

Recent Website Changes (since 2019)

This change-log is an extension to the summary sent to league admins in Sept 2019 when a new MySQLi based version of the website required more significant changes than the minor updates than we usually applied at any one time, inviting trial on the development server where users were able to check these out to find any quirks for me to attend to before installing on the main/production server. Items 6,7,8,9,10,11,14 were tested on both MySQL and MySQLi. Other items were upcoming until switching to MySQLi on the production server in April 2020. Monthly gradings from mid-2020 then forced more significant changes, along with a few other minor changes made since. Please inform me of any errors/queries/feedback/suggestions.

Melvin

Changes:-

1) Sept 2019 :- The new version based on MySQLi is a major difference. The MySQL interface to the database became deprecated over past years in favour of the 'i' version (=improved, first available as an optional plug-in alternative that gradually became mainstream). Both were provided for under php5 but the MySQL version will no longer function when hosting adopts php7! This is a major reason for change and it could not be done bit by bit as all modules have to use the same method. It affects many lines of code in all modules that reference the database, though this alone should not introduce differences in appearance or functionality. Other changes also trialled during this rewrite over many months are listed below. The dev/backup server was upgraded to php7, whilst a second development-server ran php5 to duplicate the old 'MySQL/php5' production server to enable MySQL based development to continue with back-ports of MySQLi based changes (items 6,7,8,9,10,11,14) for the limited life of the old production server. (which moved to necl.org.uk/_mysql and remained available until ceasing to function when the production server runs php7 in Jan 2021). Production and development servers later had updates to several sub-versions of php7. Meanwhile php8 launched late 2020, but not adopted until supported on both servers (necl.org.uk/v and frintonet.ydns.eu/LEAGUE/v shows exact versions current at any time).

2) Login and role selection:- Revised to cater for multi-role users who prefer to use one username/password, and where auto-fill could fail if a returnkey was pressed, or its equivalent actioned by an over-helpful password manager after it auto-filled - which was equivalent to clicking the first/top role-selection button (=Team-Captain/League Admin) and may not always be the intended role. This is now avoided by collecting username/password with a single login button, so it does not matter if user hits enter or clicks on the one login button, or if a password manager attempts auto-fill and submit.



Role selection is no longer from a set of 'generic roles', as only the specific roles matching the key are offered (though most users have only one role). This removes a former limitation of needing separate keys where more than one role uses the same table to store the hashed key, e.g. keys no longer have to differ if the same person is captain for more than one team. This is one more click overall than before, but the enter key now has no effect, even if the cursor is over a button, because role-selections are no longer login buttons (even though they look similar), hence avoiding accidental top-choice selection. The above screen-shot demonstrates an extreme case where John's multiple roles are tested with the same username and pw. Last-login (date/time/IP) is now also shown alongside each role.

3) League generic:- A makeshift copy of the software was made in 2013 as an interim solution to provide a ladder for local schools, prior to the longer-term solution of the now generic program which uses 'league' as a parameter with separate database table sets per league. Although 'necl.org.uk' naturally defaults to NECL, this could be replaced by a more generic table. e.g. Tendring 'league' is <http://necl.org.uk?league=Tendring> or necl.org.uk/Tendring.

4) Separate control of appearance and content:- Taking out more parameters that affect appearance into style-sheets is on-going, allowing changes in presentation to be accommodated with minimal impact to functional programming. Some minor changes in appearance can be nothing more than personal preferences, though this possibility stems from making things generic so each league can define their own preferred colouring/style.

5) Faster new player lookup:- Typing the grading reference for a new player brings up their detail for you to confirm. If a reference is not known, but expected to be in the ECF national list, selecting from that list was slow because of it's size (>20k players) so took a good while to load and was a bit fiddly to scroll/select from, whereas a replacement scheme pre-selecting surname letter provided much shorter/faster lists. Ditto when selecting a non-local player list to enter a game result. The 'National list' was replaced with a choice from 26 shorter sub-lists. *This was however later superseded by the even faster scheme described in item 17:-*

6) Player updates:- A version of the league administrator tool to synchronise data with the ECF server was added under the admin pages of all club officer keys (following the 'Edit Player

Detail' item). Officers can now sync their players membership and grade data with that on the ECF server without relying on league admins to do this.

✚ Synchronise Grades & Membership data with ECF server

Bulk updates of grades and membership data are done periodically by league admins, which may affect pending game fees. Here you can do extra updates for your players, or do a quick club update that skips known ECF members.

Select Player

Check Player

Quick Club Update

(skip known members)

Notes:

A new membership class can not update on this server until the new data appears on the ECF player card.
(click on grading reference from the player list on your club page from another window to check an ECF player card)
New players are not selectable here until an ECF grading reference is known and inserted into the player's detail.
Player F grades do not override club estimates (unless newly issued, when club may revise this).
When a player's grade expires, their previous grade becomes their estimated grade.
New ECF references can be inserted and estimated grades can be changed under 'Edit Player Detail'.

7) Additional games, clarifying graded/ungraded:- Where explicit indication of ungraded internal games was sometimes omitted from an event name (though defined by the 'Event Type', so displayed in club game list, but not the 'internal' list for graded games) this was transcribed to be preceded with "Ungraded" and a message shown. Whereas, if the event name contained the string 'ungraded' and the event type did not correspond, so may have been overlooked, the event type was changed with a different message. Similar measures are NOT applied to edit pages, so users could always correct the record if the auto-amendment was incorrect.

1. Edit Event

Event Name: Clacton Club Ladder

Event Type: nonecf

Submitted 23.09.2019 17:53:00 by John Lambert

2. Create Additional Game Record

Ungraded event type was selected though not mentioned in event name "Clacton Club Ladder"?
Inserting "Ungraded" into event name to make explicit.

Event Name: Ungraded Clacton Club Ladder

Event Type: nonecf

Submitted 23.09.2019 17:53:00 by John Lambert

3. Create Additional Game Record

Event name ("Ungraded Clacton Club Ladder") states "ungraded" but event type "internal" selected?
Changing to "ungraded" event type.

Event Name: Ungraded Clacton Club Ladder

Event Type: nonecf

Submitted 23.09.2019 18:01:13 by John Lambert

Pick-lists for Event Names were taken from a) the table of extra/other games (played games previously entered); b) the internal events table, (where it picks up club-defined names such as Ladder/Knockout etc.); c) non-league fixtures from the calendar extra-events table (e.g. for other leagues, tournaments) and d) the cross-table definition table. Although you could also just type event names in, pick-list was intended to save time and re-type any name previously used, and to encourage consistency of event labelling.

This is all superseded in August 2022 by item 29, where grading status is set in event definitions.

8) Nominated players:- Setting the number of nominations per team (usually 3) has previously been defined on a seasonal basis and applied equally across club teams. This has been extended for recent new requirements (NECL rule 22c, re nominated players who did not play in the previous season) to provide two additional nominations for affected teams. (see also items 36 & 51)

NECL - Nomination Admin

Team	Brd	Nominated Player	Grade from July-2019	Grade from Jan-2019
BRAintree B from Mon 30-Sep-2019	1	Eddie Banks	141 D	148 D
	2	Darren Lewis	135 EST	135 EST
	3	Adrian Billingsley	133 D	122 D

Select new nominations for BRAintree B in board order

- Eddie Banks (141)
- Darren Lewis (135)
- Adrian Billingsley (133)
-
- Gerald Conley (127)
- No player nominated

Apply from Date: 10-10-2019

2019/2020 NECL Team Nominations for BRAintree

[show nomination history](#)

Team	Brd	Nominated Player	Grade from July-2019	Grade from Jan-2019
BRAintree A from Mon 30-Sep-2019	1	Paul Kenning	164 A	172 A
	2	Wayland Medlycott	150 C	155 C
	3	Peter Byford	149 C	153 C
BRAintree B from Thu 10-Oct-2019	1	Eddie Banks	141 D	148 D
	2	Darren Lewis	135 EST	135 EST
	3	Adrian Billingsley	133 D	122 D
	4	Gerald Conley	127 A	130 A
BRAintree C from Thu 10-Oct-2019	1	Bill O Leary	127 EST	127 EST
	2	Kenn Butcher	126 D	126 D
	3	David Moss	114 EST	114 EST

9) Divisional leader-board:- Sorting on the % column was previously always based on match-points. Now it is initialised to the league default, but otherwise refers to the subject of the current sort. Clicking the 'match-points' or 'board points' heading changes the sort accordingly. It can also be toggled by clicking the '%' heading.

