

PROCEEDINGS OF THE 2015 US CHESS BOARD OF DELEGATES MEETING

Approved August 2016

The 2015 Delegates' Meeting was held at the Biltmore, Phoenix, AZ, on August 8-9, 2015. This document is an overview of the meeting and includes the official documentation of motions. More details and the discussions may be found on the sound files located on the US Chess website.

SESSION 1

At 9:00a.m. Saturday, August 8, 2015 US Chess President, Ruth Haring, called the meeting to order. A list of names was read and a moment of silence was observed in memory of those of the chess community who have passed on in the last year. (Attachment 1)

Membership Services Supervisor, Cheryle Bruce, called the roll. (Attachment 2) After which, Secretary Mike Nietman reported that a quorum was present.

DM 15-01/ADM 15-01 (Ruth Haring, CA-N) The Delegates re-elect as Delegates at Large those whose terms are expiring or have expired and are present in person at this meeting: Harold Winston, Rachel Lieberman, John McCrary, Al Lawrence, and Dewain Barber.

PASSED

DM 15-02/ADM 15-02 (Harold Winston, DAL- IL) Move that the minutes of the 2014 Delegates meeting as available to the Delegates present in Phoenix be accepted.

PASSED

DM 15-03/ADM 15-03 (Ruth Haring, CA-N) Move that Mike Nolan be appointed parliamentarian.

PASSED

DM 15-04/ADM 15-04 (Ruth Haring, CA-N) Move the Delegates approve the advance agenda for the 2015 Delegates' Meeting and approve the standing rules as printed in the Delegates' Call.

PASSED

DM 15- 05/ADM 15-05 (Ken Ballou, MA; Elections Committee) The Delegates certify the Executive Board election results. (Attachment 3) The newly elected Executive Board members will take office at the conclusion of this meeting.

PASSED

REPORTS OF OFFICERS AND STAFF

President Ruth Haring presented her report. The following matters were covered: reaping the rewards of strategic planning- growth in participation at our national events, investment in IT and media presence, a fundraising strategy, financial strength and stability, commitment to continued improvement; focusing on customer service; risk assessments for technology and events; membership and retention.

Vice-President of Finance, Allen Priest, presented his report. The following matters were covered: analysis of May 2015 financial statements; cash position; repayment of debts; annual audit; scholarship liabilities; cash reserves; and the proposed budget. He then considered and responded to questions from the floor.

DM 15-06/ADM 15-06 (Executive Board) The 2015-2016 budget as presented by the Vice President of Finance is adopted.

PASSED

Executive Director, Jean Hoffman, presented her report. The following matters were covered: strategic planning process; rebranding and visual identity of the organization; website redesign; 501(c)(3) transition; and the fundraising feasibility study. She ended with a thank you to all who volunteer in support of chess.

Director of Publications, Daniel Lucas, presented his report. The following matters were covered: personal fundraising effort; *Chess Life* magazine and promoting the US Chess mission; a new *Chess Life* cover design; redesign of *Chess Life for Kids*; TLA and Scholastic TLA newsletters; the Delegates' Call as an outreach tool; and the social media presence of US Chess. He then reviewed and responded to a question from the floor.

Chairman of the U.S. Chess Trust, Harold Winston, presented his report. The following matters were covered: recognition of Trustees in attendance; new Managing Director; new scholarships for Denker and Barber winners; negotiations for a new agreement with US Chess; sending sets and US Chess memberships to schools; Scholar Chess Player programs; Harold Dondis award; and the World Chess Hall of Fame.

Fide Zonal President, Francisco Guadalupe, presented his report. The following matters were covered: FIDE Congresses in Tromso and Abu Dhabi; last years' international events and US Chess player's results; upcoming events and US Chess prospects; and the effect of recent player transfers. Guadalupe reviewed and responded to questions from the floor.

ELECTION OF DELEGATE APPOINTED COMMITTEES

DM15-07/NDM15-01(Allen Priest, KY) Move that the following people be elected as the 2016 Audit Committee: Jon Haskell (FL), Bill Brock (IL), and Mike Mulford(GA).

PASSED

DM 15- 08/NDM 15-02 (Bylaws Committee) Move that the following people be elected as the 2016 Bylaws Committee: Guy Hoffman (WI), Richard Koepcke (CA-N), Robert Messenger (MA), Myron Lieberman (AZ), Randy Hough (CA-s), John McCrary (SC), Robert Persante (FL), Gary Kitts (MI), Gerald Larson (AL), David Mehler (MD), Bill Goichberg(NY) and Harold Winston (IL).

PASSED

DM 15-09/NDM 15-03 (Election Committee) Move that the following people be elected as the 2016 Election Committee: Ken Ballou (MA), Roger Gotschall (IA), Richard Koepcke (CA-N), Myron Lieberman (AZ), Ken Sloan (AL) (Alternate) and Andrew Thall (OH) (Alternate).

PASSED

DM 15-10/NDM15-04 (Ethics Committee) Move that the following people be elected as the 2016 Ethics Committee: Ken Ballou (MA), Richard Buchanan (CO), Jim Gray (OK), David Hater (GA), Alex Relyea (NH), Ken Sloan (AL), Harold Stenzel (NY), Hal Terrie (NH), and Andrew Thall (OH).

PASSED

DM 15-11/ADM 15-07 (Tim Redman, TX and LMA Management Trust) The USCF Delegates elect as Trustees of the USCF Life Member Asset Management Trust: Jim Bedenbaugh, Frank Camaratta, Steve Doyle, Leroy Dubeck, Peter Dyson, Dov Gorman, Beatriz Marinello, Tim Redman, Alex Relyea, Chuck Unruh and Allen Priest (ex officio). The Trust elects its own officers.

PASSED

OLD BUSINESS

DM 15-12/ADM 15-08 (Harold Winston, IL) Pursuant to Article III, Section 10 of the Bylaws, the Delegates have reviewed the promotional memberships offered by the Executive Board in 2014-2015 and authorize their continuation.

PASSED

DM 15-13/ADM 15-09 (Harold Winston, IL) The Delegates have reviewed the financial information about expenditures and the status of funds in the Players Health and Benefits Fund and approve the report on those items, a report required by DM 11-51:

- There were no benefits paid during the 14-15 fiscal year
- There were no new applications for benefits
- Assets increased by \$8353 of that \$8055 was contributions and \$298 interest.
- Assets total \$127,303 as of 5/31/2015, of that \$103,742 is in CDs at the Bank of Cumberland County and \$23,561 in a money market account at the Bank of Putnam County.

PASSED

Allen Priest said the Board has studied ADM 15-10 and recommends it not pass. Steve Immitt and Steve Shutt spoke for the motion.

DM 15-14/ADM 15-10/DM 14-31(Bill Goichberg NY) Effective no later than Sept 1, 2014, the following USCF memberships shall be available through affiliates which choose to sell them. They shall not be sold directly to players by USCF.

A) 2 months Adult with 1 issue of Chess Life, \$20

B) 2 months Young Adult (25 or under at expiration) with 1 issue of Chess Life, \$15

C) 2 months Scholastic (13 or under at expiration) with 1 issue of Chess Life for Kids, \$10

REFERRED TO EXECUTIVE BOARD AS AMENDED in 2014

FAILED IN 2015

David Kuhns, Rules Committee chair, reported that the committee had considered the ADM15-11 and recommended its defeat. Ken Ballou asked that ADM15-11 be considered after ADM 15-42.

Rules Committee chair, David Kuhns, reported that in working on the motion the committee found great complexity in changing this rule. He asked it to be sent back to the Rules Committee for completion in 2016.

DM 15-15/ADM 15-12/ DM 14-47 (Chris Kim, MD) Replace Rule 13C1 with the following:

13C1. Only players in the game or tournament directors may call attention to the fall of a flag. A flag is considered fallen (5G) when a tournament director observes the fact or when either player has made a valid claim to that fact.

Note: last sentence in TD Tip that follows this rule may be superfluous and could be stricken.

REFERRED AS AMENDED TO RULES COMMITTEE IN 2014

REFERRED TO THE RULES COMMITTEE IN 2015 FOR COMPLETION IN 2016

Steve Immitt spoke for ADM 15-13. Mike Hoffpaur, Scholastic Council Co-chair asked that the motion be referred to Rules Committee for further study of its merits.

DM 15-16 /ADM 15-13/DM 14-51 (Steve Immitt, NY) Rule 29E: Color allocation.

Resolved: The following section is added to Rule 29E. Color Allocation.

“29E8. Team pairings take precedence over color equalization. In a combined swiss individual and team tournament, the need to avoid pairing players from the same team shall take precedence over the need to equalize colors.” REFERRED TO SCHOLASTIC COMMITTEE FOR STUDY IN 2014

REFERRED TO THE RULES COMMITTEE IN 2015

David Kuhns, Rules Committee chair, pointed out that the rules that already define “start of game” and requested this motion be ruled moot.

ADM 15-14/ DM 14-53 (Andrew Rea, VA) It is requested that the delegates specify what constitutes “the start of the game.” Preferably by stating the game starts when the TD directs the player’s that the round has started, start the clocks. REFERRED TO RULES COMMITTEE IN 2014

RULED MOOT IN 2015

Bylaws Committee co-chair Harold Winston, reported that both the committee and workshop opposed ADM15-15. Frank Camaratta presented his rationale.

DM15-17/ADM 15-15/DM 14-54 (Frank Camaratta, AL; Gary Walters, OH) If the number of qualified candidates for a seat on the USCF Executive Board is equal or less than the number of open seats during an election year. No ballots will be mailed to the electorate and the qualified candidates will be deemed elected to the Executive Board and will be seated at the end of the Annual Meeting of the USCF Delegates. REFERRED TO BYLAWS COMMITTEE IN 2014

FAILED IN 2015

Harold Winston withdrew ADM 15-16.

ADM 15-16 /Substitute for ADM15-15 (Harold Winston, IL,) Amend Art. VI., sec.10 to add a separate paragraph at the end to read “If the number of qualified candidates for a seat on the USCF Executive Board is equal or less than the number of open seats during an election year, candidates will be limited to an initial 150 word statement plus photo in an issue of *Chess Life* publish no later than April 10 of an election year and one half page in *Chess Life* published no later than June 10 of an election year.”

Rationale: This would save *Chess Life* space but still allow democratic voting to continue.

WITHDRAWN

Allen Priest spoke for the Board regarding ADM 15-16 asking it be voted down. Eric Vigil agreed.

DM 15-18/ADM 15-17/DM 14-55 (Eric Vigil, IA) As an outreach we offer a “wizard’s chess” tournament at next year’s Leaky Con (All Things Harry Potter), and have a special one day USCF tournament membership for tournament participants who are not USCF members. REFERRED TO EXECUTIVE BOARD IN 2014

FAILED IN 2015

Priest said the Board had considered ADM 15-18/DM 14-57 and recommended its defeat.

DM 15-19/ADM 15-18/DM 14-57 (C.J. Armenta, KS) USCF give one-day temporary memberships to scholastic members so state affiliates can encourage USCF scholastic state championship. Limited to three related tournaments. REFERRED AS AMENDED TO THE EB IN 2014

FAILED IN 2015

The meeting was recessed until 2pm.

SESSION 2

At 2:10pm President Haring reconvened the meeting. A quorum was present.

NEW BUSINESS

Harold Winston introduced a motion from the 2015 Membership Meeting. He reported that the Ethics workshop supported it.

DM 15- 20/NDM 15-05 (Harold Winston, IL) The members recommend to the US Chess delegates that the following amendment to delegates Action of Continuing Interest, 22 code of Ethics, paragraph 6 (b), at the end (on page 71 of Delegates Call). "If appeals are filed, the Ethics Committee shall be promptly notified."

PASSED

Allen Priest introduced the next motion reporting that the Finance workshop favored it.

DM 15-21/ADM 15-19 (Allen Priest, KY; Ruth Haring, CA-N; Mike Nietman, WI; Chuck Unruh, OK; Randy Bauer, IA; and Mike Atkins, MD) Amend each section of Article III to remove references to three year memberships as follows.

Section 1. Adult Memberships. Any person may become an Adult (also known as Regular) Member of the Federation upon payment of \$40 for one year, or \$72 for two years, or a Premium Adult (also known as Premium) Member upon payment of \$46 for one year, or \$84 for two years.

Section 2. Young Adult Memberships. Any person under 26 years of age at expiration and a resident of the United States (or if he or she submits membership through a USCF affiliate) may become a Young Adult Member of the Federation upon payment of \$26 for one year, or \$47 for two years, or a Premium Young Adult Member upon payment of \$33 for one year, or \$61 for two years.

