

**Advance Agenda of the 2025 US Chess Board of Delegates  
Meeting  
Madison Marriott West, Middleton, Wisconsin  
August 2-3, 2025**

**Call to Order**

Moment of silence for the reading of the names of the dearly departed members of our chess community.

**Roll Call of Delegates**

**ADM 25-01 (ALLEN PRIEST, KY)**

The Delegates re-elect as Delegates-at-Large those whose terms have previously expired and are present at the meeting. Those eligible include: Frank A. Camaratta (AL), Anthony P. Cottell (FL), Frank B. Elley Jr. (AR), Helen E. Warren (IL), Leroy W. Dubeck (NJ), Edward Steven Doyle (NJ), William Goichberg (NY), Timothy Redman (TX), Maxim Dlugy (PA), and Jim Berry (OK).

**ADM 25-02/DM 24-26 (ALLEN PRIEST, KY)**

Resolved that the Board of Delegates appoint Franc Guadalupe (TX) as a Delegate-at-Large.  
**PASSED BY ACCLAMATION in 2024**

**ADM 25-03 (ALLEN PRIEST, KY)**

Move that Andrew Rea be appointed parliamentarian.

**ADM 25-04 (KEVIN PRYOR, FL)**

The Delegates appoint Leila D'Aquin, David Day, and Kimberly Doo as the Conflict-of-Interest committee.

**Report By the Conflict-of-Interest Committee**

**ADM 25-05 (ALLEN PRIEST, KY)**

Move that the minutes of the 2024 Delegates Meeting as available to the Delegates present in Middleton, Wisconsin be accepted.

**ADM 25-06 (ALLEN PRIEST, KY)**

Move the Delegates approve the advance agenda for the 2025 Delegates Meeting and approve the standing rules as printed in the Delegates Call.

## **CONSIDERATION OF THE APPLICATION TO BE THE ALASKA STATE CHAPTER**

### **ADM 25-07 (ALLEN PRIEST, KY)**

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

### **ADM 25-08 (EXECUTIVE BOARD)**

Approve the US Chess Budget for 2025-2026.

## **Certification of Election results**

### **Reports of Officers**

**President**

**VP of Finance**

### **Reports of Staff**

Report of the Executive Director

Report of the Director of Events

### **Committee Reports**

All available Committee Reports are accessible through the US Chess website at:

<https://new.uschess.org/2025-committee-reports-0>

## **Election of Delegate Appointed Committees**

Audit Committee

Bylaws Committee

Election Committee

Ethics Committee

LMA Trust

Nominating Committee

## Old Business

### DM 24 -15/MM 24-02 (Executive Board)

Amend Section 1 (State Chapters) of Article VIII (Organizational Units) in the US Chess Bylaws by adding the following text to the end of, or at an appropriate place within, Section 1 of Article VIII. "When an existing State Chapter's status is challenged and that challenge is rejected by the Delegates, no one may re-challenge the existing State Chapter's status for three (3) years except upon recommendation to the Delegates by the Executive Board that the new challenge is based on previously unheard substantive and relevant evidence

### REFERRED to Bylaws and States and Affiliates

*Response from Bylaws: The Bylaws Committee recommends this motion be defeated. The motion states a criterium of "previously unheard substantive and relevant evidence that the Delegates should hear". It does not define these terms – likely because such terms cannot easily be defined. The Delegates can easily dispose of any motion they deem to be duplicative. They can table any motion without even hearing debate. If such motions are repeated year after year the Delegates will likely deal with them even more quickly by such parliamentary rules. There is no reason to substitute the judgment of the EB over the judgement of the Delegates in deciding whether to hear such an appeal.*

*Another problem is we believe this motion would create a bias toward suspending consideration of a challenge within three years. It is possible this would give a state affiliates that fails to meet the needs of members a "free pass" for those three years.*

*The Bylaws Committee does not agree with the States and Affiliates Committee idea that this can be dealt with as a policy statement. Delegates have the right to propose motions without the oversight of the EB.*

*Response from States and Affiliates Committee (SAC):*

*SAC created the attached procedure for state chapter challenges as requested by the Delegates. - MSC Caleb Brown and Steve Mofford, move that the SAC Sponsor the prepared policy in response to DM 24-15 /MM 24-02 at the delegates call. Motion accepted unanimously."*

*We do not propose to modify the bylaws but rather the EB and Delegates accept this as a policy.*

### State Chapter Status Policy

**1. Purpose.** *The purpose of this policy is to establish procedures for the acquisition of state chapter status, including in the case of an affiliate challenging the status of the current state affiliate. This policy is in addition to, and does not replace, the provisions of the Bylaws governing state chapter status.*

**2a. Credentials.** *An affiliate may apply to be a state chapter by submitting credentials to an email address designated by the Executive Director or in such other form as the Executive Director may provide.*

**2b. Deadline.** *In accordance with the Bylaws, credentials must be submitted before March 1 if there is a state chapter and before June 1 if there is no state chapter.*

**2c. Content.** *Affiliates shall be strongly encouraged to include the following in their credentials:*

- ❖ *Governing documents (articles of incorporation, bylaws, etc.)*
- ❖ *IRS determination letter (if any)*
- ❖ *Mission, vision, values and goals statements*
- ❖ *Links to its online presence (website, social media, etc.)*
- ❖ *Bios and contact information of its principal officers and board members*
- ❖ *An explanation of why it is the best candidate to be the state chapter;*
- ❖ *A discussion of how it would carry out the provisions of DACI 1991-27; and*
- ❖ *If it is a state chapter challenge, a respectful discussion about the deficiencies in the incumbent state chapter, including any failure to carry out the provisions of DACI 1991-27.*

