

LEAGUE MANAGEMENT COMMITTEE (LMC)

(If no dialling code shown the telephone number is a Leicester one, code 0116)

CHAIRMAN:

Mike Thornton 6 Briar Close, Oadby LE2 5TG ☎ 2710865 michaelathornton@talktalk.net

SECRETARY:

Mike Salisbury, 64 Stamford Street, Glenfield, LE3 8DL ☎ 2874556 mike.salisbury@hotmail.co.uk

FIXTURES SECRETARY:

Mike Thornton, 6 Briar Close, Oadby LE2 5TG, ☎ 2710865 michaelathornton@talktalk.net

RESULTS:

To be submitted in electronic form to the LRCA Web site (www.lrca.org.uk);

Results webmaster: Michael Fraser results@michaelfraser.me

LRCA webmaster: Mike Salisbury mike.salisbury@hotmail.co.uk

COMMITTEE MEMBERS:

John Mitchell (Junior chess) ☎ 0115 967 0700 (h), 07884 052673 (m); mitchfood@btinternet.com

Andy Morley (Congress) ☎ 2831488; andy.morley@leicester.gov.uk

Jim Bingham, ☎ 01455 286805, jim.t.bingham@btopenworld.com

Iain Dodds, (Summer Cups) ☎ 2889952, iain.dodds@dpw.gsi.gov.uk

Stewart Gordon (Grading Officer), smig@iname.com

John Pattinson ☎ 2386758, chess.thurnby@gmail.com

Graham Booley, (County teams) ☎ 01509 816974, gbooley@acecleaningcompany.co.uk

Bob Collins 7 Fir Tree Close, Wigston LE18 1JD ☎ 2812712 bobcollins@uwclub.net

LEICESTERSHIRE & RUTLAND CHESS ASSOCIATION OFFICERS

CHAIRMAN: John Pattinson (see above)

SECRETARY: Jim Bingham (see above)

TREASURER: Bob Collins (see above)

COUNTY TEAMS

CHAIRMAN & Open Captain: Graham Booley ☎ 01509 816974 gbooley@acecleaningcompany.co.uk

Under 160 Captain: John Pattinson 0116 2386758 chess.thurnby@gmail.com

Under 100 Captains: Paul Colburn 0116 2322379 leicestershirechess@yahoo.com and

Paul Findley 07976188553 chess4schools@gmail.com

LRCA LIFE VICE-PRESIDENTS

B.N. Beasley, M. Mason, P.C. Gibbs

ECF COACHES & ARBITERS

Peter C. Gibbs (01455 440236) Arbiter and Coach; International Arbiter for the International Braille Chess Association; Sean Hewitt (07883 495758) Arbiter; Cyril Johnson (2609012) Arbiter and Coach

DIRECTORY OF CLUBS 2013-2014

Here are the available contact details for club officers and team captains at the time of going to press: additions/changes will be found on the LRCA Web site. Brief directions to difficult venues are provided, and notes on refreshments. Telephone numbers without codes are Leicester numbers (code 0116). All playing venues are NON-SMOKING areas by FIDE law. Notes - [3H]: Club willing to play 3-hour matches (see Rule 12/Advice to Captains). ☎: Club that may use *digital* clocks during the 2013-14 season (see Advice to Captains).

ASHBY IVANHOE [3H] ☎ Thursday 7.30 pm
Ivanhoe Social Club, Wilfred Place, off Bath Street, Ashby LE65 2GW 01530 412438
Secretary: Richard Vann, ☎ 01530 456921 (h); 07974 385576 (m); richardpv2005@yahoo.co.uk
1st Team Captain: Larry Hayden, 01530 560179 ; 07879 273495. larryhayden@talktalk.net
2nd Team Captain: Christopher Tipper 01455 823348 (h) chris@candptipper.plus.com
3rd Team Captain: David Reynolds, ☎ 01530 411710, 07968 064581 (m);
David@ashbychess.eclipse.co.uk
4th Team Captain: Neil Roberts, ☎ 01530 455957 (h), 01530 519200 (w), 07792 552806 (m);
njhammer@ntlworld.com
Visitors must sign in. Licensed premises: bar available. Visitors crossing the snooker hall to the playing area are asked to avoid disturbing snooker players' shots!!
Junior chess club meets Thurs 6pm to 7pm at Ivanhoe Club (above)

BLABY DISTRICT CHESS CLUB AT THE HEATHCOTE ARMS [3H] ☎ Tuesday 7.30 pm
The Heathcote Arms, Hill Street, Croft, LE9 3EG
Secretary: Colin Ross, ☎ 01455 552050; thefamilyross@btinternet.com
1st Team Captain: Graham Booley, ☎ 07713 984565 (m); graham@acecleaningcompany.co.uk
2nd Team Captain: Pete Harrison ☎ 07931 243365; peterkevanharrison@googlemail.com
3rd Team Captain: Colin Ross, as above
Licensed premises, bar available

BRAUNSTONE [3H] ☎ Tuesday 7.30 pm
Civic Centre, Kingsway, Braunstone Town, LE3 2PP
Secretary : Paul Colburn, ☎ 2322379; 07971 164598 leicestershirechess@yahoo.com
1st Team Captain: Paul Colburn, as above
2nd Team Captain: Jim Bingham ☎ 01455 286805 jim.t.bingham@bopenworld.com
3rd Team Captain: John Oliver ☎ 2717079; JohnAOliver@hotmail.com
4th Team Captain: Vijay Gulab, ☎ 07922 863784, vijaygulab@btinternet.com
5th Team Captain: Guy Closs ☎ 2662592; karencloss@btinternet.com
6th Team Captain: Paul Martin ☎ 2921482 07751 463621 paulmartin@operamail.com
Licensed premises: bar available

HINCKLEY Thursday 7.30 pm
Ashby Road Sports Club, Hangman's Lane, off Ashby Road, Hinckley LE10 3DA
Secretary: Brian Radesk, 07760 276596; brian.radesk@ntlworld.com
1st Team Captain: Brian Radesk (as above)
NB A few steps in the playing room may cause a wheelchair problem. Licensed premises: bar available

KIRBY CASTLERS [3H] Thursday 7.30 pm
Kirby Muxloe Bowls Club, Station Road, Kirby Muxloe, Leicester LE9 2EN
Next to the Library and Village Hall
Secretary: Jim Cowley, ☎ 2393002 07807 127142 jimmyjoecowley@hotmail.com
1st team Captain: Ray Townsend ☎ 2386379 07717 235638 inca214338@btinternet.com
2nd team Captain: Jim Cowley, as above
3rd team Captain: Les Bowles ☎ 2393031 07934 706541 (m) lesbow@dsl.pipex.com

LATIMER [3H] Thursday 7.15 pm
Latimer Ward Conservative Club, Surrey Street, Leicester, LE4 6FG
Secretary: Brian Slater, ☎ 2872761; slaterbrian@live.co.uk.
1st Team Captain: Karl Potter, ☎ 07593424002 karl.h.potter@gmail.com
2nd Team Captain: Richard Davis, ☎ 07901 918003 richarddavis_200@hotmail.com
Licensed premises: bar available, food sometimes. Food and drink not to be brought into the Club.

LOUGHBOROUGH [3H] Wednesday 7.30 pm
Fennel Street Club, 20 Fennel Street, Loughborough, LE11 1UQ
Secretary: Terry Adcock, ☎ 01509 269910; tadcoc7@aol.com
1st Team Captain: Greg Adcock, 0116 2596495 (h), 07804 441016 (m), sidewineder@live.co.uk,
2nd Team Captain: Terry Adcock, as above
Licensed bar in building.

MARKET HARBOROUGH Thursday 7.15 pm
Catholic Club, Coventry Road, Market Harborough
Secretary: Romilly Illesic, ☎ 01858 432065 (H) 01858 463322 (w) c.berry@wartnabys.co.uk
1st Team Captain: Romilly Illesic, as above
Licensed premises: bar available.

MELTON MOWBRAY [3H] Wednesday 7.30 pm
Conservative Club, Thorpe End, Melton Mowbray, LE13 1RB ☎ 01664 562039
Secretary: Peter Poolan, ☎ 01664 482304; (m) peter.poolan@ntlworld.com
1st Team Captain: John Denton, ☎ 01664 560870 (h) 07956 409088 (m); john.denton4@ntlworld.com
2nd Team Captain: Sean Cope ☎ 07880 780668 (m); shaunandoksana@gmail.com
3rd Team Captain: Peter Poolan, as above
Visitors must sign in; steps at front door. Disabled access is via the rear of the building.
Licensed premises, bar available.

OADBY Thursday 7.15 pm
Beauchamp College, The Ridgeway, Oadby LE2 5TP. Please park at the front or side of the building (Ridgeyway or Coombe Rise), not at rear by sports hall (clamping!).
Secretary: Dr. Don Candlin, ☎ 2712924 (no e-mail)
1st Team Captain: Mike Thornton, ☎ 2710865; michaelathornton@talktalk.net
Vending machine in building. NB 7.15 start essential to ensure finish by 9.55 pm.

RED ADMIRAL [3H] Wednesday 7.30 pm
The Red Admiral, 163 Station Road, Broughton Astley, LE9 6PU (in the skittle alley)
Secretary: Andy Carter, ☎ 2719131; 07926 095594 andy-carter@sky.com;
1st Team Captain: Paul Findley 07976188553 (m) chess4schools@gmail.com
2nd Team Captain: Stan Parsons ☎ 01455202351, 07849 269550, stanparsons@hotmail.co.uk
Licensed premises; no disabled toilet facilities.

SHEPshed ROOKS Thursday 7.15 pm
Hind Leys Community College, Forest Street, Shepshed LE12 9DB
Sec: David Farrall, ☎ 01509 844437; ☎ 07771 139032 dj Farrall@talktalk.net
1st Team Captain: Rupert Bowley, ☎ 01509 821194 ; r.bowley1@ntlworld.com
2nd Team Captain: Robert Henfrey, ☎ 07949 725090(m); roberthenfrey@btinternet.com
Drinks machine (and **very** occasionally a bar) available in same building. NB Matches must finish by 10 pm.

SYSTON

Tuesday 7.30 pm

Syston and District Social Club, High Street, Syston, LE7 1GP

Secretary: Cyril Johnson, ☎ 2609012 (m) 07778 707733 cyriljohnson@yahoo.co.uk1st Team Captain: Cyril Johnson, as above2nd Team Captain: Rob Stone, ☎ 2418490; robertstone99@tiscali.co.uk3rd Team Captain: Stuart Hollingworth ☎ 2996370, 07776 480817 (m)4th Team Captain: Reg Agger ☎ 2606613 ragger@talktalk.net5th Team Captain: Cyril Johnson, as above

Licensed premises: bar available

THURNBY [3H]

Wednesday 7.30 pm

Thurnby Memorial Hall, Main Street, Thurnby, Leicestershire, LE7 9PN

Secretary: John Pattinson, ☎ 2386758; chess.thurnby@gmail.com1st Team Captain: Ray Burgess, ☎ 2418803; rayburgesschess@gmail.com2nd Team Captain: Mick Busby, ☎ 2711654: use chess.thurnby@gmail.com**WIGSTON [3H]**

Thursday 7.30 pm

Wigston Liberal Club, 82 Bull Head Street, Wigston, Leicester, LE18 1PA: car park on Kelmarsh Avenue

Secretary: Neil Beasley, ☎ 01455 274663; neilbeasley@care4free.net1st Team Captain: Andy Morley ☎ 2831488; andy.morley@leicester.gov.uk2nd Team Captain: Andy Morley, as above3rd Team Captain: Neil Beasley, as above4th Team Captain: Neil Beasley, as above5th Team Captain: Ben Vaughan ☎ 3489712; blueeyes27@live.co.uk6th Team Captain: Ben Vaughan, as above

Licensed premises: bar available. Players with mobility special needs should contact the club in advance as the normal playing room is upstairs, and there is no lift.