Section 3. Youth Memberships. Any person under 17 years of age at expiration and a resident of the United States (or if he or she submits membership through a USCF affiliate) may become a Youth Member of the Federation upon payment of \$22 for one year, or \$40 for two years, or a Premium Youth Member upon payment of \$28 for one year, or \$51 for two years.

Section 4. Scholastic Memberships. Any person under 14 years of age at expiration and a resident of the United States (or if he or she submits membership through a USCF affiliate) may become a Scholastic Member of the Federation upon payment of \$17 for one year, or \$30 for two years, or a Premium Scholastic member upon payment of \$24 for one year, or \$43 for two years.

Section 5. Senior Membership. A person who has passed his or her 65th birthday may become a Senior Member of the Federation upon payment of \$40 for one year, or \$72 for two years.

These changes would be effective January 1, 2016.

Rationale: The membership structure of the USCF is excessively complicated. There are 30 different membership plans that an individual must choose from. This change cuts that to a still formidable 21 options. The three year membership 20% discount from single year pricing exceeds the cost of funds and the administrative cost to the USCF to renew members. Eliminating this option should not impact membership it will simply move members to another category.

PASSED

Allen Priest withdrew ADM15-20.

ADM 15-20 (Allen Priest, KY; Ruth Haring, CA-N; Mike Nietman, WI; Chuck Unruh, OK; Randy Bauer, IA and Mike Atkins, MD)

Amend each section of Article III to restore the spread between premium and regular membership rates and to reduce the price discount for multi-year memberships as follows.

Section 1. Adult Memberships. Any person may become an Adult (also known as Regular) Member of the Federation upon payment of \$40 for one year, \$75 for two years or \$130 for three years, or a Premium Adult (also known as Premium) Member upon payment of \$50 for one year, \$95 for two years or \$140 for three years.

Section 2. Young Adult Memberships. Any person under 26 years of age at expiration and a resident of the United States (or if he or she submits membership through a USCF affiliate) may become a Young Adult Member of the Federation upon payment of \$26 for one year, \$48 for two years or \$70 for three years, or a Premium Young Adult Member upon payment of \$35 for one year, \$65 for two years or \$95 for three years.

Section 3. Youth Memberships. Any person under 17 years of age at expiration and a resident of the United States (or if he or she submits membership through a USCF affiliate) may become a Youth Member of the Federation upon payment of \$22 for one year, \$40 for two years or \$58 for three years, or a Premium Youth Member upon payment of \$30 for one year, \$55 for two years or \$80 for three years.

Section 4. Scholastic Memberships. Any person under 14 years of age at expiration and a resident of the United States (or if he or she submits membership through a USCF affiliate) may become a Scholastic Member of the Federation upon payment of \$17 for one year, \$30 for two years or \$43 for three years, or a Premium Scholastic member upon payment of \$25 for one year, \$45 for two years or \$65 for three years.

Section 5. Senior Membership. A person who has passed his or her 65th birthday may become a Senior Member of the Federation upon payment of \$40 for one year, \$75 for two years or \$130 for three years.

Section 7. Family Membership Plans.

Family Plan 1: \$80, includes parents and their children under age 24 in the household living at one address. Also includes any full-time college students up to age 24.

Family Plan 2: \$50, includes all children under age 24 in the household living at one address.

The spouse of a Life or Sustaining member may be included in the Family Membership Plan, however in that case, only the Life or Sustaining member will receive "Chess Life".

These changes would be effective January 1, 2016.

Rationale: Regular membership dues were most recently raised, while premium dues were either unchanged or actually decreased. The change to the premium dues brings the price differential more in line with the amounts in place when the premium and regular dues structure was begun.

Family plan dues are increased as those are premium memberships.

For multi-year memberships, the 20% discount from single year pricing exceeds the cost of funds and the administrative cost to the USCF to renew members. Reducing this discount will make the membership choice more revenue neutral to the Federation.

The purpose of these changes is not to increase revenue this year. The proposed budget was prepared based on no changes in dues. Based on current membership numbers if these changes were made, were in effect for a full year and caused no changes in membership then revenue would increase by just over \$61,000. For the changes to result in less revenue for the Federation we would have to lose more than the following numbers by premium

member class – adult 791 out of 9883 or 8%, Young Adult 118 out of 2070 or 5.7%, Youth 115 out of 1727 or 6.7%, Scholastic 264 out of 6592 or 4% and Family 94 out of 1499 or 6.3%.

Note: This ADM will be withdrawn in favor of the following ADM if the three year membership deletion passes.

WITHDRAWN

Allen Priest introduced ADM 15-21 advising that the Finance workshop supported it. He considered and responded to questions and comments from Gary Walters (OH), Steve Immitt (NY), Chris Prosser (TN), Randy Bauer (IA), Luis Salinas (TX), Bill Brock (IL), Bob Messenger (MA), Chuck Unruh (OK), Jim Mennella (CA-S), Ken Ballou (MA), Fun Fong (GA), Randy Hough (CA-S), Beatriz Marinello (NY), Ryan Velez (KY), Steve Shutt (PA) and Dewain Barber (CA-S).

DM 15- 22/ADM 15-21 (Allen Priest, KY; Ruth Haring, CA-N; Mike Nietman, WI; Chuck Unruh, OK; Randy Bauer, IA; and Mike Atkins, MD)

Amend each section of Article III to restore the spread between premium and regular membership rates and to reduce the price discount for multi-year memberships as follows.

Section 1. Adult Memberships. Any person may become an Adult (also known as Regular) Member of the Federation upon payment of \$40 for one year, or \$75 for two years, or a Premium Adult (also known as Premium) Member upon payment of \$49 for one year, or \$95 for two years.

Section 2. Young Adult Memberships. Any person under 26 years of age at expiration and a resident of the United States (or if he or she submits membership through a USCF affiliate) may become a Young Adult Member of the Federation upon payment of \$26 for one year, or \$48 for two years, or a Premium Young Adult Member upon payment of \$35 for one year, or \$65 for two years.

Section 3. Youth Memberships. Any person under 17 years of age at expiration and a resident of the United States (or if he or she submits membership through a USCF affiliate) may become a Youth Member of the Federation upon payment of \$22 for one year, or \$40 for two years, or a Premium Youth Member upon payment of \$30 for one year, or \$55 for two years.

Section 4. Scholastic Memberships. Any person under 14 years of age at expiration and a resident of the United States (or if he or she submits membership through a USCF affiliate) may become a Scholastic Member of the Federation upon payment of \$17 for one year, or \$30 for two years, or a Premium Scholastic member upon payment of \$25 for one year, or \$45 for two years.

Section 5. Senior Membership. A person who has passed his or her 65th birthday may become a Senior Member of the Federation upon payment of \$40 for one year, or \$75 for two years.

Section 7. Family Membership Plans.

Family Plan 1: \$80, includes parents and their children under age 24 in the household living at one address. Also includes any full-time college students up to age 24.

Family Plan 2: \$50, includes all children under age 24 in the household living at one address.

The spouse of a Life or Sustaining member may be included in the Family Membership Plan, however in that case, only the Life or Sustaining member will receive “Chess Life”.

These changes would be effective January 1, 2016.

Rationale: Regular membership dues were most recently raised while premium dues were either unchanged or actually decreased. The change to the premium dues brings the price differential more in line with the amounts in place when the premium and regular dues structure was begun.

Family plan dues are increased as those are premium memberships.

For multi-year memberships, the 20% discount from single year pricing exceeds the cost of funds and the administrative cost to the USCF to renew members. Reducing this discount will make the membership choice more revenue neutral to the Federation.

The purpose of these changes is not to increase revenue this year. The proposed budget was prepared based on no changes in dues. Based on current membership numbers if these changes were made, were in effect for a full year and caused no changes in membership then revenue would increase by just over \$61,000. For the changes to result in less revenue for the Federation we would have to lose more than the following numbers by premium member class – adult 791 out of 9883 or 8%, Young Adult 118 out of 2070 or 5.7%, Youth 115 out of 1727 or 6.7%, Scholastic 264 out of 6592 or 4% and Family 94 out of 1499 or 6.3%.

PASSED

Randy Bauer presented ADM 15-22. Allen Priest reported that the Finance workshop opposed the motion. Harold Winston reported that the Bylaws committee and workshop opposed the motion. Bauer and Priest responded to questions and comments from David Kuhns (MN), Mike Mulford (GA), Jim Mennella (CA-S), Ken Ballou (MA), Chuck Unruh (OK), Richard Buchanan (CO), Steve Morford (CA-S), Walter High (NC), Gary Walters (OH), Myron Lieberman (AZ) and Randy Hough (CA-S).

DM 15- 23/ADM 15-22 (Allen Priest, KY; Randy Bauer, IA; Ruth Haring, CA-N; Mike Nietman, WI; Chuck Unruh, OK) Insert after Article III, Section 8:

(New Section) SCHEDULED CHANGES IN DUES.

Beginning in January 2020 the membership dues identified in Article III, Sections 1 through 8, will be adjusted up or down based on the change in the preceding five years' Consumer Price Index, as calculated by the US Bureau of Labor Statistics. For purposes of determining dues, calculations that result in fractions of dollars between \$.01 and \$.49 will be rounded down to the next lower whole dollar and calculations that result in fractions of dollars between \$.50 and \$.99 will be rounded up to next higher whole dollar. For purposes of making following year's calculations of dues changes, the actual dollar value (rather than the rounded dollar value) will be used. The USCF will adjust membership dues up or down based on the change in the preceding five years' Consumer Price Index, as calculated by the US Bureau of Labor Statistics, every five years.

Rationale: Changes in dues should be done in a way that is readily understood by the membership and that maintains the 'purchasing power' necessary for the USCF to provide services to its members and to advance its mission. As with many entities, the USCF does not have a regular method to make these changes, and, as a result, dues changes are often put off too long and/or result in significant (and unexpected) increases for our members. This change would provide a regular, readily understood mechanism to adjust dues to simply keep pace with inflation. The changes will likely be relatively small and incremental – which is a more transparent and understandable process than past methods.

FAILED

Randy Bauer introduced ADM 15-23. Harold Winston reported that the Bylaws committee and workshop opposed the motion. Gary Walters (OH), Randy Hough (CA-S), Bill Brock (IL), John McCrary (SC), Mike Mulford (GA), Ken Ballou (MA) participated in the discussion. Myron Lieberman called the question.

DM15-24/ADM 15-23 (Randy Bauer, IA; Michael Atkins, MD; Chuck Unruh, OK; Mike Nietman, WI; Chuck Unruh, OK; Allen Priest, KY) Amend the USCF Bylaws 2014 as follows:

Article VI: Executive Board

Section 1. Composition. The Executive Board shall consist of seven members elected for staggered terms of ~~three~~ four years. The Executive Director serves as a non-voting member of the Executive Board, with the right to debate and make motions, but without the right to vote. All Executive Board members are national officers of the USCF. No Executive Board member may be a full time or part time salaried or hourly USCF employee except for the USCF Executive Director serving as a non-voting member. All serving Executive Board members must have a current USCF membership and be at least 18 years of age.

Section 7. Terms of Office. The terms of office of the Executive Board members shall commence at their first meeting, which shall immediately follow the Annual Meeting, and effective with those elected in the 2016 regular election shall continue for ~~three~~ four years, except as provided in Section 9 of this article and in the implementation schedule in this article. The terms of the Executive Board officers shall commence at their first meeting, which shall immediately follow the Annual Meeting, and shall continue for two years, except that the term of an officer who leaves the Board after one year would expire. No individual shall serve more than nine consecutive years on the Executive Board. No person shall serve as USCF President more than four consecutive years.

For the purpose of implementation of the terms of this Section, the following will apply ~~to those elected in the 2011-2016 regular Executive Board election and thereafter~~. The terms of those elected prior to the adoption of this implementation schedule will be observed as they were defined by the Bylaws at the time of their election.

~~2011: Three Executive Board members will be elected to three-year terms.~~

~~2013: Four Executive Board members will be elected, with the top two to receive three-year terms, and the next two to two-year terms.~~

~~2014, 2017, etc. Three Executive Board members are elected to three-year terms.~~

~~2015, 2018, etc. Two Executive Board members will be elected to three-year terms.~~

~~2016, 2019, etc. Two Executive Board members are elected to two-year terms.~~

2018. Two Executive Board members are elected to four-year terms.

2019. Two Executive Board members are elected to three-year terms.

2020, 2024, etc. Three Executive Board members are elected to four-year terms.

