

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

To be held on Thursday, 5th September 2024 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

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.