

MINUTES 25 SEPTEMBER 1971

A Committee meeting of the Witney & District Chess Club was held on September 25th¹ at the home of Peter Ward.

Present: D. Rawlinson, M. Chance, P. Ward, S. Buckingham, P. Cook.

1. A proposed constitution drafted by the Secretary was discussed and agreed at length. It was agreed to display the proposed Constitution in the club for two weeks to enable comment from members before taking a vote of acceptance on October 4th (see attached draft).²

2. Rules and organisation of Club Championship were discussed and agreed (see attached rules).³ The competition starts on October 11th (Sub Committee D. Rawlinson controller, P. Cook, S. Buckingham members).

3. Rules of Ladder Competition were put forward by ladder member P. Cook and agreed. Competition to start Oct 4th.

4. M. Chance proposed a social in December and it was agreed to hold a dinner and draw near Christmas.

5. P. Ward proposed one more clock be purchased immediately and a further one as soon as funds allow. Agreed.

6. D. Rawlinson proposed one night a month (to be arranged around league) to be used as competition night. The provisional programme for 72 was 4th Oct "Team Selection Night", (to be arr.) Nov "Simultaneous" (G. Botterill postponed), 20th Dec "Novelty Night") light-hearted: losing, accelerated, Maharaja).⁴

7. The need for a notice board was taken up by S. Buckingham offering to provide.

8. Voting will take place at 7.30 pm (sharp) on the above proposed Constitution on Wed 4th Oct. Any suggested amendments should be in the hands of the Committee before that date (preferably in writing).

¹ 1971.

² No copy of this document in the minutes book.

³ No copy of this document in the minutes book.

⁴ Accelerated chess = each player makes two non-capturing moves or one capturing move in each turn; Maharaja chess = black has its normal set of chess pieces; white only has a king (called Maharaja), but white's king may move as any piece, i.e. it may make any move a queen can make, and it may make any move a knight can make; black's pieces start in their normal array, and white may put his king on any square on the first three row; the black pawns do not promote when they reach the last row of the board; object of the game for both players is to mate the opponent.