10) KO Rounds:- Rounds/divisions are commonly named numeric, though this is not a constraint. The alphanumeric ordering that is applied to divisions and teams (A-Z,a-z,0-9), may not be readily applied to the rounds in a knockout as they would sometimes appear to be 'out of expected order' if submitted with certain names, such as "1, 2, Semi-final, Final". If any round of a Knockout/Plate event is non-numeric, match dates are used for team-ordering in the display/navigation of rounds. Game dates are similarly used for club internal knockouts to work out the ordering of rounds. However, the sorting instruction needed amending because forming an order for distinct rounds in which date-ranges within a round may overlap with other rounds was ill-defined (but does not matter where no dates overlap, as in league KO/plate) so a further specific is needed for the sort (such as the earliest, latest or average dates of the games from each round). Sorting by the 'latest date' within each round is now applied (another approach had been to allocate weightings for likely terms). 'Earliest' could fail (though no instances

occurred) e.g. when no early dated byes are entered and the first-played game of a 'preliminary' knockout round starts later than the earliest date of a later round on a different 'branch' (excluding any TBA dates, otherwise treated as earliest). 'Latest' may not be perfect either, e.g. it could arise that a latest stated date *during* a round is earlier than a later re-play in an earlier round, but any effect on display order would be temporary. (see also 14)

11) League player list:- The % of ECF direct members shown under the [playerlist](#) previously depended on the selection being incl/excl of unregistered or incl/excl of detached players, but is now always % of registered players, and explicitly stated.

254 players listed by NECL clubs (non-registered names in *italics*) :-
189 are NECL registered (74%), 65 are non-registered (26%)
172 are ECF direct members (67%), 82 are non-ECF-members (33%)

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254 players listed by NECL clubs (non-registered names in *italics*) :-
189 are NECL registered (74%), 65 are non-registered (26%)
Of the 189 NECL registered players:-
160 are ECF direct members (84%), 29 are non-ECF-members (16%)

12) Extended roles:- Although the choice of roles has been more than enough for most clubs, some have wanted extra keys to enter internal game results without needing to share keys. The club general-admin key can now allocate player keys to allow this. The basic player login key allows players to sync membership/rating data for their own club, and self-maintain their own known-as-name and email addresses for inclusion in league/club distribution lists. Accordingly the 'Extra Emails' fields previously available to secretaries is discontinued. Selected players may enter club internal game results or organise/create internal events.

The gen-admin key can set/change authorisation to suit the level of player involvement required:-

1: **ID-data**: Maintain name and email in club dlist + view full contact information of own club.

2: **Event Results Admin**: As 1 + can enter and edit results for internal events of own club.

3: **Event Organiser**: As 2 + can create/maintain internal events (ladders/KOs/cross-tables..) of own club

13) #Games columns:- Club page player lists showing numbers of games will no longer be allocated columns where there are no games for respective events. e.g.

2019/2020 - Dunmow Players
(ordered by Jan-2020 SP grade)

Name	SP Grade from Jan-2020	SP Grade from July-2019	RP Grade from Jan-2020	RP Grade from July-2019	ECF Grading Ref.	ECF Member Ref.	#games in divisions, ko/plate, daytime, internal, other										Perf	
							SP										SP	RP
Declan Kilcline	138 A	138 A	133 E	133 E	151996H	G 004153	1	2	3	4	k	d	i	o			160	-
Jenny Kilcline	125 C	125 C	106 D	106 D	289278K	G 007265	1										77	-
John Fletcher	111 D	111 D			298523J	B 007541	1										73	-
Spas Nikolov	111 D	111 D			313718B	B 014735	1										66	-
Derek Jones	108 C	108 C			113791J	B 004206	2										114	-
William Attwood	101 C	101 C			105972F	B 002249	1										60	-
Pushp Birdi	86 EST	86 EST			256472F												-	-
Albert Haywood	60 EST	60 EST			282449J	B 000593											-	-
Andrew Shoolbred	51 E	51 E			251162K	B 001196											-	-
Terry Thurbin	40 EST	40 EST															-	-

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2019/2020 - Dunmow Players
(ordered by Jan-2020 SP grade)

Name	SP Grade from Jan-2020	SP Grade from July-2019	RP Grade from Jan-2020	RP Grade from July-2019	ECF Grading Ref.	ECF Member Ref.	#games in divisions										Perf	
							SP										SP	RP
Declan Kilcline	138 A	138 A	133 E	133 E	151996H	G 004153	2										160	-
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John Fletcher	111 D	111 D			298523J	B 007541	1										73	-
Spas Nikolov	111 D	111 D			313718B	B 014735	1										66	-
Derek Jones	108 C	108 C			113791J	B 004206	2										114	-
William Attwood	101 C	101 C			105972F	B 002249	1										60	-
Pushp Birdi	86 EST	86 EST			256472F												-	-
Albert Haywood	60 EST	60 EST			282449J	B 000593											-	-
Andrew Shoolbred	51 E	51 E			251162K	B 001196											-	-
Terry Thurbin	40 EST	40 EST															-	-

14) 'Knockout Summary Trees':- Software developed to show trees for KO and Plate team events, (viewed by clicking the links worded '[Knockout](#)' and '[Plate](#)' in the navigation menu) needed adapting and extending before applying to club KOs. League team KO events are usually paired up only after the completion of all matches in preceding rounds, unlike some club individual KOs which may be 'pre-scheduled' and allow some later rounds to start without waiting for all games of earlier rounds to finish. Tree-tables that need to cope with more than one incomplete round at a time need a more complex program. Tables still in play are harder to automate from their feeding game results and keep presentable, than ones where the final has been reached (ref item 10). The method has to first look in the results table for the latest/final rounds played and work backwards to earlier rounds to identify connecting games, including replays, but incomplete trees can have isolated branches so we also have to identify and place any unconnected games from each round. The winners at the top of disconnected branches will not be connected until there is a result or pairing known from the next higher round. Ultimately you might pre-define whole trees by pairing

If Gavin's round 1 bye is explicitly entered as a result, it will of course then show as a bye from that stage. Entering early byes as a result seems to often be overlooked, so new participants who are not explicitly included in early rounds will later show implicit byes when this is apparent, as shown below. If an explicit round 1 bye for Gavin is not entered, an implicit round 1 bye will later appear when the round 2 pairing is known (otherwise Colin would similarly need a round 2 bye). Alternatively, if the round 2 pairing is entered, as a game without a score (to edit later), that would also cause the implicit round 1 bye.

<p>Marcin Czop 0 - 1</p> <p>Roderick Johnson</p>	<p>Roderick Johnson 1 - 0</p> <p>Robert Davies</p>	<p>Marcin Czop 0 - 1</p> <p>Roderick Johnson</p>	<p>Roderick Johnson 1 - 0</p> <p>Robert Davies</p>
<p>Robert Davies 1 - 0</p> <p>Pedro Gomes</p>		<p>Robert Davies 1 - 0</p> <p>Pedro Gomes</p>	
<p>Colin Ellis 1 - 0</p> <p>David D Cruz</p>		<p>Colin Ellis 1 - 0</p> <p>David D Cruz</p>	
		<p>Colin Ellis 1 - 0</p> <p>David D Cruz</p>	<p>Colin Ellis v Gavin Hughes</p>
		<p>Gavin Hughes BYE</p>	

15) Online games:- This item was tested due to Covid-19 but then undone. It added an extra result parameter (pre-defined or selectable) to identify 'playing conditions' as OTB or on-line, so games could be graded or listed separately as appropriate (and with *ungraded leagues if needs be!*). Information at englishchessonline.org.uk confirmed that league and club events played on-line could have online-gradings, separate to OTB grades, if players link their chess.com or Lichess aliases to their ECF memberships (see englishchessonline.org.uk/joinus - *players only need 'supporter' level to qualify*) and that club/league officers register events at britchess.wufoo.com/forms/register-your-event-for-ecf-online-rating. Obviously there would be procedural issues to agree. Discussion with league officers suggested that 'on-line' could not be regarded as "graded games" so I later followed the above procedure to verify on-line grades are indeed allocated - so unless the provision is to be limited only to ECF organised games we should be able to play league/anything on-line with an appropriate ECF grading.