*Affiliates should also consider including letters of recommendation from local chess community members, plans for future tournaments/programming and any other materials that would support their case.*

**2d. Responses.** *In the case of a state chapter challenge, the US Chess Office shall provide the state chapter with the credentials of the challenging affiliate as soon as practicable on or after March 1. The state chapter shall have until thirty days to submit a response. The challenging affiliate shall then have one week from the time of receiving the response to submit a rebuttal. The state chapter shall then have one week from the time of receiving the rebuttal to submit a final statement. If there is more than one challenging affiliate, the same rules apply but the deadline for the final statement shall be one week from the time of receiving the last timely submitted rebuttal. Any deadline in this subsection may be extended for good cause at the sole discretion of the Executive Director. All responses, rebuttals and final statements shall be provided along with the credentials to the Delegates at least one month before the annual Delegates meeting.*

**3a. Committee Review.** *The materials mentioned in Sec. 2 shall be promptly provided to the States and Affiliates Committee after the deadlines for providing materials for the state have closed. Upon receipt of these materials, the committee shall expeditiously review the materials and make recommendations to the Executive Board.*

**3b. Executive Board Recommendations.** *In accordance with the Bylaws, the Executive Board shall provide any recommendations on actions to be taken by the Delegates at least one month before the annual Delegates meeting.*

**4a. Delegate Consideration.** *The Board of Delegates shall consider any timely submitted applications to be a state chapter before the reports of officers at the annual Delegates meeting. In accordance with the Bylaws, such consideration shall not be in order at a special Delegates meeting.*

**4b. Deliberation.** *Each affiliate shall have five minutes to give a presentation to the Delegates. A period of questions shall be allowed with one minute being allowed to ask each question and three minutes for each affiliate concerned to answer. Debate shall then be allowed as in the case of a main motion, except that any Delegate who represents one of the affiliates may only speak in debate if no Delegates who have not spoken once in debate are seeking recognition. If the Executive Board made a recommendation, then an Executive Board member designated by the chair shall have the right to speak first in debate.*

**4c. One Applicant Voting.** *If there is no state chapter and only one timely submitted application is received, a Delegate may ask the Delegates approve the application by acclamation, which*

*shall be sufficient if there are no objections. Otherwise, the Delegates shall vote on the application as if it were a main motion and a majority vote shall be required.*

**4d. Contested Voting.** *If there is a state chapter or multiple timely submitted applications are received, an election shall be conducted at the meeting by the Election Committee. The Delegates shall vote by secret ballot. The only options on the ballot shall be each affiliate and abstain. If no option receives a majority of votes on the first ballot, all but the two affiliates with the most votes and abstain shall be eliminated and a second ballot shall be conducted. In the event of a tie vote, the chair shall toss a coin to decide the question.*

**4e. Special Rule.** *In the case of a state chapter vacancy where multiple timely submitted applications are received, it shall be in order at any time before the distribution of ballots for a Delegate to move to dispense with the proceedings on grounds that none of the affiliates meet the requirements of the Bylaws and DACI 1991-27. The motion may be approved by a majority vote and may be reconsidered only if passed. Absent any other action by the Delegates at the meeting, if this motion is approved the same process for filling the vacancy shall occur the following year as if the first attempt never occurred. In any such event, the States and Affiliates Committee (or, if appointed at the meeting, a special committee created for the purpose) shall endeavor to resolve the situation informally so that the vacancy may be filled at the next Delegates meeting.*

**5. Challenge Protection.** *In the event of a state chapter challenge, the decision of the Delegates shall be final and no further challenge with respect to the same state may be heard at the following three annual Delegate meetings unless the Executive Board determines that the new challenge is based on previously unheard substantive and relevant evidence that the Delegates should hear. Any such determination shall be made after the submission of all materials and the committee review as provided in Sec. 2d and Sec. 3a.*

**6. Other.** *A state chapter vacancy shall occur in the case of the dissolution, bankruptcy or resignation of the previous state chapter or when the previous state chapter shall have failed to pay its affiliate dues for more than six months. The resignation of a state chapter must be submitted to the Executive Director in writing and shall take effect upon the appointment of a new state chapter, except that for the purposes of Sec. 2b it shall be deemed to be effective.*

**DM 24-17 (Caleb S. Brown, TX; Micah Smith, OR)**

Resolved that Rule 18 of Chapter 11 of the Rules of Chess be amended as follows:

18.) Subject to the right of appeal to US Chess, the decision of the chief tournament director is final.

**PASSED in 2024**

**DM 24-18/MM 24-06 (Steve Immitt, NY)**

Notwithstanding any scheduled online workshops, the delegates are in support of having an in-person rules committee workshop during the normal period of workshops preceding the annual delegates meeting.