**LEICESTERSHIRE AND RUTLAND LEAGUE AND CUP
TROPHY WINNERS, 2012 - 2013**

	Winners	Runners-Up
League Division 1	Wigston 1	Shepshed 1
League Division 2	Willowbrook 1	Loughborough 1
League Division 3	Syston 1	Willowbrook 2
League Division 4	Syston 2	Hinckley 1
League Division 5	Wigston 5	Red Admiral 1
Major League Cup	Braunstone 1	Willowbrook 1
Minor League Cup	Braunstone 3	Braunstone 2
Chapman Cup	Shepshed	Latimer 1
Birstall Cup	Kirby Castlers 1	Wigston 1
Harrod Cup	Ashby 1	Latimer 1
Wylie Cup	Wigston 1	Wigston 2

LEICESTERSHIRE COUNTY TEAM FIXTURES 2013-2014

1st Team

5th October Derbyshire v Leicestershire
2nd November Leicestershire v Nottinghamshire
7th December Leicestershire v Lincolnshire

Captain: Graham Booley 01509 816974 gbooley@acecleaningcompany.co.uk

Under 160 Team

19th October Leicestershire v Greater Manchester
9th November Nottinghamshire v Leicestershire
18th January Warwickshire v Leicestershire

Captain: John Pattinson 01162 386758 chess.thurnby@gmail.com

Under 100 Team

19th October Leicestershire v Nottinghamshire
23rd November Warwickshire v Leicestershire
18th January Staffordshire v Leicestershire

Captains: Paul Colburn 0116 2322379 & 07971 164598 leicestershirechess@yahoo.com
and Paul Findley 07976188553 chess4schools@gmail.com

Some matches marked may be played at a neutral venue – see captains for details. **Anyone wishing to play for any of the county teams please contact the relevant captain.**

COUNTY CHAMPIONSHIPS 2013

At the time of going to press the County Championship was undecided

The winner of the Challengers was Steve Wylie and the Minor section by John McKiernan. The Major resulted in a tie between John Manger and Ricky Vaja with a playoff to be held after the handbook went to press.

The County Championships are run during the Summer months (May to September) and are always keenly contested. They consist of 6 rounds, approximately every 3 weeks, in four sections – Open, Challengers (Under 160), Major (Under 140) and Minor (Under 120). Full details, with games, can be found on the website www.lrca.org.uk.

LEAGUE RULES 2013-14

GENERAL

1) The Leicestershire Chess League shall affiliate to the Leicestershire & Rutland Chess Association Ltd (LRCA). It is administered by the League Management Committee (LMC), represented by its Secretary, Chairman or authorised official, whose decisions may be reviewed by the Committee. The "League" in these rules refers to this management structure, "Association" refers to the LRCA, "Committee" to the LMC, and "Secretary" to the League Secretary. These rules cannot be changed unless clubs are consulted. Any changes must be circulated with the annual invitation to clubs to enter the league for the forthcoming season. No further changes can be made in any circumstances during that season.

LEAGUE

2) Membership of the League is open to all the clubs that are members of LRCA who agree to pay such League subscriptions as may be set from time to time. A player can register for one club only, and in no circumstances may play in more than one league match only per day, home or away, (including one in which s/he wins by default). Playing for a club is taken as evidence of registration. A player wishing to change clubs after playing for part of a season must obtain written permission from the first club unless it no longer plays in the League. Such permission shall not be unreasonably withheld: disputes are referred to the Disputes Committee.

3) These League rules are designed to help ensure the smooth running of the League. For any queries the Secretary should be consulted.

4) The Committee may reach its decisions on the basis of information it has sought. It has the right to enforce penalties against clubs or individuals for breaches of the rules. Such penalties include (i) default of a game; (ii) order for a replayed game; (iii) additional penalty point(s) awarded to an opponent and deducted from the club penalized; (iv) default of a match; and (v) suspension of a player for part or whole of a season.

5) Clubs are required to apply to the Committee for inclusion into the League competition annually by a previously announced date in July/August, giving their preferences for divisions, and special requirements. Contacts, home venue, playing night[s] and other relevant information are required for inclusion in the League Handbook. The fixtures for the League will start in late September or early October. Trophies will be awarded to League winners. Their acceptance by a club is conditional on an agreement that the club will keep them safely, maintain them properly, and return them complete and in good condition before September 1st in the following year. The agreement requires the club to accept the full financial responsibility if a trophy is lost or damaged.

6) In each Division below Division 1 the two highest scoring teams (in match points) will be promoted to the next highest Division, (except in seasons where there are parallel divisions where only one team will be promoted). In all Divisions except the lowest the two lowest scoring teams will be relegated. These rules represent the right to claim a place in a Division automatically, but may be varied when teams are

allocated to Divisions by the Committee. New clubs or teams will usually be placed in the lowest Division, but the proposed strength of a team is taken into account.

Ties for championships, promotion and relegation will be settled as follows. If two teams are tied on match points, they will be separated *first* using the results of the two matches between them. If these two results are equal, i.e. if both the matches were drawn or each team won one match by the same score, then *second* the results of the two teams against all the other teams in the Division, assessed in terms of games won minus games lost, will be used to break the tie. In the unlikely event of three (or more) teams being involved in a tie the same principles will be applied in a step-wise fashion. For example, if three teams are tied at the top of a Division, the results of the six matches between them will be used first to identify the weakest team of the three. That weakest team will then be eliminated as a contender for promotion, and the positions of the two remaining teams will be decided by applying the tie-break rules afresh, as above.

If a team withdraws *before* completing half its matches, its results will be deleted unless it is replaced, in which case the new team will inherit its predecessor's results. If a team withdraws *after* completing half its fixtures, all its other matches may be counted as losses by default at the LMC's discretion.

7) Any dispute or query over the rules or other complaint may be referred without fee to the Secretary (or another LMC member if the Secretary's club is involved). The League Secretary may at his discretion refer a dispute to a panel of three uninvolved members of the League Management Committee to act in his place. If a dispute arises during a match, every effort must be made to resolve the issue on the spot: contact with the Secretary or another Committee member is encouraged (but note that mobile phones must not be used in the playing area at any time). If the dispute remains unresolved the details must be sent to the Secretary at the same time as the result is submitted electronically, and the latter submission should note that the result is subject to the disputes procedure. The Secretary (or his alternate) will base his/her decision on written or e-mail or phone evidence from the club or clubs involved in the dispute, and will explain in full his/her decision to those clubs. A club may *appeal* against the decision within 12 days of its promulgation, only on the grounds that it is perverse in view of the known facts, that the penalty imposed is unfair or disproportionate, or that the decision was procedurally defective or involved an unacceptable conflict of interest. No new evidence will be allowed at such an appeal, which will be heard by the LMC (minus any members with a conflict of interest). A club entering an appeal will be required to pay a financial deposit of £10, but this will be retained by the LMC only if on hearing the appeal it is felt to be frivolous or unwarranted. The only parties to the appeal will be the League Secretary or alternate, who will provide the background information and the reasons for the initial decision, and the appellant club. The three possible results of the appeal are that (a) the appeal is rejected, in which case the appeal decision is final; (b) the appeal is allowed and the original decision is reversed or appropriately amended, in which case again the decision is final; or (c) the case is referred back for a re-hearing, which will be conducted by three individuals who are not LMC members and who did not have any conflict of interest. In case (c) the decision of the three individuals is final.

8) When an appeal is made (Rule 7), days when there is no postal delivery will not count towards the 12 days. First class post (or receipted or acknowledged e-mails)

will be used in the disputes procedure, and the time will be counted from the dispatch day. Any document relating to a dispute or appeal must be copied simultaneously by post or e-mail to any other interested party.

9) Each team defaulting games during the season will be penalized by the loss of match points according to the following table:

Games	Pts	Games	Pts	Games	Pts	Games	Pts	Games	Pts	Games	Pts
0-4	0	5-7	1	8-10	2	11-13	3	14-16	4	17-19	5

A team defaulting more than 19 boards in a season may be disqualified forthwith and all its results are void at the LMC's discretion. NB: A team defaulting a complete match will suffer game defaults as above as well as the loss of the match points.

PLAY

10) Matches in Divisions 1 and 2 will be over a minimum of 5 boards, and matches in Divisions 3, 4 and 5 will be over a minimum of 4 boards. Matches involving more than the minimum number of players can be played if the two team captains can agree on the number of boards *before the day of the match*: in the event of any dispute on this issue the match result will be decided using the minimum number of boards. All the games in any single match will start on the same day. The home team will have white on the even numbered boards. Scheduled start times will be those shown in the Handbook under the home team. Clocks may be started at any time after that, whether or not all the participating players are present. At the start of play, the time for ending play will be announced. When that time has been reached, the captains should consult and then call time, unless a game has not reached the first time control and neither side has lost on time, in which case time should be called at the time control or flag-fall. If a team in Divisions 3 or 4 contains at least 3 juniors who are playing in a match, they may invoke the JUNIOR Option for *all* the games in that match, which will then if necessary be adjudicated. Juniors are defined as being under 16 on the 1st September in the year in which the season starts. A session should be 2 hrs 40 minutes or 3 hours long, or 2 hrs in Divisions 3 and 4 if the JUNIOR option has been invoked. Captains must agree in advance in writing or through receipted or acknowledged e-mails that a particular match is to be played over three hours. The clubs that have agreed to participate in 3-hour matches are given in the Directory of Clubs. The use of a 3-hour session should be recorded on the submitted results.

Players absent at the start of a match may subsequently be replaced with a time penalty of the time elapsed, up to a maximum of 45 minutes after the published start time (and irrespective of the actual start time) by a player otherwise eligible to play for that team (i.e. a player not barred for a higher team), and provided that none of the players playing above the substitute are graded 7 (seven) or more points below the substitute. Once the 45-minute period has elapsed the players present shall claim the game as won by default by stopping the clock. The submitted match result should note any such defaults, and substitute players should be marked "S". The barred player status of a substitute player thus marked shall not be affected by this appearance as a substitute. If a captain knows at the start of a match that the team will default one or more boards, these defaults must be on the lowest possible boards. Before the start of play, each pair of players will decide whether they wish to adjudicate or play to a (Quick Play) finish. If there is no agreement the game shall be

played under Option A in all Divisions. The FIDE Laws of Chess will govern play in all matches. The home club is responsible for (1) providing premises, and (2) for providing and setting up the playing equipment and tidying it away at the end of the match: the latter responsibilities also apply to the listed away team when a match is played by agreement at a neutral venue.

Any match in which either or both sides could invoke the Junior Option playing conditions may be played at a neutral venue to minimize travel problems for young players. The fixture list for the season is presented as usual, but if a neutral venue is to be used the date can be modified on the initiative of the away team in such a match. The agreement of the League Secretary or the Fixtures Secretary at least 28 days before the scheduled match date must be secured. The revised fixture should if possible be played within a week on either side of the scheduled date. The neutral venue need not be a normal club premises, but if it is the venue of another club, this host club has *no* responsibility for providing equipment, setting up or dismantling tables, sets, boards, etc.

