COMPLIANCE REPORT 2021 US CHESS DELEGATE MOTIONS

Quick Reference Chart

Motion	Disposition	Subject	Basic Action
DM 21-01	Passed	Approve DALs.	Statuses updated in US Chess system.
DM 21-02	Passed	Appointing Parliamentarian.	Action occurred during meeting.
DM 21-03	Passed	Appointing COI Committee.	Committee updated in US Chess system.
DM 21-04	Passed	Approving 2020 Spec. Del. Mtg. Minutes.	Minutes posted on US Chess website.
DM 21-05	Passed	Approval of Advance Agenda.	Action occurred during meeting.
DM 21-06	Passed	Certification of the 2021 EB election.	Statuses updated in US Chess system.
DM 21-07	Passed	Continuation of promotional memberships.	Continuation of memberships.
DM 21-08	Passed	Approval of the PHBF report.	Continuation of practices.
DM 21-09	Passed	Approval of US Chess Budget 2021-2023.	Continuation of budget.
DM 21-10	Passed	Audit committee appointments.	Committee updated in US Chess system.
DM 20-11	Passed	LMA Trust appointments.	Committee updated in US Chess system.
DM 21-12	Passed	Election Committee appointments.	Committee updated in US Chess system.
DM 21-13	Passed	Bylaws Committee appointments.	Committee updated in US Chess system.
DM 21-14	Passed	Ethics Committee appointments.	Committee updated in US Chess system.
DM 21-15	Passed	Bylaws change.	Bylaws document updated.
DM 21-16	Passed	Bylaws change.	Bylaws document updated.
DM 21-17	Passed	Bylaws change.	Bylaws document updated.
DM 21-18	Referred	Proposing a National Tourn. of Disabled State Champions.	The ASCC provided a statement. The National State Invitationals Committee concurred with the ASCC's statement.
DM 21-19	Referred	Virtual attendance at the annual meeting.	Task force established to examine the proposal's feasibility.
DM 21-20	Passed	Transfer Life Member dues to the Life Member Asset Trust.	Policy implemented immediately.
DM 21-21	Substituted		
DM 21-22	Referred	Initiate a State Scholastic Zoom Conference.	Creation of an online forum to help initiate new programs.
DM 21-23	Postponed Indefinitely		
DM 21-24	Passed	US Chess correspondence rules.	Correspondence Chess rules updated in the Rulebook and posted online separately.
DM 21-25	Referred	Bylaws change.	The Executive Board is establishing a process to implement this.
DM 21-26	Referred	Bylaws change.	The States and Affiliates Committee will present a motion at the 2022 meeting.

DM 21-27	Withdrawn		
DM 21-28	Withdrawn		
DM 21-29	Failed		
DM 21-30	Referred	Bylaws change.	Committee deliberated.
DM 21-31	Referred	Policy for refunding Entry Fees.	No action needed. See rule 23A3 in the Rulebook.
DM 2132	Passed	Moved that this body thank all involved.	Action occurred during meeting.

Links to referenced online documents:

Bylaws

DACIs

Code of Ethics

Rule Book

2021 August 7 Delegate Meeting Minutes

2022 March 23 Special Delegate Meeting Minutes

Other US Chess Website Links:

Delegate List

Committee List Board Motions File

DM21-01 (Executive Board)

Action: Action occurred during meeting and political statuses were updated in the US Chess system and can be viewed on the US Chess Current Delegates List webpage: <u>https://new.uschess.org/governance-delegates</u>.

Approve the following Delegates-at-Large (DALs) whose terms have expired or are expiring this year:

- Dewain Barber
- Randall Hough
- Rachel Lieberman
- Robert John McCrary
- Mike Nolan
- Allen Priest

PASSED

DM21-02 (Mike Hoffpauir, VA)

Action: Action occurred during meeting.

I move that Mike Nolan be appointed parliamentarian. **PASSED**

DM21-03 (Mike Hoffpauir, VA)

Action: Statuses updated in US Chess system. Click here for the current online Committee list.

I move that the delegates approve establishing a Conflict of Interest Committee consisting of the following members: David Day, Leila D'Aquin, Kimberly Doo, and Mike Nolan. **PASSED**

DM21-04 (Richard Koepcke, CA-N; Robert Messenger, MA)

Action: Minutes posted <u>here</u> on US Chess website.

Move that the minutes of the 2020 Special Delegates Meeting, as available to the Delegates present in Cherry Hill, New Jersey be accepted. **PASSED**

DM21-05 (Richard Koepcke, CA-N; Robert Messenger, MA)

Action: Action occurred during meeting.

Move the Delegates approve the advance agenda for the 2021 Delegates Meeting and approve the standing rules as printed in the Delegates Call. **PASSED**

DM21-06 (David Hater, GA)

Action: New Board Members took their positions on August 8, 2021. Statuses updated in US Chess system.

The Delegates certify the results of the 2021 Executive Board Election. There were three candidates for three seats: Randy Bauer (received 1072 votes), Kevin Prior (received 1031 votes), and John Fernandez (received 972 votes). The top two vote getters, Mr. Bauer and Mr. Prior, will serve 4-year terms. Mr. Fernandez will serve a 2-year term. This is a transitional term from a seven member executive board to an eight member executive board. There were 3961 registered voters; 1295 returned a ballot. We did electronic voting this year: 52.8% of the electronic ballots where returned. 25.4% of mailed ballots were returned. **PASSED**

DM21-07 (Richard Koepcke, CA-N; Robert Messenger, MA)

Action: Continuation of Memberships.

Pursuant to Article III, Section 9 of the Bylaws, the Delegates have reviewed the promotional memberships offered by the Executive board in 2020 and authorize their continuation. **PASSED**

DM21-08 (Richard Koepcke, CA-N; Robert Messenger, MA)

Action: Continuation of practices.