**REFERRED to the Executive Board**

*Response: In Person Rules Workshop scheduled for 2025.*

**DM 24-27/ADM 24-19 (CALEB S. BROWN, TX; MICAH SMITH, OR)**

Resolved that Chapter 11 of the Official Rules of Chess be amended to read as follows:

**Chapter 11: Blitz Chess**

**Blitz chess is a variant defined by a single, sudden death time control with a minimum primary time control of three minutes and total playing time of five to ten minutes. This chapter is not exhaustive. Rather, it establishes special rules reflecting the fast-paced nature of blitz games. Where these rules are silent, the regular rules apply.**

**1. The time control shall be stated in any advance publicity and announced onsite. All rounds shall use the same time control. If the time control is not stated in advance publicity, the time control shall be five minutes with no delay.**

**2. Before play begins, both players should inspect the position of the pieces and the setting of the clock, since once each side has completed a move the position on the board and the time on the clock remain as set.**

**a. If the king and queen are set up incorrectly, it is legal to castle short on the queenside and long on the kingside.**

**b. If an illegal position is created or an illegal move made without the opponent making a claim, the position stands and a claim is not allowed when the opponent has determined the next move.**

**3. In addition to the grounds for which a game is decisively decided under the regular rules, a game is won by a player who, after an illegal move is completed by the opponent, captures the king or claims a win and stops the clock before the player determines a move; provided that the game shall be drawn if the player has insufficient mating material as defined by 14E of the regular rules. A player who moves the king adjacent to the opponent's king and then attempts to claim a win under this rule based on the opponent's failure to notice the check shall lose the game. An illegal move shall not negate the right of a player to claim on time as long as it is made before the claim of the illegal move. If the claims are made simultaneously, the player who made the illegal move loses.**

**4. A game shall be drawn as provided in the regular rules except that:**

**14C8 and 14F4 also apply if a player has five or more minutes remaining.**

**All two-minute penalties shall be one minute.**

**If Variation 14H is allowed, the player must have one minute or less to claim a draw by insufficient losing chances.**

5. If a player makes an illegal move and it is not corrected before the opponent determines a move, the illegal move cannot be corrected afterwards. An illegal move is completed when the player presses the clock.
6. A legal move is completed when the hand leaves the piece.
7. Scorekeeping shall not be required.
8. The standard penalty shall be to add one minute to the opponent's clock. This section shall not affect the discretion of the tournament director to assess other penalties as required by the circumstances.
9. Subject to the right of appeal to US Chess, the decision of the chief tournament director shall be final.

The current version of the blitz rules is as follows:

### Chapter 11: Blitz Chess

Blitz Chess (also known as Speed Chess, 5-minute Chess, Lightning Chess (2-minute), and Bullet Chess (1-minute) is a variant defined as a single, sudden death time control from 1 to 10 minutes. Blitz games typically are set at five minutes and do not use time delay. Since each game takes only about 10 minutes, it has long been popular for fun games where time is limited, such as lunch breaks or between rounds of other tournaments. Some clubs will host Blitz events that may have as many as 20 rounds in a single evening.

Information regarding FIDE Blitz chess can be found in the FIDE Handbook:  
<https://handbook.fide.com/>

Take note that Blitz is not Quick Chess with a 5 minute time control (which follows standard sudden death rules.)

Blitz rating system: Blitz has its own rating system. To be rated, the time controls require from 5 to 10 minutes total playing time, and have a minimum primary time control of 3 minutes. All rounds must use the same time control. Hence G/3 inc/2 is rated under the Blitz system. Currently, Lightning and Bullet are not included in any rating system. See also 5C. Ratable time controls.

### US Chess Blitz Rules

Each player must make all his moves in the time specified for the game.

- 1a.) Standard time control (TC) for blitz is G/5 with no delay.

- 1b.) Time controls, including the use of delay or increment, are to be stated in any advance publicity and must also be announced or posted at the site.

All the clocks must have a special device, usually called a “flag,” either a regular flag or some device on a digital clock that indicates a flag fall.

Standard timer for Blitz chess:

- 2a.) Whatever timer is used (analog or digital), a standard timer must continue to run for both sides even if one side’s time has expired (See 8c).
- 2b.) A digital timer (given it meets the requirements of 2a) is preferred over an analog timer due to the precision of setting and the accuracy of timing. If no digital timer is available, then an analog timer may be considered standard.
- 2c.) The player with the black pieces chooses the standard timer.

Before play begins, both players should inspect the position of the pieces and the setting of the clock, since once each side has completed a move the position on the board and the time on the clock remain as set.

- 3a.) If the king and queen are set up incorrectly, it is legal to castle short on the queenside and long on the kingside.
- 3b.) If an illegal position is created or an illegal move made without the opponent making a claim, the position stands and a claim not allowed when the opponent has determined a next move.

Each player must press the clock with the same hand that moves the pieces, using one hand to both move the pieces and to press the clock.

The tournament director may state at the start of the event the direction the clocks are to face, and the player with the black pieces then chooses the side of the table on which to sit.

Except for pressing the clock, neither player should touch the clock except:

- 6a.) To straighten it.
- 6b.) If a player knocks over the clock a penalty may be assessed.
- 6c.) If your opponent’s clock does not tick you may press his side down and re-press your side; however, if this procedure is unsatisfactory, please call for a director.
- 6d.) Each player must always be allowed to press the clock after their move is made.



- 6e.) A player should not keep a hand on or hover over the clock.

Defining a win: A game is won by the player:

- 7a.) Who has legally mated his opponent's king.
- 7b.) Whose opponent resigns.
- 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.
- 7d.) Who, after an illegal move is completed by the opponent, takes the king (if the king is in check) or claims the win and stops the clock, before the player determines a move and provided the player has sufficient mating material as defined in rule 7c. A player who moves his king adjacent to the opponent's king and then attempts to claim a win under this rule based on the opponent's failure to notice the check shall lose the game.
- 7e.) An illegal move doesn't negate a player's right to claim on time, provided it is made prior to the opponent's claim of an illegal move. If the claims are simultaneous, the player who made the illegal move loses.