11) Any request for the postponement of a match for reasons other than inclement weather may only be agreed with the prior permission of the Secretary. Postponements will only be allowed by the League Secretary if a new date for the match has also been agreed between the clubs concerned. Any postponement without the permission of the Secretary, except in the case of bad weather, will result in the match being treated as a void match for both sides. *Postponements will normally NOT be granted simply because one or both of the teams involved cannot raise a team, or their best team.*

12) After a time control is reached, following Black's last move the clocks must be stopped and turned back (analogue clocks) or properly re-set (digital clocks) by the appropriate period. Failure to do so will mean that claims for a win on time cannot be accepted. The time controls are:

TIME CONTROLS

	1st control		Subsequent Controls	
	Moves	Time (mins)	Moves	Time (mins)
Option A (Quick Play Finish)				
2h 40 minute sessions	30	60	All	20
3h sessions	35	70	All	20
Option B (Fischer controls with 10 seconds per move increments)				
3h possible sessions	35	60	All	15
3h possible sessions	All	70		
Junior Option	30	60	6	15

In Divisions 1 and 2 only, 3 hour sessions will be the default time limit (i.e. if the teams do not agree in advance to play for 2 h 40 minutes) for home matches held at the clubs willing to host such sessions (see the Club Directory). The LMC strongly encourages all clubs and teams to use 3-hour sessions *in all Divisions* if their venues allow this: however, for 2013-14 this provision will be voluntary in Divisions 3, 4 and

5, i.e. teams in those Divisions who do not wish to play 3 hour sessions cannot be obliged to do so. The home team has preference on which time control is used except in the case where (a) the away team contains one or more Junior players and/or (b) the travel time for the away team is 30 minutes or more (for a definitive list of such cases see the Advice to Captains section).

If there are any games in which a claim for a draw has been made under Art. 10.2 of the FIDE Laws, and there is no neutral arbiter present, the position at the time of the claim and an up to date score sheet, signed by the opposing player, shall be sent to the League Secretary within 48 hours of the match, provided that 45 moves have been made by Black in the submitted position. The position will be then referred to a neutral competent official without charge, whose decision will be final.

League matches can be played – with the agreement of both teams – using Fischer timings. If this approach is agreed by the two teams, there are **two** options: a) time limit will be 35 moves in the first hour, plus 15 minutes for the rest of the moves, with 10 seconds added for every move from move 1, or b) All moves to be made within 70 minutes plus 10 seconds added for every move from move 1 (Suitable digital clocks are necessary for this system to be used). In such cases there will be NO fixed finishing time for the games. (A game lasting 100 moves, which will be very rare, should then last not more than 1 hour plus 1000 seconds for each player, i.e. not more than about 3 hours 04 minutes in all). Fischer-timed games have several advantages, including better time management opportunities for the players, and avoidance of the notorious 2-minute rule used in rapid play finishes. PLEASE NOTE that when Fischer timings are used it is possible for a player to have less than 5 minutes remaining before his flag falls – so that he does not have to record his moves – but then if he plays several moves in quick succession, he might have more than 5 minutes left because of the 10 second bonuses. In such cases he does NOT have to re-start recording the moves; he can continue to play without doing so until the game ends. With the agreement of both teams, any number of boards can use Fischer timings, each individual board by agreement. If a player does not wish to use Fischer timings, this option takes precedence.

If neither player in a particular game is present at the start of the match, White's clock will be started at that time. When one of the players appears, the White clock will be stopped, and the time that has elapsed will then be divided equally between the two players, before White's clock is re-started. If White is the first player to appear he will move and press his clock, so Black's clock will then run until he appears. If Black is the first to appear, White's clock will continue to run after the clocks have been re-started. This rule can be used in conjunction with Fischer timings as well as with conventional time limits.

Results of all matches must be submitted within fourteen days using the facility accessed

via the "Submit Results" link on the Irca results website or the Irca website with identification of the match venue, team names and numbers, players and their grades, board order, game results, and a note of any games to be adjudicated. In addition to the overall match result these details are needed to update players' grades at the end of the season, and to ensure that the board order and barred player rules are being adhered to. If a match result is not received from a team within 14 days of the fixture, that team shall be deemed to have defaulted a board and will be liable to loss of points under Rule 9.

BOARD ORDER

13) Each team in any match should have a board order corresponding to the current ECF normal-play grades, as published in this Handbook. (The Grading Officer should be consulted about players without a current ECF grade and will assign a temporary grade on the basis of the best evidence available). However two players whose grades do not differ by more than 7 (seven) points may play in either order. (Example; If players A, B and C have grades 158, 154 and 150 respectively, then A must always play above C, but B could play above A, between A and C, or below C). Exceptions to this rule will not normally be allowed, but occasionally in extreme circumstances the Grading Officer may give permission for a player to appear on a board at variance with the rule, by allocating a different grade, which will not be changed again during the season. The allocated grade will apply in handicap events as well as in the League. The permission of the Grading Officer for such exceptions must always be obtained in advance. Clubs will be expected to give full justification for such requests.

THIS RULE HAS PRECEDENCE OVER THE BARRED PLAYER RULES BELOW.

14) If a club enters two or more teams in the League, then it is expected that they will be numbered in order of strength (e.g. Leicester 1 will be stronger than Leicester 2, etc) and that each of the teams will abide by Rule 13 above. If as a matter of policy a club wishes to enter two or more teams in the same Division of the League, and to arrange for them to be of roughly equal strength, the Secretary's permission must be sought in advance.

ADJUDICATION

15) Adjudications will no longer apply in the Leicestershire league.

BARRED PLAYERS

16(i) A barred player for a team is one who may play for that team, or a higher team for his club, but not a lower one. *The lowest team in a club, or the only team run by a club, need not nominate any barred players.* To conform with Rules 13 and 14 above it is expected that a club entering two or more teams in the League will normally bar its highest graded players for the first team, the next highest graded players for the second team, and so on. However it is acknowledged that there may be reasons why this arrangement is difficult or impossible to fulfill: such exceptions should be discussed with the League Secretary before the League season starts. The barred players for any team shall be listed on the original team list above the unbarred players. If an unbarred player is played above a barred player then the unbarred player becomes an additional barred player for that team. The Committee can declare that certain players will be restricted to a specific team.

(ii) The number of barred players per team shall be TWO in all Divisions irrespective of the number of the number of teams a club has in each Division. A player who has

missed three consecutive matches is still a barred player. An additional player must be barred with immediate effect, i.e. once it is certain that three matches will be missed by a player, until the absent player returns, ensuring that each team still has the minimum of barred players. The absent player may not play for a lower team without the specific permission of the Secretary. If a barred player leaves a club for any reason during the season, a replacement barred player must be nominated at once, i.e. not after three matches.

(iii) A player who has played for any team three times, becomes a barred player *for the team below*. This rule will NOT apply when the player promoted to the team immediately above his/her normal teams plays on or below the lowest normal board, i.e. board 5 in Divisions 1 and 2, or board 4 in Divisions 3, 4 and 5. NB The effect of this rule is that a player appearing three times for Leicester 1 automatically becomes a Leicester 2 barred player (if he/she is not already barred), so cannot play for Leicester 3, 4 etc.

(iv) Lists of barred players must be sent to the League Secretary and agreed to before the start of the season. Failure to do so will result in the players on the highest boards in each team's first match being counted as the barred players. The list of barred players will now be put on the Irca website instead of the results website and it will be updated by the league secretary.

(v) Before unbaring a player, the League Secretary will ask for an explanation (which may not be accepted) and may require notice of up to one week.

(vi) The barred player rules apply throughout a complete League season for all the affected teams from one club. For example, even if Leicester 1 have finished all their matches before Leicester 2, the Leicester 1 barred players remain ineligible for Leicester 2 for the remainder of the League season.

(vii) The clubs themselves will be responsible for policing their barred players and ensuring that they are played in the correct board order as per the rules in the handbook. If a club wishes to make a complaint regarding another club's team board order that complaint must be made within 30 days of the date of the match to which the complaint pertains. A note is to be put on the "paper" results sheet to remind captains to ensure that all their players are eligible (e.g. not barred) and are being played in the correct board order. The new result sheets will be put on the Irca website under the "handbooks" section.

(viii) The minimum punishment for board order or barred players infringements is the default of that board and any additional punishment should be at the discretion of the LMC.

MATCH CONDITIONS

17 (i) Smoking is banned in any room used for League and Cup matches.

(ii) Players' mobile phones must be switched off, or set to silent/vibrate mode, for the duration of the match. Players may not speak into a mobile phone in the room used for matches (i.e. in an emergency players must leave the room to use their phones).

(iii) Hand-held or portable computers of any kind are not to be brought into the playing room or surrounding areas during matches.

Breaches of these rules will lead to the **automatic** forfeit of the game by the player concerned.


18) Match captains are allowed to (a) indicate flag fall for either player in a given game; (b) advise players of the match score at any time; and (c) in clear hearing and in English, advise a player if consulted on the acceptance of a draw, without commenting on the position itself, or on any other position in the match. *Please see the separate section on Advice for Match Captains.*

ADVICE FOR MATCH CAPTAINS 2013-14

This Section should be read in conjunction with the separate *Advice to Players* Section of the Handbook, which captains should bring to the attention of all their players.

- Take to each match a League results sheet (the current design, not previous ones), filled in with details of the venue, team, date, Division etc. If your club has more than one League team, PLEASE indicate clearly which team is playing! Don't sign the sheet until the match is over.
- League Rule 13 states that players must appear in grading order, using the newest ECF grades published in this Handbook, with a flexibility of seven points. The Secretary will assign a provisional grade (which will be put on the Web site) to any player without one, and no player should participate in a match without a published or assigned grade. Clubs and captains should note in particular that although the grade order rules have precedence over the barred player rules, BOTH sets of rules must be applied where possible. Thus if a previously unbarred player plays above a barred player through having a higher grade, then the previously unbarred player ALSO becomes barred.
- The LMC has agreed that, for matches in all Divisions, where the home club wishes to use a 3 hour playing session, it cannot insist on this option in Divisions 3, 4 and 5, or against the wish of the away team if (a) the away team contains one or more junior players; and/or (b) the travelling time for the away team, measured from their venue using a Web-based mapping program, is 30 minutes or more. For the 2013-14 season the matches that are deemed to need a longer travel time are given in the table below.
- The home captain should ensure that all sets, boards and clocks are set up properly and in good time. It is legitimate for the clocks to be started at any time after the home club's start time as listed in this Handbook, whether or not all players from either or both the teams are present. Travelling teams should note that some clubs must start very promptly at [e.g.] 7.15 pm because they have to leave their premises by [e.g.] 10.00 pm. The FIDE Laws relating to players arriving late have been controversially changed this year, the LRCA Rules are as stated in Rule 12 headed Time Controls, see the second last paragraph.
- Ensure that both (analogue) clocks on each board say exactly the same time – the hour hand as well as the minute hand!
- Before the match starts, exchange team lists with the opposing captain, agree a finish time, and announce it clearly.
- Ensure from the start that you know which boards will have a quick-play finish, and which will go to adjudication if necessary.
- During the match do your best to ensure that the playing area remains quiet, especially if casual games or other matches are in progress at the same time.
- During the match you may be asked by one of your players about the offering or acceptance of a draw. Such conversations must be in English and in clear hearing. You can advise your player on

what to do, but you must not comment on the position or on any other position in the match. You can tell your players the match score at any time.