The Delegates have reviewed the financial information about expenditures and the status of funds in the Players Health and Benefit Fund and approve the report on those items, a report required by DM 11-51.

PASSED

DM21-09 (Executive Board)

Action: Continuation of budget.

Approve the US Chess Budget for 2021-2023. **PASSED**

DM21-10 (Chuck Unruh, OK; Mike Hoffpauir, VA)

Action: Statuses updated in US Chess system. Click here for the current online Committee list.

I move that the Delegates approve and elect the following individuals to continued service on the Audit Committee:

- Allen Priest
- Jon Haskel
- Randy Bauer
- Chuck Unruh

PASSED

DM/21-11 (Chuck Unruh, OK)

Action: Statuses updated in US Chess system. Click here for the current online Committee list.

I move that the Delegates approve and elect the following individuals for Trustee service on the Life Member Asset Trust:

- Allen Priest
- Beatriz Marinello
- Chuck Unruh
- David Grimaud
- Dov Gorman
- Jim Bedenbaugh

- Leroy Dubeck
- Michael Hoffpauir
- Peter Dyson
- Steve Doyle
- Tim Redman

DM21-12 (Myron Lieberman, AZ; David Hater, GA)

Action: Statuses updated in US Chess system. Click here for the current online Committee list.

Move that the Delegates approve and elect the following individuals to the Election Committee:

- Myron Lieberman
- Mike Nietman
- Kenneth Sloan
- Andrew Thall

PASSED

PASSED

DM21-18 (Guy Hoffman, WI)

Action: Statuses updated in US Chess system. Click here for the current online Committee list.

I move that the following members be appointed to the Bylaws Committee:

- Sandeep Alampalli
- Leila D'Aquin
- Guy Hoffman
- Randy Hough
- Richard Koepcke
- Gerald Larson
- Myron Lieberman

PASSED

- Alex Lumelsky
- John McCrary
- Dave Mehler
- Bob Messenger
- Allen Priest
- Andy Rea

DM21-14 (Hal Terrie, NH)

Action: Statuses updated in US Chess system. Click here for the current online Committee list.

The Ethics Committee nominates the following individuals to their committee:

- Noreen Davisson
- Harold Stenzel
- Hal Terrie
- Anand Dommalapati
- Paul Kolojeski
- Jim Mennella

- Myron Thomas
- Randy Hough
- Martha Underwood
- Aris Marghetis
- Tom Langland

PASSED

DM21-15 (Mike Hoffpauir, VA; Randy Bauer, IA; Allen Priest, KY)

Action: Bylaws document updated here.

Replace Art VI, Section 5C with the following text: "Once a candidate is nominated, the candidate may purchase email addresses and/or mailing labels of Voting Members at the same rate as affiliates. Each purchase is for one-time use and only for one email or one postal mailing per Voting Member. Emails shall be transmitted to Voting Members by the US Chess office using Blind Courtesy Copy protocols. Mailings to Voting Members through U.S. postal mail or the equivalent shall be executed only by a competent third-party professional mailing house under direct contract with US Chess. The terms of the US Chess contract with the third-party mailing house shall contain specifications to prohibit the mailing house from using the Voting Members' information for any other purpose, from sharing the Voting Members' information with other parties, and from retaining the information beyond the time required to complete the mailing process."

Replace the last paragraph of Art 6, Section 5 with the following text: "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 by the Election Committee, said candidates are certified as official write-in candidates, and may pay US Chess to send emails or postal mailings to Voting Members as specified in Article VI, section 5C of the Bylaws. Upon certification of official write-In candidates, the Election Committee shall promptly notify all nominated candidates of the official write-in candidates." PASSED with none opposed

DM21-16 (Mike Hoffpauir, VA; Randy Bauer, IA; Allen Priest, KY)

Action: Bylaws document updated here.

Proposed ByLaws Change: Replace Article IX, Section 19 with the following text: "Section 19. Severability. If a court of competent jurisdiction interprets, or an authorized legislative body enacts, laws or regulations that render invalid or unenforceable a portion of these ByLaws, the unaffected portion shall remain in full force and effect." **PASSED** by 2/3 majority

DM21-17 (Randy Bauer, IA)

Action: Bylaws document updated here.

Article V Section 7. Special Delegates Meeting. Special Delegates Meetings can be called by the President or by more than half the members of the Executive Board. Notice of a meeting and its purposes and an agenda must be sent by mail to all delegates and alternate delegates at least 30 days before the meeting.

Additional notification may be provided by e-mail or FAX. The notice and agenda shall also be placed on the US Chess website at least 30 days in advance of the meeting. The Special Delegates Meeting has authority to act upon advance agenda items but does not have the authority to take action unrelated to the advance agenda items.

All Executive Board members shall have at least 7 days' advance notice before the notice of the meeting is sent. Items can only be placed on the advance agenda by the President or any two Executive Board members.

A quorum shall consist of one third of all Delegates and Delegates will be certified in the same manner as at the Annual Delegates Meeting.

If the meeting notice so provides, the meeting can take place by <u>video</u> teleconference at advance designated sites announced in the call of the meeting. <u>for purposes of establishing a</u> <u>quorum and voting.</u> Delegates must be present in person at a meeting site <u>and visible on the</u> <u>video teleconference.</u> **PASSED** by 2/3 majority

DM21-18 (Dewain Barber, CA-S; Steve Morford, CA-S; Dylan Quercia, CA-S; Sean J.

Mangos, CA-S; Brian Glover, CA-S; Jim Mennella, CA-S; Alan Kantor, TN)

Action: The ASCC's statement:

"Our sub-committee of 10 members took great care and time in considering this motion. At this point, we cannot recommend passing motion 21-1 due to the incompatibility of a new tournament such as this with the US Chess mission of empowering players through accommodations and inclusivity, and the numerous logistical issues.

"The majority of our committee feels strongly that organizers who want to host separate events can do so, but that US Chess should not be the organizer, or sanction a national tournament of state champions specifically for players with disabilities."

