

Agenda for the Annual General Meeting of the Milton Keynes Chess Club

To be held on Thursday, 5th September 2024, 7:45pm
in the Berrill Cafe, at The Open University

- 1) Apologies for Absence
- 2) Welcome
- 3) Minutes of the last meeting
- 4) Secretaries Report
- 5) Treasurers Report
Subscriptions for 2024-25 Recommendation
- 6) Internal League report
- 7) Safeguarding Report
- 8) Beds league Captains reports for 2023/24 Season
- 9) Election of Officers
 - Chairman
 - Secretary
 - Treasurer
 - Tournament Secretary
 - Safeguarding Officer
 - Deputy Safeguarding Officer
- 10) Bedfordshire League Team Captains
- 11) Junior Chess at the Club

12) Any Other Business

(a) **Old Mechanical Clocks**

Request from Baird to take the mechanical clocks that we never use anymore and donate them to the local schools for the schools chess clubs that he is involved with.

(b) **Club Website**

Dominic Watson and Micheal Page like to propose that we form a website steering group or online presence steering group (to include social media). We feel that we need to defend against the bus factor; there needs to be more than one person with access to the running of the site/ social media accounts.

We would also like to propose a revamp of the club website, including a member's area where we could include:

Member news and information

Online membership applications

Tournament pairings (with email notification when new pairings are out)

The ability to garage games

The ability to report game results

Library book bookings

Among other things.

(c) **To discuss - Proposed Bedfordshire Chess League rule change on game time proposed by Colin Solloway and if approved will be put forward to the Bedfordshire League AGM**

Proposal to change the Bedfordshire League rules for the timing of games - By Colin Solloway.

FROM:

35 moves in 70 minutes followed by a 10 minute Quick Play Finish, plus a 10 second increment on every move.

TO:

All moves in 80 minutes plus a 10 second increment on every move.

My argument for this change is that our current system was designed for use with mechanical clocks decades ago, when there was no increment. The quick play finish was brought in to avoid external adjudication of unfinished games, which was costly to clubs.

With the advent of digital clocks featuring the facility to include an increment, the old time control followed by a quick play finish is unnecessary. Implementing this old system on digital clocks is confusing to a number of players. For example, as captain of a team in the League, I have had a number of enquiries during matches from players wondering why the 10 minutes was not been added to their clocks when they reached the 35 move mark. They expect their clocks to count moves, which they do not.

ADVANTAGES OF USING THE 'GAME IN 80 MINUTES PLUS A 10 SECOND INCREMENT' SYSTEM:

All of the confusing aspects of the old system on digital clocks is removed.

Players would no longer have to know, and agree with their opponents, when they have completed 35 moves.

The average length of games played under the new system would be the same as under the old system.

The initial setting up of the digital clocks would be simpler.

(d) Bedfordshire League proposed rule changes

Proposed rule change 1

League Controller is proposing the following change to the Bedfordshire Chess League rules (removal of superceded rule):

Current rule:

11. Matches must start at 7:30pm unless both captains agree in advance to a different starting time. Matches should last at least three hours. Clocks are to be started at 7:30pm (or pre-agreed starting time) or if not available at this time the lost minutes are to be deducted from the time of the home team when actually started. Prior to start of any match the captains shall agree the time to stop play, subject to the above conditions.

Proposed new rule:

11. Matches must start at 7:30pm unless both captains agree in advance to a different starting time. Matches should last at least three hours. Clocks are to be started at 7:30pm (or pre-agreed starting time) or if not available at this time the lost minutes are to be deducted from the time of the home team when actually started.

Proposed rule change 2

League Controller is proposing the following change to the Cordon Trophy rules (correction):

Current rule (first sentence):

6. Each team shall consist of 4 players. Players within teams should be ranked according Beds league rule 12a

Proposed new rule (replacing the first sentence):

6. Each team shall consist of 4 players. Players within teams should be ranked according Beds league rule 12b

Proposed rule change 3

Luton are proposing the following change to the Bedfordshire Chess League rules:

Current rule:

14. Sufficient chess clocks must be provided. The normal rate of play being thirty five moves in one hour and ten minutes plus ten seconds per move, followed by the rest of the game in any unused time, an additional ten minutes plus ten seconds per further move. Any time remaining at the end of the first time period shall be carried forward to the final time period. This procedure is to accord with ECF rules for allegro finishes. There will be no adjournments or adjudications.

Proposed new rule:

14. Sufficient chess clocks must be provided. The normal rate of play is all moves in one hour and twenty minutes plus ten seconds per move. There will be no adjournments or adjudication's.

Proposed rule change 4

Milton Keynes are proposing the exact same change as Luton..

Proposed rule change 5

Bedford are proposing the following change to the Bedfordshire Chess League rules:

Current rule:

14. Sufficient chess clocks must be provided. The normal rate of play being thirty five moves in one hour and ten minutes plus ten seconds per move, followed by the rest of the game in any unused time, an additional ten minutes plus ten seconds per further move. Any time remaining at the end of the first time period shall be carried forward to the final time period. This procedure is to accord with ECF rules for allegro finishes. There will be no adjournments or adjudication's.

Proposed new rule:

14. Sufficient chess clocks must be provided. The normal rate of play being all moves in one hour and fifteen minutes plus fifteen seconds per move. There will be no adjournments or adjudications.

Proposed rule change 6

Leighton Buzzard are proposing the following change to the Bedfordshire Chess League rules:

Current rules:

7. Any club may enter one or more teams in the competition. Teams shall consist of five players. Matches played in the lowest division may feature teams of a greater number of players provided both captains agree so in advance of play. No player may play for more than one club in a season.
8. No player who has played above board 3 in any division may play for any other team in that or any lower division. No player who has played in any division may subsequently play for a team in a division, which is two or more divisions lower than that one, if his club has a team in an intermediate division. For the purpose of this rule, any name that appears against a board number on a team list drawn up by that team's captain (or acting captain) is deemed to have played.

Proposed new rules:

7. Any club may enter one or more teams in the competition. Teams shall consist of five players. Matches played in the lowest division may feature teams of a greater number of players provided both captains agree so in advance of play.
8.
 - a. No player who has played above board 3 in any division may play for any other team in any lower division.

- b. No player who has played above board 3 twice in any division may play for any other team in that division.
- c. No player listed above board 3 in the first match played by that team may subsequently play for any other team in that division.
- d. No player who has played in any division may subsequently play for a team in a division, which is two or more divisions lower than that one, if his club has a team in an intermediate division.
- e. No player may play for more than one club in a season.

For the purpose of this rule, any name that appears against a board number on a team list drawn up by that team's captain (or acting captain) is deemed to have played.