The main obstacles to this seem to be (a) guaranteeing fair-play and (b) not qualifying for 'grading', which many players regard as important. (a) may be aided by running voice/video links, as part of, or in parallel to, the chess-server site (e.g. Teams, Meet, Zoom, Slackware, Discord, Twitch etc..) and accept that bandwidth/move-response-times may sometimes be impacted. As for (b) - are ECF on-line-grades really so inferior to ECF OTB grades? ECF also run [on-line events](#) for members. Some players may not be all that bothered which ECF type of grading system is to apply, or even if games are not graded, at least for a while, if this simply helps keep more players active.

Aug 2021 note - "**The ECF Grading Database**" at ecfgrading.org.uk only covered OTB - until around June 2021 when ECF player cards started to indicate online ratings, demonstrating the much needed improvement to consolidate OTB and online data into one source. The API was also modified to take this into account so we now also have the means to synchronise with online data.

Clarification will be needed for NECL Rule 22b and 22c as to which months (start/mid/current) are to be significant for registration/nomination ordering. Also, grade differences of 5 and 10 points in rules 22c and 22f need to be increased to have similar meaning (the strict 37½ and 75 is awkward mental arithmetic so maybe should become 40 and 80, or even 50 and 100? - TBD).

17) API & player searches:- The method used in recent years to track grades and memberships has

been to download and interpret ECF player card pages - because national lists have not always been available in a timely manner for download and have sometimes had formatting issues, but were used to supplement player name searches to help identify new players. An alternative would have been direct access to the ECF database (by read only remote SQL requests) but never provided. From summer 2020 though ECF are providing a new Application Program Interface for transfer of JSON responses to certain requests, which can be accessed by relevant programming and should be a big improvement. ECF will discontinue the supply of downloadable player list files after 2020.

Earlier published grading lists only contained graded players, so did not always pick up on new/ungraded players who may have ECF history. Finding an old ECF reference often required a manual search for ungraded players at the grading site. Although list-searches were recently improved for speed/ease, the new replacement programs using the API should now be even faster (subject to ECF server response) and no longer limited to players having a current grade. The page to enter new player details is therefore changed again, with generated pick-lists, based on name-string-searches. Pick-lists can be kept small by avoiding short strings of (< 4 chars) which could produce unwieldy results. Full details of a selected player, and prompts for estimated grades if ungraded, are presented before requesting final confirmation. Ditto if selecting the non-league player option to enter/edit type 'other' game results.

A search result of the current ECF database using the API has also been added to the general player search on the main navigation menu. Output from historic multi-year player lists up to 2020 is retained (in case period context aids a search), along with the search of league and other games. Player update software (item 6) was also rewritten to use the API method (item 20).

The current season is added to the season selection on the player pages, regardless of games played. For simplicity in searching for historic games, only those seasons with played games were previously in pick-lists (player pages for non-game years, not normally of interest, can still be accessed via archive season selection from main navigation if required). This makes it easier to return to the player page of the current season after viewing selected year(s) when there are no current season games.

18) Expired grades and Other Categories:- A grade category of "EST" has been used when a player's grade disappeared from the distributed national list that comprised only graded players, on the basis that a players last known grade is a reasonable estimate (rather than no grade), so the league could still use this for seeding purposes. Whilst the API will not find totally new and ungraded players, it does indicate (by * as category) where a former grade has expired so "EXP" is now used to distinguish expired grades from those estimated for new players.

Dec 2021 note - The * category seems to be used more widely than 'expired' (= 1 game in previous 5 years, see item 19 table or https://www.ecfrating.org.uk/v2/help/help_profile.php) e.g. junior instances with no previous grade or graded games, so not fitting the note stating "Category * ratings are not published but will be used if a player resumes playing". Usage of * is not rigorously defined so sometimes includes new players with few graded games so our EXP label may need to change (to 'U', '~'

or even '*' to just mean unreliable/ungraded/expired or based on very few games)? Instances have been noted of grade numbers with a 'null' category, so not obvious what calculation these are based on (maybe a local-grade defined in the new ECF-LMS?).

Sept 2022 note - item 19 table no longer in above reference and new reference to * says "The new category P is considered a replacement for both the F and * categories", so earlier EXPs will now become *'s to match ECF usage and are expected to be phased out in future data (see also item 32). Where this appears on web pages that previously used a star for other purposes, that star is replaced by † (dagger) to remove ambiguity.

Another anomaly/feature noted is the occasional * category with a zero grade level in API data (ref. item 19 table - maybe the number is only retained for 5 years, then set to 0?). Whilst an expired grade value may often be more useful to re-adopt than an uninformed estimate, not so here. For these reasons EXP is treated similar to F and EST - captains can re-estimate - and can now do so for historic months if a retro-correction is later required (see item 20).

```

{
  "effective_date": "2021-10-01",
  "original_rating": 0,
  "revised_rating": 0,
  "category": "*",
  "domain": "S",
  "success": true,
  "processing_time": "1ms",
  "total_processing_time_today": "481ms",
  "max_processing_time_daily": "60000ms"
}

```

Before monthly OTB grades, local EST grade values were replaced by new ECF-issued values during any grade update, so captains had to again review if a new 'F' should still be replaced by their own estimate. That was reasonable with 6 monthly grade updates, but not for monthly updates, so EST category grades now override ECF issued 'F' grades, until a higher category is issued.

ECF sources seemed uncertain if online grades were going to have categories, or not (maybe ECF anticipated/encountered problems securing regular game counts from partnering sites?) From Oct 2021 though, some A,B,C...etc. category letters started to appear in API data (but not showing on player card data). It was apparent that ECF then had the means to capture online game counts. Later more A,B,C.. assignments of online categories backdated to 2020 were also noticed. Confusingly though, ECF then stated (see 'above help-link', end of section on Category)

"For online ratings there are three categories: L for all ratings inherited from the previous online rating system where no results have been recorded since 1st September 2021, K for ratings using the K rating algorithm and P for those on the P rating algorithm." (+ see item 32)

19) Category Boost:- In early December 2020 grade-categories of many players went up! e.g. B -> A. This first appeared to be an error due to incorrect game counts for the 1,2 and 3 year periods used to define the categories. When I noticed this difference on 10th December 2020 I reinstated December values from the server-synchronisation of 1st December having checked these to be correct, but this meant our categories were then at odds with ECF data. It was later discovered that ECF had decided to add 12 months to the periods for game counts. Not surprising that they would come up with a way to counter ongoing category erosion due to Covid, but if they had also changed the labelling to match we would have realised what they had done! - accordingly I reinstated the values for 10th Dec but amended our labels to show the correct month numbers, although this now put our month number data, instead of categories, at odds with ECF data! ECF have since published their new temporary month-counting provision, but have still not (as of end-Jan 2021) amended player card labelling to match. So where ECF state "games played in last 12 months" on player card details, they expect everyone to know this really means "games played in last 24 months" - ditto for 24 and 36 months to mean 36 and 48 months. e.g. John's 27/48/73 SP games on his ECF player-card below are not really for the 12/24/36 months shown but are for 24/36/48 months, ditto for his RP games and ditto for all affected players.

Category * ratings are not published but will be used if a player resumes playing.