2022, 2026, etc. Four Executive Board members are elected to four-year terms.

Rationale: USCF Executive Board elections were changed from the customary four year to three year terms commencing with the 2011 election cycle. As a result, there are and will continue to be Executive Board elections every year. This is unusual for organizations with similar governance structures, which tend to have terms of even-numbered years and elections every other year. The current 'election every year' structure requires significant time and expense to conduct elections. It also reduces Executive Board continuity as some members are potentially leaving the Executive Board every year. The organization would do better to reduce election time and expense and provide more opportunity for the elected Executive Board to build relationships and work together without the constant distraction of elections.

FAILED

Bob Messenger introduced ADM 15-24 and made two amendments. Harold Winston reported that the Bylaws workshop recommended that the motion be referred to Bylaws committee for study and to obtain a legal opinion.

DM15-25/ADM 15-24 (Robert Messenger, MA; Michael Langer, TX) Replace Article IX Section 16 of the USCF Bylaws with the following:

Participation in chess shall be open to players, coaches, trainers, team captains, managers, seconds, analysts, tournament directors and organizers without discrimination, including but not limited to discrimination on the basis of race, religion or sexual orientation.

RATIONALE: The current wording of section 17 is:

Participation in chess shall be open to athletes, coaches, trainers, team captains, managers, seconds and analysts without discrimination.

This section was added to the bylaws in order to make chess eligible to be an Olympic sport, which does not appear to be a realistic possibility. The term “athletes” does not apply to chess, and has been replaced by “players.” The proposed revision adds tournament directors and organizers to the list of people protected from discrimination. “Without discrimination” in the current version of section 17 is vague and has been made more specific in the proposed new version. The words “including but not limited to” clarify that the enumeration of specific forms of discrimination does not imply that all other forms of discrimination are allowed.

For the sake of simplicity the new version of section 17 doesn’t cover some forms of discrimination, such as discrimination on the basis of sex. Some tournaments offer prizes to the top female player, or offer mixed doubles prizes, or are restricted to female players. Spelling out exactly when discrimination based on sex is or is not permissible would make section 17 unnecessarily complex. If it becomes a problem, this can be addressed by Executive Board or Delegate action.

REFERRED TO THE BYLAWS COMMITTEE FOR CONSIDERATION AND TO OBTAIN A LEGAL OPINION

Michael Atkins introduced ADM 15-25 and accepted a friendly amendment from the Bylaws committee. Alex Relyea reported that the Ethics committee opposed the motion. Jim Grey (OK), Hal Terrie (NH), Harold Winston (IL), Al Losoff (NV), Gary Walters (OH), Steve Morford (CA-S), Jim Menella (CA-S), and Mike Mulford (GA) participated in the discussion. David Day (UT) called the question

DM 15-26/ADM 15-25 (Michael Atkins, MD) When issuing a decision, the Ethics Committee will provide the rationale for its decision to the parties involved and the Executive Board.

Rationale: When an Ethics Committee decision is appealed to the Executive Board, the Executive Board cannot provide deference to the Ethics Committee's decision if the basis for the decision isn't provided, but rather the EB has to re-hear the entire case. This is a waste of time, as well as other resources.

PASSED

Mike Atkins asked that ADM15-26 be referred back to the Executive Board for redrafting.

DM 15-27/ADM 15-26 (Michael Atkins, MD) It is proposed that TDCC, Rules and FIDE Events decisions will be sent to the sanctioned member and all members of the Executive Board. The sanctioned member and any member of the EB has 30 days to appeal any proposed sanction. After those 30 days pass without appeal, only the Executive Director can amend or change or nullify a sanction.

Rationale: Decisions from the Ethics Committee can be appealed by the sanctioned member or by any member of the Executive Board. Decisions from TDCC/Rules and FIDE Events Committees are different in that decisions are sent to the sanctioned member and the Executive Board only sees them if they are appealed by the sanctioned member. This is established by the USCF Rulebook and requires delegate approval for change. In order to make all 4 sanctioning committees follow the same process.

REFERRED TO THE EXECUTIVE BOARD FOR STUDY

Steve Immitt introduced ADM 15-27.

DM 15-28/ADM 15-27 (Steve Immitt, NY; Sophia Rohde, NY) Resolved: The Delegates authorize the establishment of a new Committee to assist players with special needs and circumstances in overcoming barriers to participate in and enjoy USCF tournaments. This Committee shall report to the Executive Board.

Rationale: Players with special needs and circumstances face extra challenges to participate in tournaments, some as basic as finding a suitable space to play their game or even to move the pieces and press the clock. This would include players who may have religious objections to using delay clocks on the Sabbath, for example. Guidelines should be developed to advise tournament organizers and directors how to help these players enjoy the benefits of serious Chess in a tournament environment.

PASSED

Steve Immitt introduced ADM15-28. After some discussion Immitt moved to refer the motion to the Executive Board for study.

DM 15-29/ADM 15-28 (Steve Immitt, NY) The Delegates authorize the creation of a Special Committee for the purpose of evaluating and grading the brands and models of chess clocks which are commonly used in tournaments. This Committee shall advise the Executive Board of the merits and drawbacks which it perceives to be evident in the various brands and models of clocks used in tournaments. It shall issue a publicly available report to the Board each year. In its efforts to identify and promote “the ideal clock,” the Committee may recommend that the Executive Board commission a special “USCF Chess Clock” which would incorporate its recommendations. The Committee members shall be appointed annually by the Delegates, and shall include tournament directors knowledgeable regarding issues relating to chess clocks. Committee members shall not receive any compensation or consideration by clock manufacturers, distributors or retailers in return for their services or recommendations.

Rationale: The USCF membership is entitled to know the various benefits and drawbacks found in the clocks being sold on the market in order to make a more informed purchasing decision. It’s also in the interest of tournament directors to have their players become familiar with operation, capabilities and limitations of their clocks.

REFERRED TO THE EXECUTIVE BOARD FOR STUDY

Steve Immitt asked that ADM15-29 be referred to the EB for study.

DM 15-30/ADM 15-29 (Steve Immitt, NY) Resolved: The Delegates are in favor of the idea of leveraging the talents and promotional efforts of USCF members in each state to promote USCF-rated activity, USCF membership and USCF programs throughout their respective state. Accordingly, the Delegates authorize the reinstatement of the State Affiliate Support Program (SASP) to help meet these objectives, under the following rules.

1. Each State Chapter Affiliate in good standing may apply to the Executive Director for reimbursement of expenses for chess promotional activities in the State Chapter Affiliate’s state in the previous calendar year. One such official application may be made by each State Affiliate for the preceding year, which must be received by USCF by July 1st of the current year.

2. The amount of reimbursement each State Affiliate shall receive for the calendar year shall not be greater than the amount equivalent to two dollars for every annual adult member plus one dollar for every Life, Young Adult, Youth, Scholastic or paid Family member who is a member in good standing as of December 31st of the previous calendar year, who is also listed as a resident of that state as of that same December 31st. The Executive Board may add or remove membership categories which count toward each state’s SASP reimbursement.

3. Applications for SASP reimbursement must be accompanied by a report from the State Affiliate describing the chess promotional activities the State Affiliate has done in the previous year for which reimbursement is being sought, along with a documentation of the expenses incurred.

4. In order to be eligible to receive SASP reimbursement, a state must run a USCF-rated state championship, and a USCF-rated state scholastic (or USCF-rated state junior) championship in the previous calendar year. These events must be designated as the official state championships and must be sanctioned as such by the State Affiliate.

5. States whose total USCF membership as of December 31st of the previous year has not increased at least one per cent from its total membership as of December 31st two years prior shall not be eligible to receive SASP reimbursement during the current year.

6. States whose total Adult or Life membership as of December 31st of the previous year has not increased at least one per cent from that total as of December 31st two years prior shall not be eligible to receive SASP reimbursement for the current year.

7. The Executive Board shall have the authority to determine if a State Affiliate's promotional activities are in accordance with the objectives of the SASP program.

Rationale

The USCF had previously maintained a State Affiliate Support Program which had been discontinued due to budgetary constraints. The time seems appropriate to encourage further USCF promotional activities in individual states. The State Affiliate Chapters would be entitled to be reimbursed to an extent for their promotional expenses, depending upon the number of USCF members in the state. It is in USCF's interests to increase membership and to promote states which also promote and help to increase USCF membership. SASP participation would provide incentives to states to increase USCF membership. In addition, some State Chapter Affiliates may have become largely inactive, and this would help revitalize interest in and accountability for the State Chapter's actions. Finally, it is also in USCF's interests to have an official state championship and state scholastic (or junior) championship. These requirements for SASP eligibility would provide some incentive to states lacking these events to start holding them.

REFERRED TO THE EXECUTIVE BOARD FOR STUDY

Ken Ballou introduced ADM 15-30. The Delegates considered remarks and comments made by Randy Hough (CA-S), Michael Khodarkovsky (NJ) and Luis Salinas (TX)

DM15-31/ADM 15-30 (Kenneth Ballou, MA): In 2008, the Delegates passed motion DM08-36: "The USCF shall pay the FIDE Title Application Fees for the players, representing the USCF in the FIDE youth and junior championships, who, by virtue of their results in that event, are thereby entitled to receive the respective FIDE title. Limited to FM WFM IM WIM GM WGM titles for those who meet residency requirements."

Amend DM08-36 by deleting the final sentence and inserting "and meeting the residency requirements" after the word "championships" in the first sentence.

Rationale: Younger players may earn the Candidate Master (CM) or Woman Candidate Master (WCM) direct titles in FIDE world and continental championships. It is true that the CM and WCM titles are not as prestigious as the (W)FM, (W)IM, and (W)GM titles. Nonetheless, earning the CM or WCM title as a direct title in international competition is still a very impressive result for a young player, and USCF should recognize the accomplishments of our youngest champions accordingly.

PASSED

Michael Atkins introduced ADM 15-31. Carol Jarecki reported that the FIDE events committee favored the motion.

DM 15-32/ADM 15-31(Michael Atkins, MD) There have been instances where USCF Non-Members/Non-TDs have been the Chief Arbiter of USCF Rated FIDE events and/or the event uses a different set of USCF TDs to USCF rate the event. This has often seemed to dance around and skirt around the issue of appropriate level TDs directing events. One example of this is a FIDE rated Norm event that has a Senior TD/National Arbiter listed as Chief TD (The NA cannot be chief TD of a norm event) and a FA listed who is not a USCF member and not a USCF TD.

Proposed,

For all FIDE rated events in the USA, both the USCF TD Certification level and the FIDE Arbiter level need to be appropriate for the event run, in order to be both USCF rated and FIDE rated.

- 1.) For non-norm events, the Chief TD for USCF rating purposes MUST be a Senior TD and a Licensed NA/FA or IA. The tournament will not be submitted to FIDE if the Chief TD is not qualified to direct the event. The same Chief should/must be listed on the FIDE rating report as the Chief Arbiter.
- 2.) For FIDE norm events in the US, the Chief TD must be a licensed FA or IA. The event will not be submitted to FIDE if the Chief is not a licensed FA or IA. The same Chief TD on the USCF MSA report should/must be the same Chief Arbiter listed on the FIDE report.
- 3.) It is acceptable for a FIDE-only rated event in the USA to have a Chief Arbiter that is not a USCF member nor a USCF TD. This will be submitted to FIDE as long as the event has an appropriately licensed Arbiter and pays the USCF the FIDE fee plus a possible small administrative fee.
- 4.) For all FIDE rated events registered by the office with FIDE, there must be an appropriately licensed Arbiter listed as Chief TD. Without this listing, the tournament will not be registered with FIDE.

PASSED

Al Losoff withdrew ADM15-32.

ADM 15-32 (Al Losoff, NV) The 2016 U. S. Open will be played with the time control of 40/90, SD/30 increment 30.

WITHDRAWN

Michael Atkins introduced ADM15-33. The Delegates considered comments made by Al Losoff (NV), Ken Ballou (MA), Fun Fong (GA), Carol Jarecki (NY) and Luis Salinas (TX). Jim Mennella (CA-S) suggested it be referred to the Executive Board for study and Atkins agreed.

DM 15-33/ADM 15-33 (Michael Atkins, MD) Proposed – The US Chess Federation strongly encourages any tournament in the US that is broadcasting player games to the internet to place a small delay of several moves or 10 minutes in order to make it harder for people to use the broadcast to cheat. At this point, this is just a strong encouragement and not a mandate.