- You should point out a flag fall for any player on either side. If possible you should also check that clocks have been turned back by the proper amount, where necessary: if the clocks are not turned back properly, no claim for a win on time can be entertained.
- Digital clocks, which are becoming more common, operate in a way different from the familiar analogue clocks. Digital ones count down to the first time limit (a player who has not made the requisite number of moves in that time has lost) and then re-set automatically to the secondary limit, e.g. 20 minutes for a quick-play finish. This differs from analogue clocks, which are turned back by [e.g.] 20 minutes, once both players have made the requisite number of moves. Make sure all your players understand this difference if digital clocks are not familiar in your club. Clubs that do or might use digital clocks are indicated by a  symbol in the Directory of Clubs (p3).
- If your game seems likely to be involved in a quick-play finish, you can nominate a team mate to act as captain, telling the opposing captain that you are doing so.
- Be sure that you understand the quick-play finish laws. A player **whose turn it is to move** and with less than two minutes on the clock can claim a draw ONLY if (a) it is impossible for the opponent to win by normal means (e.g. K+N against K); or if (b) the opponent is making no effort to win by normal means. The idea is that a player cannot win simply by making an opponent use up time: s/he has to be theoretically capable of winning and be trying to do so. The game is NOT drawn simply because it looks like a roughly equal position and one or both players have less than two minutes to go! Usually it is (b) that is trickiest, though complex claims might also arise under (a). A player with less than two minutes to go should make any justifiable claim under this Law as soon as possible after his/her clock passes the 2-minutes-to-go point. League rules allow such claims under (a) or (b) ONLY if both players have completed at least 45 moves. When there is no NEUTRAL arbiter present (the usual situation in the League), if such a claim is made the clocks must be stopped AT ONCE, and the position and the complete score of the game recorded and submitted to the League Secretary under League Rule 12.
- At the scheduled end of the match, make sure you agree with the opposing captain the match score, the positions of any games for adjudication, and the clock times, positions and full scores of any games that are the subject of a quick-play finish claim. Sign both score sheets and submit your results within FOURTEEN days to the Web site. Do NOT send results directly or via e-mail to the Webmaster. Clubs WILL be penalised for failing to submit results within this time limit. Team captains should retain the written and signed results sheets in case any problem or dispute arises when or after electronic submission of the results.
- If your team includes a player with a disability, you should notify opponents in good time (at least a week in advance) before travelling to away matches, indicating the nature of the disability. If your club hosts a match which includes a player from either side with a disability, you should make every effort to ensure that the player enjoys conditions as similar as possible to those of the other players. If this might cause significant problems (e.g. because of the nature of the club premises) the opposition should be informed in advance of the match. It would be quite wrong for a player to refuse to play in a match, or on any particular board in a match, because [s]he objects to facing a disabled player.
- If a player listed on the team sheet is absent at the start of a match, his captain (or a stand-in captain) must choose for him the preferred time limit. The captain can use prior knowledge of the absent player, the default option, or any other basis for that decision.

FOR THE PURPOSES OF RULE 12 THE FOLLOWING ROAD JOURNEYS ARE DEEMED TO BE OF 30 MINUTES DURATION OR MORE

ASHBY to Braunstone, Heathcote Arms, Hinckley, Kirby Castlers, Market Harborough, Melton Mowbray, Oadby, Red Admiral, Thurnby, Latimer, Syston, Wigston

BRAUNSTONE to Ashby, Market Harborough, Melton Mowbray

HEATHCOTE ARMS to Ashby, Loughborough, Market Harborough, Melton Mowbray, Shepshed, Syston

HINCKLEY to Ashby, Loughborough, Melton Mowbray, Syston

KIRBY CASTLERS to Ashby, Market Harborough, Melton Mowbray

LATIMER to Ashby

LOUGHBOROUGH to Heathcote Arms, Hinckley, Market Harborough, Melton Mowbray, Red Admiral

MARKET HARBOROUGH to Ashby, Braunstone, Heathcote Arms, Kirby Castlers, Loughborough, Melton Mowbray and Shepshed

MELTON MOWBRAY to Ashby, Braunstone, Heathcote Arms, Hinckley, Kirby Castlers, Loughborough, Market Harborough, Red Admiral, Shepshed and Wigston

OADBY to Ashby

RED ADMIRAL to Ashby, Loughborough, Melton Mowbray, Syston

SHEPSHED to Heathcote Arms, Market Harborough, Melton Mowbray, Wigston and Thurnby

SYSTON to Ashby, Heathcote Arms, Hinckley, Red Admiral

THURNBY to Ashby, Shepshed

WIGSTON to Ashby, Melton Mowbray and Shepshed

These lists may obviously be modified if a club venue changes temporarily or permanently during the season. Changes will be listed on the Web site.

ADVICE TO PLAYERS

This Section is designed to provide advice to all players taking part in our League, League Cup, and Summer Cup matches. It complements, and to some extent duplicates, the Advice to Captains (see page 13).

As in all sports and games there is a basic assumption in our competitions that when a player sits down to play a match, he/she is wholly familiar with the Laws of the game. In practice, however, the FIDE Laws of Chess (see extracts on pages 26; references to sections of the Laws are given below) are fairly extensive and complex (and in some places not 100% clear!), and there are several areas where even quite experienced players may not be certain of how to proceed. These are the areas covered in the paragraphs below. All the advice covers chess at Normal play time limits, including quick play finishes (see pages 29 and 31). Rapid play has one or two different Laws, and these are highlighted at the end of this Handbook section (see page 17).

1. Writing down the moves (Article 8): You must normally write down the moves in your games as they occur – in theory, using algebraic and not English descriptive notation (though many players in practice use the latter). You must not write down your move before making it (this problem still arises from time to time). Draw offers by either player should be marked on the score sheet (see below). You do not have to write down all the moves in the last five minutes of your time before any time control, but in that case as soon as one flag falls you must update your score-sheet before moving again. In practice it is probably better to write down your moves if you possibly can. In some cases a player in time trouble asks a team-mate to write down the moves for him/her. Strictly speaking this is only allowed if both players have less than 5 minutes left before a time control. The only exception is that of a player suffering from a disability in terms of writing down the moves, in which case his clock should in theory be adjusted to take into account the fact that he does not have to do any writing. In practice this would seem to be difficult or impossible in our matches. So the 5-minute rule should be strictly observed, and the use of a helper avoided.

2. Using the Clock (Article 6): The commonest issue that arises here is that of the “two-handed” player. It is not permissible to save time by using one hand to make a move and the other to press the clock (you might inadvertently get those two actions the wrong way round!). So you must use the same hand to make your move and to press the clock. Note that it is not permissible to pick up the clock to examine its display more closely (this problem should disappear with the increased use of digital clocks with large displays) and you must press the clock properly with one or two fingers, i.e. not “punch” it. One issue that has arisen once or twice in recent seasons has been the problem of what to do about the clocks when *both* players are late for the start of a match. Rightly or wrongly our Rules (we have retained the old FIDE Laws) are unequivocal in this situation – it is White who suffers all the time loss in such cases.

3. Consequences of an Illegal Move (Article 7): Illegal moves occasionally occur, especially in time trouble, but many players do not know the correct actions in such cases. If an illegal move has been completed, i.e. if the player concerned has pressed his clock, and noticed by the opponent, the clocks should be stopped and the position put back to the position before the illegal move was made, or to the last identifiable legal position before the illegal move was made. The opponent of the player making an illegal move then gets time credits of (a) two minutes; and (b) any time he/she might have lost while the previously legal position was being re-established. This Law applies to the first two occasions in a single game when one player makes illegal moves. A player completing a third illegal move loses. If a player makes an illegal move with a piece or pawn that has a legal move available to it, then once the position has been restored a legal move with that piece or pawn must be made.

4. Castling (Article 4.4): Most players know that, in castling, they must touch the king first. If you touch your rook first, you can be obliged to make a rook move, if a legal one is available – you cannot castle. If you touch your king and rook simultaneously you must castle if it is legal to do so: if it is not you must move the king if you legally can.

5. Offering a Draw (Article 9): This is an area where the Laws are rather unclear. They say that you should offer a draw after making a move but before pressing your clock, i.e. in your own time! But they also say that a draw offer at any other time is valid!! However you must not distract your opponent by repeated draw offers. A draw offer cannot be withdrawn and remains in force until your opponent accepts it, or rejects it orally or by making his/her next move. Draw offers by either player should be recorded on your score-sheet. Most players know that a player about to move can claim a draw if that

move results in exactly the same position appearing on the board for the third time. Note that word exactly! – it means, for example, that the position must be the same, with the same player's turn to move. On the other hand it is not necessary for the position to arise three times in successive moves; the occasions may be separated by any number of intermediate moves. You can also claim this type of draw if the same position has just appeared for the third time and it is your move, i.e. if your opponent has mistakenly allowed the repetition to occur, presumably without noticing it.

6. The 2-Minute Draw Law (Article 10.2): Problems with this law come up a few times every season, and are almost always difficult. Since the use of quick-play finishes is now virtually universal in chess at all levels, a rule of this kind is almost certainly necessary, but it presents serious problems in the context of Leagues like ours, where an arbiter is not normally present. The basic principles are pretty clear. If you reach [say] an equal position, but have spent a good deal longer on the clock than your opponent, then you must expect to pay the price for that, as managing the clock is an intrinsic part of the game. On the other hand it is not fair for you to lose a game through time shortage if (a) it is technically impossible for your opponent to win, however badly you play; or (b) your opponent is making no attempt to win, but is simply waiting for your clock to run down. So the Law says that if it is your turn to move and you have less than two minutes on your clock you can claim a draw on either of those grounds, i.e. that it is quite impossible for your opponent to win (e.g. he has a K and N against your King), or that he is not trying to win, but simply (by repeating moves as often as possible, or playing aimless waiting moves) running your clock down. If you feel that either of those situations has arisen, then you should (in practice) claim the draw as soon as your last two minutes has arrived. In the absence of an arbiter you should make your claim, stop the clocks, and make sure that no further play is allowed by either side. You should record the position at once, and a score sheet of the whole game, signed by both players, must be sent to the League Secretary immediately. If the situation is clear-cut – e.g. if the claim has been made at the wrong moment, or if the position is clearly technically drawn – then a decision will be made rapidly. In other cases it is likely that advice will be sought from the ECF or elsewhere outside the county, so the result is likely to be delayed (and there is now no appeal). It is hard to generalise about these unclear situations, and many awkward positions can be envisaged, but in practice it seems quite likely that, if you simply have a drawn position and not much time, then unless the game score provides convincing evidence that your opponent has not been trying to win, your claim will fail.

7. Adjudications: The number of League games sent for adjudication is now very small. If there is no initial agreement between a pair of players on using a quick-play finish or adjudication, the quick-play finish applies: this is true for all Divisions in the League. Many games where agreement has been reached to have adjudication are adjourned, but in practice a result is then agreed (without the adjudication) either on the spot or later, once the players (and their PCs!) have studied the position. It is most important for both players to record and check the position as soon as the adjournment is reached and before any analysis begins. (It is not unknown for the teams to submit two different positions!). Once it becomes apparent that no agreement on the result is possible, the position should be submitted to the League Secretary as soon as possible, as prescribed by Rule 15. Please submit either a clearly labelled diagram, with the Black pieces circled to distinguish them, or give the position in Forsyth notation. Remember to include critical details like whose move it is, and if necessary whether either side can castle, take a pawn *en passant* etc. The Rules allow analysis to be submitted as well, but this is not at all necessary (you can be fairly sure that most adjudicators will ignore it and put the position on *their* PCs!), and possibly causes some unnecessary delays. (Analysis **is** naturally required to justify any appeal). Remember also that, if either player offers the other a draw at the adjournment, that offer cannot be withdrawn subsequently, even if the player making the offer later decides on analysing the position that it is a win for him!

8. Grades and Board Order: You should note that the League Rules about board order are quite strict. You should ensure before playing in any match that (a) you have an ECF grade, either published in this Handbook or on the ECF/LRCA Web sites, or (e.g. in the case of new players or those returning after a significant absence from the game) a grade assigned in advance by the League Secretary; and (b) your position in the team complies with Rule 13, i.e. you must not play below a player whose grade is more than seven (7) points lower than yours.