The National State Invitationals Committee concurred with the statement of the ASCC.

The US Chess Federation (US Chess) shall sanction and organize an annual National Tournament of State Champions of the Disabled, which offers an online option.

REFERRED to the National State Invitationals Committee and the Accessibility and Special Circumstances Committee

DM21-19 (Beatriz Marinello, NY; Dr. Leroy Dubeck, NJ; Sean Manross, CA-S; Dewain Barber, CA-S; Tom Langland, CA-N; Jim Eade, CA-N; Alan Kantor, TN; Blaine Webb, AK)

Action: The Executive Board is appointing a small task force to examine the feasibility of this proposal.

US Chess Federation Delegates who are senior citizens over 65 years old and Delegates with underlying health conditions may attend the Delegates Meetings virtually.

Requests for this accommodation should be sent to the US Chess office by June 1 of the year of the meeting.

REFERRED to the Executive Board to create a task force to study, investigate, and issue a report and recommendation regarding the feasibility of hybrid delegates meetings that would allow remote participation.

DM21-20 (LMA Trust Trustees)

Action: Policy implemented immediately.

Transfer of Life Member dues received to the Life Member Asset Trust.

Effective immediately, Operations shall retain a one-year equivalent of the adult membership dues for each new US Chess Life Membership sold, with the residual funds transferred to the Life Membership Asset Trust on a quarterly basis. **PASSED**

DM21-22 (Chris Prosser, TN)

Action: The Executive Board and the Scholastic Council discussed this action during its semiannual meeting. The Scholastic Council is to work with the maker of the motion to create an online forum that will assist new to chess teachers and others with navigating the creation of their programs.

The US Chess Federation will initiate a State Scholastic Zoom Conference consisting of the Executive Director of US Chess or her designee, the US Chess Executive Board Liaison(s) to the Scholastic Committee, the Scholastic Council, and the Scholastic Coordinator(s) from each State Affiliate.

REFERRED to the Executive Board, Executive Director and the Scholastic Council with the power to implement

DM21-24 (Fun Fong, GA)

Action: The Correspondence Chess Rules were updated within the US Chess <u>Rulebook</u> (Section 9) and was posted online separately <u>here</u>.

Purpose: The US Chess Correspondence Chess Working Group and US Chess staff have obtained consensus in updating and streamlining US Chess Correspondence Rules for the 21st century. The Working Group is submitting revised US Chess correspondence rules to the Board of Delegates for approval.

Some of the other major rule changes are:

- References to the US Chess Correspondence Chess Director now refer to "TD."
- Specific references to US Correspondence Chess events have been removed.
- Rules dedicated to postal correspondence chess now relate to both postal and electronic correspondence chess.
- Removal of the Executive Director as the appeal process to now follow the appeals process provided in the US Chess *Official Rules of Chess*.
- An addition of an allowable time control section incorporating the Daily Chess method found on popular chess servers and the addition of a "maximum of 10 days for any one move" to the US Chess standard time control for our events. This is to potentially speed up the games and reduce the number of "time complaints" received.
- Penalties for impossible, ambiguous, illegible moves or failing to confirm opponent's last move are now at the discretion of the TD and each event can specify whether these rules will be in effect.
- The main rule for overstep of time now results in loss of game. However, a variation was added to allow the TD to provide a less severe penalty for their events.
- Repeats should now be sent after 14 days instead of 10 days. Time complaints file with the TD after 28 days instead of 20 days.
- Significant changes were made to the withdrawal/forfeit section to allow a TD to rule a silent withdrawal if a player does not respond within a reasonable amount of time to the TDs enquiries.
- Games submitted as forfeit wins/losses will be based on the number of moves completed and the amount of time a game has been in progress. No such definition was included in the previous rules or rating regulations for CC events.

US Chess Correspondence Rules, last revised December 31, 1991, currently reads:

US Chess Correspondence Rules

These rules superseded previous versions and apply to all Correspondence Chess tournaments and matches starting after December 31, 1991.

Your Pledge:

I undertake to conform to the rules and objectives of US Chess Correspondence Chess, to respond promptly to all chess correspondence and to maintain a high standard of courtesy, sociability, and good fellowship at all times in my contacts with other members. I also understand that I have a responsibility to complete my games.

Your Responsibilities as a Player

1. You must be a US Chess member for the duration of your play in any tournament. You must abide by the latest edition of the US Chess Federation's Official Rules of Chess, except when inappropriate for correspondence play. In case of conflict, correspondence rules take precedence. You are responsible for knowing the rules. By entering correspondence events, you agree to follow directions of the correspondence chess director (CCD), to respond to any legitimate inquiry, and to provide requested information. Players must enter tournaments only in their own names, unless approval for other action is granted by the CCD. A player who withdraws may be denied entry to new events. If you withdraw without proper notice to your opponent and the CCD, it will be the decision of the CCD as to whether or not you will be allowed to play in another CC event.

2. You are expected to act courteously toward opponents. The CCD will forfeit players who use abusive or insulting language or who are disruptive. In case of conflict, you should try to come to an agreement with your opponent.

3. You may consult chess books and periodicals but not other players. You cannot use a computer or computer program (chess playing algorithms) to evaluate a game, but you may use computers for record keeping and databases.

4. In case of appeals, retain all game records (including move cards) for at least four months after receiving notice of a game result. Otherwise, you may find yourself without a defense to an opponent's claim.

Reflection Time

5. Every day counts as reflection time including Sundays and holidays. For each 10 moves (1-10, 11-20,..) you have 30 days of reflection time.

You may carry unused time over into the next 10-move series. Reflection time is calculated for postal from the date the move is received until the date it is posted. For email it is calculated from the date your opponent posts his/her move to the date you post a reply. You are charged a day of reflection time for each 24-hour period from the time the move was posted. Example, if your opponent posts a move at 11:50 PM on March 22nd, you have until 11:49 PM March 23rd to post a reply without being charged a day's reflection time. If your reply is posted at 11:55 PM on March 23rd, you are charged with one day of reflection time, etc. If you post or send your reply at 11:48 PM March 24th, you are charged with one day of reflection time. There is no transit time in email games.

