

# Stillwater

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## Public Library

### Stillwater Public Library Chess Club

Last Modified: 3/11/2024

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Mission: To foster a safe and inclusive chess community where players of all ages and skill levels can come together to learn, compete, and enjoy the game of chess. We strive to create an environment that promotes intellectual growth, sportsmanship, and camaraderie.

#### Goals and Objectives

##### Goal One: Promote Chess Education

Objective 1: Teach newcomers the basic rules and tactics of the game.

Objective 2: Offer regular instructional sessions to improve players' understanding of chess strategies and tactics deployed during chess openings, mid- and end-games.

Objective 3: Create an environment where players can learn from one another, both during and after the meetings.

##### Goal Two: Provide a Safe and Inclusive Environment to Learn and Play Chess

Objective 1: Offer a well-equipped playing area for club meetings and the opportunity to play others.

Objective 2: Offer access to chess books and online resources to support members' learning and practice.

Objective 3: Encourage lifelong learning by supporting player's quest to achieve their personal goals, whether it's improving their ratings or simply enjoying the game.

##### Goal Three: Create a Sense of Community

Objective 1: Establish a welcoming and supportive atmosphere where players of varying skill levels can share their knowledge and passion for the game.

Objective 2: Foster healthy competition, fair play, and good sportsmanship among club members.

Objective 3: Engage with the global chess community and compete with other chess clubs across the globe.

#### Club Structure

1. The meetings are open to the public and held the first and third Tuesdays of the month, from 4:00 to 5:30 PM.
2. Registration for the meetings is preferred but not required.
3. Club membership is accomplished by registering for the meetings or through sign-up sheets at the meetings. There is no charge for being a member.
4. The meetings will be proctored by one or more club leaders, who will be vetted by the library as an employee or a volunteer.
5. Meetings will include a 15-to-20-minute educational session, followed by approximately one hour of play. Games will be organized to best match players with similar skills and abilities.
6. The use of game clocks is suggested, with each player having 30 minutes to complete their moves. Games are lost, won, or drawn within the time, or the person who runs out of time first loses the contest. If each player wishes to adjust these guidelines, they may do so but must comply with the allotted time for the meetings (e.g. extend the game to another location within the library, or pick up the same game at the next meeting).
7. Attempts to record a player's win/loss/tie history will be made to help facilitate the matching of players for future games.

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### Stillwater Public Library Chess Club Game Rules

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Our first rule-of-order is to have fun so club play will be casual. However, the following guidelines are commonly agreed upon before starting a game.

1. **Touch-Move Rule:** Touching a piece on the chessboard means you should move it. Exceptions include saying "I adjust" before adjusting a piece without intending to move it.
2. **Game Clocks:** The use of game clocks allows players to best manage the time allotted for games played during club meetings. Thirty minutes for each player would allow games to be completed within an hour, but this time limit could be adjusted to account for differing skill levels or available playing time.
3. **Extended Play:** If game clocks are not utilized, players may play at their own pace during the time allotted for the chess club meeting. At the end of the meeting, the game may be saved and played in another location within the library or continued at the next meeting or another time agreed to by both players.
4. **Recording Moves:** Learning chess notation is beneficial and may be deployed at the player's discretion.
5. **Coaching Allowance:** If agreed to by both players, individuals may receive coaching from each other or other game observers. Sharing your knowledge with other players is encouraged!
6. **Disruptions:** Players should avoid making sounds or moves that may disrupt the other player's concentration. Cell phones should be turned off during the games, and conversations with others should be held to a minimum.
7. **Clarifications:** If you have any doubts or disagreements during a game, don't hesitate to ask the chess club leader. The leader is there to settle disputes and ensure fair play.
8. **Recording Results:** After the match, a record of the results should be provided to the chess club leader. This helps maintain accurate standings and pairings for subsequent rounds.
9. **Closure:** At the conclusion of each game, the players should store the chess sets and/or clocks in their cases and return them to the club leader or library staff member.