Defining a draw. Except as listed here, draw claims allowed under the regular rules are also allowed under the blitz rules.

A game is a draw:

- 8a.) If one of the kings is stalemated.
- 8b.) By agreement between the players.

- 8c.) If the flag of one player falls after the flag of the other player has already fallen and a win has not been claimed, unless either side mates before noticing that both flags are down.
- 8d.) If one player has insufficient mating material when the opponent's flag falls or makes an illegal move. "Insufficient Losing Chances" (ILC) claims are not allowed.

If a player accidentally displaces one or more pieces, they shall be replaced on the player's own time. If it is necessary, the opponent may press the clock without making a move. If the player presses the clock after displacing pieces, then a penalty may be assessed.

If a player touches one piece, then moves another; and presses the clock, the opponent may press the player's clock to force the player to move the piece touched, or may stop the clock to claim a violation. A penalty may be assessed.

In case of a dispute either player may stop the clock while the tournament director is being summoned. In any unclear situation the tournament director will consider the testimony of both players and any reliable witnesses before rendering a decision.

The tournament director shall not pick up the clock except in the case of a dispute when it is necessary to do so in order to assess penalties or adjust time.

Spectators and players in another game are not to speak or otherwise interfere. If a spectator interferes in any way that may affect the result of the game (e.g., calling attention to a flag fall or an illegal move), the tournament director may cancel the game and rule that a new game be played in its stead and expel the offending party from the playing room. If the offending party is participating in the event, penalties at the discretion of the tournament director may be assessed up to expulsion from the event.

A player who has played an illegal move must retract it and make a legal move with the piece touched prior to pressing the clock. If no legal move exists with that piece, then he may make any legal move. Illegal moves unnoticed by both players cannot be corrected afterwards. An illegal move is completed when the player presses the clock.

A legal move is completed when the hand leaves the piece.

If a player is promoting a pawn and the desired piece is not available, the player may stop both clocks in order to locate the piece and place it on the board. It is improper for the player to press the clock to start the opponent's time with the pawn still on the last rank. If this is done, the opponent may immediately restart the player's clock without moving.

**Standard penalty for first offense is to add one minute to the opponent's clock. There may be circumstances where a penalty assessed may not be standard (e.g. repeat offenses, unsporting behavior, etc...) and is left to the discretion of the tournament director.**

**The decision of the tournament director is final.**

## **REFERRED to Rules**

*Response: The motion is **not** supported by the Rules Committee*

## **DM 24-28/ADM 24-20 (STEVE IMMITT, NY; SOPHIA ROHDE, NY)**

The Delegates move to make the following change to Blitz Rule 7.) Defining a win:

Replace section 7e.), which currently reads:

7e.) An illegal move doesn't negate a player's right to claim on time, provided it is made prior to an opponent's claim of an illegal move. If the claims are simultaneous, the player who made the illegal move loses.

with the following language:

**7e.) A player whose opponent's time has expired can claim a win on time if the player's last completed move was a legal move. A player who completes an illegal move cannot claim a win on time unless and until the opponent determines a subsequent move. If it is not possible to establish whether the opponent determined a move before or after the player claimed a win on time, or if they both happened simultaneously, the player who completed the illegal move loses, provided the opponent has sufficient mating material as defined in rule 7c.).**

## **REFERRED to Rules**

*Response: This motion is supported by the Rules Committee.*

**DM 24-36 (Caleb Brown, TX)**

Resolved that the Board of Delegates requests the Office add a required field to the bottom of online TLAs stating the forfeit time chosen by the organizer if technically feasible.

**REFERRED to the Executive Board and Office**

*Response: TDs can already advertise this in the text of their online TLA if they are so inclined. Adding an additional field will only complicate the process and the ability to include this information is already present and unused. It is recommended that this motion be defeated.*

**DM 24-39 (Christina Schweiss, VA)**

Proposed Rulebook amendment

Variation 13D1. Equipment must be set up.

To win under 13D, a player must set up a board, a set, and a clock, start the opponent's clock, and run the clock until the opponent has one hour of elapsed time or the first or only time control period has expired, whichever comes first. If the on-time player is playing White, the player may opt to write their opening move on their scoresheet but not make it on the board before starting Black's clock and turn the scoresheet over to a Tournament Director. Upon Black's arrival, Black may press the clock to allow White to make the move written on the scoresheet. Like sealed moves in adjournment, White is obligated to play the written move. If both players are late, the first to arrive must split the elapsed time from the start of the game until the arrival time before starting the opponent's clock.

**REFERRED to Rules**

*Response: This motion is **not** supported by the Rules Committee.*

**DM 24-41 (Andrew Rea, FL)**

The motion's maker stated that this had been brought up earlier in the meeting, but at short notice meaningful information was not readily available.

Request the Executive Board to analyze the costs of *Chess Life* and analyze projected revenue impact of increasing the price of *Chess Life*; and to then present this data at the 2025 Delegate Meeting.

**REFERRED to Executive Board**

*Response: Taking into account all income and expenditure, a three-month study of printing and mailing costs for Chess Life showed an average cost per issue of \$0.99. Similar analysis showed that Chess Life Kids had an average printing and mailing cost of \$0.83 per issue. With both paper and postal rates rising in FY 25-26, we estimate that Chess Life will exceed the \$1 per issue fee currently paid by print subscribers. That said, with new emphasis on print advertising and*

exploration of various economies of scale (including recoupling membership with print subscription) there are avenues that would avoid a fee increase.