6. You must advise the CCD and your opponents of address changes in advance or at the latest within seven days of vacating previous premises. Also email address changes. If you don't, five days will be charged as reflection time.

Transmitting Moves

7. You must use English algebraic notation unless you and your opponent agree on another system. All games shall be conducted using written or typed correspondence unless otherwise otherwise indicated. Transmitted moves, including conditional moves, are binding if the moves are legal. If an illegal or ambiguous move is transmitted as part of a conditional move set, the moves immediately proceeding the illegal or ambiguous move are binding. Missing or mistaken announcement of check, capture, or "e.p." does not invalidate a move. Diagrams or commentary have no significance in disputes over move legality.

8. You can purchase convenient postcards for sending moves through the mail at https://www.uscfsales.com/correspondence-chess-move-mail-card-50-pack.html. Your move card must contain:

a. Names and addresses of both players;

b. Section and game numbers;

c. The previous move sent and your response;

d. For conditional moves, the move sent immediately prior to the conditional move(s), all conditional moves you accept, and your response;

- e. Receipt and postmark dates of your opponent's previous move and the date of your reply;
- f. Time used on current move by you and your opponent;
- g. Current reflection time totals.

If you do not include "f." and "g." with your moves, you cannot claim a win on time.

In the Golden Knights Finals, Absolute Championship, and other events deemed appropriate by US Chess, there is also a five-day penalty for:

a. Impossible, ambiguous or illegible move(s);

b. Failing to confirm your opponent's last move. An impossible move is a move which cannot be played as recorded. Notify your opponent immediately of your finding. An impossible move or an illegible move in no way obliges the player to move the piece in question. In a case of an ambiguous move, the ambiguous move must be clarified and executed. For example, if your opponent writes Nd2 and either Nbd2 or Nfd2 can be made, the person writing the ambiguous move must execute Nbd2 or Nfd2. Clerical errors are binding and once posted, can in no way be taken back.

9. To offer conditional moves, send them as a series of consecutively numbered moves. To accept conditional moves, acknowledge them as you would other moves. You can accept a

series of conditional moves in whole or in part. Conditional moves are binding only until the next reply.

Example: you are responding to your opponent's second move, 2. Nf3. You want to reply 2. ... Nc6 and offer two conditional moves. Your card should have the following appearance:

1. e4 e5

2. Nf3 Nc6

If 3. Bb5, then 3. ... a6

If 3. Bc4, then 3. ... Nf6

A typical opponent's reply might be:

2. Nf3 Nc6

3. Bb5 a6

4. Bxc6 ...

(*or 4. Bc6* ...

or 4. B:c6 ...)

There is no penalty for misrecording an "if" move by the sending player.

10. If you intend to use more than 10 days on a single move, you must tell your opponent within one week of receiving his move. If you don't receive your opponent's reply within normal transmission time plus 10 days, send a repeat. Repeat moves must be labeled as such and must include all information from the original move. If no reply after one repeat see Rule 13.

Loss on Time Overstep

11. In Golden Knights Finals, the Absolute Championship, and other events deemed appropriate by US Chess, if a player oversteps the time control (rule #5), he or she will forfeit the game. In Golden Knights Preliminary and Semi-final rounds and all other US Chess Correspondence Chess events (excluding the Golden Knights Finals, the Absolute Championship, and other events deemed appropriate by US Chess), a player who oversteps the time control on the first occurrence will be given a warning and penalized five days reflection time on the succeeding 10 moves/30 day time control. If a player violates the time control the second time, he or she will forfeit the game.

The following is an example of calculating a player's reflection time after a time control overstep: A player has 30 days to make moves 1-10 inclusive, 60 days to complete moves 11-20, 90 days to complete moves 21-30. A player makes move 18 but uses 61 days, thus overstepping the second time control. He or she is penalized five days reflection time. The five days are added to the reflection time he or she has used (61+5) and the player has 24 days to make moves 19-30.

Excused Time

12. You may take up to 30 days of excused time a calendar year. Additional emergency time may be granted at the discretion of the CCD. You must take excused time for all games in a section. To take excused time, simply notify your opponents and the CCD in advance. If you send a move, your excused time ends immediately. If your opponent takes excused time, you should respond to unanswered moves normally because your reflection time is still counted.

Submitting Time Complaints

13. You may submit a time complaint when your opponent has exceeded his or her allotted reflection time or has failed to respond to a repeat move within 10 days, excluding transmission time. Time complaints should include a full explanation of the facts.

14. Any dispute you cannot resolve or any claim of repeated or willful rule violation must be submitted to the CCD. Relevant evidence must be included. Whenever possible, continue play while the complaint is being considered. Your complaint should include:

- a. Section and game numbers;
- b. Names, ID numbers, and addresses of both players;
- c. Game score;

d. Supporting documentation (photocopies are acceptable unless the CCD asks for originals).

Any complaint must be postmarked within seven days of the time a person becomes aware of the alleged infraction. Failure to comply with the above, including a, b, c, and d, negates your claim.

Reporting Game Results

15. The winner must report the result to the CCD immediately upon conclusion of the game. In case of draws, White must report result. the It is a good idea for the other player to submit the result, labeling it "duplicate report." Reports must include section and game numbers as well as the names and ID numbers of both players.

Thirty-Month Limit and Adjudications

16. A US Chess correspondence game must end after thirty (30) months from when the event begins. Either player may submit the game for adjudication postmarked one week after the tournament's end date. The player submitting the adjudication must provide the following to the *CCD*:

- a. The score of the game;
- b. Diagram of the position before adjudication;
- c. Claim of win or draw;
- d. Any analysis to support claim (optional).