Category	1 year	2 years	3 years	5 years
A	30+			
B	10+	30+		
C	10+		30+	
D	5+		15+	
E	1+		9+	
F	1+		5+	
*				1+
See below:	2 years	3 years	4 years	6 years

Minimum number of games to achieve category

STANDARD:

Rating:	1563B	Official Revised Standard Monthly Rating Dec 2020 (subject to daily revision)
	1563B	Official Original Standard Monthly Rating Dec 2020 (fixed)
Games:	0	Current month
	27	Prior 12 months
	48	Prior 24 months
	73	Prior 36 months
Rank:	5711	Rank, excluding FIDE registered foreign players
RAPID:		
Rating:	1488A	Official Revised Rapid Monthly Rating Dec 2020 (subject to daily revision)
	1488A	Official Original Rapid Monthly Rating Dec 2020 (fixed)
Games:	0	Current month
	61	Prior 12 months
	110	Prior 24 months
	147	Prior 36 months
Rank:	6699	Rank, excluding FIDE registered foreign players

Name: John Lambert
player_id: 97

Member of Clacton club

No NECL registration on record for 2020/2021 season

ECF Grading ref. 170345G No 2020/2021 membership record

Membership ref. B 007540

BRONZE 31-08-2020

SP Grade 1563C in July 2020, 1563B in Dec 2020

27 std-play graded games played in prior 24 months

48 std-play graded games played in prior 36 months

73 std-play graded games played in prior 48 months

RP Grade 1488A in July 2020, 1488A in Dec 2020

61 rapid-play graded games played in prior 24 months

110 rapid-play graded games played in prior 36 months

147 rapid-play graded games played in prior 48 months

Aug 2021 note - more recently it was noticed that our category data from Aug to Nov 2020 differed from ECF for OTB categories, meaning the December 2020 category boost was later back-dated to August. Also, the above game counts were excluded from the columns of the 'All Rated Players' API output since ECF changes in June 2021 (when many parameters were renamed), so currently not shown on our player pages (though counts do still appear on ECF player cards and are still within the API description at www.ecfrating.org.uk/v2/help/help_api.php so expected back in API lists one day? - later note - not as of Jan 2022).

(20,21 added Apr/May 2021)

20) Player grade/membership updates were previously done by league keys (competition-secretary, treasurer, web-services) and later by club and player keys (item 6). Whereas, League keys update the displayed month from admin screens after synchronising all player data (this sets reference to the most recent updated data - referred to in item 16 and could be automatic if we could rely on ECF server updates to be to always be in place). Checking data-status and applying this manually, avoids brief displays of last months player data being shown as though current, until overridden

by a further sync if/when source updates are late. The interface for league admins now shows a reminder from the beginning of each month if the 'most recent month' displayed differs from the current month - indicating that synchronisation is due, but should not be made until new data is checked to be available. When all grade updates have been synchronised, the displayed month should then be set to be the current one.

2020 Note: Traditional ECF 3 digit grades were used. The ECF September newsletter announced the new Elo inception grades for July/Aug are conversions

SP Grade (Apr-2021)	RP Grade (Apr-2021)	P
2515 A	2478 C	Ric
2403 C	2463 E	Davi

Synchronise Memberships and Grades with ECF Server

Changing displayed month from 4 to 5 (Apr -> May)

[Return to Admin Page](#)

Elo inception grades for July/Aug are conversions

SP Grade (May-2021)	RP Grade (May-2021)	P
2515 A	2478 C	Ric
2403 C	2463 E	Davi
2305 B	2170 EXP	Dani

Ratings History

	Jul 2021	Aug 2021	Sep 2021	Oct 2021	Nov 2021	Dec 2021	Jan 2022	Feb 2022	Mar 2022	Apr 2022	May 2022	Jun 2022
OTB Std	1608 C	1608 C										
OTB Rapid	1668 A	1668 B										
Online Std	1622											
Online Rapid	1524											
Online Blitz	1447											

	Jul 2020	Aug 2020	Sep 2020	Oct 2020	Nov 2020	Dec 2020	Jan 2021	Feb 2021	Mar 2021	Apr 2021	May 2021	Jun 2021
OTB Std	121 C -> 1608 C	1608 C	1608 C	1608 C	1608 C	1608 A	1608 B	1608 B	1608 B	1608 C	1608 C	1608 C
OTB Rapid	129 A -> 1668 A	1668 A	1668 B	1668 B	1668 C	1668 A	1668 A	1668 A	1668 A	1668 A	1668 A	1668 A
Online Std					1622	1622	1622	1622	1622	1622	1622	1622
Online Rapid					1531	1539	1537	1414	1450	1464	1452	1460
Online Blitz					1488	1487	1478	1473	1406	1395	1470	1493

Synchronise Ratings & Membership data with ECF server

Data for the current month may not always be immediately available. New membership/rating data can not update on this server until it is published on the ECF player record. (click on grading reference from the player list on your club page from another window to check the player record)

Membership updates are always for the current month. Specify any rating updates not yet synchronised.

OTB: Online:

Grading Reference: [Check Player](#)

Select Club: [Check Club](#) [Quick Club Update](#) (skips known ECF members)

Aug 2021 note - Memberships, OTB and online checks and updates can now be separately activated as appropriate to cater for the new OTB monthly ratings emerging near the first of each month (for events up to end of previous month) and online monthly ratings currently not emerging until mid-month. Selected months can now be historic (back to July 2020, when monthly ratings were first available) for occasional back-filling/correcting of data.

21) Match pairings, date progress etc:- When the competition secretary sets up team fixtures for a new season these are usually produced in bulk using a provided tool which has thus far referred to the previous season pairings, with home/away venues switched. Other tools are then used to perform team-replacements in fixtures due to promotions/relegations or generating/removing multiple pairings due to other team changes within each division etc. Dates can be auto-proposed or left as TBA for captains to propose. Recently, due to Covid, the tool used for initial population of the website fixture tables needed to be modified so that future seasons will always have a set of fixtures to refer to after playing gaps of a full season or longer! So the reference season can now be defined from a selection of seasons (initially set to the 4 most recent) and, depending if that is an odd or even number of played seasons ago, might require keeping the same venues as the reference instead of always switching, so a choice of "switched" or "same as" is now provided.

New Pairings for League Division 1 **Issue Dates *** [Initialise](#)

based on previous season with home-away venues switched

* auto-dates are 365 days after corresponding event of previous season, adjusted to nearest home team club night

>>

New Pairings for League Division 1 based on season

with home-away venues **Issue Dates *** [Initialise](#)

* TBA proposals set to equivalent event dates from the reference season, adjusted to nearest home club nights

Create New Pairings for Division 1 based on 2019/2020 season with switched h/a venues

55 Pairings Inserted

[Return to Admin Page](#)


The League Team Stats Page (click 'Teams' from navigation panel) where Home/Away balances can be monitored, alongside match date/score confirmation status, no longer initialises to include team defaults over the past 2 seasons (adjusting balances due to away team defaults no longer assumed). If required, this can now be indicated from the list of options under the sub heading.

The % completion of agreed match dates on division/club/team pages were shown until a preset date (projected to be when most teams were expected to be approaching 100% - after which it becomes superfluous). That date has differed widely in the last few seasons, so the displayed note is now level driven instead of being date driven (set at 90%, though this can be changed). Reminders of match-date completions will not be shown on pages for divisions, clubs and teams where the threshold has been reached (though all figures are shown in the League Team Stats Page).

Upcoming completed match dates, scheduled within 7 days, are added to the Latest Matches page in the table alongside pending/imminent/overdue results (and 'days ago' is no longer a column, now only appears alongside match dates if exceeding the 5 day non-reporting/imminent margin).

22) Variable number of boards:- Tested in readiness to be adopted, after a proposal was made to not fix the number of boards, for flexibility during the pandemic re-building period. Leagues normally set the number of boards to be played (at least by division) and the reporting system is initialised to this for each coming season. If this is to be variable, captains will need to select the agreed board numbers as each result is reported. Also, there is a practical upper limit dictated by fixture table dimensions (currently, #columns_used = 25 + 6 x max_boards, though that could be changed, even during a season if needs be). Three parameters are used to set minimum, nominal and maximum numbers of boards. If boards are fixed, all are set to that number and captains are not burdened to declare #boards for each match. If boards are to be variable, captains need to indicate #boards in the match result entry form, from a pick list ranging from min to max number of boards. (initialised to the nominal number to minimise the need for captains to change this). Setting a non-nominal number will refresh the screen with the number of player result-entry-rows equal to the stated number of boards. Later it was decided best to keep it simple by sticking with 4 boards/match as this fits one car, and variable boards complicate tie-breaks and need more pre-match communication/organising.

23) Player rating links:- On player pages, the ratings shown in the player profile and the grade history tables are now links - constructed to show the respective live data on the ECF server (via the ECF-API). This makes it easy to instantly verify grades on our web pages against those kept on the ECF server. Clubs/players can then identify if any re-synchronising is required. Hint:- you may prefer to view these links with a browser that recognises json data, or install a plug-in, so data is presented in an easier to read layout, as the samples below demonstrate.

