

Game Fee Bye Law Changes

The Game Fee Bye Laws will be amended as follows to support Blitz game fee charging:

- 1 Inserting the following definition in paragraph 1.1: “ ”Blitz” means, save to the extent otherwise determined pursuant to clause 2.1, games where either all the moves must be made in a total fixed time of not fewer than three minutes but not more than 10 minutes or the total time allotted + 60 times any increment is not fewer than three minutes but not more than 10 minutes.”
- 2 Replacing the existing second sentence of paragraph 2.3 with: ”For standardplay events such payment shall be treated as an upgrade of each Silver Member’s and Silver Concessionary Member’s membership to Gold Member and Gold Concessionary Member respectively. For rapidplay and blitz events such payment shall be treated as an upgrade of each Bronze Member’s and Bronze Concessionary Member’s membership to Silver Member and Silver Concessionary Member respectively”.
- 3 Inserting after “game” at the end of paragraph 2.5:”, and six blitz games shall be counted as equivalent to a single standardplay game”.