**DM 24-42 (Lawrence Cohen, IL)**

From January 01, 2025, until December 31, 2025, new Senior Only tournaments and new Women's Only tournaments be given one free TLA and one free e-blast. Notice of this to be listed online and in October and November Chess Life.

**REFERRED to the Executive Board**

*Response: Notice about the free TLA for new Senior and Women's only tournaments announced in Chess Life.*

**DM 24-43 (Andrew Schley, WI)**

Mandating the "1000 point rule" from the Amateur Team East for all four amateur team events (North, East, West, and South). "Teams rated over 2000 average no more than 1000 points between boards 3 and 4."

**REFERRED to the Executive Board**

*Response: The EB recognizes there are some inconsistencies but sees no reason to impose this type of rule and will leave it to the event organizer to state the rules for their events.*

**DM 24-44 (Mike Hoffpauir, VA; Sophia Rohde, NY)**

The delegates request the US Chess office implement procedures to deconflict proposed FIDE events, especially Norm events, before registering them with FIDE if the proposed event is being played during the same dates and within 200 miles of a US National Championship or a State Championship. The delegates request that US Chess reserve the right to decline jurisdiction over rating FIDE norm events if it fails to follow the following simple clearinghouse procedures.

A FIDE norm event and/or FIDE rated event that is scheduled for the same dates as a state championship event, or a state championship held within 200 miles of an adjacent state, without prior approval of the state affiliate.

A FIDE-norm and/or FIDE rated event that is scheduled for the same dates as a US Chess National Event held within 200 miles of the location, without prior approval from US Chess, the organizer if a bid-out event, and/or the local state affiliates.

A FIDE Round Robin Norm event that is scheduled for the same dates as another FIDE norm Swiss event already posted, without approval of the Swiss event.

**REFERRED to the Executive Board and FIDE Events**

*Response: The Executive Board and FIDE Events Committee acknowledge the importance of addressing scheduling conflicts with FIDE norm events and appreciate the intent behind this proposal. However, we do not support the referred motion for the following reasons:*

1. *The problem identified in the motion is symptomatic of broader issues with the current clearinghouse process affecting all US Chess events, not just FIDE-rated or norm events. The States and Affiliates Committee is actively working on improvements to better address these underlying clearinghouse issues.*
2. *Implementing the proposed restrictions would impose an undue administrative burden on the US Chess office. For instance, under the proposed guidelines, the office would have been required to deny registrations for approximately ten tournaments that conflicted with the 2025 Chicago Open due to the geographic and date proximity rules outlined in the motion. Such administrative challenges could negatively impact the tournament landscape and relations with event organizers.*
3. *Additionally, adopting this motion may conflict with existing FIDE regulations. US Chess could face challenges by refusing events that would otherwise be fully compliant with FIDE's standards, potentially creating unnecessary disputes with organizers and complications in our relationship with FIDE.*

## New Business

Any motions passed at the Membership Meeting will be discussed as first order of New Business.

**ADM 25-09 (RANDY BAUER, IA; LEILA D'AQUIN, LA; JOHN FERNANDEZ, MO; LAKSHMANA VISWANATH, TX)**

Resolved that Article IV of the Bylaws be amended as follows:

### **Article IV: Voting Members.**

**Section 1. Responsibility.** The Voting Members are responsible for electing the Executive Board. Information regarding nominees and voting instructions shall appear in an appropriate issue of *Chess Life* and on the US Chess website.

**Section 2. Definition of a Voting Member.** ~~Members with memberships of less than one year duration at their start are not eligible to become voting members. All other US Chess members are entitled to register as a voting member provided that any voting member must be age 16 or older as of June 30 of the election year.~~

#### **A Voting Member is any member who:**

- **Is 16 years of age or older as of June 30 of the election year; and**
- **Has been a member for the 12-month period preceding June 1 of the election year.**

**Voting members are automatically registered to vote. There is no registration fee to vote.**

**Section 3. Registration.** ~~Eligible members who are not already registered as Voting Members must register with the US Chess office by June 1 to be eligible to vote in that year's regular election, except that all members who are selected as US Chess Delegates, Alternate Delegates or Executive Board members are automatically registered as Voting Members. There is no registration fee. Once registered, a member's status as a Voting Member continues as long as he or she is a member. When a membership lapses, Voting Member status ceases and the member must, after rejoining, again register by June 1 to be eligible to vote in that year's regular election.~~

**Section 4. Membership Requirement.** ~~In order to vote in a regular election, registered Voting Members must be US Chess members on June 1st of the election year, for the entire day Central Time.~~

### **Section 5-3. Special Elections.**

1. The eligibility dates for voting in the election shall be part of the call for the special election and should use cutoff dates equivalent to the above based on when the ballots are expected to be received by the voting members.

2. The registration deadline for those not already registered shall be the same as the deadline for the submission of nominating petitions.

**Section 6 4.** Amendments to Articles of Incorporation: In accordance with the Articles of Incorporation, the approval of the Voting Members is required to amend the Articles of Incorporation. The Board of Directors must present any such amendment for discussion at a regular or special meeting of the Board of Delegates before submitting such amendment to the Voting Members. Amendments will be approved if supported by a 2/3 majority of the Voting Members who cast a vote on the amendment in an election that is called in accordance with the election provisions in the bylaws of US Chess.

