 3:	2:30 PM
Round 4:	6:30 PM

Sunday, April 6, 2025

Round 5:	9:00 AM
Round 6:	1:00 PM
Awards Ceremony:	5:00 PM

SIDE EVENTS

Friday, April 4, 2025

Bughouse:	11:00 AM
Blitz (G/5):	7:00 PM

COACHES & PARENTS MEETING

Saturday, April 5, 2025	2:45 PM
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KASPAROV

CHES FOUNDATION

About Kasparov Chess Foundation

Kasparov Chess Foundation Inc. is a not-for-profit educational organization supported by charitable donations from concerned individuals and corporate sponsors.

Our mission is to bring the many educational benefits of chess to children throughout the United States. The Foundation promotes the study of chess as a cognitive learning tool in curricular classes and enrichment programs for elementary, middle and high schools, both in the public and private school sectors.

The Kasparov Chess Foundation is committed to providing schools with a complete chess curriculum. Designed by chess masters and professional educators, the Foundation is bringing chess to children and young adults through a variety of in-school and extra-curricular programs:

The Kasparov Chess Foundation also sponsors tournaments for those students who are attracted to the competitive and social aspects of chess, while encouraging our youth to strive for higher levels of intellectual achievement.

If you are interested in contributing or finding out more about The Kasparov Chess Foundation, please visit our web site at

www.kasparovchessfoundation.org



April 4, 2025

It is with great excitement and pride that I welcome you to the Twentieth Anniversary of the KCF All-Girls National Chess Championships! As we celebrate two decades of empowering young female chess players across the country, we are honored to host this milestone event at the Hyatt Regency McCormick Place Hotel in Downtown Chicago, from April 4–6, 2024.

We extend our heartfelt gratitude to our long-standing partner and regional sponsor, the Renaissance Knights Chess Foundation, as well as the US Chess Federation—whose support has been instrumental in our journey.

Chess continues to experience a renaissance, and this tournament is a testament to the game's enduring impact. The lessons learned on the chessboard—strategic thinking, resilience, and creative problem-solving—are not confined to the game; they pave the way for success in academics, boost self-confidence, and nurture a spirit of determination and sportsmanship.

At the Kasparov Chess Foundation, our commitment remains unwavering: we strive to enrich the lives of students by providing opportunities to explore the competitive and social facets of chess. Through this game, we demonstrate that anyone can excel with the right blend of passion, perseverance, and training—irrespective of age, gender, or background.

A special thank you goes to the parents, teachers, coaches, volunteers, tournament directors, and all others whose dedication has helped make this event a resounding success over the past twenty years.

A handwritten signature in black ink, which appears to read 'G. Kasparov'. The signature is written in a cursive, flowing style.

Sincerely,
Garry Kasparov
Chairman, Kasparov Chess Foundation

TOURNAMENT PRINCIPALS

Founder & Sponsor - Kasparov Chess Foundation

Organizer - Renaissance Knights Chess Foundation

in association with US Chess Federation

STAFF

Chief Tournament Director - NTD Jeff Wiewel

Floor Chief - NTD David Hater

Backroom Chief - NTD Bill Buklis

SITE

Hyatt Recency McCormick Place
2233 S Martin Luther King Dr, Chicago, IL

AWARDS

Under 8 top 14 individuals, top 500 – 799, top U500, top 6 schools

Under 10 top 16 individuals, top 700 – 999, top U700, top 6 schools

Under 12 top 16 individuals, top 900 – 1199, top U900, top 6 schools

Under 14 top 16 individuals, top 1100 – 1399, top U1100, top 6 schools

Under 16 top 8 individuals, top 1300 – 1599, top U1300, top 3 schools

Under 18 top 8 individuals, top 1500 – 1799, top U1500, top 3 schools

Every player receives a souvenir medal. The Champion in each age category qualifies to represent the USA at the FIDE World Cadets / World Youth Championships in accordance with US Chess Scholastic National and International Invitation Events and Awards