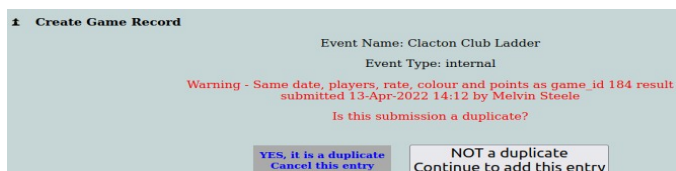


(24-37 added 2022)

24) Auto-reset of unplayed fixtures:- Currently, result reporting is 'due/imminent' up to 5 days from the match date. If one side reports with no confirmation the result is auto-confirmed after the 5 days, or after 24 hours from the last report, whichever is later. Results not reported by either side after 5 days and up to 10 days are regarded as 'overdue'. After 10 days they become 'significantly overdue' and displayed in a separate table. A late result can still be entered, but the probability of these being non-notified postponements increases with time. The competition secretary, or web admin, usually need to reset these with a TBA date, so it was agreed with the competition secretary to automate this to happen after 15 days from the original match date. Fixtures are then auto-labelled as 'postponed' and become available for new match date proposals.

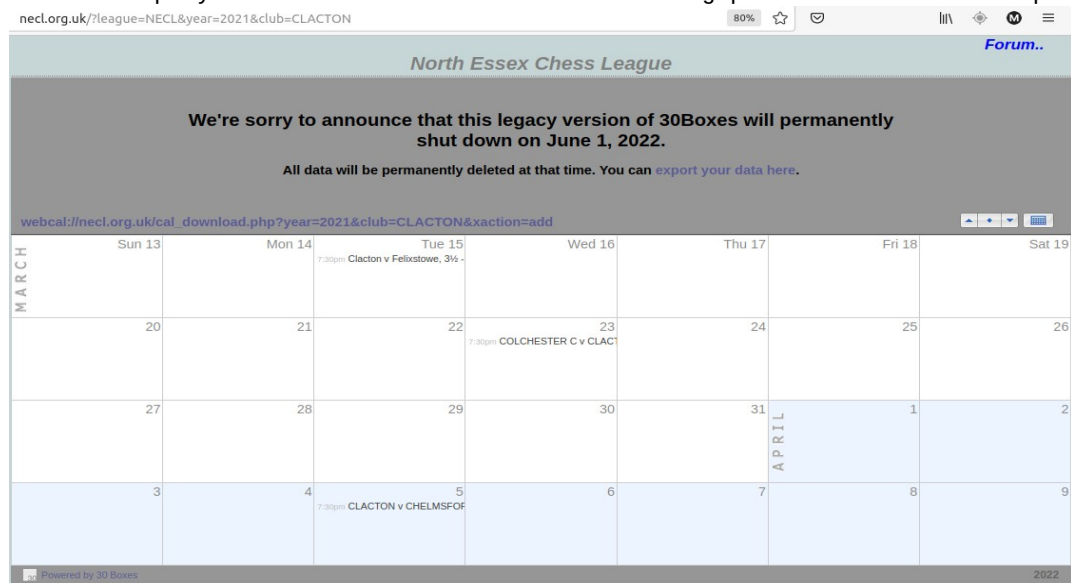
25) Detection/avoidance of duplicate club event results:- Code was added to reduce, if not eliminate the occurrence of duplicate club game entries, occasionally created when (i) someone enters a club internal result and doesn't notice this may have already been done by someone else; or (ii) someone doesn't refresh their browser view of the event after entering a result so thinks their entry failed when it didn't so they re-enter it; or (iii) someone (without a player-key that can enter results) tells two others (who can enter a result) and both enter the result on their behalf not expecting to check if the same game result was already there all have happened!

Errors are easily corrected once spotted but we should avoid risking these being swept up for grading at a wrong moment! Hopefully the new measures will catch most duplicates **before** they are created. The code is based on the fact that games on the same date with the same players, same colours, same rate and same result is unusual! Such a submission is not prevented as it is entirely possible, such as where 2 players have several rapid-play games during an evening.



Possible duplicates are now flagged and you are asked to confirm as duplicate (cancelled) or as an intended further game result (submission continues). To further help identify duplicates, the edit/delete game selection in admin pages now shows the game_id's in that list.

26) Replacement Web-Calendar tool: For those who like to print a conventional type of calendar, populated with their club fixtures, rendered to a dedicated web page, the '30boxes' tool was a readily available means to do this. This had saved time earlier compared to programming the equivalent function, although it created a dependency on this free service continuing. It worked by uploading an appropriate ICS file to the 30boxes web address which then rendered the web page view of the calendar (the ICS file was already being generated by the facility to download the calendar to apple/google phones or similar desktop calendars). Around mid-May 2022, it was noticed that a company announcement of shutdown was being posted within the output:-



Accordingly, a replacement for this tool was quickly written. It was implemented in time to provide this function before closure of the 30box service.

frintonet.ydns.eu/LEAGUE/calbox.php?league=NECL&club=CLACTON						
League Div 3 CHELMSFORD C v CLACTON 1 - 3						
Sun 6	Mon 7	Tue 8	Wed 9	Thu 10	Fri 11	Sat 12
Sun 13	Mon 14	Tue 15	Wed 16	Thu 17	Fri 18	Sat 19
SCCA Div/Rnd U1650 Clacton v Felixstowe 3½ - ½						
Sun 20	Mon 21	Tue 22	Wed 23	Thu 24	Fri 25	Sat 26
League Div 3 COLCHESTER C v CLACTON 3 - 1						
Sun 27	Mon 28	Tue 29	Wed 30	Thu 31	Fri 1	Sat 2
Sun 3	Mon 4	Tue 5	Wed 6	Thu 7	Fri 8	Sat 9
League Div 3 CLACTON v CHELMSFORD C 1 - 3						
Sun 10	Mon 11	Tue 12	Wed 13	Thu 14	Fri 15	Sat 16

The replacement has the same limitations as its predecessor (compared to the match listings direct from club pages website). Viz;- only visible/available for the current season; no win/draw/loss colouring as intended to suit monochrome printers; TBAs not shown (no date set to place); could be updated to show notices and special days.

27) Return of performance calculations to cross-tables:- This feature was removed when monthly grading was introduced (see earlier item 16). In 2022 it was returned for club cross-tables, though now based on Elo ratings, so clubs regain the option to easily identify award winners based on performances or improvements in addition to points (click column headings to select ordering, below example shows this by 'Points' and by 'Perf minus Grade').

Start Date: 07-Jun-2022
Finish Date: 28-Jun-2022

44 Rapid Play Games played from Tue 07-Jun-2022 to Tue 28-Jun-2022

Players x Rounds Cross Table, ordered by points (click [here](#) to see players x players format)

#	Name	Points	Rounds								Perf	Perf minus Grade
			1	2	3	4	5	6	7	8		
1	Andrew Salmon (1795)	6½	+w11	+b3	+w12	+b2	=w6	+b7	+w9	-b4	1797	2
2	Martin Alvin (1675)	5½	=BYE	=BYE	+b7	-w1	=b3	+w13	+b6	+w8	1671	-3
3	John Lambert (1488)	5½	+b7	-w1	=BYE	=BYE	=w2	+b6	+b10	+w9	1524	36
4	Robert Stephens (1815)	4½	=BYE	=BYE	+b5	=w6			+b15	+w1	1820	5
5	Marek Ciorga (1563)	4	+w13	+b15	-w4	+b12	=BYE	=BYE			1567	4
6	Andrew Todd (1413)	4	=BYE	=BYE	+w15	-b4	-b1	-w3	-w3	+b12	1433	10

Players x Rounds Cross Table, ordered by performance minus grade (click [here](#) to see players x players format)

#	Name	Points	Rounds								Perf	Perf minus Grade
			1	2	3	4	5	6	7	8		
1	Vince Chung (952)	4	-w2	+b15	-w10	+b13	+w6	-w9	-b4	+w14	1015	63
2	John Lambert (1488)	5½	+b1	-w9	=BYE	=BYE	=w10	+b5	+b14	+w15	1524	36
3	Alan Methven (888)	2	+b14	-w8	-b5	-w12	+BYE	-b15	-w7	-b11	902	14
4	Michael Coughtry (1429)	3½	=BYE	=BYE			+w15	=b6	+w1	-b10	1439	11
5	Andrew Todd (1413)	4	=BYE	=BYE	+w3	=b7	=b9	-w2	-w10	+b12	1423	10
6	Steve Fisher (1360)	2½	+w15	+b11	-b9	-w8	-b1	-w3	-w3		1366	6

28) Production of grading files:- When it was noticed, well into 2022, that no internal games had appeared in grading data this was queried with the grading officer by the affected clubs (only 3 due to the less than usual activity during a Covid recovery season). There was growing concern about this because some early-season results had reached the period of 7 months which ECF were stating to be the maximum time period for data to be accepted into the grading/rating system.

