

### **Invitation to Herts Chess Online**

Thank you to all players who have expressed interest in participating in the inaugural Herts Online chess competition.

After some deliberation it has been decided to try an Accelerated Swiss pairing system for individual players, with the top 4 scores by players from the same club comprising the team score. There will also be grading-limited teams so everyone will have something to play for.

The advantage of this approach is that everybody who wants to play will be able to (unlike when teams play against teams, when people may have to sit out).

If there are not enough players from a club to form a team, it is still possible for individuals to play. (Possibly as part of a merged team – a team name of “Lonely Herts” seems appropriate 😊)

If players are unavailable for some games, it will be possible to take one or more byes.

The games will be played using the lichess.org website. This will be familiar to anyone who has played in the 4NCL online competitions (probably about half of those interested in Herts online).

Matches will be played on alternate Tuesdays (to avoid clashing with the 4NCL), starting at 7.30, using a time control of all moves in 45 mins + 15 seconds/move throughout. A game will usually last no longer than 2 hours.

### **What needs to happen now?**

Players must sign up to the lichess.org website if they have not already done so. It's very straightforward, you just need to enter your email address and a password and devise a username for yourself (mine is the highly imaginative Jeremy\_FM).

Players will then need to provide their name, club, contact details (email and/or phone) and lichess user name. I would prefer it if most players sent their details via their club secretaries, but they can send direct to me if necessary.

Players will also need to indicate if they are willing for their contact details to be made available to other players in the competition. The point of this is for players to be able to sort out any problems (e.g. non-arrival, or internet drop-outs) themselves. It will not be possible for the event organiser to do this on the night. Player details would be circulated by means of an encrypted document emailed to all participants, with the password in a separate email.

### **Contact**

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