Congratulations to all of the winners from 2024 KCF All-Girls Nationals

INDIVIDUALS

Under 8

Abigail Zhou, New York, NY
Gracie Yan, Meridian, MI

Under 10

Miranda Meng, Bellevue, WA
Chloe Liu, Sugarland, TX
Scarlett Kong, New York, NY

Under 12

Anisha Saha, Naperville, IL

Under 14

Nandini Prakash, Frisco, TX

Under 16

WIM Iris Mou, New York, NY

Under 18

Asha Kumar, Durham, NC

TEAMS

Under 8

The Speyer Legacy, New York, NY

Under 10

PS 77 Lower Lab School, New York, NY

Under 12

The Speyer Legacy, New York, NY

Under 14

Hunter College HS, New York, NY
Success Academy Midtown West, New York, NY

Under 16

Stuyvesant HS, New York, NY

Under 18

Columbia Grammar & Preparatory School, New York, NY



APRIL 12-14, CHICAGO, IL



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KASPAROV
 CHESS FOUNDATION

Section:	Board:	Round:	Date:
White:	Team:	Black:	Team:
1		25	49
2		26	50
3		27	51
4		28	52
5		29	53
6		30	54
7		31	55
8		32	56
9		33	57
10		34	58
11		35	59
12		36	60
13		37	61
14		38	62
15		39	63
16		40	64
17		41	65
18		42	66
19		43	67
20		44	68
21		45	69
22		46	70
23		47	71
24		48	72

Score: White Won Draw Black Won



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11		35	59
12		36	60
13		37	61
14		38	62
15		39	63
16		40	64
17		41	65
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Tournament Rules and Procedures

NOTE: Posted procedures at the site supersede these published procedures

The KCF All-Girls National Chess Championships is sanctioned by the United States Chess Federation and conducted by its rules. All other rules decisions will be based upon the latest Edition of the Official Rules of Chess. Penalties for rules violations are at the discretion of the TD and may vary from warnings and time penalties to forfeitures and expulsion from the tournament. The following rules are included here to answer frequently asked questions, to remind players of useful information and to provide minor rule variations applicable to this tournament.

1. **Tournament Directors (TD)** - TDs will be on the tournament floor at all times to assist you in the event of any problem or question. To summon a director raise your hand and keep it in the air until a TD comes to assist you. Remember that a TD will generally not interfere with your game. It is up to you to make a claim. If you think that a TD has ruled incorrectly concerning your game, you should ask for an appeal immediately.
2. **Clocks and Time Controls** - Digital clocks with time delay are provided by the organizers and must face the way designated for the tournament. The time control is game in 90 minutes with a 5 second delay (G/90, d5). The game must either be won or drawn before the digital clock's flag falls when it reads 0:00. If both flags have fallen the game is a draw. The clocks will be set using the time delay feature from move 1 at 90 minutes with a five-second "delay," or "Bronstein." players are responsible to verify the clock's is functioning properly at the start of game
3. **Recording Moves** - Each player is required to record the moves except players in U8 sections. Neither player is required to keep notation if either player has less than five minutes at the end of the game. *All players must use the official scoresheets provided by the tournament to record the moves during their games.*
4. **Touch Move** - If you intentionally touch a piece when it is your turn to move, that piece must be moved if you can do so legally. If you intentionally touch an enemy piece when it is your turn to move, the opponent's piece must be captured if you can do so legally. You must clearly say "I adjust" before touching a piece if you want to adjust that piece on the board without moving or capturing it. You may do so only when it is your turn. If you accidentally release a piece upright on an unintended but legal square, you must leave it on that square.
5. **Illegal Moves** - If it is discovered that one of either player's last 10 moves was illegal, the position will be reinstated to what it was before the illegal move, IF we are able to reconstruct it, the game shall continue by applying the touch-move rule to the move replacing the illegal move. Clocks will not be reset except that two minutes will be added to the remaining time of the player's opponent who made the illegal move. The player must call an illegal move. No parent, coach, spectator, or TD may call a illegal move or bring it to the attention of the players.