The initial unconfirmed impression was that the grader was submitting NECL games for grading but had ceased to submit club internal games. This meant the league needed some other way to ensure club games were reported for grading (otherwise individual clubs would be left to pursue their own arrangement). The production of grading files was the obvious answer but required an ECF grading key to submit them. Production of main league grading files had previously been offered to the grader (c2010) but declined, so was never set up - now it suddenly seemed urgent!

Formal requests via the league secretary had to be made for confirmation that grader would/not submit internal results, as done in previous years, as a formal part of this role. Meanwhile, it was a relief to discover from ECF that the 7 month stated period was not yet being enforced. (working to 12 months, due to Covid, system changes etc.. and ECF being "lenient" for a while). Eventually, internal results were submitted by the grading officer, albeit by manually re-entry of data into the ECF-LMS (which also generates grading files and submits them for grading). File upload would seem a much easier method than either transcribing/screen-scraping from website to spreadsheet (past practice), or manual re-entry into ECF-LMS (more recent), as both carry a risk of transcription error, but that is down to the grader, or clubs who use ECF-LMS for internals. This was not entirely resolved, but if a future grader prefers to simply upload files directly into the grading system they will now be able to use the NECL file generation facility for this. Possible files will be listed once graded games have been played. Files for the current season of internal events can be created/viewed/updated/downloaded as required by the grading key or any officer/appointed-player key of the owning club. See also item 63.

Reference: The ECF Graders Guide at www.ecfrating.org.uk/doc/download/GradersGuide.pdf

The file structure is described at www.ecfrating.org.uk/doc/spec/submit_def.html

Field definitions are specified at www.ecfrating.org.uk/doc/spec/field_def.html

Club (Code)	Event	Last Update
COLCHESTER (5328)	Tony Locke Rapidplay 2022 Filename: gr22COLTLRR Event Code: gr22COLTLRR #Games to grade: 30 From: 17/08/2022 To: 17/08/2022	26 Aug 2022 23:56 View / Download #Games in file: 30 From: 17/08/2022 To: 17/08/2022

Where a club event contains a mix of games with standard and rapid time controls, separate files for each rate will be listed, as these are treated as two separate events for grading purposes. The summary table shows how many games are available to be graded for each event and the period over which these have been played. It also shows the number and period of the games in the most recent file to help decide if further updates/submissions should be made (could be monthly-auto?). See also item 55.

Be aware there have been issues with control of ECF-LMS club profiles and of grader submitting games marked as ungraded by clubs due to miss-understandings of an ECF 'rule'. Grader (and apparently ECF, now the matter has been highlighted to them!) believe that 'events' are graded "entirely or not at all", whereas ["englishchess.org.uk/how-to-get-an-event-rated"](http://englishchess.org.uk/how-to-get-an-event-rated) guidance says

"events, or sections of events, are rated whole or not at all"

That mid-clause makes all the difference. If you have games that can form a 'non-graded section', that section complies as it is rated 'not at all' (and any other section complies as rated 'whole'). Note we are dealing with an OR here, not an AND! (the overall expression is true (complies) if either side of the first OR is true). One could imagine that clause added at some time to relax an earlier more rigid rule. Seems ECF meant 'all sections will be rated', or 'all sections will be unrated', which is not the same (we say ECF rules should say what they mean). The outcome was ECF saying NECL should now "get their house in order", but admitted, "wording may not be sufficiently clear for internal club events".

Hence the following item is introduced to help us all comply with the ECF 'notion', above and beyond their actual wording!

29) 'Delineation' of grading for internal games:- The term used by ECF to convey how grading should be applied. This will change from the previous game or section/sub-event level - to now be

at the club-event level from 2022/23 season (so item 7 is no longer required and is superseded) i.e. the choice to declare individual games as unrated, previously selected on result entry is removed. Rated/unrated choices now have to be declared on event creation/edit admin pages - though each club will have pre-defined events to report individual ad-hoc rated and unrated club games. Events will default to unrated on setup, unless changed to rated. e.g.

1 Create Event and Ladder Table for CLACTON Club page
(see [here](#) for rules and [here](#) for example)

Event Name:

☒ Rated ☐ Not Rated

Insert the Ladder title in the above name field. This will appear as the name of your ladder

Previously, when adding a non-fixture game, you could either scroll and select from established events or freely type in a new event name. Now scrolling is removed and selection limited to pre-defined events. These are ordered, as test data on the right shows, first by any internal events you have created (ladder/cross-table/KO), followed by any rated and unrated ad-hoc club games, and then by any external events you care to publish (e.g. congress or matches from other 3rd-party rated leagues members have played in, and usually appearing in club calendars).

1 Additional 2022/2023 game

Event:

Select event

- Ladder (graded)
- Clacton Club Shield (ungraded)
- KO Competition (ungraded)
- Club game (graded)
- Club game (ungraded)
- SCCA U1650, Bury v Clacton
- SCCA U1650, Clacton v Ipswich
- SCCA U1650, Felixstowe v Clacton
- SCCA U1650, Clacton v Bury
- SCCA U1650, Ipswich v Clacton
- SCCA U1650, Clacton v Felixstowe

Rnd/Div/Section: Board: Rate:

Date Played:

Date-note:

WHITE	score	BLACK
CLACTON players		CLACTON players

Scroll and select (click on) players and score

The tagging facility (linking games to events by text matching) now serves no useful purpose and is therefore dropped as each result will now be explicitly assigned to an event when reported (but database fields/filtering kept to retain consistent legacy data presentation).

From 2022/23 season, the list of games for grading (via 'Internal Games in main navigation panel) will now consist of all games from only those events declared as rated. As before, no unrated games will appear in the list of games for rating, and as before, unrated games will only appear in the mixed game lists on club pages relevant to each club.
From 2024/25 season, event selection is raised to main admin pages to precede the above screen.

30) Declaring an event as 'sticky':- When setting up a new season, where ladder/cross-table/ko events have run in the previous season, these have been re-initialised with similar club-night dates ready for clubs to repeat them, though can be deleted in the new season if not required. When you create an event you now have a tick-box (default unticked) you can use to flag an intended repeat. This can also be set or unset by editing the event at any time.

Min. qualifying games:

Start Date:

End Date:

☒ Tick (click) this box if you intend the event to be annual.
Similar events will then be re-created for you at the start of following seasons, using this detail as a template.
(just check and adjust dates if required - you can edit the event to untick this box at any time)

31) Display Total Team Ratings:- The 2022 League Committee Meeting decided to trial team restricted divisions (+ play-off for an overall winner). A total of 6750 was proposed as the initial level for the introduction of this event into the 2022/2023 season (see also item 37). To help show at a glance that teams are within limits, a summation of team member's ratings will now show on all club team pages (alongside where only averages were shown in the past).

Date: Tue 31-May-2022			League: Division 3		
Brd	Col		Result		Col
1	b	Gavin Hughes (1951)	1 0	Robert Stephens (1773)	w
2	w	Andrew Willoughby (1735)	1 0	John Lambert (1565)	b
3	b	Colin Ellis (1520)	0 1	Warwick Estlea (1482)	w
4	w	Joe Crossley (1300)	1 0	Clive Hill (1413)	b
		(Σ=6506, avg=1626)	3 1	(Σ=6233, avg=1558)	

32) Adjustment of P and H ratings:- The new K,L,P ratings, intimated in 2021 (re item 18) suddenly appeared as A,H,K,P in July 2022 (requiring minor mods to the synchronising program to accept these). ECF now provide definitions of these at ecfrating.org.uk/v2/help/help_profile.php.