**RATIONALE:** With the advent of electronic voting, the historical cost concerns that once justified requiring separate registration as a Voting Member, namely, the expense of printing and mailing tens of thousands of paper ballots, are no longer relevant. The administrative and financial burden has been significantly reduced, eliminating the need for this additional step. Automatically registering all eligible members as Voting Members streamlines the process, removes unnecessary barriers to participation, and aligns with best practices for inclusive, accessible governance. By simplifying voter eligibility, US Chess can foster broader engagement in its democratic processes and strengthen member involvement in organizational decision-making.

**ADM 25-10 (RANDY BAUER, IA; LEILA D'AQUIN, LA; JOHN FERNANDEZ, MO; LAKSHMANA VISWANATH, TX)**

Resolved that Article VI, Section 6, Sub-Section A of the Bylaws be amended as follows:

**A. Regular Elections.** Executive Board members shall be elected by the Voting Members. The ballot instructions shall include this information plus other election regulations. For a special election, the time and place shall be determined prior to issuing the call for the special election. Electronic voting will be used for all Executive Board elections, except for the secret ballot vote described in this paragraph. The US Chess office in consultation with the Election Committee shall establish the mechanism to conduct the secure electronic balloting, and the voting procedures shall comply with the applicable laws of US Chess' state of incorporation. The ballot shall list all duly submitted nominations. Candidates recommended by the Nominating Committee shall be listed in the top portion of the ballot under the heading "Recommended by Nominating Committee". Remaining candidates not recommended by the Nominating Committee will be listed below under the heading "Other Candidates". Each voting member may vote for as many persons as there are Executive Board positions to be filled. The persons receiving the largest vote totals shall be elected to the available Executive Board positions. Ties, if any, shall be broken by a secret ballot vote of the Delegates present in person at that year's Delegates meeting, taken at the time that election results are certified.

**RATIONALE:** Adding a notation to indicate candidates who have been approved by the Nominating Committee provides helpful transparency and context for Voting Members during



the election process. The Nominating Committee serves an important evaluative role in reviewing the qualifications and suitability of potential candidates. Clearly identifying candidates who have received the committee's endorsement allows voters to make more informed decisions and encourages trust in the integrity of the election process. Since electronic ballots already allow for flexible formatting, the addition of a brief notation adds no cost or logistical burden, while enhancing voter understanding and participation.

#### **ADM 25-11 (JOHN FERNANDEZ, MO; SUNIL WEERAMANTRY, NY)**

Resolved that Section 1d of the Invitational Guidelines be amended as follows:

d. U.S. residency. Non-US citizens, including those who have an approved FIDE federation transfer, must provide documentation of U.S. residency. ~~Documentation includes I-94, work, refugee or humanitarian visas.~~ In accordance with ADM 14-31 approved at the 2014 Delegates Meeting, a student or tourist visa is not sufficient for eligibility to play in US Chess Invitational events. Students and tourists desiring invitation to such events must demonstrate their commitment to the U.S. by providing a Green Card ~~or properly processed Green Card application.~~

RATIONALE: This amendment aims to strengthen the integrity of US Chess Invitational events by ensuring participants have a demonstrable and long-term commitment to residing in the United States. By requiring individuals on student or tourist visas to possess a Green Card, we reduce the risk of granting limited invitational opportunities to those who may not remain in the U.S. long-term. This ensures that spots are reserved for players with a more substantial and lasting connection to the country, better reflecting the mission of US Chess.

#### **ADM 25-12 (Caleb S. Brown, TX)**

Resolved that Article II of the Bylaws be amended as follows:

**Section 1.** The purpose of US Chess shall be ~~educational and instructional, to broaden and develop chess as art and recreation, as a significant element of culture in America to~~ **promote the study and knowledge of chess by educating the public, particularly secondary and elementary age students, about the game, art, science, sport and discipline of chess.** US Chess shall cooperate with schools, colleges, hospitals, military bases, community centers, recreation departments, and other groups and institutions, in teaching chess, conducting tournaments, and other activities. US Chess shall disseminate information through its publications and representatives, and US Chess shall select the official USA representatives in all international chess affairs. US Chess shall encourage and support chess programs for individuals with disabilities and the participation of individuals with disabilities in chess activity, including, where feasible, the expansion of opportunities for meaningful participation by individuals with disabilities in all chess competition.

#### **Section 2. US Chess is pledged:**

- A. To operate exclusively for educational, ~~recreational, and social welfare~~ purposes;
- B. That no part of its contributions, dues, or net income shall inure to the

benefit of any individual, except that trophies or prizes awarded in the course of its educational and promotional program shall not be so construed;

- C. That US Chess is not operated for profit and that neither principal nor income of any of its funds may be used in any attempt to influence legislation;
- D. To promote the study and knowledge of the scientific game of chess;
- E. To foster the development of players and to help those who seek to become masters;
- F. To encourage the formation of chess groups, clubs, and associations;
- G. To hold a tournament no less often than once every two years for the Chess Championship of the United States and to confer upon the winner of such tournament the title "United States Chess Champion"; and,
- H. To hold an open tournament every summer in the United States.

RATIONALE: The Articles of Incorporation provide that "the Corporation is organized exclusively one or more of the purposes as specified in Section 501(c)(3) of the Internal Revenue Code of 1986." The exempt purposes provided under the Code include educational but do not include instructional, recreational or social welfare. This text in the Bylaws dates back to 2006 or earlier when US Chess was a 501(c)(4) and was not changed when the Delegates amended the Articles of Incorporation to become a 501(c)(3) in 2010. This motion would ensure consistency with the Articles of Incorporation by striking the 504(c)(4) purposes and revising the first sentence of Section 1 to mirror what is stated in the Articles.