Pairings Continued - Once the round starts, it will probably be too late to make any changes. Parents and coaches should check the correctness of the wall charts every round. Errors in scores reported after 2 more rounds will most likely not be corrected for trophy purposes but will be corrected on the final rating report sent to US Chess. If any section has more than 128 players, accelerated pairings may be used.

14. **Conduct of Players** - Please try to keep as quiet as possible on the tournament floor so that you do not disturb other players. You may not speak to anyone while your game is in progress unless a TD is present. If there is a problem of any kind during your game, call over a TD immediately. If you wait until after your game is over, the TD will probably be unable to change the result, even if your claim was correct. You may not consult notes, chess books, computers, or other materials during the game.
15. **Bathroom Break** - If you need to go to the bathroom while your game is in progress, you must use the bathrooms designated for tournament players. You do not need to ask permission from the TD to go to the bathroom. You may not leave the tournament room during your game for any reason, other than to go to the restroom, without getting permission from a TD. If you do leave the tournament room during the game you must not speak with anyone outside the room without a TD present.
16. **Half-Point Byes** - A single half-point bye is available for any round, except the final round. The bye may be requested online by 11pm on the day before the tournament starts. On-site requests have a deadline for round 1 of 2-hours before the scheduled start for round 1. For all later rounds the deadline is 2-hours before the scheduled start for Round 2. Thereafter, the only bye available is a zero-point bye, which is an option for any round and may be requested up to 2 hours before the start of the round for which the zero-point bye is requested. Any bye, including a zero-point bye may not be revoked after Round 1 begins. The Chief TD shall have the ability to grant a half-point bye for any round on unusual circumstances, except the last round.
17. **Interference** - No interference in any game by spectators, other players, coaches, or parents will be tolerated. Penalties may include expulsion from the tournament. Only the player involved should point out irregularities to a TD. This should be done by raising your hand to summon a TD.
18. **Team Rules** - This is a team and an individual event. A team may have as many players as desired, but only the top three scores count for team results and tie-breaks. A school must have at least two players in a section in order to be eligible for team awards in that section. Team members must attend the same school.
19. **Tie-break** - Individual ties for trophies will be broken by Modified Median, Solkoff, Cumulative, Opponents Cumulative, Median, Head-to-Head, Total Blacks, and then a coin toss, in that order. Players can win only one individual trophy. Ties for team trophies will be broken by total Median, total Solkoff, total Sonnenborn-Berger, total Cumulative, total Opponents Cumulative, and then coin toss.

6. Check - Announcing check is not required. It is the responsibility of the opponent to notice the check. A player who does not notice the check may suffer serious consequences (see the touch-move and illegal-move rules).
7. Time Forfeits - Only a player may claim a time forfeit. No parent, coach, spectator, or TD may make such a claim or bring the fall of a flag to the attention of the players.
8. Late Arrivals - A player who is more than sixty minutes late for a scheduled round loses the game by forfeit and will normally be dropped from the tournament. The time is measured from the scheduled starting time of the round. A player should start his opponent's clock once the TD announced that the round has begun. If a player with the white pieces is present and black is absent, white must start his/her own clock, make a move and then start black's clock. Black's clock may not be started before white has made a move. If a clock is not available at the start of a round, any elapsed time before one becomes available will be split between players. If both players are late for the start of a round, the first to arrive must split the elapsed time before starting the opponent's clock.
9. Draws - If you want to offer a draw to your opponent, you should do so after you make a move but before you start your opponent's clock. Your opponent may decline the draw by saying so or by touching a piece. A draw offer is valid until it is turned down by the opponent. If both players agree to a draw, then the game is over. A reasonably complete and accurate score sheet is required to claim a draw by triple occurrence of position or under the 50-move rule. If such a claim is found to be incorrect, two minutes will be added to the opponent's remaining time.
10. Sudden Death Rules - A player may claim a time forfeit in sudden death only if she stops the clock before both flags fall. If both flags are down, the game is a draw.
11. Analysis of Games - Do not analyze your games in the tournament room. Analyze your games elsewhere.
12. Reporting Results - Immediately upon completion of the game the players should carefully complete and sign the results sheet at their board and hold the reporting sheet up in the air until a TD comes to verify and collect it. Both players must remain at their board until a TD takes the results sheet. After the TD is done, both players should set up the pieces and leave the playing area.
13. Pairings - Players will generally be paired with other players who have the same score each round. Players should not be assigned the same color three times in a row unless there is no other way to pair the score group or unless necessary to equalize colors. Every reasonable effort will be made to avoid pairing together players from the same school. One exception is the last round when all players in the top group are from the same school. In this case, they will be paired together. If you believe there is a pairing error, report it to a TD immediately!

