

WOLVERHAMPTON & DISTRICT CHESS LEAGUE

A PLAYER'S HANDY GUIDE 2013-2014

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Records Secretary: Dave Scriven










Tournament Sec: Frank Wood

Website : www.wdclchess.org.uk **Webmasters A McCumiskey:** webmasters@wdclchess.org.uk

Other Info: Grading Database is at: englishchess.org.uk; **Laws of Chess** are at: fide.com/component/handbook

[DISABLED FACILITIES KEY:  Access, and toilets. **DNT** Access but no toilets.]

CLUB VENUE, NIGHT & TIME, [CLUB TEL] OTHER INFO..

Boldmere	Boldmere St. Michaels Football Club, Church Rd., Boldmere .Sutton C.	DNT
St.Michaels	Wednesday 7.30 p.m [0121 373 4435] ; \ B73 5RY	
Brewood	St Mary's Church Hall, Wharf Lane, Brewood, Staffs ST19 9BG	Take care in Car Park Torch recommended.
	Tuesday 7.30 pm [Sec A Davies 01902 850915] 	
Bushbury	Bushbury Community Centre, Northwood Park Rd, Wolverhampton	
	Wednesday 7.15 pm [01902 782565] \ WV10 8ER	
Halesowen	The Lighthouse Pub, 153, Coombs Rd., Halesowen B62 8AF	
	Tuesday ; 7.30 pm [0121-602-1620]	
Kidder- -minster	Habberley Social Club, Truro Drive, Habberley, Kidderminster.	
	Wednesday 7.30pm [01562 754 359] \ DY11 6DN	
Lichfield	Guild Room, Guild Hall, Bore St., Lichfield WS13 6LX	
	Thursday - clocks start 7.30pm	
Mercia	Sedgley Ex-Servicemen's Club, The Walk, Sedgley DY3 1PN;	Do not park in The Walk,OR Crown pub
	Tuesday 7.30 pm [01902 680 404] 	
Rugeley	Lea Hall Miners Welfare Club, Sandy Lane, Rugeley, Staffs. WS15 2LB;	
	Tues 7.30pm [01889 583 175]	
Rushall	Rushall Olympic Football Club, off Daw End Lane, Walsall WS4 1LJ	
	Monday 7.15 pm \ Walsall [01922 641021]	
St Georges	Russell House, St Georges Church Centre, Bridge St. West, Newtown,	
	Monday 7.15pm [Sec 0121 704 2721] \ Birmingham B19 2YX	
Shifnal & Telford	The Mallard, Homer Lake, Brookside, Telford, Shropshire, TF3 1LE,	
	[01952 591514] Wednesday, 7.30 p.m	
Stafford	Amasal Sports & Social Club, St. Albans Road Industrial Estate,	
	Stafford, Staffordshire, ST16 3DR Thurs 7.30pm TBC [01785 257 420]	
Stourbridge	Stourbridge Institute, Market St., Stourbridge DY8 1AD [01384 394 368]	
	Wednesday & occasional Monday, 7.30 pm	
Walsall Kipping	The Chuckery Mutual Club, 44 Beacon Street, Walsall, WS1 2DL	DNT
	Thursday 7.30 pm. [Sec 01902 638323] \ [01922 625774]	
Warley Quinborne	Hill and Cakemore Liberal Club, 87 Nimmings Lane, Halesowen, West Midlands	DNT
	B62 9JG Thursday 7.30 pm 0121 6020550	(new venue.)
West Bromwich	Dartmouth Central Club, Devonshire Drive, West Bromwich, B71 4AA.	DNT
	Monday 7.30 pm [0121 553192]	
Wolver- -hampton	Wolverhampton West End Working Men's Club., Merridale St West,	
	Thursday 7.30 pm \ Wolverhampton. WV3 0RW [01902 772465]	

SUMMARY OF THE MORE IMPORTANT RULES:

[These are designed to be useful to players 'on the night', BUT they should not be quoted in disputes. In such cases the official rules **must** be consulted. (Mike Groombridge)]

REGISTRATION: You can't play in a **lower team** than registered. You may play a total of 3x in **higher teams but on playing a 4th time** you will be tied to **that** team for the rest of the season. (Rule 5f,g).

ETIQUETTE: No Smoking in playing area. Mobile phones must be turned off during play:- 1st ring-player asked to switch off & warned; 2nd ring -player automatically loses (Rules 15)

MATCH PROCEDURE: Both players must score the game. (Rule 6). 'It is forbidden to write the moves in advance, unless the player is claiming a draw to Article 9.2 or 9.3' Unfinished games can be decided by adjournment; adjudication; or agreement by the captains. (Rules 8,9).

TIME LIMITS: The use of clocks shall be compulsory, the time limits shall be:-

1) 42 moves in the first 90 mins or 36 moves in the first 75 mins, if either team insists, followed by 28 moves in the next 60 mins (*in both cases-Sec*) At the conclusion of Black's 70th move (or 64th move if an initial 2½ hour playing session was played) both clocks are to be wound back 15 mins and the game is to be completed in the time remaining. OR

2) 30 moves in the first 65 mins, after Black's 30th move both clocks are to be wound back 15 mins and the game is to be finished in the time remaining.

In the absence of agreement by the team captains before the match then (1) will apply. (*Divs 1,2-Sec*)
However, in all matches in Division 3, or below, the time limit shall be alternative (2) above, unless both teams agree to alternative (1)

ADJOURNMENTS: Only allowed after 36/42 moves & and the agreed session has finished. (See Rule 8a)

Procedure: The player having the move **MUST** put his move in unambiguous notation on his score sheet, put both score sheets in the envelope, seal it & stop the clocks. The envelope is kept by the opponent.

Failure to produce it on resumption will result in him forfeiting the game.

An adjourned game must be finalised and the result notified to the Records Secretary within 28 days of the match being played. Any game commencing after 31st March must adhere to the 28th April deadline set by Rule 3a). (Rules 6,7,8)

Venue: If one player insists on adjournment, his opponent has choice of venue. If both agree, the home player chooses. The venue may be a club room or elsewhere, if agreed. (Rules 6d, 8d)

The date of resumption: The player with choice of venue shall offer at least three dates, & it must be agreed at the time of adjournment. Failure to turn up will result in the loss of the game. (Rule 8e,f)

ADJUDICATIONS: **The position must be copied on a diagram or scoresheet by each player . It must show 'claim'/side to move/move no./if either can castle or e.p./names players/teams/bd no./date / match no./sent by. Claims must be made by each player, & forwarded to the records secretary separately to arrive within 7 days of the match being played. No position shall be sent for adjudication unless 36/42 moves have been made by each player. No money shall be sent with the positions. (Rule 9)[Keep a copy]**

QUICKPLAY finishes: Claiming a draw in the last 2 mins, if no arbiter present, & no flag fallen:

- Only allowed on basis that opponent A) can't win by *normal means, or B) making no effort to win.
- B) requires the scoresheet to be completed **before** play ceases.

Action required: 1.Make claim. 2.Stop the clock. (This concludes the game) 3.Follow procedure exactly

Procedure: 1.Copy final agreed position on the adjudication diagrams & complete required info in full.
2.State basis of claim (A or B) on diagram & head the diagram 'Position occurring in the last 2 minutes of a Quickplay finish'.

3.Each player must make a separate claim to the records secretary, exactly as for 'Adjudications' (above).

4 Claims require, under-A) the position only,-B) both position and scoresheets, to be sent (Rules 14,9)

[***Note:** ECF advice is that 'normal' *does not necessarily mean 'best'*]