9. Rapid Play Games: Players should study Appendix B of the FIDE Laws of Chess if they are going to play in the Wiley or Harrod Cups. Almost all the Laws of chess apply to these games, the major differences being that (a) you do not have to record the moves; (b) once Black has completed his third move (i.e. by pressing his clock) any errors in the original set-up of the board or clock cannot be changed – so, for example, if your king and queen are the wrong way round they have to stay that way, and you cannot castle; and (c) if, as quite often happens in the heat of the moment at the end of such a game, both flags have fallen without the order of events being noticed, then the game is drawn.

In Rapid Play it is particularly important, for obvious reasons, to observe the Law about moving your pieces and pressing the clock with the same hand.

10. Only one game per day!: It occasionally happens that a player whose name is on a team sheet for a particular match gets to know in advance that he will win by default, as the opposition is a player short. (Teams who know they are going to be short-handed should, in courtesy, tell their opponents in advance). If the player winning by default is in the away team he might not want to travel a long distance, and that's fine. BUT that player cannot then turn up at his home club and play for another team on the same day, even if he is eligible to do so in other respects. You can play only one game per day for your club, home or away, including any that you win by default.

LEAGUE FIXTURES 2013-2014

Please note: Fixtures are subject to change – see Irca.org.uk

DIVISION 1

Thu	3	Oct	Shepshed 1	v	Melton 1	Wed	15	Jan	Thurnby 1	v	Melton 1
Tue	8	Oct	Braunstone 1	v	Loughboro 1	Thu	16	Jan	Shepshed 1	v	Shepshed 2
Thu	10	Oct	Shepshed 2	v	Thurnby 1	Thu	16	Jan	Wigston 1	v	Loughboro 1
Thu	10	Oct	Wigston 1	v	Wigston 2	Wed	29	Jan	Loughboro 1	v	Braunstone 1
Thu	17	Oct	Shepshed 2	v	Shepshed 1	Wed	29	Jan	Melton 1	v	Shepshed 1
Wed	23	Oct	Loughboro 1	v	Thurnby 1	Thu	30	Jan	Wigston 2	v	Wigston 1
Wed	23	Oct	Melton 1	v	Braunstone 1	Thu	6	Feb	Wigston 1	v	Shepshed 2
Tue	29	Oct	Braunstone 1	v	Wigston 2	Tue	11	Feb	Braunstone 1	v	Melton 1
Thu	31	Oct	Shepshed 2	v	Wigston 1	Wed	12	Feb	Thurnby 1	v	Loughboro 1
Wed	6	Nov	Loughboro 1	v	Melton 1	Thu	13	Feb	Wigston 2	v	Shepshed 1
Wed	6	Nov	Thurnby 1	v	Wigston 1	Tue	25	Feb	Braunstone 1	v	Shepshed 1
Thu	7	Nov	Wigston 2	v	Shepshed 2	Wed	26	Feb	Melton 1	v	Loughboro 1
Wed	13	Nov	Melton 1	v	Wigston 1	Thu	27	Feb	Shepshed 2	v	Wigston 2
Thu	14	Nov	Shepshed 1	v	Braunstone 1	Thu	6	Mar	Wigston 1	v	Thurnby 1
Wed	20	Nov	Loughboro 1	v	Shepshed 1	Tue	11	Mar	Braunstone 1	v	Shepshed 2
Wed	20	Nov	Thurnby 1	v	Wigston 2	Thu	13	Mar	Shepshed 1	v	Loughboro 1
Thu	21	Nov	Shepshed 2	v	Braunstone 1	Thu	13	Mar	Wigston 2	v	Thurnby 1
Thu	28	Nov	Shepshed 1	v	Wigston 1	Thu	20	Mar	Wigston 1	v	Melton 1
Tue	3	Dec	Braunstone 1	v	Thurnby 1	Wed	26	Mar	Loughboro 1	v	Shepshed 2
Thu	5	Dec	Shepshed 2	v	Loughboro 1	Wed	26	Mar	Melton 1	v	Wigston 2
Thu	5	Dec	Wigston 2	v	Melton 1	Wed	26	Mar	Thurnby 1	v	Braunstone 1
Wed	11	Dec	Thurnby 1	v	Shepshed 2	Thu	27	Mar	Wigston 1	v	Shepshed 1
Wed	18	Dec	Melton 1	v	Shepshed 2	Wed	2	Apr	Loughboro 1	v	Wigston 1
Thu	19	Dec	Shepshed 1	v	Wigston 2	Tue	8	Apr	Braunstone 1	v	Wigston 1
						Wed	9	Apr	Thurnby 1	v	Shepshed 1
						Thu	10	Apr	Shepshed 2	v	Melton 1
Wed	8	Jan	Loughboro 1	v	Wigston 2	Thu	10	Apr	Wigston 2	v	Loughboro 1
Thu	9	Jan	Shepshed 1	v	Thurnby 1	Wed	30	Apr	Melton 1	v	Thurnby 1
Thu	9	Jan	Wigston 1	v	Braunstone 1	Thu	1	May	Wigston 2	v	Braunstone 1

DIVISION 2

Tue	1	Oct	Braunstone 2	v	Ashby 1	Tue	21	Jan	Braunstone 2	v	Heathcote 1
Wed	2	Oct	Melton 2	v	Syston 1	Thu	23	Jan	Ashby 2	v	Loughboro 2
Thu	3	Oct	Wigston 3	v	Heathcote 1	Thu	23	Jan	Wigston 3	v	Syston 1
Wed	9	Oct	Loughboro 2	v	Ashby 1	Tue	28	Jan	Syston 1	v	Melton 2
Thu	10	Oct	Ashby 2	v	Melton 2	Thu	30	Jan	Ashby 2	v	Braunstone 2
Tue	15	Oct	Braunstone 2	v	Ashby 2	Tue	4	Feb	Braunstone 2	v	Wigston 3
Tue	15	Oct	Syston 1	v	Heathcote 1	Thu	6	Feb	Ashby 2	v	Heathcote 1
Tue	22	Oct	Braunstone 2	v	Syston 1	Tue	11	Feb	Heathcote 1	v	Wigston 3
Tue	29	Oct	Syston 1	v	Ashby 1	Thu	13	Feb	Ashby 1	v	Syston 1
Wed	30	Oct	Melton 2	v	Loughboro 2	Wed	19	Feb	Loughboro 2	v	Melton 2
Thu	31	Oct	Wigston 3	v	Braunstone 2	Thu	27	Feb	Ashby 1	v	Loughboro 2
Tue	5	Nov	Heathcote 1	v	Ashby 2	Tue	4	Mar	Heathcote 1	v	Braunstone 2
Wed	13	Nov	Loughboro 2	v	Syston 1	Tue	4	Mar	Syston 1	v	Loughboro 2
Thu	14	Nov	Wigston 3	v	Ashby 2	Wed	5	Mar	Melton 2	v	Ashby 1
Wed	20	Nov	Melton 2	v	Heathcote 1	Thu	6	Mar	Ashby 2	v	Wigston 3
Tue	26	Nov	Syston 1	v	Braunstone 2	Wed	12	Mar	Melton 2	v	Ashby 2
Thu	28	Nov	Ashby 1	v	Melton 2	Thu	13	Mar	Ashby 1	v	Braunstone 2
Thu	28	Nov	Wigston 3	v	Loughboro 2	Tue	18	Mar	Heathcote 1	v	Syston 1
Tue	3	Dec	Heathcote 1	v	Ashby 1	Wed	19	Mar	Loughboro 2	v	Wigston 3
Wed	11	Dec	Loughboro 2	v	Braunstone 2	Thu	20	Mar	Ashby 2	v	Ashby 1
Wed	11	Dec	Melton 2	v	Wigston 3	Tue	25	Mar	Braunstone 2	v	Loughboro 2
Thu	12	Dec	Ashby 1	v	Ashby 2	Thu	27	Mar	Wigston 3	v	Ashby 1
						Thu	3	Apr	Wigston 3	v	Melton 2
						Wed	9	Apr	Loughboro 2	v	Heathcote 1
Tue	7	Jan	Heathcote 1	v	Loughboro 2	Thu	10	Apr	Ashby 2	v	Syston 1
Tue	7	Jan	Syston 1	v	Ashby 2	Tue	15	Apr	Braunstone 2	v	Melton 2
Wed	8	Jan	Melton 2	v	Braunstone 2	Tue	29	Apr	Heathcote 1	v	Melton 2
Thu	9	Jan	Ashby 1	v	Wigston 3	Tue	29	Apr	Syston 1	v	Wigston 3
Thu	16	Jan	Ashby 1	v	Heathcote 1	Wed	30	Apr	Loughboro 2	v	Ashby 2

DIVISION 3

Tue	1	Oct	Heathcote 2	v	Thurnby 2	Tue	21	Jan	Syston 2	v	Mkt Harboro
Thu	3	Oct	Kirby 1	v	Latimer 1	Wed	22	Jan	Thurnby 2	v	Heathcote 2
Thu	3	Oct	Mkt Harboro	v	Ashby 3	Thu	30	Jan	Hinckley	v	Heathcote 2
Tue	8	Oct	Heathcote 2	v	Hinckley	Thu	30	Jan	Kirby 1	v	Wigston 4
Wed	9	Oct	Thurnby 2	v	Syston 2	Tue	4	Feb	Syston 2	v	Hinckley
Thu	10	Oct	Wigston 4	v	Kirby 1	Thu	6	Feb	Latimer 1	v	Thurnby 2
Thu	17	Oct	Mkt Harboro	v	Syston 1	Thu	6	Feb	Wigston 4	v	Mkt Harboro
Thu	17	Oct	Ashby 3	v	Hinckley	Thu	13	Feb	Ashby 3	v	Mkt Harboro
Thu	17	Oct	Kirby 1	v	Thurnby 2	Thu	13	Feb	Latimer 1	v	Wigston 4
Thu	17	Oct	Latimer 1	v	Mkt Harboro	Wed	19	Feb	Thurnby 2	v	Kirby 1
Tue	29	Oct	Heathcote 2	v	Kirby 1	Thu	20	Feb	Mkt Harboro	v	Latimer 1
Wed	30	Oct	Thurnby 2	v	Latimer 1	Tue	25	Feb	Heathcote 2	v	Latimer 1
Thu	31	Oct	Hinckley	v	Syston 2	Thu	27	Feb	Kirby 1	v	Syston 2
Tue	5	Nov	Syston 2	v	Kirby 1	Thu	27	Feb	Mkt Harboro	v	Hinckley
Thu	7	Nov	Ashby 3	v	Wigston 4	Thu	27	Feb	Wigston 4	v	Ashby 3
Tue	12	Nov	Heathcote 2	v	Mkt Harboro	Wed	5	Mar	Thurnby 2	v	Ashby 3
Thu	14	Nov	Latimer 1	v	Hinckley	Thu	6	Mar	Kirby 1	v	Heathcote 2
Thu	21	Nov	Ashby 3	v	Kirby 1	Tue	11	Mar	Syston 2	v	Wigston 4
Thu	21	Nov	Mkt Harboro	v	Thurnby 2	Thu	13	Mar	Kirby 1	v	Ashby 3
Thu	21	Nov	Wigston 4	v	Syston 2	Thu	13	Mar	Hinckley	v	Latimer 1
Thu	28	Nov	Latimer 1	v	Heathcote 2	Thu	13	Mar	Mkt Harboro	v	Heathcote 2
Thu	28	Nov	Ashby 3	v	Thurnby 2	Wed	19	Mar	Thurnby 2	v	Mkt Harboro
Thu	5	Dec	Ashby 3	v	Latimer 1	Tue	25	Mar	Heathcote 2	v	Wigston 4
Thu	5	Dec	Kirby 1	v	Hinckley	Thu	27	Mar	Hinckley	v	Kirby 1
Thu	5	Dec	Wigston 4	v	Heathcote 2	Thu	27	Mar	Latimer 1	v	Ashby 3
Tue	10	Dec	Syston 2	v	Ashby 3	Tue	1	Apr	Heathcote 2	v	Ashby 3
Thu	12	Dec	Wigston 4	v	Thurnby 2	Wed	2	Apr	Thurnby 2	v	Wigston 4
Thu	12	Dec	Hinckley	v	Mkt Harboro	Thur	3	Apr	Latimer 1	v	Syston 2
Tue	17	Dec	Heathcote 2	v	Syston 2	Tue	8	Apr	Syston 2	v	Heathcote 2
Thu	19	Dec	Hinckley	v	Ashby 3	Thu	10	Apr	Latimer 1	v	Kirby 1
Thu	19	Dec	Wigston 4	v	Latimer 1	Thu	10	Apr	Mkt Harboro	v	Wigston 4
						Tue	15	Apr	Syston 2	v	Thurnby 2
Wed	8	Jan	Thurnby 2	v	Hinckley	Thu	24	Apr	Hinckley	v	Thurnby 2
Thu	9	Jan	Ashby 3	v	Heathcote 2	Thu	24	Apr	Kirby 1	v	Mkt Harboro
Tue	14	Jan	Syston 2	v	Latimer 1	Thu	1	May	Ashby 3	v	Syston 2
Thu	16	Jan	Mkt Harboro	v	Kirby 1	Thu	1	May	Wigston 4	v	Hinckley
Thu	16	Jan	Hinckley	v	Wigston 4						