"Category P: All ratings of players with active ratings that will be updated by the P-method. Such ratings are published but because of limited data; player's strength here should be assessed with wider evidence where available."

Category H: For OTB, players who inherited a rating on 1st July 2020, but who has less than 9 rated results in the 60 calendar months prior to 1st July 2020 and has not played since; . . .When a player with an H rating subsequently plays, their rating will convert to category K.

From this it seemed appropriate to treat P in the same manner that we dealt with former F, so EST category ratings can override issued 'P' ratings with EST ones, (and be 'sticky' so as not to revert at the next ECF sync) until A, H or K category is issued. Later (Oct. 2022) examples of H rated players gave rise to similar consideration "where there is strong evidence", even though the [ECF rating summary](#) was still saying.

"On 1st September 2022, any player still with an H rating will be converted to unrated" (So interim play by H rated players could either become classed as "active rating, updated by the K-method", or become the first run of a completely new calculation if ECF backdate to 'unrated' ???)

33) Shared venues are now separated out from H/A counts in team-pairing-stats tables:- Where clubs have more than one team per division, home/away pairing assignments between teams of the same club are regarded by clubs as equivalent to double home matches, as neither team has to travel. These 'shared venue' matches should really be excluded from H/A counts where travel is a main concern. Team-pairing-stats tables therefore now show an additional column for counts of shared venue matches, which are no longer included in respective H/A column counts.

34) Modification of 'add team to division' tool for competition secretary:- When this tool is instructed to add a team to a division it creates a set of fixtures for the new team against each of the existing teams already in the specified division at that time, according to single play or double-play being specified. This can be used for one-off promotion/relegation adjustments - or to build up a whole division by adding one team at a time, after initialising the division by creating a single pairing, in situations where there is no helpful reference season (as in 2022/23) to use as a template from which to clone a new division (item 21). The latter case needed a more exacting method of home/away allocation. Double play obviously gives the new team a home and away fixture with each opponent team. In single play, ongoing H/A counts of each paired teams were used to decide the most balancing choice (or random on equal counts). This has been changed to be an alternate of the previous 'bottom row' of the H/A table when building a division in team-alphabetic order (as that is the presented/expected ordering of H/A tables, see item 35).

35) Generation of S/H/A tables for team-pairing-stats and competition secretary team-add admin pages:- These are now generated and displayed on team-pairing-stats pages, to complement the summary table (item 33) of S/H/A counts by showing at a glance the allocated nominal home/away venues for each match.

Division 2

0% of division 2 fixture dates are confirmed (0 out of 36)
0% of division 2 fixture scores are confirmed (0 out of 36)

Team	S	H	A	Dates Confirmed	Scores Confirmed
BRAINTREE B	0	4	4	0% (0 out of 8)	0% (0 out of 8)
BRENTWOOD C	0	4	4	0% (0 out of 8)	0% (0 out of 8)
CHELMSFORD C	1	4	3	0% (0 out of 8)	0% (0 out of 8)
CHELMSFORD D	1	3	4	0% (0 out of 8)	0% (0 out of 8)
CLACTON A	1	4	3	0% (0 out of 8)	0% (0 out of 8)
CLACTON B	1	3	4	0% (0 out of 8)	0% (0 out of 8)
COLCHESTER C	1	4	3	0% (0 out of 8)	0% (0 out of 8)
COLCHESTER D	1	3	4	0% (0 out of 8)	0% (0 out of 8)
WITHAM B	0	4	4	0% (0 out of 8)	0% (0 out of 8)

H/A Pairings (9 teams)

#	Club Team	1	2	3	4	5	6	7	8	9
1	BRAINTREE B	-	A	H	A	H	A	H	A	H
2	BRENTWOOD C	H	-	A	H	A	H	A	H	A
3	CHELMSFORD C	A	H	-	S	H	A	H	A	H
4	CHELMSFORD D	H	A	S	-	A	H	A	H	A
5	CLACTON A	A	H	A	H	-	S	H	A	H
6	CLACTON B	H	A	H	A	S	-	A	H	A
7	COLCHESTER C	A	H	A	H	A	H	-	S	H
8	COLCHESTER D	H	A	H	A	H	A	S	-	A
9	WITHAM B	A	H	A	H	A	H	A	H	-

An ongoing view of the S/H/A pairings is also shown in the 'add team to division' tool used by the competition secretary to quickly confirm that a 'regular pattern' is kept when building a division (re item 34) and help anticipate what effect further adjustments may have.

Team Addition to League Division 2

H/A Pairings (2 teams)

#	Club Team	1	2
1	BRAINTREE B	-	A
2	BRENTWOOD C	H	-

New Team to Add = CHELMSFORD C

Team Addition Made
2 new pairings created

H/A Pairings (3 teams)

#	Club Team	1	2	3
1	BRAINTREE B	-	A	H
2	BRENTWOOD C	H	-	A
3	CHELMSFORD C	A	H	-

Return to Admin Page

With no other reference or team order constraint, teams will produce the above symmetric pattern shown in the above S/H/A pairings table, where teams play each other once, if they are added in the same order (alphabetic, as presented in this table), alternate rows/columns show 'reversed'.

Two cases are exceptions to this:-

a) When promotion or relegation of teams mean you want a non-alphabetic order compared to a previous season due to 'slot-replacements', so as to preserve all other teams's H/As to be the opposite to that played in the previous season. Not yet applicable to the above 2022/23 season shown as that was starting from scratch with no recent similar pairings as reference.

b) When there are to be an even number of teams in a new division, where teams play each other once, H-A diffs of 2 (shown in red) can occur - which can seem counter-intuitive! Diffs of 1 are unavoidable with even numbers of teams. Diffs of 2 would iron out over 2 years

(after an H-A reversal) but are avoidable – by reversing the row and column of a suitable team. e.g. division 1, before and after adjustment:-

Team	S	H	A	Dates Confirmed	Scores Confirmed
BRAINTREE A	0	4	5	0% (0 out of 9)	0% (0 out of 9)
BRENTWOOD A	1	5	3	0% (0 out of 9)	0% (0 out of 9)
BRENTWOOD B	1	3	5	0% (0 out of 9)	0% (0 out of 9)
CHELMSFORD A	1	5	3	0% (0 out of 9)	0% (0 out of 9)
CHELMSFORD B	1	3	5	0% (0 out of 9)	0% (0 out of 9)
COLCHESTER A	1	5	3	0% (0 out of 9)	0% (0 out of 9)
COLCHESTER B	1	3	5	0% (0 out of 9)	0% (0 out of 9)
MALDON	0	5	4	0% (0 out of 9)	0% (0 out of 9)
WITHAM A	0	4	5	0% (0 out of 9)	0% (0 out of 9)
WRITTLE	0	5	4	0% (0 out of 9)	0% (0 out of 9)

H/A Pairings (10 teams)

#	Club Team	1	2	3	4	5	6	7	8	9	10
1	BRAINTREE A	-	A	H	A	H	A	H	A	H	A
2	BRENTWOOD A	H	-	S	H	A	H	A	H	A	H
3	BRENTWOOD B	A	S	-	A	H	A	H	A	H	A
4	CHELMSFORD A	H	A	H	-	S	H	A	H	A	H
5	CHELMSFORD B	A	H	A	S	-	A	H	A	H	A
6	COLCHESTER A	H	A	H	A	H	-	S	H	A	H
7	COLCHESTER B	A	H	A	H	A	S	-	A	H	A
8	MALDON	H	A	H	A	H	A	H	-	A	H
9	WITHAM A	A	H	A	H	A	H	A	H	-	A
10	WRITTLE	H	A	H	A	H	A	H	A	H	-

The first row and column to the pattern is typically chosen, if 'suitable' – but where a club has two teams per division, neither are suitable (to minimise the club H-A's to each same opponent). The need for that reversal, or not, depends on where the double-team clubs lie!

Occupying any of list positions 1&2, 3&4, 5&6.. is ok, but occupying 2&3, 4&5, 6&7.. will produce H-A diffs of 2, unless a non-double-team is 'reverse sequenced'. In this instance it was done by adding the row 1 team last – so it was sequenced as the last row, even though it later shows on row 1 of the table. Alternatively, using a provision to define team order in the H-A table, intended for case (a), an equivalent table could be shown with no pattern-breaking rows, but breaking team alphabetical order.