Rationale: We see more and more stories about internet broadcasts of games being used for cheating. There really is NO rational reason why someone HAS to see the live position from home or elsewhere. Live media broadcast or internet relays can be several moves deep and no one would really care and it would help to eliminate the possibility of using live broadcast for cheating.

REFER TO THE EXECUTIVE BOARD FOR STUDY

Steve Shutt asked that ADMs 15-35, 15-36 and 15-37 be considered next since they also concerned cheating. Mike Hoffpauir reported unanimous support for the motions by the Scholastic Committee and asked they be referred to the Scholastic Council.

DM 15-34/ADM 15-35 (Stephen Shutt, PA) Change to Scholastic Regulations 21.12

During a game, players may not have in their possession any electronic device, whether the players are in or out of the playing hall. Such devices may be stored in a chess bag or backpack. These include cell phones, music playing devices, and electronic noise canceling headphones/ear buds. The only exceptions to this rule are chess clocks, approved electronic scorekeeping devices (see Appendix F), necessary medical devices, and any other device approved by the Section Chief.

(It is strongly urged that strong penalties be applied.) The use of any electronic device to assist a player in the analysis of the game will result in expulsion from the tournament. Players also must understand that once their game is complete, they are now considered “spectators” for the remainder of the current round (see Rule 21.13). *(Note: Rule 21.13 would become 21.15 if the two rules below are approved).*

REFERRED TO THE SCHOLASTIC COUNCIL

DM 15-35/ADM 15-36 (Stephen Shutt, PA) Change to Scholastic Regulations 21.13

During the course of their games, players may not leave the playing hall except to travel to and from the lavatory. Exceptions include emergencies or unusual circumstances requiring the player's immediate attention that have been approved by the tournament director. Players who anticipate leaving their boards for these reasons or for an extended period of time should report to a member of the TD staff prior to leaving or in an emergency situation, alert the TD immediately upon return.

REFERRED TO THE SCHOLASTIC COUNCIL

DM 15-36/ADM 15-37 (Stephen Shutt, PA) Change to Scholastic Regulations 21.14

Except for emergencies, such as those relating to health issues, players may at no time have contact with anyone other than the TD staff, except for situations approved by the scholastic regulations.

REFERRED TO THE SCHOLASTIC COUNCIL

Boyd Reed introduced ADM15-34. Mike Hoffpauir reported that the Scholastic Committee opposed the motion. Beatriz Marinello (NY), Ken Ballou (MA), Allen Priest (KY), Steve Immitt (NY), Steve Shutt (PA), and Mike Nolan gave comment.

DM 15-37/ADM 15-34 (Boyd Reed, PA; Al Losoff, NV; Ken Ballou, MA; Michael Mulford, GA)

MOTION: Delete paragraphs 12.5 and 12.6 of the *USCF Scholastic Regulations*, and insert the following language.

12.5 Any player wishing to enter an “Under” section in a USCF National Scholastic tournament must have an appropriate established USCF regular rating as of the rating supplement deadline for that tournament.

12.5.1 Any player who does not meet the requirements of paragraph 12.5 may enter only an appropriate Championship section or Provisional/Unrated section of that tournament.

12.5.2 A provisionally rated player participating in a Championship section is eligible for rating band trophies, based on his provisional rating.

12.6 Only established USCF regular ratings, or ratings from systems where the USCF Ratings Committee has published and endorsed a conversion formula to produce an equivalent USCF regular rating, will be considered for section placement and prize eligibility, except for the provision in paragraph 12.5.2.

RATIONALE:

For the second consecutive year, there was a significant controversy at the National Elementary Championships regarding the interpretation and application of SR 12.5 and 12.6. This controversy detracts from the tournament, and lessens the experience that the players receive.

1. The USCF rating system is rightfully considered the gold standard for US events. Our rating system's statistical design supports an established rating as being a stable estimate of playing strength, regardless of locale. It is therefore logical that a USCF National Scholastic tournament would exclusively use USCF established ratings.
2. By simplifying SR 12.5 and 12.6 as proposed herein, USCF sets a clear and unambiguous standard. Tournament directors and organizers can clearly implement it. Players and coaches can clearly understand it, and know what to expect for our premier scholastic events. This should greatly reduce accusations of bias and impropriety, and allow these events to run much more smoothly.
3. By establishing Provisional/Unrated sections for National Scholastic events, USCF provides an appropriate place for provisionally rated players to play in National Scholastic events. USCF also saves an immense amount of time trying to come up with useful conversions for closed-pool regional rating systems.
4. Unrated players who compete in a Provisional/Unrated section will have more accurately informed initial ratings, because they will get to play at least some players who have USCF ratings.

NOTE: This motion is designed to work with two additional components. First, convert any Unrated section of a USCF National Scholastic event into a Provisional/Unrated section, while continuing this year's practice of offering fewer and smaller trophies in that section. Second, reach out to the scholastic community ASAP with news of this rule change, along with methods and benefits of making USCF rated play a regular part of a scholastic player's preparation.

REFERRED TO THE SCHOLASTIC COUNCIL

The meeting was recessed until 9am Sunday, August 9, 2015.

SESSION 3

At 9am on Sunday, August 9, 2015, Executive Board President, Ruth Haring called the meeting to order.

Rules Committee chair, David Kuhns, announced that future Rules motions should be submitted to the office well in advance of the Delegates' meeting. They will be forwarded to committee for advance study.

Chris Kim introduced ADM15-38. David Kuhns reported that both the Rules Committee and Workshop favored the motion. Steve Immitt (NY), Ken Ballou (MA), Chris Prosser (TN), Ryan Velez (KY), and Jim Menella (CA-S) gave comments.

DM 15-38/ADM 15-38 (Chris Kim, MD) Delete Variation 10I2.

Rationale: This rule is to mirror the FIDE Laws of Chess 4.4.b.

In USCF Rule 8A2: castling is a move of the king and either rook, counting as a single move and executed as follows: the king is transferred from its original square two squares toward either rook on the same rank; then that rook is transferred over the king to the square adjacent to the king on the same rank. This is also mirrored in Rule 9C (Castling) - In the case of legal castling, the move is determined with no possibility of change when the

player's hand has released the king, which has moved two squares toward a rook, and completed when that player, having legally transferred the rook to its new square, pressed the clock.

Nowhere do the rules of castling in USCF or FIDE state that castling starts with the rook move. Therefore, if a player touches the rook first, that player is only allowed to move that rook if a legal move exists.

FAILED

ADM 15-39 (Chris Kim, MD) Replace Variation 10I2 with the following:

10I2. (Variation I) Rook touched first.

If a player intending to castle touches the rook first, there is no penalty except if castling is illegal, the player must move the rook if legal. This variation does not need to be announced in advanced publicity but must be announced at the start of the tournament.

Rationale: Replaced "should be announced" with "must be announced" in last sentence. This change emphasizes castling is a king move and that "Rook touched first" castling is a variation. If "Rook touched first" castling is allowed in a tournament, it must be overtly announced. The wording "should" is too weak and allows this variation to be used without announcement.

WITHDRAWN

ADM 15-40 (Chris Kim, MD) Replace Rule 13C1 with the following:

13C1. Only players or tournament directors may call a flag fall. A flag is considered fallen (5G) when either player has made a valid claim to that fact. If a tournament director observes a flag fall during or after the occurrence, the tournament director shall call the flag fall.

Note: last sentence in TD Tip that follows this rule may be superfluous and could be stricken.

Rationale:

There is no reason that TD's have to be present at every board in order to call a fallen flag. We have a similar rule in place on calling illegal moves in non-sudden death time. Rule 11H states that TD's shall call illegal moves if seen. This is analagous here - we don't put the burden on TD's to call every illegal move in non-sudden death time - just the ones observed. However, regarding flag falls with chess clocks, the evidence of a fallen flag is persistent, so that even if a TD were not present at the moment of a flag fall, the evidence of the flag fall remains.

This rule mirrors the FIDE Laws of Chess 6.8: as noted in the last sentence of the TD Tip that follows this rule. Players should not be allowed to have more time than allocated. Just because a player's opponent does not notice a player's flag has fallen shouldn't mean that player be entitled to additional time. This will also prevent situations where two players continue to play ignoring the clock and the TD has to invoke 14G2 only when both flags are down or 18G2 (Director declares game over).

In the Introduction page xxix (USCF Official Rules of Chess, 6th edition; page 19 in electronic version), the USCF rules were modified in 1972 to have the time forfeits called by players only in order to address the unfairness of directors claiming on behalf of some players and not others.

Now in 2015 (33 years later), the first counterpoint is that those rules were made in the era of analog clocks - we are now in an era where digital clocks are the standard. If the argument is made that there are too many games to be observed by the TD for flag fall, then a counterargument can be made that digital clocks (now standard) can be set to halt on end [some digital clocks (eg DGT brand) have this as default], so that it is clear which player's flag has fallen first, and the clocks stop at that point. A second counterpoint is that only in a

small number of large tournaments are there multiple games with flag fall for directors to watch - this can be mitigated to some extent by requiring players to have their clock facing in the same direction for easier observation for the TD. The third counterpoint is that it is expected that a TD would make time forfeit claims fairly for all players.

In every major sport with a clock, a referee calls the end of the game when time runs out; there is no justification now for the TD not to have the same authority when the flag falls. If chess were like golf in this case, where the players referee themselves and call penalties on themselves, the honor code would have the player whose flag fell call his own flag, which in real life doesn't happen often; therefore an impartial third party (the TD) is necessary to be able to call flag falls.

WITHDRAWN

ADM 15-41 (Kenneth Ballou, MA) Amend rules 5, 11, 16, and 42 of the *Official Rules of Chess* as follows.

1. Replace all of rule 5 with the replacement text given below and recommend to the rulebook editor the adoption of the TD Tips therein.
2. Delete rule 16A. Renumber rule 16B as 16A and renumber subrules accordingly.
3. Delete current rules 16C and 16D. In their place, insert the replacement text given below (which will become new rules 16B, 16C, and 16D).
4. Replace the text of rule 16R with the following: “(See rule 11.)”. Replace the text of each of rules 16U, 16V, and 16X with “(This rule has been deleted.)”. (*Rationale: This avoids confusing renumbering of rules. In the next edition of the Official Rules of Chess, the deleted rules should actually be completely removed.*)
5. Fix any cross-references to rule 16 (especially 16A through 16D) throughout.
6. Add the following text immediately following rule 11B: “11B1. Illegal move in time pressure. If either player has fewer than five minutes remaining in the time control segment, then if an illegal move is not corrected before the opponent of the player who made the illegal move completes two more moves, the illegal move stands and there is no time adjustment. See also 11D, Illegal move in sudden death and 11J, Deliberate illegal moves.” (*Rationale: This moves the effective content of rule 16D to a far more logical and useful location.*)
7. Add the following text to the end of rule 11A (before “See also”): “Both clocks should be stopped while the position is being reset; however, the game should then continue with no time adjustment. The players do not recover the time they used after the illegal move.” (*Rationale: this moves the non-repetitive portion of rule 16R to a far more logical and useful location.*)
8. Replace the text of rule 42C with the following: “(See rule 5D3.)”.
9. Replace the text of rule 42D with the following: “(See rule 5D2.)”.
10. Replace the text of rule 42E with the following: “(See rule 5D1.)” Retain rule 42E1 unchanged.

Replacement text for rule 5

5. The Chess Clock and Time Controls

This rule describes time controls and the type of clock that is standard for each type of time control. For rules concerning the use of the chess clock during the game, see 16, Use of the Chess Clock.

5A. Time controls.

A *time control* consists of one or more *time control segments*. Each time control segment consists of a *base time*, along with either an *increment time* or a *delay time* (which may be zero). The base time is the time allocated to the player at the start of the time control segment. Increment time and delay time are described in 5A3 and 5A4 below.

5A1. Base time. The base time specifies the number of minutes in the time control segment, along with either (a) the number of moves to be played in the segment, or (b) completion of all moves (or all remaining moves) in the segment. A segment in which all moves, or all remaining moves, are to be played is called a “sudden death” segment.

5A2. Types of time controls. A time control may be *single*, *mixed*, or *repeating*.

5A2a. A *single* time control consists of a single sudden-death segment in which all the moves of the game must be made.

5A2b. A *mixed* time control consists of one or more non-sudden-death segments followed by one sudden-death segment in which all the remaining moves of the game must be made.

5A2c. A *repeating* time control consists of one or more non-sudden death segments. In this case, the number of minutes and number of moves specified in the final segment are repeated indefinitely until the end of the game.