DIVISION 4

Tue	1	Oct	Braunstone 4	v	Oadby	Wed	22	Jan	Red Admiral 1	v	Braunstone 4
Thu	3	Oct	Wigston 5	v	Syston 3	Thu	23	Jan	Kirby 2	v	Syston 3
Tue	8	Oct	Syston 3	v	Kirby 2	Thu	23	Jan	Oadby	v	Latimer 2
Thu	10	Oct	Latimer 2	v	Red Admiral 1	Thu	23	Jan	Wigston 5	v	Braunstone 3
Tue	15	Oct	Braunstone 4	v	Melton 3	Tue	28	Jan	Braunstone 3	v	Oadby
Tue	15	Oct	Syston 3	v	Red Admiral 1	Thu	30	Jan	Latimer 2	v	Braunstone 4
Thu	17	Oct	Oadby	v	Braunstone 3	Tue	4	Feb	Braunstone 4	v	Wigston 5
Thu	17	Oct	Wigston 5	v	Latimer 2	Wed	5	Feb	Melton 3	v	Syston 3
Tue	22	Oct	Braunstone 4	v	Latimer 2	Thu	6	Feb	Kirby 2	v	Red Admiral 1
Tue	22	Oct	Syston 3	v	Melton 3	Tue	11	Feb	Braunstone 3	v	Red Admiral 1
Thu	24	Oct	Wigston 5	v	Kirby 2	Tue	11	Feb	Syston 3	v	Wigston 5
Wed	30	Oct	Red Admiral 1	v	Braunstone 3	Wed	12	Feb	Melton 3	v	Braunstone 4
Thu	31	Oct	Kirby 2	v	Latimer 2	Thu	13	Feb	Oadby	v	Kirby 2
Thu	31	Oct	Wigston 5	v	Oadby	Tue	18	Feb	Braunstone 4	v	Braunstone 3
Tue	5	Nov	Braunstone 3	v	Braunstone 4	Tue	18	Feb	Syston 3	v	Latimer 2
Wed	6	Nov	Melton 3	v	Kirby 2	Thu	20	Feb	Kirby 2	v	Wigston 5
Thu	7	Nov	Latimer 2	v	Syston 3	Tue	25	Feb	Braunstone 4	v	Red Admiral 1
Thu	7	Nov	Oadby	v	Red Admiral 1	Thu	27	Feb	Latimer 2	v	Melton 3
Tue	12	Nov	Braunstone 3	v	Melton 3	Wed	5	Mar	Red Admiral 1	v	Latimer 2
Tue	19	Nov	Syston 3	v	Braunstone 3	Thu	6	Mar	Wigston 5	v	Melton 3
Wed	20	Nov	Red Admiral 1	v	Wigston 5	Thu	13	Mar	Oadby	v	Syston 3
Tue	26	Nov	Braunstone 4	v	Syston 3	Thu	13	Mar	Wigston 5	v	Red Admiral 1
Wed	27	Nov	Melton 3	v	Wigston 5	Tue	18	Mar	Syston 3	v	Braunstone 4
Thu	28	Nov	Kirby 2	v	Oadby	Wed	19	Mar	Red Admiral 1	v	Oadby
Wed	4	Dec	Melton 3	v	Latimer 2	Thu	20	Mar	Kirby 2	v	Braunstone 3
Wed	4	Dec	Red Admiral 1	v	Kirby 2	Thu	20	Mar	Latimer 2	v	Wigston 5
Thu	12	Dec	Latimer 2	v	Braunstone 3	Wed	26	Mar	Melton 3	v	Braunstone 3
Thu	19	Dec	Kirby 2	v	Braunstone 4	Thu	27	Mar	Oadby	v	Wigston 5
Thu	19	Dec	Oadby	v	Melton 3	Tue	1	Apr	Braunstone 3	v	Wigston 5
						Thu	3	Apr	Oadby	v	Braunstone 4
						Tue	8	Apr	Braunstone 3	v	Latimer 2
Tue	7	Jan	Syston 3	v	Oadby	Wed	9	Apr	Melton 3	v	Oadby
Thu	9	Jan	Kirby 2	v	Melton 3	Wed	9	Apr	Red Admiral 1	v	Syston 3
Thu	9	Jan	Wigston 5	v	Braunstone 4	Tue	15	Apr	Braunstone 4	v	Kirby 2
Tue	14	Jan	Braunstone 3	v	Kirby 2	Thu	24	Apr	Latimer 2	v	Oadby
Wed	15	Jan	Red Admiral 1	v	Melton 3	Tue	29	Apr	Braunstone 3	v	Syston 3
						Wed	30	Apr	Melton 3	v	Red Admiral 1
						Thu	1	May	Latimer 2	v	Kirby 2

DIVISION 5

Tue	1	Oct	Braunstone 6	v	Wigston 6	Tue	21	Jan	Heathcote 3	v	Ashby 4
Tue	1	Oct	Syston 5	v	Kirby 3	Tue	21	Jan	Syston 4	v	Red Admiral 2
Wed	2	Oct	Red Admiral 2	v	Braunstone 5	Tue	28	Jan	Syston 4	v	Braunstone 5
Tue	8	Oct	Braunstone 5	v	Syston 5	Thu	30	Jan	Ashby 4	v	Syston 5
Wed	9	Oct	Red Admiral 2	v	Syston 4	Thu	30	Jan	Wigston 6	v	Red Admiral 2
Thu	10	Oct	Ashby 4	v	Heathcote 3	Tue	4	Feb	Braunstone 6	v	Kirby 3
Thu	10	Oct	Kirby 3	v	Braunstone 6	Tue	4	Feb	Syston 4	v	Heathcote 3
Tue	15	Oct	Syston 5	v	Heathcote 3	Thu	6	Feb	Ashby 4	v	Wigston 6
Thu	17	Oct	Kirby 3	v	Red Admiral 2	Tue	11	Feb	Braunstone 5	v	Ashby 4
Tue	29	Oct	Syston 4	v	Braunstone 6	Wed	12	Feb	Red Admiral 2	v	Heathcote 3
Thu	31	Oct	Ashby 4	v	Braunstone 5	Tue	25	Feb	Braunstone 6	v	Syston 4
Tue	5	Nov	Heathcote 3	v	Syston 4	Wed	26	Feb	Red Admiral 2	v	Syston 5
Thu	7	Nov	Kirby 3	v	Wigston 6	Thu	27	Feb	Wigston 6	v	Kirby 3
Tue	12	Nov	Braunstone 5	v	Syston 4	Tue	4	Mar	Braunstone 5	v	Kirby 3
Thu	14	Nov	Ashby 4	v	Kirby 3	Tue	4	Mar	Syston 5	v	Syston 4
Thu	14	Nov	Wigston 6	v	Heathcote 3	Thu	6	Mar	Ashby 4	v	Braunstone 6
Tue	19	Nov	Braunstone 6	v	Ashby 4	Tue	11	Mar	Heathcote 3	v	Braunstone 5
Tue	19	Nov	Heathcote 3	v	Red Admiral 2	Tue	11	Mar	Syston 4	v	Ashby 4
Thu	21	Nov	Kirby 3	v	Braunstone 5	Wed	12	Mar	Red Admiral 2	v	Kirby 3
Thu	21	Nov	Wigston 6	v	Syston 5	Tue	18	Mar	Heathcote 3	v	Braunstone 6
Tue	26	Nov	Braunstone 6	v	Heathcote 3	Tue	18	Mar	Syston 5	v	Wigston 6
Wed	27	Nov	Red Admiral 2	v	Ashby 4	Thu	20	Mar	Ashby 4	v	Red Admiral 2
Thu	28	Nov	Wigston 6	v	Braunstone 5	Tue	25	Mar	Braunstone 6	v	Braunstone 5
Tue	3	Dec	Heathcote 3	v	Kirby 3	Tue	25	Mar	Syston 4	v	Kirby 3
Tue	3	Dec	Syston 4	v	Syston 5	Wed	26	Mar	Red Admiral 2	v	Wigston 6
Tue	10	Dec	Braunstone 5	v	Braunstone 6	Tue	1	Apr	Syston 5	v	Braunstone 5
Tue	10	Dec	Syston 5	v	Red Admiral 2	Thu	3	Apr	Kirby 3	v	Ashby 4
Thu	12	Dec	Kirby 3	v	Syston 4	Thu	3	Apr	Wigston 6	v	Braunstone 6
Thu	12	Dec	Wigston 6	v	Ashby 4	Tue	8	Apr	Braunstone 6	v	Red Admiral 2
Tue	17	Dec	Braunstone 5	v	Red Admiral 2	Tue	8	Apr	Syston 5	v	Ashby 4
Tue	17	Dec	Syston 4	v	Wigston 6	Thu	10	Apr	Kirby 3	v	Heathcote 3
						Thu	10	Apr	Wigston 6	v	Syston 4
Tue	7	Jan	Braunstone 5	v	Heathcote 3	Tue	15	Apr	Syston 5	v	Braunstone 6
Wed	8	Jan	Red Admiral 2	v	Braunstone 6	Thu	24	Apr	Kirby 3	v	Syston 5
Tue	14	Jan	Braunstone 6	v	Syston 5	Tue	29	Apr	Braunstone 5	v	Wigston 6
Tue	14	Jan	Heathcote 3	v	Wigston 6	Tue	29	Apr	Heathcote 3	v	Syston 5
Thu	16	Jan	Ashby 4	v	Syston 4						