If neither player submits the adjudication material within one week after the tournament's end date, the game is scored as a ratable draw. The CCD is not required to provide the basis for the adjudication result.

Ratings

17. Once play begins, games are rated whether they conclude normally or by forfeit. If your rating decreases by one or more rating classes as a result of forfeits or withdrawals, you will be required to enter prize tournaments in the rating class you occupied before the forfeits.

Penalties

18. The CCD may assess penalties for violations of these rules. Penalties include, but are not limited to, informal reprimands, warnings, reflection time reduction, forfeitures, or withdrawal. Warnings are usually issued before more severe penalties, but the CCD may skip this step. Smooth and timely completion of games is the main consideration. Penalties will be assessed as necessary to accomplish this purpose.

Appeals

19. You may appeal the CCD's ruling to the Executive Director. Your appeal must be made in writing within seven days of the ruling. US Chess, Attn: Carol Meyer, Executive Director, PO Box 3967, Crossville, TN 38557.

Player Replacements

20. A withdrawn player may be replaced at the option of the CCD. There will be no replacement for a withdrawn player against whom a win, loss, or draw has been scored in actual play. A withdrawn player will not be replaced 60 days after the tournament start date.

GLOSSARY

adjudication: A judge's determination of a game's result, based on best play by both sides.

ambiguous move: A move in which two chess pieces of the same kind can be transferred to a new square and the player does not specify which chess piece. Example, knights on b1 and f3 can be moved to d2. The move "Nd2" is ambiguous because it does not specify which knight is being transferred. The correct transmission is either "Nbd2" or "Nfd2."

conditional or "if" moves: An attempt to save time and postage by offering a plausible continuation beyond the required response. Conditional moves are binding if the recipient accepts the continuations. The game must then follow the indicated continuation, or any part accepted in sequence.

correspondence chess director (CCD): Official responsible for the supervision and direction of a correspondence chess tournament.

English algebraic: Conventional algebraic notation with abbreviations of the English names for the pieces: for example, Nf3 or Ng1-f3 or Bc1-f4; "x" or ":" for capture is standard. A full

explanation of this system is available from the US Chess office. Please enclose a stamped, selfaddressed envelope.

excused time: Time-outs when play is suspended for leaves or for special circumstances with the approval of the CCD.

illegal move: A move which violates the rules of chess.

impossible move: A move which cannot be played as recorded.

Official Rules of Chess: 7th edition, available online at https://new.uschess.org/news/7th-edition-rule-book-chapters-now-available-download.

reflection time: The time between a player's receipt of a move and the postmarking of his response.

time control: Each player must make 10 moves in 30 days of reflection time. Time saved in a control carries forward. Unusual delays within this limit warrant advanced notice to the opponent(s).

transmission time: The time a move is in the custody of the Postal Service, that is, from the postmark date to date of delivery at the recipient's address.

PROPOSED REVISIONS to the US Chess Correspondence Chess Rules

US Chess Correspondence Chess Rules

2021 Proposed Revision

These rules supersede previous versions and apply to all US Chess Correspondence Chess rated tournaments.

Your Pledge:

I undertake to conform to the rules and objectives of US Chess Correspondence Chess (CC), to respond promptly to all chess correspondence and to maintain a high standard of courtesy, sociability, and good fellowship at all times in my contacts with other members. I also understand that I have a responsibility to complete my games.

Your Responsibilities as a Player

1. You must be a US Chess member for the duration of your play in any tournament. You must abide by the latest edition of the US Chess Federation's Official Rules of Chess, except when inappropriate for correspondence play. In case of conflict, correspondence rules take precedence. You are responsible for knowing the rules. By entering correspondence events, you agree to follow directions of the Tournament Director (TD), to respond to any legitimate inquiry, and to provide requested information. Players must enter tournaments only in their own names, unless approval for other action is granted by the TD. A player who withdraws may be denied entry to new events. If you withdraw without proper notice to your opponent and the TD,

the TD may provide this information to the US Chess Correspondence Chess Director (CCD) who may determine whether you will be allowed to enter future US Chess CC events.

2. You are expected to act courteously toward opponents. The TD will forfeit players who use abusive or insulting language or who are disruptive. In case of conflict, you should try to come to an agreement with your opponent.

3. You may consult chess books and periodicals but not other players. You cannot use computer programs or chess playing algorithms to evaluate a move, but you may use computers for record keeping and databases.

4. In case of appeals, retain all game records (move cards or emails) for at least four months after receiving notice of a game result. Otherwise, you may find yourself without a defense to an opponent's claim.

Reflection Time

5. The following time controls are allowable for US Chess CC events:

a. 30 days reflection time for each 10 moves, with a maximum of 10 days for any one move. You may carry unused time over from one time period into the next time period.

b. A set number of days per move, with a minimum of at least 3 days.

For postal chess, reflection time is calculated from the date the move is received until the postmarked date of your response. For example, if your move is received on March 22nd and your response is postmarked on March 22nd (the same date) you will have used zero days reflection time. However, if your response is postmarked on March 23rd, you will have used one day reflection time.

For email or correspondence chess servers, reflection time is calculated from the date and time it is received until the date and time it is emailed or sent. For example, if your move is received at 11:00AM on March 22nd and your response is sent at 10:59AM on March 23rd, you will have used zero days reflection time. However, if your response is sent at 11:00AM on March 23rd, you will have used one day reflection time. There is no transit time in email or correspondence chess server games.

6. Every day counts for reflection time, including Sundays and holidays.

7. You may take up to 30 days of excused time a calendar year. Additional emergency time may be granted at the discretion of the TD. You must take excused time for all games in a section. To take excused time, simply notify your opponents and the TD in advance. If you send a move, your excused time ends immediately. If your opponent takes excused time, you should respond to unanswered moves normally because your reflection time is still counted.