5A3. Increment time. The increment time, if any, is specified in seconds and is added to the player’s remaining base time before each move.

5A4. Delay time. The delay time, if any, is specified in seconds. On each move, after the player’s clock is started, the player’s remaining base time will not begin to decrease until the delay time has elapsed. If the player moves and presses the clock before the delay time has fully elapsed, the player’s remaining base time is unchanged and the unused delay time is ignored.

Some clocks implement Bronstein mode, which is an alternative to delay mode. In Bronstein mode, the delay time is added to the player's remaining time at the beginning of the move. The clock then begins deducting time from the player immediately. If the player presses the clock before the full delay time has elapsed, the clock will add only the used time to the player's remaining time, not the full delay time. Thus, a Bronstein mode clock always shows the total time a player has available to make his move. Bronstein mode is fully equivalent to delay mode, and both are equally acceptable for use with a delay time control.

5A5. Recommended increment or delay. For a mixed or repeating time control, or for a base time of 30 minutes or more, an increment or delay in the range of 5 to 30 seconds is recommended. For a base time of more than 10 minutes and less than 30 minutes, an increment or delay of 3 seconds is recommended. For a base time of 10 minutes or less, an increment or delay of 2 seconds is recommended.

5A6. Increment or delay with mixed time controls. If a mixed time control includes increment or delay, the increment or delay should apply starting with the first move of the game, and the increment or delay time should be the same for all time control segments in the game.

TD TIP: Organizers are very strongly encouraged to follow rule 5A6. Some clocks can not be set for different delay or increment times in different time controls, and it is likely players will not know how to set their clocks for differing increment or delay times or to enable increment or delay in some but not all time controls of the game.

5A7. Specifications for time controls. The following notations should be used when writing tournament announcements for publication in official USCF publications and are also recommended for all other significant pre-event publicity.

5A7a. Base time. Base time should be written as the number of moves followed by a slash (/) and the number of minutes. For a single sudden-death time control segment, use “G” (game) followed by the number of

minutes. For the final time control segment in a mixed time control, use “SD/” (sudden death) followed by the number of minutes.

TD TIP: For example, 40/90 indicates each player must complete 40 moves within 90 minutes; G/30 indicates each player must make all the moves of the game within 30 minutes; SD/60 indicates each player will have one hour additional base time in which to complete the game.

5A7b. Increment time. Increment time should be written as “inc/” followed by the increment time in seconds. Alternatively, increment time may be written as a plus sign (+) followed by the increment time in seconds.

5A7c. Delay time. Delay time should be written as “d/” followed by the delay time in seconds.

5A7d. Mixed and repeating time controls. If the increment or delay time is the same for all time control segments, the increment or delay time need be specified only once. If the increment or delay time is not the same for all time control segments, the increment or delay time must be specified for each time control segment, and a semicolon should be used between segments. If there is no increment or delay time in any time control segment, this must be indicated by writing “d/0” after the final time control segment.

TD TIP: The following are examples of correctly written time control specifications:

- G/90 inc/30 – Game (all moves) in 90 minutes, with 30 seconds increment time.
- G/30 d/5 – Game (all moves) in 30 minutes, with 5 seconds delay time.
- G/30 d/0 – Game (all moves) in 30 minutes, with neither increment nor delay. (This is not recommended; see rule 5A5.)
- 40/120 SD/60 d/5 – 40 moves in 120 minutes, then the rest of the moves of the game in 60 minutes, with a five-second delay throughout the game.
- 40/120 d/0; SD/60 d/5 – 40 moves in 120 minutes, with no delay or increment; then all the rest of the moves of the game in 60 minutes with a five-second delay. (This is not recommended; see rule 5A6 and the TD TIP following rule 5A6.)

5A8. Time control specified fully in advance publicity. In all advance publicity which specifies the time control for the event, the organizer must indicate the full time control including the increment or delay time as described in rule 5A7. (If there is no increment or delay time, the time control specification must include the notation “d/0” to indicate explicitly the lack of increment or delay.) The time control must be specified in Tournament Life Announcements and should be specified in other publicity such as flyer mailings, email, and on web sites. It is acceptable for abbreviated publicity to refer the reader to more complete tournament details posted elsewhere.

5A8a. Organizer fails to comply with rule 5A8. If the organizer fails to comply with rule 5A8 and does not publish a specification of increment or delay time in the time control, the recommended delay specified in rule 5A5 shall apply.

TD TIP: This rule does not excuse organizers from the responsibility of advertising complete time control details.

5B. Ratable time controls.

There are three rating systems: Regular (slow), Quick (fast) and Blitz. For the purposes of rating G/minutes and inc/seconds (or d/seconds), add minutes (mm) and seconds (ss) for total playing time for each player. (i.e. total time equals minutes plus (seconds times 60)) or mm+ss; e.g.: G/60 d/5 = 60+5 = 65 minutes total playing time for each player. Multiple time controls add all mm for each control: mm = mm(1) + mm(2) + ...

TD TIP: In the above, the notation mm refers to the base time and ss refers to the increment or delay time.

Regular only: Total playing time for each player is greater than 65 minutes. $mm+ss > 65$.

Dual (both regular and quick): Total playing time for each player is from 30 to 65 minutes. $30 \leq mm+ss \leq 65$.

Quick only: Total playing time for each player is more than 10 and less than 30 minutes. $10 < mm+ss < 30$

For Regular, Dual and Quick the base time (mm in minutes) must be at least 5 minutes.

Blitz: Total playing time for each player is from 5 to 10 minutes inclusive and the base time must be at least 3 minutes. $5 \leq mm+ss \leq 10$. All rounds must use the same time control.

TD TIP: *Examples of standard time controls:*

40/90 SD/30 inc/30	Regular
40/120 SD/60 d/5	Regular
40/115 SD/60 d/5	Regular
40/120 SD/30 d/10	Regular
40/120 20/60 d/0	Regular
G/120 inc/30	Regular
G/120 d/5	Regular
G/115 d/5	Regular
G/90 inc/30	Regular
G/90 d/5	Regular
G/60 inc/30	Regular
G/60 d/5	Dual
30/30 SD/30 d/5	Dual
G/30 d/5	Dual
G/25 d/5	Dual
G/25 d/3	Quick
G/15 d/3	Quick
G/10 d/3	Quick
G/10 d/0	Blitz
G/5 d/0	Blitz
G/3 inc/2	Blitz

Although these are not all of the possible time controls, organizers are encouraged to select one of the above (or very similar) so that all participants are clear as what to expect and under which system the event will be rated.

TD TIP: *Here is how the changes referred to in 5B will be implemented and administered:*

Quick Chess: A Quick Chess event is for a person who wishes to play many games in one day and not have the results affect his regular rating. The time controls in a Quick Chess tournament are designed to be a single time control of more than 10 to less than 30 total playing minutes per player, one second delay or increment counting as 1 minute playing time. $10 < mm + ss < 30$. Sudden-death rules are used in Quick Chess events, except scorekeeping is not required.

Dual Rating: All events with total playing time for each player of 30 to 65 minutes inclusive ($30 \leq mm+ss \leq 65$) will be dual rated, that is, rated under both the Quick and Regular rating systems.

Blitz: Any event that the total playing time 5 minutes or greater and is 10 minutes or less ($5 \leq mm+ss \leq 10$) will be Blitz rated. (Blitz rules apply, see Chapter 11.) For clarity, it is advisable to state Blitz in the title or in the time control of the event.

Note 1: Game/60 d/5 is Dual Rated. If you wish for the games not to be Quick Rated, make the total basic time control at least Game in 61 minutes or longer and use a 5 second delay (61 + 5 = 66). Game/25 d/5 is also Dual Rated (25 + 5 = 30). If you do not want these games to be Regular Rated, make the time control Game/26 d/3 (26 + 3 = 29) or quicker.

Note 2: The TD must indicate what the time control is for all sections of all events, including the delay or increment used. If submitting by disk or paper, the time control is to be indicated. If different sections have different time controls, indicate the time control for each section. If submitting the report online, the TD is to enter the time control for all sections. The time control used determines whether the event is regular, dual, quick or blitz rated.

Note 3: If a section has different schedules that merge, the slowest control is all that is needed, provided all games meet the criteria for the slowest time control. This applies when early rounds might fall in the dual rated group (which is regular rated, and the slower time control is regular only. All rounds will then be regular rated only.

Example: 3-day schedule is 40/120 SD/60 d/5. The 2 day schedule plays rounds 1 and 2 at game 45 and then merges with the 3-day schedule for round 3. All that needs to be reported is the 40/120 SD/60 d/5 (120 + 60) as USCF cannot separate the schedules at this point.

If any games in a section use a time control that is quick-ratable only (i.e. total time greater than 10 minutes but less than 30 minutes), then all games in that section must use time controls that are quick-ratable only. If any games in a section use a time control that is blitz ratable (i.e. total time between 5 and 10 minutes), then all games in that section must use time controls that are blitz ratable.

5B1. Both players must have the same time control. For a game to be ratable, the same time control must apply to both players. “Time odds” games (games in which the time control assigns the two players different base times) are not ratable.

5C. Accumulation of time.

The time unused by a player during one time control segment accumulates and is added to the player’s available time for the next time control segment.

5D. Standard timer.

5D1. Standard timer for increment time controls. An increment capable clock is the standard timer for use with an increment time control.

5D1a. Increment capable clock not available. If an increment capable clock is not available, one of the following clocks, listed in order of preference from most to least preferred, may be used:

1. A delay capable clock whose delay can be set for the increment time.
2. A delay capable clock whose delay cannot be set for the increment time.
3. A digital clock that is not delay capable.
4. An analog clock.

5D1b. Setting a non-increment capable clock for use with an increment time control. In all cases, each player starts with the clock set for the base time. If the clock is delay capable and the delay can be set the same as the increment time, the clock should be so configured. Otherwise, if the clock is delay capable, set the delay time to the maximum possible value that does not exceed the increment time. If the clock is not delay capable, the clock is set to the base time.

5D1b1. Variation. The organizer may specify a different time control to be used with clocks that are capable of

neither increment nor delay. This must be specified in all pre-tournament publicity that specifies the time control.

5D2. Standard timer for delay time controls. A delay capable clock is the standard timer for use with a delay time control.

5D2a. Delay capable clock not available. If a delay capable (or Bronstein capable) clock is not available, a digital clock that is not delay capable may be used. If a digital clock is not available, an analog clock may be used. In all cases, the clock is set so that each player starts with the base time.

5D2a1. Variation. The organizer may specify a different time control to be used with clocks that are not delay capable. This must be specified in all pre-tournament publicity that specifies the time control.

5D3. Standard timer for time controls with neither delay nor increment. The standard timer for a time control with neither delay nor increment is a digital clock. If a digital clock is not available, an analog clock may be used.

5D4. Digital clock preferred over analog clock. In all cases, a digital clock is preferred over an analog clock.

TD TIP: A digital clock operates silently. It can be set so that both players have exactly the same amount of time. Digital clocks time the game more precisely and are not subject to having the two sides of the clock run at different rates.

5D5. Replacement of non-standard timer in increment and delay time controls. If either player arrives late for the start of the game, and a clock without delay or increment has already been started the player has the right to furnish and substitute a properly set delay or increment capable clock prior to the determination of black's first move. The player substituting the delay or increment capable clock must also transfer the elapsed times shown on the original clock to the replacement clock without any additional adjustments (except to correct any errors in the display of the elapsed time).

5D6. Same clock used for the entire game. Except as provided in rules 5D5 and 14H2a, once a game starts, the same clock must be used throughout the entire game. If a defective clock must be replaced as described in rule 16O, the replacement clock shall be set in the same manner as the clock being replaced. See also 5D5, Replacement of non-standard timer in increment and delay time controls; 14H2a, The claim is unclear and a delay clock is available for the game; and 16O, Defective clocks.

5D7. Players responsible for knowing how to set the clock. Players, not tournament directors, are responsible for knowing how to properly set their digital clocks. In any particular game, if the player providing the clock can not properly set the clock, the opponent may choose which legal clock is to be used. **See also** 16A, How to set clocks.

5E. The flag.

Monitoring of each player's time is done with a clock equipped with a flag or other special device used to signal the end of a time control; the flag falls to indicate the player's time has been used up. Some digital clocks have a beep, a light, or a display of all zeros to indicate that the player's time has been exhausted. References in this book to a flag falling or being down also apply to such *flag substitutes*. See also 16E, When flag is considered down; 16F, Evidence provided by flag; 16G, Premature flag fall; 16H, Apparent flag fall can cause forfeit; 35F5, Special clock; and 42B, Signaling devices.