#### **ADM 25-13 (Caleb S. Brown, TX)**

Resolved that Article V, Section 2 of the Bylaws be amended as follows:

##### **Section 2. Number.**

The Board of Delegates shall be composed of the Executive Board, the Delegates-at-Large, and 140 Delegates; each state with 30 or more members must have at least 1 Delegate; each state with 300 or more members must have at least 2 Delegates; the remaining Delegate seats shall be apportioned among the states in proportion to their resident US Chess membership as of May 31, except that no state shall have more than 10 Delegates. In addition, any Executive Board member-elect who is not already a Delegate becomes a Delegate immediately upon certification of the election result. All Delegates and Alternate Delegates are voting members. The age of Delegates-at-Large, ~~and Delegates~~ **and Alternate Delegates** shall conform to the specifications for voting members provided in Article IV, Section 2.

RATIONALE: The Bylaws were amended last year to align the age requirement of Delegates and Delegates at Large with that of voting members (i.e., 16 or older as of June 30 of the election year). However, it is unclear whether this also applies to Alternate Delegates and if not, what happens if an Alternate Delegate is to be promoted to Delegate. This motion would eliminate the potential for unnecessary confusion in the future.

#### **ADM 25-14 (Caleb S. Brown, TX)**

Resolved that DACI 1994-16 be amended as follows:

**1994-16. Presenting Committee Reports.** All annual committee reports not published in the Delegates Call will be distributed at the Delegates meeting or posted on the website.

RATIONALE: Most committee reports are no longer included in the Delegates Call or distributed in paper form at the meeting. This motion would align the DACIs with the current practice of posting most committee reports on the Delegates page of the website well in advance of the meeting.

**ADM 25-15 (Tim Just, IL)**

### **US Chess Correspondence Chess Rules 2025 Revised Edition**

These rules, effective **October 1, 2025**, 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~~ **You may consult chess books, periodicals, and videos**, but not other players. You cannot use computer programs or chess playing algorithms (**aka chess engines**) 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.

### **Time Control & Reflection Time**

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

- a. 30 days reflection time for each 10 moves. You may carry unused time over from one time period into the next time period.
- b. 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.

### **c. International Correspondence Chess Federation (ICCF) (www.iccf.com) time controls in accordance with ICCF rule 2.4.1 Time Allowed and Penalties and Tournament Announcements.**

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 another authorized notation, such as International Numeric or English Descriptive notation.** 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 **the** 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~~ incorrectly recording** an "if" move by the sending player.

### **Webserver Transmission of Moves**

**13. Unless otherwise specified, all moves in USCF Webserver games shall be made by committing them through the ICCF Webserver (www.iccf.com) in accordance with ICCF rule 2.3. Transmissions.**

**If a player should lose internet access, become ill or is otherwise unable to transmit or receive moves by server, they, or a surrogate, is expected to contact the TD regarding their situation. If a player fails to communicate his situation, his games will be subject to forfeitures when time oversteps occur, and the player risks being declared a silent withdrawal by the TD with all games closed out.**

**The ICCF Webserver tracks everything – moves, time, comments, and results.**

### **Postal or E-mail Loss on Time/Repeats/Time Complaints**

**13.14.** If a player oversteps the time control, they will forfeit the game.

Variation **13a 14a.** 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.

**14b. Exceeding the time limit can neither be prevented nor caused by "if" moves. For example, if the 10th move is accepting an "if" move and the 11th move is thus required at the same time, the time limit is not applicable.**

**14.15.** If an opponent fails to reply to a move within **14 16** days a player must send a repeat move. If another **14 16** days have 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 **and game number (if applicable).**
- 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 the 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.

**15.16.** 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 **20.22**. 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.

### **Webserver Loss on Time**

**17. Players are solely responsible for ensuring they make their moves within scheduled time limits in accordance with ICCF (www.iccf.com) rule 2.6. Failure to reply.**

### **Disputes**

**16.18.** 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 per the above, negates your claim.

### **Reporting Game Results**

**17.19.** 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.

**The ICCF Webserver (www.iccf.com) automatically reports all results via email to the TD.**

### **Thirty-Month Limit and Adjudications**

**18.20.** A US Chess CC game must end after thirty (30) months from when the event begins. **There are no extensions in US Chess Correspondence Chess rated tournaments.** 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**

**19.21.** 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 **18.20**.

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**

**20.22.** 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**

**21.23.** 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**



**22.24.** 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.

**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.

### **TD Tip:**

**Check <https://new.uschess.org/correspondence-chess/rules> for possible updates and changes.**

**RATIONALE:** The correspondence rules needed modernizing and updating. The last time that happened was in 2021. These new rules changes were already sent to the Rules Committee.

**ADM 25-16 (Steve Immitt, NY)**

The Delegates move to make the following change to Blitz Rule

## 7.) Defining a win:

Replace section 7e.), which currently reads:

~~7e.) An illegal move doesn't negate a player's right to claim on time, provided it is made prior to an opponent's claim of an illegal move. If the claims are simultaneous, the player who made the illegal move loses.~~

with the following language:

**7e.) A player whose opponent's time has expired can claim a win on time if the player's last completed move was a legal move. A player who completes an illegal move cannot claim a win on time unless and until the opponent determines a subsequent move. If it is not possible to establish whether the opponent determined a move before or after the player claimed a win on time, or if they both happened simultaneously, the player who completed the illegal move loses, provided the opponent has sufficient mating material as defined in rule 7c**

RATIONALE: The sponsors believe that you should not be subject to losing the game on time if your opponent's illegal move results in your flag falling.