8. You must advise the TD and your opponents of address changes (postal or email) in advance or at the latest within seven days of vacating previous premises. Five days will be charged as reflection time for failure to comply.

Postal or E-mail Transmission of Moves

9. You must use English algebraic notation unless you and your opponent agree on another system. All games shall be conducted using written or typed correspondence unless otherwise indicated. Transmitted moves, including conditional moves, are binding if the moves are legal. If an illegal or ambiguous move is transmitted as part of a conditional move set, the moves immediately preceding the illegal or ambiguous move are binding. Missing or mistaken announcement of check, capture, or "e.p." does not invalidate a move. Diagrams or commentary have no significance in disputes over move legality.

10. Your move card or email must contain:

- a. Names and addresses of both players.
- b. Section and game numbers.
- c. The previous move sent and your response.

d. For conditional moves, the move sent immediately prior to the conditional move(s), all conditional moves you accept, and your response.

- e. Receipt and postmark dates of your opponent's previous move and the date of your reply.
- f. Time used on current move by you and your opponent.
- g. Current reflection time totals.

If you do not include "f." and "g." with your moves, you cannot claim a win on time.

11. The TD may impose a five-day penalty for:

a. Impossible, ambiguous, or illegible move(s).

b. Failing to confirm your opponent's last move. An impossible move is a move which cannot be played as recorded. Notify your opponent immediately of your finding. An impossible move or an illegible move in no way obliges the player to move the piece in question. In a case of an ambiguous move, the ambiguous move must be clarified and executed. For example, if your opponent writes Nd2 and either Nbd2 or Nfd2 can be made, the person writing the ambiguous move must execute Nbd2 or Nfd2. Clerical errors are binding and once sent, can in no way be taken back.

12. To offer conditional moves, send a series of consecutively numbered moves. To accept conditional moves, acknowledge them as you would other moves. You can accept a series of conditional moves in whole or in part. Conditional moves are binding only until the next reply.

Example: you are responding to your opponent's second move, 2. Nf3. You want to reply 2... Nc6 and offer two conditional moves. Your card should have the following appearance:

1. e4 e5

2. Nf3 Nc6

If 3. Bb5, then 3... a6

If 3. Bc4, then 3... Nf6

A typical opponent's reply might be:

2. Nf3 Nc6

3. Bb5 a6

4. Bxc6 ...

There is no penalty for misrecording an "if" move by the sending player.

Loss on Time/Repeats/Time Complaints

13. If a player oversteps the time control, he or she will forfeit the game.

Variation 13a. The TD may impose a 5-day reflection time penalty for the first occurrence of a player who oversteps the time control. If a player violates the time control a second time, they will forfeit the game.

14. If an opponent fails to reply to a move within 14 days a player must send a repeat move. If another 14 days has elapsed without a reply to the repeat move, file a time complaint with the TD and send no more repeats. The complaint must include:

- a. The violator's name and address.
- b. The Tournament Section.
- c. Date of last move sent.
- d. Date of repeat move sent.
- e. Reflection time usage.

Once filed, a valid time complaint may not be withdrawn by a complainant and must be answered by the alleged violator. The disposition of time complaints is the responsibility of the TD, not the players. In email events, the repeat move must be sent by email.

15. Upon receipt of a time complaint, the TD shall send an official inquiry to the opponent named. Should the TD receive a valid explanation, he will order the game resumed (if needed) and no action will be taken. If the explanation is not satisfactory, the TD may impose an appropriate penalty, as provided for in Rule 20. If no answer is received by the TD within 14 days from the date the complaint was filed by him, the game(s) may be forfeited. The complainant shall, in all instances, receive written disposition of any valid time complaint filed.

Disputes

16. Any dispute you cannot resolve or any claim of repeated or willful rule violation must be submitted to the TD. Relevant evidence must be included. Whenever possible, continue play while the complaint is being considered. Your complaint should include:

- a. Section and game numbers.
- b. Name of both players.
- c. Game score.
- d. Reflection time usage.
- e. Supporting documentation (photocopies are acceptable unless the TD asks for originals).

Any complaint must be sent within seven days of the time a person becomes aware of the alleged infraction. Failure to provide all the necessary information requested above, negates your claim.

Reporting Game Results

17. The winner must report the result to the TD immediately upon conclusion of the game. In case of draws, White must report the result. It is a good idea for the other player to also submit the result, labeling it "duplicate report." Reports must include section and game numbers as well as the names and ID numbers of both players.

Thirty-Month Limit and Adjudications

18. A US Chess CC game must end after thirty (30) months from when the event begins. Either player may submit the game for adjudication, sent no later than one week after the tournament's end date. The player submitting the adjudication must provide the following to the TD:

- a. The score of the game.
- b. Diagram of the position before adjudication.
- c. Claim of win or draw.
- d. Any analysis to support the claim (optional).

If neither player submits the adjudication material within one week after the tournament's end date, the game is scored as a rated draw. The TD is not required to provide the basis for the adjudication result.

Withdrawals/Forfeits

19. If a player forfeits games against two opponents in the same section, all uncompleted games in that section shall also be forfeited.

If a player goes silent in all his games, the player's remaining games will be declared a silent withdrawal by the TD. A mass withdrawal occurs when a player withdraws from all play and notifies the TD of his intentions. If a player dies, all remaining games of the deceased player will be treated as a mass withdrawal.

All uncompleted games from either a silent withdrawal or mass withdrawal are recorded as unrated forfeit losses for the withdrawing player if the game has less than 10 moves completed

for both players and has been in progress for less than 6 months. However, a player may file for adjudication within 14 days of being notified of the silent withdrawal or mass withdrawal to claim a rated result by following the adjudication procedures set in Rule 18.

If an uncompleted game has at least 10 moves completed by both players or has been in progress for at least 6 months, it is recorded as a rated loss for the withdrawing player.