(End of replacement text for rule 5)

Replacement text for rules 16C and 16D (note that the existing rule 16B will be renumbered as 16A)

16B. Pressing the clock.

After moving, a player presses the button on his or her side of the clock, which stops that side from running and

starts the opponent's side. This book refers to such action as *pressing the clock*. **See also** 6A, The first move; 16B1, Removing a player's hand from the clock; 16B2, Using the clock; 16I, Starting the clock; and 16N, Beginning the round.

16B1. Removing a player's hand from the clock. Players must remove their hands from the clock button after depressing the button and must keep their hands off and away from the clock until it is time to press it again. **See also** 16B, Pressing the clock.

16B2. Using the clock. Each player must operate the clock with the same hand that moves the pieces.

16C. Picking up the clock.

Once the clock has been started, each player is forbidden to pick up the clock except as provided in rule 5C5. **See also** 5C5, Replacement of non-standard timer in increment and delay time controls.

16D. Stopping the clock.

A player who wishes to make a claim of any sort or see a director for any legitimate reason may stop both sides of the clock before claiming and/or finding a director. This book refers to such action as *stopping the clock* or *stopping both clocks*. If the opponent's clock is accidentally started when a player tries to stop both clocks, the director will determine whether the claim is still in order. **See also** 13C6, Claimant's clock; 16Q, Interruption of game; 21F, Player requests for rulings; and 21F1, Timing of requests.

(End of replacement text for rules 16C and 16D)

Rationale: This may well appear to be a frighteningly large set of changes. Why should the Delegates adopt this motion? First, the attempt to add increment time controls to the Official Rules of Chess in 2008 without significantly rewriting the affected rules made these rules more complicated and difficult to read and understand. Second, the changes remove repetitive text (such as rules 11A and 16R). In some cases, repetitive rules conflict with each other (such as rules 11D1 [applies to time pressure in sudden death] and 16D [applies to time pressure in any time control segment]). Third, the revised rule 5D establishes a clear and consistent list of order of preference of timer for any type of time control and provides instructions for setting each type of timer for each type of time control. Fourth, while the revised rule 5 allows mechanical (analog) clocks to be used, digital clocks are preferred over analog clocks in all situations and renders analog clocks nonstandard (but allowed) equipment in all cases. Fifth, moving the parts of rule 16 that actually deal with illegal moves to rule 11 (Illegal Moves) improves the usability of the rulebook for less experienced TDs who may not be familiar with all the rulebook's quirks and places all the information needed to resolve an illegal move claim in one place.

WITHDRAWN

Ken Ballou introduced an amended ADM 15-42. David Kuhns reported that the Rules Committee and Workshop favored the amended version. Bob Messenger (MA) and Allen Priest (KY) commented on the motion. Mike Mulford called question,

DM 15- 39/ADM 15-42 (Kenneth Ballou, MA)

Amend rules 5E, 5F, 42C, 42D, and 42E of the *Official Rules of Chess* as follows.

1. Replace the text of rule 42C with “(See rule 5F3.)”.
2. Replace the text of rule 42D with “(See rule 5F2.)”.
3. Replace the text of rule 42E with “(See rule 5F1.)” and leave rule 42E1 intact.
4. Replace the text of rule 5E with the text below.
5. Replace the entire text of rule 5F (including subrules) with the text below and recommend to the

rulebook editor to adopt the TD Tips contained therein.

Replacement text for rule 5E:

5E. Recommended increment or delay. For a mixed or repeating time control, or for a base time of 30 minutes or more, an increment or delay in the range of 5 to 30 seconds is recommended. For a base time of more than 10 minutes and less than 30 minutes, an increment or delay of 3 seconds is recommended. For a base time of 10 minutes or less, an increment or delay of 2 seconds is recommended.

5E1. Increment or delay with mixed time controls. If a mixed time control includes increment or delay, the increment or delay should apply starting with the first move of the game, and the increment or delay time should be the same for all time control segments in the game.

5E2. Organizer fails to specify increment or delay. If the organizer fails specify an increment or delay time in the time control (which may be zero to indicate no increment or delay), the minimum recommended delay specified in rule 5A5 shall apply.

Replacement text for rule 5F:

5F. Standard timer.

5F1. Standard timer for increment time controls. An increment capable clock is the standard timer for use with an increment time control.

5F1a. Increment capable clock not available. If an increment capable clock is not available, one of the following clocks, listed in order of preference from most to least preferred, may be used:

- A delay capable clock whose delay can be set for the increment time.
- A delay capable clock whose delay cannot be set for the increment time.
- A digital clock that is not delay capable.
- An analog clock.

5F1b. Setting a non-increment capable clock for use with an increment time control. In all cases, each player starts with the clock set for the base time. If the clock is delay capable and the delay can be set the same as the increment time, the clock should be so configured. Otherwise, if the clock is delay capable, set the delay time to the maximum possible value that does not exceed the increment time. If the clock is not delay capable, the clock is set to the base time.

5F1b1. Variation. The organizer may specify a different time control to be used with clocks that are capable of neither increment nor delay. This must be specified in all pre-tournament publicity that specifies the time control.

5F2. Standard timer for delay time controls. A delay capable clock is the standard timer for use with a delay time control.

5F2a. Delay capable clock not available. If a delay capable (or Bronstein capable) clock is not available, a digital clock that is not delay capable may be used. If a digital clock is not available, an analog clock may be used. In all cases, the clock is set so that each player starts with the base time.

5F2a1. Variation. The organizer may specify a different time control to be used with clocks that are not delay capable. This must be specified in all pre-tournament publicity that specifies the time control.

5F3. Standard timer for time controls with neither delay nor increment. The standard timer for a time control with neither delay nor increment is a digital clock. If a digital clock is not available, an analog clock may be used.

5F4. Digital clock preferred over analog clock. In all cases, a digital clock is preferred over an analog clock.

TD TIP: A digital clock operates silently. It can be set so that both players have exactly the same amount of time. Digital clocks time the game more precisely and are not subject to having the two sides of the clock run at different rates.

5F5. Replacement of non-standard timer in increment and delay time controls. If either player arrives late for the start of the game, and a clock without delay or increment has already been started the player has the right to furnish and substitute a properly set delay or increment capable clock prior to the determination of black's first move. The player substituting the delay or increment capable clock must also transfer the elapsed times

shown on the original clock to the replacement clock without any additional adjustments (except to correct any errors in the display of the elapsed time).

5F6. Same clock used for the entire game. Except as provided in rules 5F5 and 14H2a, once a game starts, the same clock must be used throughout the entire game. If a defective clock must be replaced as described in rule 16O, the replacement clock shall be set in the same manner as the clock being replaced. See also 5F5, Replacement of non-standard timer in increment and delay time controls; 14H2a, The claim is unclear and a delay clock is available for the game; and 16O, Defective clocks.

5F7. Players responsible for knowing how to set the clock. Players, not tournament directors, are responsible for knowing how to properly set their digital clocks. In any particular game, if the player providing the clock can not properly set the clock, the opponent may choose which legal clock is to be used. See also 16B, How to set clocks.

PASSED WITH A 2/3 MAJORITY VOTE

ADM 15-11 was introduced by Rules Committee chair, David Kuhns who reported that the Rules Committee opposed the motion. Ken Ballou (MA) and Jim Mennella (CA-S), Mike Atkins (MD), Bob Messenger (MA) made comments.

DM 15-40 /ADM 15-11/DM 14-37 (Mike Atkins, MD) In the sixth edition, the wording for replacing increment clocks with an analog clock is below. If neither a delay clock nor an increment clock is available for a game using increment, you have the situation described in 5F2d: (See below) It presents 2 possibilities, the first one essentially punishes a player for not having an increment clock stating that the game “may” be played without increment or delay. The variant is that the incremental time is adjusted, e.g. 30 second increment becomes 30 minutes, and added to the total time of the game. This provides no explanation as to how to do that and there are tournaments which have added the 30 minutes to the second time control only. This punishes someone for not having an increment capable clock and playing a fast game. The logical addition to a dual time control game, e.g. 40/90, G/30, would be to add 20 minutes to the first time control and 10 minutes to the second time control in order to fairly distribute the adjusted time. The proposed new wording is:

- If neither an increment capable clock nor a delay capable digital clock (e.g. analog clock) is available, then the game shall be played with adjusted time being added to the entire time control (if only one control like G/90) or equitably divided between 2 time controls, e.g. 40/90 SD/30 Inc 30, would be the addition of 20 minutes to first time control and 10 minutes to sudden death control.

TD TIP : The adjusted time is one minute for each second of increment.

Current wording in Fifth/Sixth Edition

5F2. Standard timer for increment.

An increment clock (a clock with added time capabilities) is the standard timer.

a. The increment clock is set to add time for each move, called an increment. The standard increment is 30 seconds per move. For quick chess the standard increment is 10 seconds per move. A game with an increment time control should be set with the increment in effect from move one, even if the time control is mixed (e.g. 40/90 SD/30 Inc/30). A game started without an increment-capable clock should remain the clock for the game.

TD TIP: Increment mode, added time, and Fischer modes are equivalent.

b. If an increment clock or a similar clock is not available, 5F applies and the increment time may be applied as a delay.

c. If an increment clock is not available, and the only delay clock available cannot be set to the equivalent delay time, then the delay clock may be set to the maximum allowable delay time (for the clock) not to exceed the increment time.

- Variant: Total time may be adjusted to compensate for increment time lost.

TD TIP (variant): Suggested time adjustment is one minute for each second of increment or delay time lost.

d. If neither an increment capable clock nor a delay capable digital clock (e.g. analog clock) is available, then the game may be played without increment or delay, and follow the time control rules (regular or sudden death) as appropriate.

- Variant: Total time may be adjusted to compensate for increment.

TD TIP (variant): Suggested adjusted time is one minute for each second of increment.

REFERRED TO RULES COMMITTEE in 2014

FAILED IN 2015

Ken Ballou introduced ADM15-43 as amended. David Kuhns, Rules Committee chair, reported that the Committee and Workshop favored the motion. Bob Messenger (MA), David Kuhns (MN), and Ken Ballou (MA) made comment. Fun Fong (GA) called the question. Myron Lieberman (AZ) requested a point of information.

DM 15- 41/ADM 15-43 (Kenneth Ballou, MA) Amend the *Official Rules of Chess* by adding the following and recommending the rule book editor include the TD tip contained therein:

5C1. Both players must have the same time control. For a game to be ratable, the same time control must apply to both players. "Time odds" games (games in which the time control assigns the two players different base times) are not ratable.

TD TIP: The director may apply penalties against a player's time before the game begins, causing the players to start the game with different times on the clock. This does not affect the ratability of the game.

PASSED WITH A 2/3 MAJORITY VOTE

ADM 15-44 (Kenneth Ballou, MA) Amend the Official Rules of Chess by adding the following: "**14E4. No legal moves leading to checkmate of opponent.** There is no sequence of legal moves leading to the player being checkmated by the opponent." Modify rule 14D4 by replacing the phrase "the player" with "either player."

WITHDRAWN

Bob Messenger introduced ADM 15-45. Ken Sloan (AL), David Kuhns (MN) and Walter High (NC) made comment. The motion was referred to the Ratings Committee.

DM 15-42/ADM 15-45 (Robert Messenger, MA) In Chapter 8, The USCF Rating System, replace the first paragraph of section 5 with the following:

5. Rating floor. Each rated player has a rating floor. Every player has a personal absolute floor between 100 and 150. A player with an established rating may have a rating floor higher than the absolute floor. In most cases, floors are calculated by subtracting 200 points from the individual's highest rating achieved and setting the last two digits to zero. If a player's highest rating achieved is greater than or equal to 1400 but less than 1500, the individual's floor is 1200. If the highest rating achieved by a player is below 1400, then the individual's floor is the same as his or her absolute floor. No floor can be above 2100 or below 100, except that a player who achieves the Original Life Master (OLM) title is given a floor of 2200. The OLM title is earned by playing 300 games, not necessarily consecutive, with an established rating of 2200 or higher.

RATIONALE: The current first paragraph of section 5 contains inaccurate information. It reads as follows:

5. Rating floor. A player with an established rating has a rating floor. (An unrated player and a provisionally rated player do not have rating floors.) In most cases, floors are calculated by subtracting 200 points from the individual's highest rating achieved and setting the last two digits to zero. If a player's highest rating achieved is greater than 1200 but less than 1600, the individual's floor is 1200. If the highest rating achieved by a player is 1200 or below, then the individual's floor is 100. No floors above 2400 or below 100 are permitted.

