

COUNTY CHAMPIONSHIP CHANGES FOR NEXT SEASON

The following changes will be made to the County Championships for next season:

1. The introduction of an U15 and U12 Championships, to be run as a Rapidplay event on the Sunday in the classrooms by the side of the playing hall
2. The introduction of a Senior Championship, replacing the Senior Prize, to be determined by the best grading performance of any over-60 in any section.
3. The introduction of a late penalty fee. Last year there were 10 entries in the two days prior to the event. With a slightly higher entry I would have been short of equipment, and with no time to find additional kit.
4. Incremental time limits will be introduced as a pilot into the Championship and U155 Sections. This will also apply to the OPEN and MAJOR sections of the congress.

Some further thoughts on Incremental Time Limits

There are two reasons for trying incremental time limits. Firstly to test player reaction, and secondly to experiment with the actual time limit used.

Perhaps the main disadvantage of incremental time limits is that games will not necessarily finish at the scheduled time. The proposal on the agenda has a time limit of 75 minutes plus 10 seconds per move. So at the end of a three hour session 96 moves will have been played if both players have 1 minute left. The time limit to be used in the County Championship will be 80 minutes plus 10 seconds per move. So after three hours the game will have reached move 66, again if both players have 1 minute left. There will be extra fifteen minutes between rounds in case a number of games go beyond the three hours, and also (on the Sunday) to bring the finish time closer to the U15 / U12.

The number of games going beyond three hours (three and a half hours in the congress) will be monitored. This should give a reliably large sample to inform future discussion about incremental time limits in the league. In total there should be about 280 games played with an incremental time limit. If the number of games going beyond three hours (three and a half hours in the congress) was four that gives a frequency of 1 in 70. Translation that into league terms that means that one game (and therefore one match) per season would go beyond three hours.

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