Penalties

20. The TD may assess penalties for violations of these rules. Penalties include, but are not limited to, informal reprimands, warnings, reflection time reduction, forfeitures, or withdrawal. Warnings are usually issued before more severe penalties, but the TD may skip this step. Smooth and timely completion of games is the main consideration.

Appeals

21. Any decision of the Chief TD of an event may be appealed to US Chess.

Appeals in writing must be postmarked within seven days of the end of the tournament to the US Chess office. Appeals submitted after the seven-day deadline may be considered at the discretion of the committee hearing the appeal. Appeals may be submitted via e-mail, but the business office or the committee(s) hearing the appeal may require a signed statement. The office will refer an appeal to the appropriate committee(s) but may immediately reject obviously groundless appeals. A good-faith deposit must be included with the appeal. The deposit will be returned unless the ruling authority finds the appeal to be groundless and rules that the deposit is to be forfeited. US Chess reserves the right to make final decisions concerning the rules and procedures that govern its competitions.

Player Replacements

22. A withdrawn player may be replaced at the option of the TD. There will be no replacement for a withdrawn player against whom a win, loss, or draw has been scored in actual play. A withdrawn player will not be replaced 60 days after the tournament start date.

GLOSSARY

adjudication: A judge's determination of a game's result, based on best play by both sides.

ambiguous move: A move in which two chess pieces of the same kind can be transferred to a new square and the player does not specify which chess piece. Example, knights on b1 and f3 could be moved to d2. The move "Nd2" is ambiguous because it does not specify which knight is being transferred. The correct transmission is either "Nbd2" or "Nfd2."

conditional or ''if'' moves: An attempt to save time and postage by offering a plausible continuation beyond the required response. Conditional moves are binding if the recipient accepts the continuations. The game must then follow the indicated continuation, or any part accepted in sequence.

English algebraic: Conventional algebraic notation with abbreviations of the English names for the pieces: for example, Nf3 or Ng1-f3 or Bc1-f4; "x" or ":" for capture is standard. A full explanation of this system is available from the US Chess office. Please enclose a stamped, self-addressed envelope.

excused time: Time-outs when play is suspended for leaves or for special circumstances with the approval of the TD.

illegal move: A move which violates the rules of chess.

impossible move: A move which cannot be played as recorded. A blank or missing move shall be treated as an impossible move.

Official Rules of Chess: 7th edition, available online at https://new.uschess.org/news/7th-edition-rule-book- chapters-now-available-download.

reflection time: The time between a player's receipt of a move and the postmarking or sending of his response.

transmission time: The time a move is in the custody of the Postal Service, that is, from the postmark date to date of delivery at the recipient's address. There is no transmission time in email or correspondence chess server games.

PASSED with one opposed.

DM21-25 (Fun Fong, GA)

Action: The Executive Board is working on a framework to pilot this concept.

Title: Sections

Purpose: To create an organizational component known as "Sections," essentially special interest groups within US Chess. This structure would allow people of different chess interests a suborganization for the purposes of networking and representation within US Chess. Sections (or similar suborganizations) exist in many other larger organizations. Unlike Committees, Sections have no direct line responsibilities, and typically perform functions that are not mission-critical to US Chess.

Add at the end of Article V, Section 3, sentence 1:

"Sections will be allotted one Alternate Delegate, exclusive of the 125 Alternate Delegate total."

Add after "Each state with 1000 or more US Chess members must have at least two delegates ... " *as a new, independent paragraph:*

"Each chartered section shall be entitled to one Delegate as representative of all of the members of such chartered section if the number of section dues paying and complimentary candidate members meets the minimum number established by the Executive Board for the charter of that section based on the membership rolls of US Chess on December 31 of the preceding year."

Add paragraph to Article V, Section 4:

"Sections shall designate the initial Delegate and Alternate Delegate as provided for in Article V, Sections 2 and 3, submitting the appointment of Delegates and Alternate Delegates. Sections must designate their initial Delegates and Alternate Delegates after the conclusion of the Annual Meeting, by November 1 of that year, or as soon thereafter as feasible. The term of each Delegate shall commence on January 1 for the year for which selected and continue for one year and thereafter until a successor is selected and qualified."

Renumber Article VIII, Section 5 to Section 6:

Add as Article VIII, Section 5:

Section 5: Sections

The Section may have one or more groups of members known as sections to provide for members who have special areas of interest within the game of Chess, and its associated variants. Upon the petition of 100 or more members of the Section, the Executive Board may charter such

a section of the Section. Minimum dues and procedures to be followed by a section shall be determined by the Board of Directors."

REFERRED to the Executive Board to study further and potentially implement without Bylaws changes

DM21-26 (Mike Hoffpauir, VA; Bob Messenger, MA; Kevin Pryor, FL; Fun Fong, GA)

Action: The States and Affiliates Committee will present a motion at the 2022 Annual Meeting.

Purpose: To move elements of DACI 1991-27 (State Chapter Requirements and Recommendations) from the DACI to Article VIII (Organizational Units), Section 2 (Functions) of the Bylaws and to change the Title of Section 2 to "Functions and Responsibilities of State Chapters."