GRADING LIST 2013 - 2014

- The following pages contain the normal-play and rapid-play grades for active Leicestershire players, listed in order of their clubs. These grades were obtained from the ECF lists published in August 2013. They reflect players' performances over the period January 1st 2013 – June 30th 2013 or, if less than 30 games have been played in that period, the most recent 30 games. (see below).
- For each player the first grade given is the annual normal play grade. This grade will be applied for all the 2013-14 League and League Cup matches, and for all 2013 matches in the Chapman and Birstall Cups. If a player has no normal play grade in the list a grade will be assigned by the Grading Officer on the basis of the best evidence available, and published on the LRCA Web site. These assigned grades, which may be revised in December 2013 and at Easter 2014 in the light of results, must also be used in the 2013-14 League and League Cup matches. All assigned normal grades, including those assigned by the Grading Officer under Rule 13, apply for handicap events as well as League matches.
- If a 2nd grade given it is the **rapidplay** grade. The ECF issues rapid-play grades every 6 months, but each will normally reflect performance over the previous 12 months. New rapid-play grades will be issued in January 2014, covering games played between 1st December 2012 and 30th November 2013, and will be used for 2014 matches in the Harrod and Wylie Cups, so those printed here will only be of academic interest to most players! Again, grades may be assigned to new players etc by the Grading Officer.
- Grades are calculated as follows. If you beat a player with a grade of X, your grade for that game is $X + 50$; if you draw, your grade is X; and if you lose it is $X - 50$. However if your opponent's grade is more than 40 points above or below yours, it is taken to be **exactly** 40 points higher or lower (otherwise you might gain points by losing to a much stronger player, or lose points by beating a much weaker one!). Your published grade is the average of your results. Once the calculation is complete, junior grades are enhanced by 5 points for players over the age of 11, and 10 points for players under the age of 11, to reflect a young player's rapid improvement during a season. More details of the system, including algorithms for converting ECF and ELO grades, are given on the ECF Web site.
- The Grading Officer is Stewart Gordon to whom all queries regarding gradings should be addressed, **not to the League Secretary.**

Ashby	Standard	Rapid	Braunstone	Standard	Rapid
Agnew, Alan	185	195	Barlow, Steve	89	80
Armstrong, Victor	118		Bingham, James T	146	134
Brown, Mick	87		Chen, Qiyuan	95	79
Dove, Tom P	177	146	Closs, Guy I	101	101
Evans, Roy	157	137	Colburn, Paul J	170	174
Gibson, Paul	142	146	Colburn, Phoenix		6
Hayden, Lawrence	144	133	Dhorajia, Urvi		14
Holmes, David P	63		Fei, Zane		0
Holmes, Stephen	54		Fratczak, Weronika		38
Jones, Peter	120	108	Gulab, Vijay	108	
Nicholson, Brian	59		Hamby, Stephen	127	
Page, Peter E	107		Hanscombe, Richard	154	161
Reynolds, David	136	111	Hebden, Mark L	247	249
Rigby, Steve J	159		Hill, Cyril D	108	
Roberts, Neil J	80	102	Hoch, Toby	144	124
Tipper, Chris	139	142	Khawaja, Okash S	104	
Vann, Richard P	156	145	Lathwood, Roy	114	
Williams, Richard	86		Li, Mark	31	61
York, Russell	134		Martin, Paul	88	89
			Oliver, John A	116	
Heathcote Arms			Read, Barry W	100	
			Reid, Conor JP	128	131
Beach, Ray	92	95	Reid, Patrick W	100	103
Booley, Graham M	153	139	Robinson, Anthony D	122	
Bray, Dave J	176	165	Robinson, John K	178	
Bubb, Michael A	40		Salisbury, Michael W	159	170
Cowley, Michael H	141	146	Sandrovitch, David	141	
Ensor, Rob	135	147	Wells, Jeremy	139	143
Ganger, Rajan	183	187	Yang, Shangqing		64
Ganger, Sajjan	128				
Harbidge, Drew	65	75			
Harrison, Peter K	156	147			
Hewitt, Sean D	166				
Manger, John D	140	140			
Milner, Gordon	49				
Ricketts, Dave C	78	103			
Ross, Colin	107	89			
Sharpe, Graham J	178	188			

Kirby Castlers	Standard	Rapid	Hinckley	Standard	Rapid
Bowles, Les F	69		Bailey, Barry R	102	107
Cowley, Jim	116		Clay, Terry F	108	99
Gonzaga, Edda	14		Gibbs, Peter C	159	
Gray, Paul	135	133	Phillips, Howard W	128	132
Hill, Eddie	100		Radesk, Brian	113	108
Kellock, Jim B	62		Rayner, John J	126	
McEachran, Ewan	124		Rist, Trevor	119	
Shaw, Peter G	85		Smith, Jason	109	124
Townsend, Arthur	135				
Townsend, Ray P	125		Latimer		
Walker, John M	125	133			
Loughborough			Colver, John M	133	116
			Davis, Richard T	111	121
			Garland, Michael	115	104
Adcock, Gregory	152	159	Gurney, Roy J	113	126
Adcock, Terry D	121	105	Hill, Granville	114	94
Babu, Arjun	135	149	Nwachukwu, Chino	171	177
Burridge, Kevin J	154		Potter, Karl H	163	156
Cragg, Nathan	100		Pyke, Dave A	116	
Eagleton, Greg T	173	167	Slater, Brian L	118	117
Fraser, Michael	138	145			
Gallant, Sam	131		Melton Mowbray		
Glover, John	139				
Gordon, Stewart	52	67	Billingham, John	165	
Guziewicz,Stanislaw	164		Botteley, Gerald	141	143
Hickman, Peter J	126	128	Cope, Shaun	146	138
Jimenez, Alfonso	175		Denton, John R	179	
Miller, James N	165	164	Farquharson, Ian	138	
Mitchell, John R	169	172	Gist, Elizabeth	122	107
Sheahan, Sean D	166	188	Jex, Alan M	146	
Smith, Matthew P		132	Keightley, Andrew	73	
Mkt Harborough			Knight, Christopher	145	
			Lee, Graham D	208	
Hatton, Paul R	121		Macauley, Glenn	132	
Ilersic, Romilly	161		Moss, Robin BW	193	179
Kennedy, Sean	70		Peters, Simon	157	
King, Robert (Bob)	102		Poolan, Peter	71	
Newham, John	105		Reynolds, Tom	169	
Oppenheim, Charl.	139		Smith, Peter A	90	
Thomson, John	160		Wallace, Bob	133	131
			Walton, Alison	60	

Oadby	Standard	Rapid	Syston	Standard	Rapid
Candlin, Don B	112		Adams, Mick	94	78
Glenton, F Ivor	90		Agger, Reg	88	79
Gutteridge, John E	61		Cresswell, Peter G	106	103
Pettitt, David	131		Foreman, Brian A	146	
Thornton, Mike A	116		Galligan, Brian	183	
			Gist, Elizabeth	122	107
			Hollingworth Stuart	94	107
			Johnson, Cyril FW	122	131
			Leonard, John	102	
			Martin, Maurice	96	53
			Mitton, Judith	90	61
			Morelli, Nando	58	54
			Mundy, Rob	86	91
			Pourmozafari, Ben	152	125
			Stone, Robert	127	102
			Suchak, Parin	141	
			Veitch, Robert	88	
			Wallace, Bob	133	131
Red Admiral					
Barabas, Peter	100				
Burton, Calvin	57				
Carter, Amber M	89				
Carter, Andy S	105	95			
Findley, Paul	130				
Johnson, Andy	134				
Parsons, Stan C	94				
Slater, Mick E	91				
Thomas, Barnaby	126				
Wylie, Paul	121				
Shepshed			Thurnby		
Bennett, Kevin K	128	97	Burgess, Ray J	174	175
Bowley, Rupert J	170		Busby, Michael J	137	111
Farrall, David J	153	166	Collins, RF (Bob)	125	121
Henfrey, Robert D	177	172	Deacon, Paul	162	156
Jarvis, Derek A	162		Graf, Roland E	161	150
Jimenez, Alfonso	175		Hart, Gavin CA	148	132
McDermott Patrick	165		Pattinson, John	155	155
Rice, Stephen D	148		Pratt, Dave	124	132
Sheahan, Sean D	166	188	Tate, Michael J	130	158
Simpson, John W	133				
Toothill, Andrew	177	169			
Toothill, Neil M	166	166			
Williams, David	167				

Wigston	Standard	Rapid
Burrows, Martin P	193	207
Byron, Alan M	192	196
Chalashkanov, Nikola	129	
Cohen, Gerald M	168	173
Cooper, Barrie D	107	123
Dean, Simon P	69	
Dodds, Iain F	152	157
Eastlake, Charles	120	128
Galyov, Ed		146
Hammond, Grant P	109	
Harlow, Phil	158	148
Horspool, Philip J	180	186
Hulford, Frank S	109	
Morley, Andrew J	177	178
Pike, Andrew	143	
Poulacheris, Darren	102	
Reeves, Andrew R	158	134
Sim, George	136	
Smith, Stephen	132	
Vaja, Ricky	143	
Vaughan, Ben W	104	88
Ward, Alan H	178	
Watkinson, Phil K		143
White, David	107	
Wilson, Matthew R	146	157
Winterton, Paul S	111	91
Wylie, Steve	151	146

FIDE LAWS OF CHESS

The International Chess Federation (FIDE) is responsible for the Laws of the over-the-board game. A full version of these Laws and Appendices can be consulted on their Web site at <http://www.fide.com/official/handbook>. Extracts are provided here as a guide to League and Cup players. Many Laws are designed for events where arbiters are present, a situation that rarely arises in our League/Cup games. Some sections of the Laws such as the very basic ones describing the aims of the game etc, are thus omitted here, while others are edited. FIDE recognizes that the Laws cannot cover all the possible situations that may arise during a game: in the absence of an arbiter there will be many cases where common sense solutions have to be applied. The current Laws came into force on 1 July 2010. Major changes are shown below in bold type, but note that the League has chosen *not* to adopt some of the more controversial changes. The Laws are "gender-free": words such as 'he' or 'him' are intended to include 'she' and 'her.'

RULES OF PLAY

Article 4: The act of moving the pieces

4.1 Each move must be made with one hand only.

4.2 Provided that he first expresses his intention (e.g. by saying "j'adoube" or "I adjust"), the player having the move may adjust one or more pieces on their squares.

4.3 Except as provided in Article 4.2, if the player having the move deliberately touches on the chessboard

- a. one or more of his own pieces, he must move the first piece touched that can be moved, or
- b. one or more of his opponent's pieces, he must capture the first piece touched which can be captured, or
- c. one piece of each colour, he must capture the opponent's piece with his piece or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear, whether the player's own piece or his opponent's was touched first, the player's own piece shall be considered to have been touched before his opponent's.

4.4 If a player having the move:

- a. deliberately touches his king and rook he must castle on that side if it is legal to do so.
- b. deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3(a).
- c. intending to castle, touches the king or king and rook at the same time, but castling on that side is illegal, the player must make another legal move with his king which may include castling on the other side. If the king has no legal move, the player is free to make any legal move.
- d. promotes a pawn the choice of piece is finished when the piece has touched the square of promotion.

4.5 If none of the pieces touched can be moved or captured, the player may make any legal move.

4.6 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot then be moved to another square. The move is considered to have been made when all the relevant requirements of Article 3 have been fulfilled.

- a. In the case of a capture, when the captured piece has been removed from the chessboard and the player, having placed his own piece on its new square, has released this capturing piece with his hand;
- b. in the case of castling, when the player's hand has released the rook on the square previously crossed by the king. When the player has released the king from his hand, the move is not yet made, but the player no longer has the right to make any move other than castling on that side, if this is legal;
- c. in the case of a promotion of a pawn, when the pawn has been removed from the chessboard and the player's hand has released the new piece after placing it on the promotion square. If the player has released from his hand the pawn that has reached the promotion square, the move is not yet made, but the player no longer has the right to play the pawn to another square.

4.7 A player forfeits his right to a claim against his opponent's violation of Article 4.3 or 4.4, once he deliberately touches a piece.

Article 5: The completion of the game

- 5.1 a. The game is won by the player who has checkmated his opponent's king. This immediately ends the game, provided that the move producing the checkmate position was a legal move.
- b. The game is won by the player whose opponent declares he resigns. This immediately ends the game.
- 5.2 a. The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'stalemate'. This immediately ends the game, provided that the move producing the stalemate position was legal.
- b. The game is drawn when a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves. The game is said to end in a 'dead position'. This immediately ends the game, provided that the move producing the position was legal.
- c. The game is drawn upon agreement between the two players during the game. This immediately ends the game. (See Article 9.1).
- d. The game may be drawn if any identical position is about to appear or has appeared on the chessboard three times. (See Article 9.2).
- e. The game may be drawn if each player has made the last 50 consecutive moves without the movement of any pawn and without any capture (See Article 9.3).