White should not be allowed to make an illegal move and cause Black's clock to run, which could then result in Black's flag falling. The advantage White would gain is that the time taken to disrupt a position by making an illegal move and to distract Black in the process, could be enough time to allow Black's flag to fall in the meantime.

If Black's flag is down, White should claim the win. White doesn't need to claim a win on time and then also make an illegal move. White has already won without making a move. Causing Black's clock to run can only obscure which happened first: Black's flag falling or White's completing an illegal move. If White has completed an illegal move and then wants to claim a win a time, the sponsors believe that White has lost the standing to make such a claim, as a result of completing the illegal move.

But, most importantly, if Black's flag is not down, White should not be allowed to make an illegal move, start Black's clock, cause Black's flag to fall and then claim that Black loses on time.

The advantage White would gain by making an illegal move is that he has caused a disruption in the position by creating an illegal position. This distraction could last long enough to result in Black's flag falling before he can claim a win by White making an illegal move. In essence White would be rewarded by creating an illegal position and then capitalizing on that by winning that game on time.

White would not gain this same advantage of making such a distraction if White made a legal move instead. In that case all of Black's time would be spent considering how to reply to White's legal move.

The time Black spends on seeing and making a claim that White has completed an illegal move should not be at the expense of Black's flag falling.

A player should not be able to gain an advantage by making an illegal move-- especially a winning result.

### **ADM 25-17 (Lawrence Cohen, IL)**

Allow at World team events for non-official US teams to use the USA designation provided it is clear that the team name differentiates itself from Official US teams, and that it is understood that such teams are differentiated by being listed (for example) as USA 1, USA 2, et cetera.

Therefore a team name of USA 65 and older section should be allowed. Or if there is no official team in a section, then a team should be allowed to call itself USA.

This was an issue at the World Senior Team Chess Championships held in 2025 in Prague.

### **ADM 25-18 (Alexey Root, TX)**

Establishment of Official U.S. Senior Teams and Funding Structure for the World Senior Team Chess Championships

I move that the US Chess Federation:

1. Annually designate four official representative teams to participate in the World Senior Team Chess Championship:

- Open 50+
- Women's 50+
- Open 65+
- Women's 65+

2. US Chess shall provide a guaranteed appearance fee of \$17,500 per team (i.e., \$3,500 per player for five players) to the Open 50+ and Women's 50+ official representative teams, beginning with the 2026 Championship, reflecting parity and inflation adjustment since the initial 2018 funding level. This funding shall come from US Chess's annual operating budget. The Executive Board may revisit and adjust this amount annually, based on available resources and travel cost considerations.

3. A Senior World Team Championship Fund shall be established under US Chess to support the Open 65+ and Women's 65+ teams. Funds raised through sponsorships, donations, or other fundraising efforts shall:

- Be distributed evenly between the 65+ Open and Women's teams, up to the same per-team appearance fee as provided to the 50+ teams for that year;
- Any excess funds not required for the current year shall be carried over and reserved for use by 65+ Open and Women's teams in future years, to help ensure consistent and equitable support over time.

**RATIONALE:** This motion builds upon the foundation laid by previous Executive Board decisions, ensuring parity and recognition for our senior players. It guarantees structured support for the 50+ teams and creates a transparent, equitable pathway for the 65+ teams to receive funding through dedicated sponsorship efforts.

By resolving the issue of diluted stipends (as occurred in 2024) and incorporating a carry-forward provision to stabilize funding across years, this proposal promotes fiscal responsibility, inclusivity, and strategic planning.

The first year of implementation is intended to be the 2026 World Senior Team Chess Championship, which falls within US Chess's 2026–2027 fiscal year. We recognize that appearance fee increases must be reflected in the second year of the approved budget and respectfully request that the Finance Committee incorporate this adjustment accordingly. I believe this motion aligns with the values and long-term goals of US Chess and respectfully request its consideration and approval.

### **ADM 25-19 (Alexey Root, TX)**

**Bonuses for U.S. Teams Earning Medals at the World Senior Team Chess Championship**  
I move that US Chess authorize performance-based bonuses for officially approved U.S. teams that earn medals (Gold, Silver, or Bronze) at the World Senior Team Chess Championship. Bonus levels shall be tiered by medal and apply equally to all four teams designated under Motion A.

Bonuses are to be split equally among the five registered players on the medal-winning team. These apply only to medals earned in official FIDE team standings (not individual board prizes).

Bonuses shall not be awarded for a Bronze medal if fewer than four teams are contending for that medal, or if the medal-winning team finishes with less than 33% of available match points. The Executive Board may make exceptions in rare and justified circumstances.

Bonus funding shall come from the US Chess operating budget.

**RATIONALE:** This motion aligns Senior Team incentives with established US Chess practices for elite team events, such as the Olympiad and World Team Championship. U.S. Senior Teams—especially the Open 50+ team, which has consistently earned medals—deserve equitable recognition for meaningful achievement on the international stage. Tying bonus levels to tiered medal performance ensures fairness, integrity, and long-term sustainability.

### **Installation of New Board Members**

**Adjournment**