Continued on next page

Electronic Device Policy

To alleviate the perception of cheating by players who use a cell phone or other electronic device while inside or outside the playing hall, we will be following the US Chess National Scholastic Regulations on Electronic Devices utilizing the below variation.

Cell phones are required to be turned off and placed inside the storage box provided at the boards in place of being placed face up on the table. The cell phone shall remain inside the box until the completion of the player's game.

A player who needs to make a call or text while their game is still being played shall notify a Tournament Director (TD). The player may retrieve their cell phone from the box only after being given permission and may use it only while under the supervision of a TD. Upon completion of the call or text, the phone shall be turned off and placed back in the storage box.

Spectator Policy

Spectators are not allowed in the playing area or within designated boundaries set by the organizer outside the tournament room(s).

A spectator is anyone that is not a designated member of the tournament staff and is not currently playing a tournament game (i.e. parent, coach, player whose game is finished).

The organizer, Floor Chief or Chief Tournament Director may grant exceptions to this rule on a case by case bases for select person(s). I.E. news media, photographer, special guests, etc.

Notation Sheet Policy

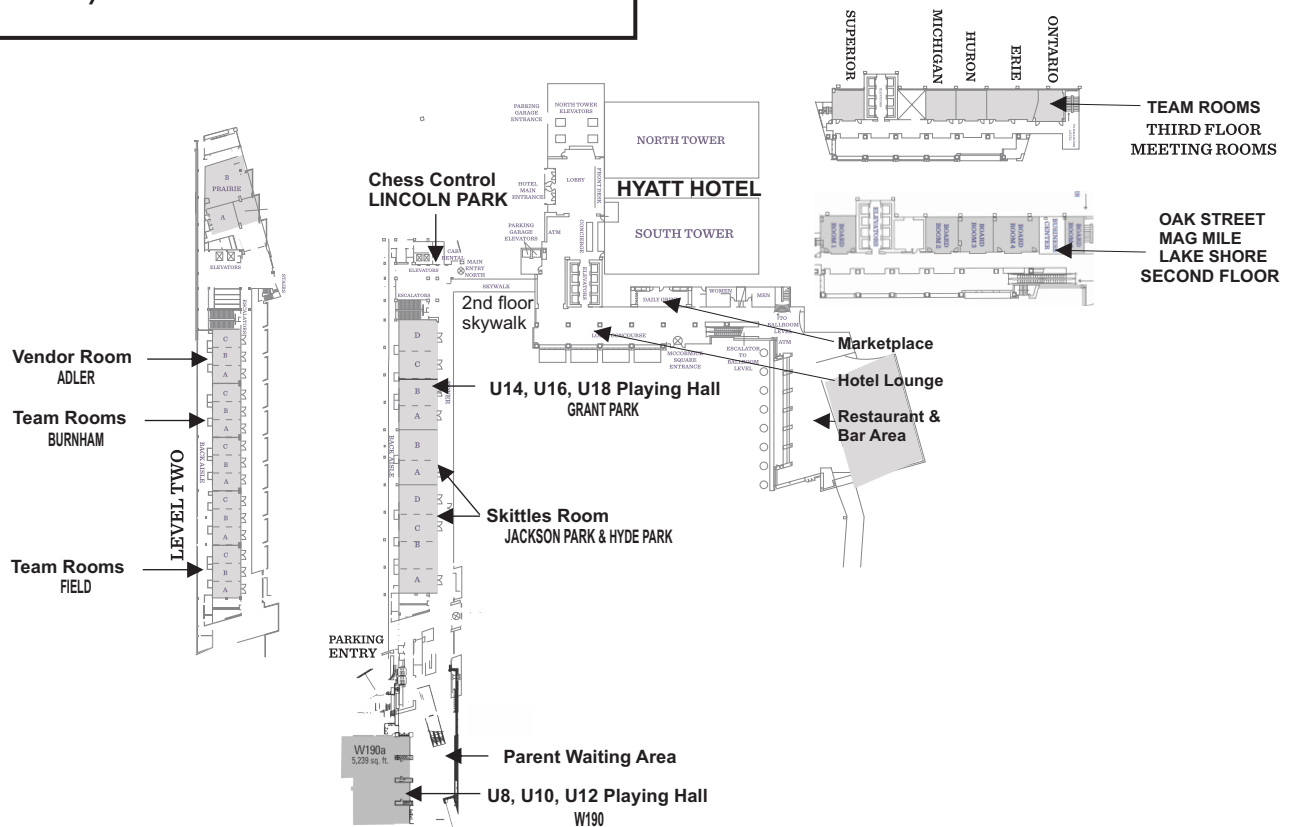
Per the US Chess Scholastic Regulations, players must use the official notation sheets provided at the tournament to record the moves during their games. All sections except U8 are required to take notation