REFERRED TO THE RATINGS COMMITTEE

Bob Messenger introduced ADM 15-46. Ken Sloan (AL), Steve Immitt (NY), Bob Messenger (MA), Michael Atkins (MD), Ken Ballou (MA) and Mike Nolan (NE) commented on the motion.

DM 15-43/ADM 15-46 (Robert Messenger, MA) In Chapter 8, The USCF Rating System, Section 1, Rated games, add the following as the second paragraph of this section:

An established rating is a rating based on at least 26 games. A provisional rating is a rating based on fewer than 26 games. In order to be published in a rating supplement, a rating must be based on at least four games.

RATIONALE: The terms "established rating", "provisional rating" and "published rating" aren't currently defined in the rulebook. The proposed new paragraph defines these terms which are used in the match rules in section 2.

PASSED

Robert Messenger introduced ADM 15-47. David Kuhns reported the Rules Committee did not favor the motion and the Workshop was split in opinion. The motion was referred to the Rules Committee.

DM 15-44/ADM 15-47 (Robert Messenger, MA) In Chapter 11, Blitz Chess, rule 8, Defining a draw, add subrules 8e, 8f and 8g:

8e. If the same position occurs three times with the same player to move each time, provided that one of the players makes a claim and it is verified by a tournament director or impartial witness.

8f. If 50 moves are played by each player without a pawn move or capture, provided that one of the players makes a claim and it is verified by a tournament director or impartial witness.

8g. If a position is reached in which there are no legal moves which could lead to one player being checkmated by the other, such as king vs. king, king vs. king with bishop or knight, or king and bishop vs. king and bishop, with both bishops on diagonals of the same color.

RATIONALE:

In the current blitz rules it's not clear whether the three time repetition, 50 move, and insufficient material to continue draw claims which can be made under the regular sudden death rules can be made in blitz games. This rules change clarifies that the claims can be made as long they can be verified.

REFERRED TO THE RULES COMMITTEE

Ken Ballou moved that ADM 15-48 be referred to Rules Committee.

DM15-45/ADM 15-48 (Kenneth Ballou, MA, Bob Messenger, MA) In rule 11D1 of the Official Rules of Chess, insert the text " , the time control does not include an increment of thirty seconds or more," after "either player has fewer than five minutes in a sudden death time control". In rule 16D, insert the text "and the time control does not include an increment of thirty seconds or more" following the words "time control".

REFERRED TO THE RULES COMMITTEE

Bob Messenger introduced a revised version of ADM15-49. David Kuhns reported that the workshop favored the revised motion. After some discussion the motion was postponed to later in the meeting.

Michael Mulford introduced a revised ADM15-50. David Kuhns reported that the Rules Workshop and Committee favored the motion as amended. Steve Immitt (NY), Larry Kemp (NM), Jim Mennella (CA-S) and David Kuhns (MN) commented on the motion

DM 15-46/ADM 15-50 (Michael Mulford, GA; Boyd Reed, PA; Kenneth Ballou, MA)

Amend the *Official Rules of Chess* by replacing rule 14H with the following text, retaining rules 14H1 through 14H6:

14H. No claim of insufficient losing chances in sudden death. No claim of insufficient losing chances in sudden death will be allowed.

Variation 14H. Claim of losing insufficient chances in sudden death.

This variation need not be announced in advance publicity.

PASSED WITH A 2/3 MAJORITY VOTE

Steve Immitt withdrew ADM 15-51.

ADM 15-51 (Steve Immitt, NY) Resolved: The Delegates Reaffirm The Importance Of Rules 14-H And 14-I.

Rationale: Every few years the issue of the relevance of Rule 14H, Claim of insufficient losing chances in sudden death, seems to arise. The rule exists not only to ameliorate the time pressure crises (along with the attendant noise and distraction to surrounding games) which are found in sudden death time controls. Unlike games using repeating time controls, in sudden death a player usually loses the game on time, no matter how many moves he is able to blitz, if his opponent has even one extra second on the clock. Such a loss of the game on time, whether the position be King and Rook vs. King and Rook or one with an overwhelmingly superior position to the player with one second less, would have reduced sudden death time controls to a blitz chess event instead of a valid forum for risking one's rating under serious tournament conditions. Without a means to address the special circumstances which often occur at the end of a sudden death game, a very significant and important tool for popularizing Chess, the ability to have games end in a reasonable and civilized manner and in a predictable time, would have been lost.

That this is now accomplished more effectively and appropriately by the popularity of delay or increment clocks is not a justification for the wholesale repeal of the rule, however. While delay clocks are very numerous in tournaments currently, analog clocks are nevertheless still used in tournaments. Added to those occasions are the instances when a delay clock, for whatever reason, is not using the delay.

The sponsor of this motion was one of the individuals who not only tested the foundations of the Insufficient Losing Chances Rule and aided in its refinement over the years, through many different sudden death time controls, but who also continues to find the necessity of this rule even under current tournament praxis. Once such instance was in none other than a national scholastic, where the delay was not correctly set and this went unnoticed by both players for most of the game. Some might argue that this only served the players right for not being aware of the workings of the clock and they deserved to reap the consequences of failing to understand this. The Insufficient Losing Chances Rule provided an alternative scenario for ending the game which was much more equitable to the position both players had achieved. Especially in games involving novices of any age, resolving such scenarios in a way perceived by both players to be reasonable and fair does far more to promote and popularize Chess and the USCF than does going back to the days of the clock smash-fests.

The sponsor of this motion has found that in actual tournament games merely the threat of having the game continue with a time delay clock, even with the claimant only able to use half is remaining time, will convince the player with more time to accept the draw offer, and no further action is necessary.

The Insufficient Losing Chances Rule does not add to the chaos and randomness of a tournament; rather it helps instead to alleviate those things in games which use analog clocks, while at the same time having no effect on the games which use delay or increment. One of the options (14H2a) is for the TD to insert a delay clock on the game and then let the game continue with an appropriate time adjustment for making the claim and receiving the delay. This puts the onus on proving the merits of the position on the players instead of the TD, but with the benefit of a time delay. This would be different than a straight clock substitution as a result of an improperly set clock, however. To continue the game using a delay clock, the player making the claim would have to have no more than two minutes left and would also have to concede half his remaining time as well, as per Rule 14H2a, in order to receive the benefit of being able to demonstrate the merits of his claim over the board. Not only does this the benefit the players in the game, but, short of prohibiting analog clocks altogether, what protection would the other players who are in a tournament with no Insufficient Losing Chances relief have, from a nearby game in a sudden death time scramble which is devolving into a scenario of “clock-punching monkeys?”

Some might argue that organizers would still be free to use the Insufficient Losing Chances Rule if it were announced as a major variation in the advance publicity. However, this rule has a lot of technical terminology and hypothetical situations which might occur. References to these in the advance publicity would almost certainly raise more questions than they would answer, even among experienced players, let alone tournament novices. Such references and technical issues are appropriate for a Rulebook, not for advertising important basic details about the tournament. Furthermore, the Rulebook offers guidelines and procedures on applying the principles of the Insufficient Losing Chances Rule. Without such guidelines, procedures and TD Tips in the Rulebook, the chances for confusion and misapplication of these rules and principles would almost certainly increase among those TDs who wished to provide Insufficient Losing Chances relief to their players but who lacked the guidance of the Rulebook and practical experience of using the rule.

Others might argue that a rule which covers situations which do not occur that often has outlived its usefulness. However, the Rulebook has eight pages which cover the subject of adjournments in tournaments (compared to the six pages devoted to Rules 14H and 14I). Sudden death time controls have all but eliminated the need to adjourn games. Yet the possibility of a very long game using an increment time control, or an unanticipated, sudden closing of a playing facility, point to the need of keeping the rules and procedures on adjourning tournament games in place, in the unlikely event that such circumstances actually occur.

Especially in scholastics and other tournaments with many beginners, but also in senior tournaments and tournaments for players of all ages as well, the chances of a delay not being used correctly, or of a game in which only a non-delay clock is being used, are much greater than the chances of a game needing to be adjourned. Having rules and procedures already in place to deal with both such situations is simply good, smart preparation and they need to be maintained in the event that those circumstances actually arise.

Some tournament directors and organizers may not wish to use the Insufficient Losing Chances Rule. The current rules already permit TDs the option of not allowing claims of Insufficient Losing Chances. This variation does not even have to be announced in advance publicity. Such flexibility afforded to TDs who choose not to allow claims of insufficient Losing Chances should also be afforded to those TDs who do wish to provide Insufficient Losing Chances relief to their players, whether those players are involved in a game coming to the end of its sudden death time control, or whether they be trying to concentrate on playing their own independent game nearby.

WITHDRAWN

Ken Ballou moved that ADM 15-52 be referred to the Rules Committee.

DM 15-47/ADM 15-52 (Kenneth Ballou, MA; Bob Messenger, MA; Thomas Langland, CA-N) Amend the Official Rules of Chess by deleting the following sentence from rule 15A: "The scoresheet shall be visible to

the arbiter (tournament directors) and the opponent throughout the game." In its place, insert the following sentence: "The electronic scoresheet, scorebook, or paper scoresheet must be visible to the director and the opponent throughout the game." Recommend to the rulebook editor to add the following: "TD TIP: The score itself needs to be available to TDs when necessary, but does not need to be visible at all times. Many scorebooks automatically close unless physically held open and many electronic scorekeeping devices show only the current position, require extra effort to go into scoresheet mode, must be taken out of scoresheet mode to record a move, and have a battery-saving measure to go dark when not in immediate use."

REFERRED TO THE RULES COMMITTEE

Ken Ballou asked that ADM 15-53 be referred to the Rules Committee.

DM 15-48/ADM 15-53 (Kenneth Ballou, MA; Bob Messenger, MA) Amend rule 16B2b of the Official Rules of Chess by replacing the sentence "This capability is variously called "halt on end," "claim mode," or "freeze"" with the following two sentences: "The setting that controls this behavior is variously called "halt on end," "claim mode," or "freeze." The setting must be disabled (off) to comply with this rule."

REFERRED TO THE RULES COMMITTEE

Bob Messenger amended ADM 15-54 then asked that it be referred to Rules Committee.

DM 15-49/ADM 15-54 (Robert Messenger, MA) Add rule 16P1, "Delay or increment not set."

If a delay- or increment-capable clock is used at an event with a delay or increment time control and the delay or increment is not set, this is handled in the same fashion as an erroneously set clock. The delay or increment should be set for the remainder of the game. The director should use his or her best judgement when determining the clock settings.

RATIONALE: Under the current rule there is disagreement among tournament directors about how to handle situations where the delay or increment is not set. The new rule clarifies that normally the delay or increment should be set for the remainder of the game, giving the director flexibility in determining whether to adjust the clocks and add additional time to the players' clocks.

REFERRED TO THE RULES COMMITTEE

Ken Ballou requested that ADM 15-55 be referred to the Rules Committee.

DM 15-50/ADM 15-55 (Kenneth Ballou, MA) Amend the Official Rules of Chess by replacing the current text of rule 28L2 with the following. (Note that the underlined text indicates the proposed text to be added to rule 28L2 and is not intended as part of the formatting of the published rule. Also note that the current final sentence of rule 28L2 has been deleted in the replacement.)

28L2. Determination. In the first round, the bye is given to the player with the lowest USCF rating but not to an unrated player or a late entrant. In subsequent rounds, it is normally given to the lowest-rated player in the lowest score group but not to an unrated player. It is acceptable to give the bye to a higher rated player if doing so improves the overall color allocation for the lowest score group, subject to the limits specified in rules 29E5a and 29E5b. If there are no rated players eligible for the bye in the lowest score group, it is given to an unrated player who has played in a USCF-rated tournament too recently to obtain a published rating. If this, too, is impossible, a new player may be assigned the bye. See also 28J, The first round; 28S Reentries; 28L4, Full-point byes after half-point byes; 29E5a, The 80-point rule; and 29E5b, The 200-point rule.

REFERRED TO THE RULES COMMITTEE

Steve Immitt introduced ADM 15-56. He considered and responded to questions and comments from Allen Priest (KY) and Eric Vigil (IA).

DM 15-51/ADM 15-56 (Steve Immitt, NY) Resolved: For the calendar year 2016, USCF membership requirements shall be waived for sections of tournaments with time controls totaling 11 to 29 minutes (quick rated), if the tournaments are submitted online within seven days of the tournament's ending date. All players in these sections must have valid USCF ID numbers in order for the sections to be rated and the tournament must have a Chief Tournament Director certified at the appropriate level of certification according to the number of players in the tournament.