COMPETITION RULES

Article 6: The chess clock

6.1 'Chess clock' means a clock with two time displays, connected to each other in such a way that only one of them can run at one time. 'Clock' in the Laws of Chess means one of the two time displays. 'Flag fall' means the expiration of the allotted time for a player.

6.2 a. When using a chess clock, each player must make a minimum number of moves or all moves in an allotted period of time specified in advance.

b. The time saved by a player during one period is added to his time available for the next period.....

6.3 Immediately after a flag falls, the requirements of Article 6.2(a) must be checked.

6.5 At the time determined for the start of the game the clock of the player who has the white pieces is started.

6.6 If neither player is present initially, the player who has the white pieces shall lose all the time that elapses until he arrives.....

6.7 a. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock. A player must always be allowed to stop his clock. His move is not considered to have been completed until he has done so, unless the move that was made ends the game. (See Articles 5.1 and 5.2). The time between making the move on the chessboard and stopping his own clock and starting his opponent's clock is regarded as part of the time allotted to the player.

b. A player must stop his clock with the same hand as that with which he made his move. It is forbidden for a player to keep his finger on the button or to 'hover' over it.

c. The players must handle the chess clock properly. It is forbidden to punch it forcibly, to pick it up or to knock it over. Improper clock handling shall be penalised in accordance with Article 13.4.

d. If a player is unable to use the clock, an assistant ... may be provided by the player to perform this operation. The clocks shall be adjusted ... in an equitable way.

6.9 Except where Articles 5.1 or one of the Articles 5.2 (a), (b) and (c) apply, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player. However, the game is drawn, if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves, even with the most unskilled counterplay.

6.10 Every indication given by the clocks is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced.

6.11 If both flags have fallen and it is impossible to establish which flag fell first, the game shall continue.

- 6.12 a. If the game needs to be interrupted, [the arbiter] shall stop the clocks.
b. A player may stop the clocks only in order to seek ... assistance, for instance when a promotion has taken place and the piece required is not available.

6.13 If an irregularity occurs and/or the pieces have to be restored to a previous position, [the arbiter] shall use his best judgment to determine the times to be shown on the clocks. He shall also, if necessary, adjust the clock's move counter.

Article 7: Irregularities

- 7.1 a. If during a game it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game played.
b. If during a game it is found that the only error is that the chessboard has been placed contrary to Article 2.1, the game continues but the position reached must be transferred to a correctly placed chessboard.

7.2 If a game has begun with colours reversed, then it shall continue....

7.3 If a player displaces one or more pieces, he shall re-establish the correct position in his own time. If necessary, either the player or his opponent shall stop the clocks and ask for ... assistance.

7.4 a. If during a game it is found that an illegal move, including failing to meet the requirements of the promotion of a pawn or capturing the opponent's king, has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.14. **Articles 4.3 and 4.6 apply** to the move replacing the illegal move. The game shall then continue from this reinstated position.

b. After the action taken under Article 7.4(a), for the first two illegal moves by a player the arbiter shall give two minutes extra time to his opponent in each instance; for a third illegal move by the same player, the arbiter shall declare the game lost by this player.

7.5 If during a game it is found that pieces have been displaced from their squares, the position before the irregularity shall be re-instated. If the position immediately before the irregularity cannot be identified, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.14. The game shall then continue from this re-instated position.

Article 8: The recording of the moves

8.1 In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation on the 'score-sheet' prescribed for the competition. It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2 or 9.3..... A player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another. Both players must record the offer of a draw on the score-sheet. If a player is unable to keep score an assistant may be provided by the player to write the moves. His clock shall be adjusted... in an equitable way.

8.4 If a player has less than five minutes left on his clock then he is not obliged to meet the requirements of Article 8.1. Immediately after one flag has fallen the player must update his score-sheet completely before moving a piece on the chessboard.

8.5 a. If neither player is required to keep score under Article 8.4 an assistant should try to be present and keep score. In this case, immediately after one flag has fallen, [the arbiter] shall stop the clocks. Then both players shall update their score-sheets, using the arbiter's or the opponent's score-sheet.

b. If only one player is not required to keep score under Article 8.4 he must, as soon as either flag has fallen, update his score-sheet completely before moving a piece on the chessboard. Provided it is the player's move, he may use his opponent's score-sheet, but must return it before making a move

c. If no complete score-sheet is available, the players must reconstruct the game on a second chessboard....

8.6 If the score-sheets cannot be brought up to date showing that a player has overstepped the allotted time, the next move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made.

Article 9: The drawn game

9.1 b. A player wishing to offer a draw shall do so after having made a move on the chessboard and before stopping his clock and starting the opponent's clock. An offer at any other time during play is still valid, but Article 12.6 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.

c. The offer of a draw shall be noted by each player on his score-sheet.

d. A claim of a draw under 9.2, 9.3 or 10.2 shall be considered to be an offer of a draw.

9.2 The game is drawn, upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by sequential repetition of moves)

a. is about to appear, if he first writes his move on his score-sheet and declares to the arbiter his intention to make this move, or

b. has just appeared, and the player claiming the draw has the move.

Positions as in (a) and (b) are considered the same, if the same player has the move, pieces of the same kind and colour occupy the same squares, and the possible moves of all the pieces of both players are the same. Positions are not the same if a pawn that could have been captured en passant can no longer be captured **in this manner** or if the right to castle has been changed temporarily or permanently.

9.3 The game is drawn, upon a correct claim by the player having the move, if

a. he writes on his score-sheet, and declares his intention to make a move which shall result in the last 50 moves having been made by each player without the movement of any pawn and without the capture of any piece, or

b. the last 50 consecutive moves have been made by each player without the movement of any pawn and without the capture of any piece.

9.4 If the player makes a move without having claimed the draw he loses the right to claim a draw on that move.

9.5 If a player claims a draw as in Article 9.2 or 9.3, he shall immediately stop both clocks. He is not allowed to withdraw his claim.

a. If the claim is found to be correct the game is immediately drawn.

b. If the claim is found to be incorrect, the arbiter shall add three minutes to the opponent's remaining time. Then the game shall continue and the intended move must be made.

9.6 The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves, even with the most unskilled play. This immediately ends the game, provided that the move producing this position was legal.

Article 10: Quickplay Finish

10.1 A 'quickplay finish' is the last phase of a game, when all the remaining moves must be made in a limited time.

10.2 If the player, having the move, has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall stop the clocks and summon the arbiter.

a. If the arbiter agrees the opponent is making no effort to win the game by normal means, or that it is not possible to win by normal means, then he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.

b. If the arbiter postpones his decision, the opponent may be awarded two extra minutes thinking time and the game shall continue in the presence of an arbiter, if possible. The arbiter shall declare the final result after a flag has fallen..... (See *League Rule 12*).

c. If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes thinking time.

d. The decision of the arbiter shall be final relating to 10.2 a, b, c.

Article 12: The conduct of the players

12.1 The players shall take no action that will bring the game of chess into disrepute.

12.3 a. During play the players are forbidden to make use of any notes, sources of information, advice, or to analyse on another chessboard.

b. It is strictly forbidden to bring mobile phones or other electronic means of communication into the playing venue. If **any such device produces a sound** that player shall lose the game.

12.4 The score-sheet shall be used only for recording the moves, the times of the clocks, the offer of a draw, and matters relating to a claim.

12.5 Players who have finished their games shall be considered to be spectators.

12.6 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims or offers of a draw, **or the introduction of a source of noise**.

12.7 Infraction of any part of the Articles 12.1 to 12.5 shall lead to penalties in accordance with Article 13.4.

12.8 Persistent refusal by a player to comply with the Laws of Chess shall be penalised by loss of the game.

12.9 If both players are found guilty according to Article 12.8, the game shall be declared lost by both players.

APPENDIX A. Rapidplay

A1. A 'Rapidplay game' is one where all the moves must be made in a fixed time from 15 to 60 minutes for each player.....

A2. Players do not need to record the moves.

A4 a. Once each player has completed three moves, no claim can be made regarding incorrect piece placement, orientation of the chessboard or clock setting. In case of reverse king and queen placement castling with this king is not allowed.

b. The arbiter shall make a ruling according to Article 4 (The act of moving pieces), only if requested to do so by one or both players.

c. An illegal move is completed once the opponent's clock has been started. The opponent is then entitled to claim that the player completed an illegal move before the claimant has made his move. Only after such a claim shall the arbiter make a ruling. However if both kings are in check or the promotion of a pawn is not completed the arbiter shall intervene if possible.

d. The flag is considered to have fallen when a player has made a valid claim to that effect. To claim a win on time, the claimant must stop both clocks and notify the arbiter. For the claim to be successful the claimant's flag must remain up and his opponent's flag down after the clocks have been stopped. If both flags have fallen, the game is drawn.

APPENDIX B. Blitz

B1. A 'Blitz game' is one where all the moves must be made in a fixed time less than 15 minutes for each player.

B3 a. Play shall be governed by the Rapidplay Laws as in Appendix A except where they are overridden by the following Laws of Blitz.

c. An illegal move is completed once the opponent's clock has been started. The opponent is entitled to claim a win before making his own move. However, if the opponent cannot checkmate the player's king by any possible series of legal moves with the most unskilled counter-play, then the player is entitled to claim a draw before making his own move. Once the opponent has made his own move, an illegal move cannot be corrected.

APPENDIX D. Quickplay finishes when no arbiter is present

D1. When games are played as in article 10, a player may claim a draw when he has less than two minutes left on his clock and before his flag falls. This concludes the game. He may claim on the basis

- a. That his opponent cannot win by normal means, and/or
- b. That his opponent has been making no effort to win by normal means.

In (a) the player must write down the final position and his opponent verify it.

In (b) the player must write down the final position and submit an up-to-date score-sheet. The opponent shall verify both the score-sheet and the final position.

The claim shall be referred to an arbiter **whose decision shall be final.**

SUMMER CUPS 2014

It is expected that from early May to end-September 2014 LRCA will run the same cup competitions as in 2013, as follows.

The **Chapman Cup** is for teams of four players is a knockout event played using a handicap system. (The latter is different from the League Cup handicap system, as each match must have a decisive result). Teams eliminated in the first two rounds of the Chapman Cup compete for the **Birstall Cup**, the rules of which are the same.

In addition there are two rapid play events, the **Wylie** and **Harrod** Cups, which each involve teams of four players playing two games in each round, one with white and one with black, against the same opponent. The time limit is 30 minutes for each player in each game. There is no handicap in these events, but in each case there will be a ceiling on the total grade for each team. In 2013 these maxima were 500 and 700 for the Harrod and Wylie Cups respectively, but the limits will be reviewed by the League Management Committee during the League season.

The grades of provisional players may be revised at the start of the Summer competitions at the discretion of the controller.

The H E Atkins Memorial Congress

The 2013 Leicester Chess Congress will take place Friday 29th November to Sunday 1st December 2013 at Regent College, Regent Road, Leicester LE1 7LW

Playing Schedule

Opening Ceremony		18.50 – 19.00
Round 1	Friday	19.00 – 23.00
Round 2	Saturday	09.30 – 13.30
Round 3	Saturday	14.30 – 18.30
Round 4	Sunday	09.30 – 13.30
Round 5	Sunday	14.30 – 18.30

Full details of the sections, prize money, entry forms etc can be found at <http://www.leicesterchess.co.uk/>



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