EVENT ROOMS

Chess Control	Lincoln Park
Blitz	Grant Park
Bughouse	Hyde Park
Playing Hall U8 - U12	W-190
Parent Waiting Area	W-190 Lobby
Playing Hall U14 - U18	Grant Park
Opening & Award Ceremonies	W-190
Skittles	Jackson Park & Hyde Park
USCF Women's Committee	W-190 Lobby
Coaches & Parents Meeting Saturday 2:45 PM	Burnham B
Fine Design T-Shirt Friday 2:00 - 5:00 PM Saturday 9:30 AM - 6:30 PM Sunday 8:30 AM - 1:00 PM	Adler

TEAM ROOMS

Anderson	Lakeshore
Archer School for Girls	Field A
Dalton	Field C
Impact Coaching Network	Burnham A
Hunter	Hyatt Suite
Packer Collegiate	Field B
Speyer Legacy	Michigan
Success Academy	Erie & Ontario



We'd like to thank the following sponsors for making this year's event possible:



Kasparov Chess Foundation

Founded by World Chess Champion Garry Kasparov, KCF's mission is to bring the many educational benefits of chess to children throughout the United States by providing a complete chess curriculum and enrichment programs. The Foundation promotes the study of chess as a cognitive learning tool in curricular classes and after-school programs for elementary, middle and high schools, both in the public and private school sectors. The not-for-profit educational organization also organizes tournaments and competitions on a local and national basis. For more information, please visit <http://www.kasparovchessfoundation.org>.



Renaissance Knights Chess Foundation

Renaissance Knights Chess Foundation is a non-profit company that brings the many educational benefits of chess to children and young people throughout schools in the Chicago area by providing a complete chess curriculum, enrichment programs, tournaments and events. Since 2005, we have taught, inspired, and empowered more than 20,000 students. We use chess to develop skills necessary for young people to succeed in school and life. For more information, please visit <http://www.renaissanceknights.org>.



US Chess Federation

The United States Chess Federation, founded in 1939, serves as the governing body for chess in the United States and is devoted to extending the role of chess in American society. It promotes the study and knowledge of the game of chess, for its own sake as an art and enjoyment, and as a means for the improvement of society. The USCF is a not-for-profit membership organization with more than 90,000 members. www.uschess.org.



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