## CUMBRIA CHESS ASSOCIATION

# PROPOSALS RECEIVED FOR CONSIDERATION AT THE 2017 AGM

# From Bill Henderson:

- 1. That in future years the County Individual Championships be closed events .
- That in future years the County Individual Championships be held at more easily accessible venues.
  E.G. Keswick, Windermere, Penrith, Carlisle or Kendal.

My reasons are that they are more accessible to public transport and there is the likelihood of a more varied amount of accommodation for those who wish to stay at weekends.

# From Philip Walters:

- Cumbria move to a Fischer incremental mode time control for games. Many congresses are moving to this. My I suggest 90+90 mins with a 30 second increments per move from move one. Plays must record moves to the end of the game.
- 2. Try to move to use FIDE Grading's. But at present I cannot see the ECF allowing this.

Incremental mode avoids time crisis for both players. Moves are always recorded. Positions are not chaotic with pieces flying everywhere in time trouble scrambles.

At present I have an ECF grade, a FIDE grade and a Scottish grade- all different. We need a unified system eventually.

# From Andy McAteer:

If a club has a full team available for a scheduled fixture date but their opponents do not, then the club that does not have a full team must supply 2 alternative dates within the 3 week window, one of which must be accepted. However, the club that had a full team for the original date, can insist on a 3 board match if they are unable to field a full team on any of the suggested alternative dates. Neither team would be penalised for unpopulated boards.

A proposal that I feel would assist smaller clubs that only have one team in the league.

# From Dave Shaw:

We remove the time limit for matches to be completed.

Although I think it is basically desirable the fact is that this last season more than half the teams have asked for extensions to the rule, and it became impossible to implement. I have no reason to think that next season will be any different.