Rationale: Players rated under non-USCF rating systems, particularly in state and national scholastic tournaments, often make running such tournaments problematic. This would provide an incentive for players to achieve USCF Quick or Blitz ratings, especially if minimum rating requirements are desired for the national scholastics. The USCF Quick/Blitz ratings can be used to assign estimated ratings more accurately than some non-USCF ratings to players without regular ratings, for the purposes of pairing and prizes.

This also opens the door for some states and school districts which do not permit students to compete in activities which impose additional membership requirements in order to participate. Some of these players are likely to transition to playing in regular-rated, membership-required tournaments, especially if USCF promotes these events through emails and its website.

The Quick Rating System has historically been underutilized and this would help to promote Quick-rated events.

Removing membership requirements for a specific segment of USCF's services would help to underscore USCF's commitment to its mission as a 501(c)(3) charitable organization.

REFERRED TO THE EXECUTIVE BOARD

Steve Immitt introduced ADM 15-57 Ken Ballou (MA), David Day (UT), Jim Mennella (CA-S) and David Kuhns (MN) commented on the motion. Bob Messenger (MA) then asked that the motion be referred to the Executive Board.

DM 15-52/ADM 15-57 (Steve Immitt, NY) Resolved: Notices shall be placed frequently in Chess Life, Chess Life For Kids and on the USCF website, reminding players of the importance of giving the Tournament Director proper notice if they intend not to appear for a game, and the reasons why losing on forfeit is improper behavior.

Rationale: Newcomers to tournaments may not appreciate all the ramifications, both in wasted time and frustration on the part of their opponents, as well as the possible impact on prize money, which result from forfeiting without notice. It is in the USCF's interest to try and promote sportsmanlike behavior in USCF tournaments, and educating the chess-playing public is a good way to help accomplish this.

REFERRED TO THE EXECUTIVE BOARD

At 10:50am President Haring recessed the meeting.

At 11:10am the meeting was reconvened.

Bob Messenger (MA) introduced an amended version of ADM15-49 and asked that it be referred to the Rules Committee.

DM 15-53/ADM 15-49 (Robert Messenger, MA; Kenneth Ballou, MA)

In rule 14G, "Both flags down in sudden death", after "If a player whose flag is still up claims a win on time but does not stop the clock in time to prevent the flag from falling, the game is drawn" insert "unless the flag fall was observed by a director or independent witness."

Replace rule 7c in Chapter 11 (Blitz Chess) with the following:

7c – who correctly points out that the opponent’s flag has fallen first, at any time before the game is otherwise ended, provided the player has mating material. Mating Material consists of (at a minimum) two minor pieces, a pawn, a rook, or a queen provided it isn’t a position where one could claim a draw under rule 8. If a player who claims a time forfeit states the claim with claimant’s flag still up, but then fails to stop the clock in time to avoid also exceeding the time limit, the claim will be void, unless the flag fall was observed by a director or independent witness.

In Blitz rule 7D, remove the words “and stops the clock.”

RATIONALE: The current version of rule 14G contradicts rule 13C6, Claimant’s clock: “If a player who claims a time forfeit states the claim with claimant’s flag still up (5G), but then fails to stop the clock in time to avoid also exceeding the time limit, the claim will be void, unless the flag fall was observed by a director or independent witness.” In both rules, adding the words “and the claim was heard” acknowledges the fact that for a time forfeit to be valid, not only must the opponent’s flag be down but the player must make a claim to that effect.

REFERRED TO THE RULES COMMITTEE

Steve Immitt introduced ADM15-58 asking it be referred to the Executive Board.

DM 15-54/ADM 15-58 (Steve Immitt, NY) Mixed Doubles Prizes

Resolved: Mixed Doubles Team Bonus Prizes shall count toward a tournament’s Grand Prix Point allocation, subject to the following conditions.

1. Mixed Doubles Bonus Prizes are prizes which are awarded to Mixed Doubles Teams.
2. Mixed Doubles Teams must be comprised of two players: one male and one female.
3. Teammates may play in different sections, but the average rating of the two players on a Mixed Doubles Team must be Under 2200.
4. Mixed Doubles Team Prizes are bonus prizes, which are awarded in addition to any other prizes the players may otherwise win.
5. If Mixed Doubles prizes should comprise more than 25% of a tournament’s prize fund, no more than 25% of that tournament’s Mixed Doubles prizes may count towards the tournament’s Grand Prix Point allocation.
6. Only the amount of the Mixed Doubles Team prizes which is guaranteed may count towards a tournament’s Grand Prix Point allocation.
7. It is not necessary to be on a Mixed Doubles Team to earn Grand Prix Points from a tournament which offers Mixed Doubles prizes.
8. This shall be effective December 31, 2015.

In 2014 the Delegates approved the concept of Mixed Doubles Prizes, in an effort to promote tournaments which offer them. Having them listed in the Grand Prix would help to feature them prominently in Chess Life, reflecting their added importance. Having tournaments offer additional Grand Prix Points from Mixed Doubles Prizes would help to popularize them, as even players who are not on Mixed Doubles Teams would still be able to benefit by the additional Grand Prix Points.

The sponsor of the motion would like to run a tournament on December 31st which includes Mixed Doubles Prizes in its Grand Prix Point total.

REFERRED TO THE EXECUTIVE BOARD

Myron Lieberman (AZ) introduced NDM 15-06. Allen Priest (KY) and Myron Lieberman remarked about the motion. Bob Messenger (MA) moved it be referred to the Executive Board.

DM 15-55 /NDM15-06 (Myron Lieberman, AZ) The *Delegates' Call* should be split into two publications because it serves two different purposes. The *Delegate's Call* is important to delegates and committee chairs that need fast information relating to the advance agenda, Bylaws, DACIS and other governance information. It can be a simple black and white document that can be obtained online or in print. The remainder of what is now the delegates call is important to provide information about the organization that can be used for documentation and outreach. It should revert to its original name "Annual Report" and maintain its excellent format, without a need for early publication.

RATIONALE: The information for delegates was at one time presented in the 4th quarterly issue of the "Policy Board Newsletter" each year. An "Annual Report" was published as a separate document later and included the governance information. The name of the publication was later changed to "*Delegates Call*".

REFERRED TO THE EXECUTIVE BOARD

Richard Koepcke introduced NDM15-07 moving it be referred to the Bylaws and Election committees.

DM 15-56 /NDM15-07 (Richard Koepcke, CA-N) Official Write-In Candidate

A candidate wishing to run a write-in campaign for the executive board shall notify the Executive Director of their intent and pay a filing fee of \$100 by May 1, of the election year. The Executive Director shall forward the names of such candidates to the Election Committee for certification of eligibility to serve as an Executive Board Member. Upon Certification, said candidate is designated as an Official Write-In candidate, and shall be counted if the candidates name is written in on any ballot. Write-Ins votes that are not for an Official write-in candidate shall not be counted except as a general category for all such write-in votes. Official write-in candidates may purchase mailing labels as specified in Article VI, section 4 of the bylaws.

REFERRED TO THE BYLAWS AND ELECTION COMMITTEES

Harold Winston introduced NDM15-08. He reported that the Bylaws Committee favored the motion and the Workshop opposed it. Steve Immitt (NY), Bill Brock (IL) commented. Ken Ballou (MA) moved that the motion be referred to Bylaws and Election committees.

DM15-57/NDM15-08 (Harold Winston, IL; Frank Camaratta, AL) Amend Article VI, section 10 (Delegates Call page 39) by adding a 3 d paragraph:

Any nominated candidate who supports a write-in candidate in their Chess Life statement must submit that statement 25 days in advance of the deadline and copy all other candidates for the position the write-in is seeking.

REFERRED TO THE ELECTION AND BYLAWS COMMITTEES

Steve Immitt introduced NDM15-09. He considered and responded to questions and comments from Bob Messenger (MA), Brian Yang (KS), Steve Shutt (PA) and Ken Ballou (MA) who moved that the motion be referred to the TDCC.

DM 15-58/NDM15-09 (Steve Immitt, NY) The Delegates commission the TDCC to develop a practical component to the NTD exam to help evaluate a candidates skills in solving problems and resolving disputes in tournaments.

REFERRED TO THE TDCC

Steve Immitt introduced NDM15-10 reporting that the motion was unanimously endorsed by the FIDE Events Committee Workshop.

DM 15-59/NDM 15-10 (Steve Immitt, NY) The Delegates encourage the US Chess office to organize and encourage others who are qualified to organize, FIDE Arbiter and International Arbiter seminars, as cost and feasibility may permit, with a goal of at least four such seminars.

PASSED

Steve Immitt introduced NDM 15-11. Allen Priest (KY) made comment. Ken Ballou (MA) moved the motion be referred to the Executive Board.

DM 15-60/NDM 15-11 (Steve Immitt, NY) The Delegates encourage the office to examine the feasibility and desirability of organizing a World Youth tournament and making a proposal to FIDE to do so.

REFERRED TO THE EXECUTIVE BOARD

Steve Immitt introduced NDM15-12. Stewart Chagrin (NY) offered his insight. Ken Ballou (MA) moved the motion be referred to the Executive Board.

DM 15-61/NDM 15-12 (Steve Immitt, IL) The Delegates direct the office to negotiate with Marshall Chess Club officials in order to bring the collection of Fischer memorabilia, which is slated to be auctioned off by Sotheby's, into the World Chess Hall of Fame instead.

REFERRED TO THE EXECUTIVE BOARD

John McCrary introduced NDM 15-13.

DM 15-62/NDM 15-13 (John McCrary, SC; Harold Winston, IL) The Delegates direct that the requirements for applicants for the Professional Players Health and Benefit Fund passed in 2009, be added to the Delegates Actions of Continuing Interest.

PASSED

Frank Camaratta introduced NDM15-14. He considered and responded to questions and comments from Allen Priest (KY), Ken Ballou (MA) and Dewain Barber (CA-S). President Haring ruled that the topic was covered in ADM15-08 so NDM 15-09 is moot.

NDM 15-14 (Frank Camaratta, AL) Digital Clocks

The EB (or Delegates) will form a committee (or sub-committee of the Rules Committee) with the charge of creating a list of desired (or mandatory) features that a digital clock should have. Ideally, these features should consider US Chess as well as FIDE requirements.

RATIONAL: Currently, the rules are not clear or stable enough to allow the designer to hit the intended target. At times it is like trying to hit a moving target.

MOOT

Steve Immitt introduced NDM15-15. Ken Ballou moved to refer it to the US Open Committee.

DM 15-63/NDM 15-15 (Steve Immitt, NY) The Delegates encourage the office to run a US Chess delegate blitz tournament each year. The sponsor volunteers to direct this year's event.

REFERRED TO THE US OPEN COMMITTEE

Harold Winston presented the next two motions.

DM 15-64/NDM 15-16 (Jim Bedenbaugh, OK; Harold Winston, IL)

Motion to thank outgoing board member, Chuck Unruh, for his dedicated service and his continued service to US Chess and the Scholastic Chess community.

Facts:

- 1) Chuck has faithfully served as a member of the EB, contributing innovation and efficiencies in assisting US Chess achieve financial stability.

- 2) Chuck has and continues to contribute both time and money to sustain quality chess both locally and nationally.
- 3) Chuck will continue his service as a member of the L.M.A. Trust

PASSED BY ACCLAMATION

DM 15-65/NDM 15-17 (Harold Winston, IL)

The Delegates give a vote of thanks to the following:

- A) To Ruth Haring for ably chairing the Delegates meeting
- B) To Mike Nolan for serving as parliamentarian
- C) To Allen Priest and Jean Hoffman for US Chess's financial success this year
- D) To Steve Shutt for his fine work as Master of Ceremonies at the Awards Luncheon
- E) To Cheryle Bruce and Debra Robison for their help with credentialing and Delegates meeting
- F) To Franc Guadalupe for his services as Convention Manager
- G) To Al Losoff for his service as Chief TD of US Open

PASSED BY ACCLAMATION

A presentation was made to outgoing Board member, Chuck Unruh.

New Executive Board member Anjelina Belakovskaia was installed and seated.

The meeting was adjourned.

NOTE: The following motion was pending at the end of business so was referred to the Executive Board.

DM15-66/NDM 15-18 (Al Losoff, NV; Jon Haskel, FL; Joe Yun, OH) US Chess Invitational Tournaments shall be FIDE rated unless explicitly exempted by a majority of the Executive Board.

REFERRED TO THE EXECUTIVE BOARD