DACI 1991-27. State Chapter Requirements and Recommendations, currently reads:

The first four items of the following list are required of each State Chapter and the remaining items are recommendations for each State Chapter:

- 1. Pay its affiliate membership when due and payable;
- **2.** Certify in writing to the USCF Secretary by the authorized date (November 1st) the Delegate(s) and Alternate(s), who shall be USCF members, and report how they were selected (i.e., appointed, elected);
- **3.** Directly sponsor and hold (or arrange for) an annual USCF rated State Championship;

- **4.** Have a formal organizational structure as laid out in bylaws or articles of association which includes but is not limited to specifying the governing authority and their selection, meeting schedule and purpose of the State Chapter, and provide opportunities for membership and participation by all USCF members residing in the State; Each State Chapter shall submit a copy of their current bylaws or articles of association, and any amendments, as specified herein. This may be in written or electronic form.
- **5.** Directly sponsor and hold (or arrange for) annual USCF rated Scholastic State High School, Junior High or Middle School and Elementary School Championships;
- 6. Directly sponsor and hold (or arrange for) other chess tournaments throughout the State and be involved in tournament coordination within the State and with the USCF Tournament Clearinghouse Representative. State Chapters are to support chess throughout the state and exhibit geographical representation in its tournament sponsorship. Examples include but are not limited to statewide or geographically rotating; Rated Beginner Open tournaments, Senior tournaments, weekend Swisses, tornados, quads as well as: participation in National Chess Day Activities, Regional and/or National Championships;
- 7. Disseminate a periodical that serves as a State chess journal preserving a record of chess activities, promotion events, identifying state officers and, in general, providing a regular mechanism for communicating with its membership. Examples include but are not limited to: State Bulletins, Newsletters or Magazines;
- **8.** Promote and publicize chess activities through various media, including but not limited to newspaper articles, television and radio coverage, flyers or notices at libraries, schools and veteran hospitals. Examples include but are not limited to: chess exhibitions and simultaneous, tournaments, chess lectures, chess lessons, chess columns and articles in local and statewide newspapers, chess clubs and meeting lists and announcements; and
- **9.** Responsibly act in the best interests of its entire State Chapter membership, encouraging and promoting chess activity statewide. The State Chapter affirms its intention to comply with the duties and responsibilities of credentialed State Chapters.
- **10.** Designate a coordinator to promote participation and events for women and girls within their state.

Amended 2010-32, 2016-42, 2016-71, 2017-42 (Previously 2019 DACI 8)

Article VIII: Organizational Units, Section 2. Functions, currently reads:

Section 2. Functions. Each State Chapter shall guide the chess activity within the state in a manner that provides representation to all groups of chess players within its state. Each State Chapter shall nominate Delegates and Alternate Delegates as provided in Article V Section 4 of these Bylaws. Each State Chapter shall fulfill other responsibilities as the Board of Delegates may from time to time designate.

PROPOSED REVISION to the text of Article VIII, Section 2. of the US Chess Bylaws:

Section 2. Functions and Responsibilities of State Chapters. Each State Chapter shall:

1. Be a current US Chess Affiliate.

- **2.** Responsibly act in the best interests of its State Chapter membership and chess players across the state, including players who are not members of the chapter or US Chess.
- **3.** Nominate Delegates and Alternate Delegates as provided in Article V Section 4 of these Bylaws.
- **4.** Comply with state and federal laws, regulations, and statutes for non-profit or for-profit organizations.
- **5.** Have Bylaws, Articles of Association, or the equivalent document that include as a minimum: the purpose of the State Chapter; a formal organizational structure; specifications for governance; selection of Chapter members for positions of authority in the governance mechanism; frequency and mode by which the governance mechanism meets; and opportunities for membership in the State Chapter.
- **6.** Provide, no later than November 1st each year, US Chess a current copy of the State Chapter's approved Bylaws, Articles of Association, or equivalent document.
- 7. Directly sponsor and hold (or arrange for) an annual US Chess rated State Championship and annual US Chess rated State Scholastic Championship(s) for players K-12. Use these events or other selection methods approved by the Chapter to identify players to potentially represent their state at prestigious US Chess national events for various ages and other groups. Such events may be in-person or online events.
- **8.** Encourage organizers across the state to hold tournaments, and be involved in tournament coordination within the State and with the US Chess Tournament Clearinghouse Representative.
- **9.** Regularly provide chess players in the state with information about the Chapter's activities in areas such as, but not limited to, governance, tournaments, player recognition, and chapter initiatives. The means for accomplishing this function is the State Chapter's decision.
- **10.** Promote membership in the US Chess Federation and participation in local, state, regional, and national US Chess rated tournaments.
- **11.** Respond in a timely manner to information requests or requests for assistance from US Chess.

PROPOSED REVISION to the Text for DACI 1991-27, State Chapter Requirements and Recommendations.

Purpose: These recommendations supplement the functions and responsibilities of State Chapters given in the Bylaws.

Recommended Actions for State Chapters. Each State Chapter should:

- **1.** Support chess throughout the state and exhibit geographical representation in tournament sponsorship.
- 2. Designate a coordinator for scholastic chess to promote participation in local, state,

regional, and national scholastic events.

3. Designate a coordinator for women and girls to promote participation in local, state, regional, and national women's, and girls' events.

REFERRED to States and Affiliates Committee for further study

DM21-30 (Leila D'Aquin, LA)

Action: There was some discussion, but no further action was taken by the committee.

Move to Amend Bylaw Art V section 2 to provide that the Board of Delegates shall be composed of the EB, the DAL, and 130 delegates; each state with 100 or more members must have 2 Delegates; each with 500 or more must have 3 delegates; the remaining delegate seats shall be apportioned among the states in proportion to their resident US Chess membership as of May 31.

Add:

Delegates must be appointed by their State Associations no later than February 1st. Any delegate seats not filled by appointment by that date shall become additional seats for single year Delegates at Large who may be appointed at the Membership meeting. **REFERRED to Bylaws Committee** for study

DM21-31 (Lawrence Cohen, IL)

Action: The Rules Committee's position is that this motion needs no further action because this situation is already addressed in the Rulebook by rule 23A3.

The USCF publish (and send out to organizers) a stated policy for refunding Entry Fees. **REFERRED to Rules Committee** for further study

DM21-32 (Mike Hoffpauir, VA)

Action: Action occurred during meeting.

Moved that this body thank Mike Nolan for serving as parliamentarian, the Election Committee and Chief Teller Ranae Bartlett, the Delegates, the US Open Team, the Tournament Directors and Chess Control for the US Open and Invitationals, all of my colleagues on the Executive Board, our Committee Chairs and Members, and the US Chess Staff. **PASSED** by acclamation