Team Addition to League Division 1 Pairings

New team BRAINTREE A H-A table# 10 Add or Double Add

add team to a single-play or double-play division and create new extra pairings with the other teams (where H-A table order number is not defined within a division, it will be alphabetical by club/team name)

#	Club Team	1	2	3	4	5	6	7	8	9	10
1	BRENTWOOD A	-	S	H	A	H	A	H	A	H	A
2	BRENTWOOD B	S	-	A	H	A	H	A	H	A	H
3	CHELMSFORD A	A	H	-	S	H	A	H	A	H	A
4	CHELMSFORD B	H	A	S	-	A	H	A	H	A	H
5	COLCHESTER A	A	H	A	H	-	S	H	A	H	A
6	COLCHESTER B	H	A	H	A	S	-	A	H	A	H
7	MALDON	A	H	A	H	A	H	-	A	H	A
8	WITHAM A	H	A	H	A	H	A	H	-	A	H
9	WRITTLE	A	H	A	H	A	H	A	H	-	A
10	BRAINTREE A	H	A	H	A	H	A	H	A	H	-

A team ordering number within a division, if used, can now be specified when adding each team to the pairings, and can also be changed under 'edit-team'. Note, when a team declines promotion (as later in 2023/24) it may not be possible to avoid a team away count exceeding home+shared by more than one for single-play divisions missing a team, where 'opposite-venue' to the previous season is to be kept, and A's that exceed S+H by more than one are indicated in red.

36) Nomination table grades:- Prior to monthly gradings, nominations were based on July grades, unless teams elected to use January grades (see also items 8 & 51), the July grades being updated by an August revision. The nomination tables showed the two most recent gradings. Since monthly grading, the nomination tables have shown grades for July and for the most recent grading month. The monthly grade movements have made it important to review nomination ordering more often – especially where clubs have new and junior players with volatile grades. The most relevant grades to list in the table would therefore seem to be those which applied at the date of the most recent nomination, compared alongside the most current values – that is now implemented.

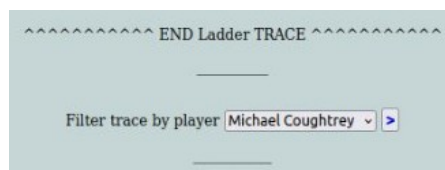
37) Team-Restricted events – grade counts:- This event, suggested at the 2022 AGM to replace the Plate has been accommodated as a separate (division R) grouping so as to be able to use established processes to set up match pairings and for result reporting. Although team-grade totals are now presented on team pages (item 31), there are also other rules that apply only to this event, relating to players with grades below a minimum threshold (initially 1300) and in these cases, the grade-total calculation has been refined to use the threshold grade, with the grade shown in the score table being that of the threshold, but in brown-italic to distinguish these from other grades. e.g. the first result of this event is shown below, before (left) and after (right) this refinement.

Date: Wed 19-Oct-2022				League: Division R			
Brd	Col	COLCHESTER 2	Result	COLCHESTER 1	Col		
1	w	Svein Kjenner (1862)	0 1	Colin R Moore (1749)	b		
2	b	Mae C Catabay (1775)	0 1	Robert Petroval (1552)	w		
3	w	Peter Smith (1451)	0 1	Rezin C Catabay (1508)	b		
4	b	Richard Morley (1050)	1 0	Andrew English (1250)	w		
		(Σ=6138, avg=1534)	1 3	(Σ=6059, avg=1514)			

>

Date: Wed 19-Oct-2022				League: Division R			
Brd	Col	COLCHESTER 2	Result	COLCHESTER 1	Col		
1	w	Svein Kjenner (1862)	0 1	Colin R Moore (1749)	b		
2	b	Mae C Catabay (1775)	0 1	Robert Petroval (1552)	w		
3	w	Peter Smith (1451)	0 1	Rezin C Catabay (1508)	b		
4	b	Richard Morley (1300)	1 0	Andrew English (1300)	w		
		(Σ=6388, avg=1597)	1 3	(Σ=6109, avg=1527)			

38) Filtered Ladder Trace:- So individual players can more easily understand their ladder result.



Following on from any overall ladder trace, a filtered version can now be selected to show trace results of an individual player. (click on the down-arrow to show a drop-down-list of participants, click on your selection, then on the 'go' arrow ('>')). This can be repeated for different players, or select 'all participants' to return to a full trace.

The difference in full and individual displayed trace detail is;-

Overall trace: shows all games and point-changes of all players, together with how the leader board stood at the end of each day (or each game if event method was set to increment by game') when any ladder game was played, so you see the overall picture of all players at each stage.

Filter by player: shows only the games and point-changes for the selected player and opponents, only for the days in which of the selected player played a ladder game, without intermediate leader boards, to focus on the simple point-arithmetic of the individual, without the distraction of the results of all other players and with only the latest leader-board shown.

39) Forum:- I raised a ticket with hosting (UK Cheapest) 18/11/22 after noting that all content on the WordPress based forum/blog was no longer viewable (only main headings were in place) and all logins (user and admin) produced a critical error. Access via the hosting control panel reported that all plug-ins and themes were up to date and that core files were successfully verified. Page content seemed to be present when inspecting the WordPress database and running check-and-repair on that stated it had no errors. I later removed the link on the heading frame of the NECL site when it was evident the issue was taking a significant time to fix.

Unlike the rest of the NECL site, the forum part had not been duplicated at this stage (as the platform install is not trivial and usage had been low) though it's database tables were backed up for contingency and later restored to a working version of WordPress later installed on our duplicate server (when the hosting WordPress not being fixed at all seemed a real possibility).

UKC diagnosed the WordPress plug-in 'chessonline' (a chessboard tool) as the cause of failed logins - though the same tool/versions on the duplicate server worked with no adverse effects! Disabling this tool did not fix the non-rendering of content on the main server though. That was inexplicably fixed much later (apart from more recent articles I had to restore from our backup). I closed the ticket with UKC 10/01/23, offered re-edited versions to authors of all articles previously using 'chessonline' to instead use the alternative plugin 'Chess Tempo Viewer', updated the tutorial article "[Displaying Board Posisions and Games](#)" accordingly and installed 'import/export' plug-ins on both servers (so articles on either can more easily be copied to the other and the duplicate server can now be used as a working WordPress backup).

40) ECF member game fee liability:- Sometime in October 2022 ECF altered membership to a rolling basis, so the membership period now lasts for 12 months from the date of purchase, now described at www.englishchess.org.uk/ecf-membership-rates-and-joining-details/ Previously it covered the 12 months up to 31st August of the season in which purchase was made, so it generally didn't matter when you joined/renewed within the season and was often left until a near-quota number of graded games had been played. That practice would now mean non-contiguous membership under the new rolling arrangement - with graded games played in the period between.

We therefore needed to know how grading fees would continue to be applied. e.g. would ECF now apply £18-a-time fees to over-quota-games played during any period of non-membership? Or, will players now be able to 'push-out' renewals by such 'a period' each time they rejoin? There would also be implications affecting how we should now track non-member game numbers within a current season. There was no explanation on how game fees would be affected on ECF pages, where we thought there was an obligation to make things clear and avoid leagues being caught out - so an enquiry was sent by the treasurer via "Contact the ECF Directors" pages. Since then, an extensive article appeared at www.englishchess.org.uk/rolling-membership-examples-and-exceptions/ In summary it means - game fees are covered for the season you join/renew, but with liability for the following season in which membership expires, unless renewed/extended by 30th June. Whilst this turned out to be little change from the previous arrangement in practice, it still added some complication to our game number tracking, which has now been implemented in readiness to deal with 'liable-members' (in addition to members & non-members) based on expiry dates. Namely,

a) In the league player list ;-

- i. Liable members are now mentioned in the '†' key.
- ii. Liable memberships are in parenthesis and italic, along with game counts as per non-members.
- iii. Totals shown below the table will include a separate count of liable members, and why liable (font initially a bit larger than other counts as new, reduce later when no longer special).
- b) Club page player tables will indicate 'liable members' along with counts and quota notes.
- c) Profiles on liable player pages will show quota-count and pend-fee as per non-members.
- d) The club account pages will now show;-
 - i. Mention of liable members under the Pending Game Fees title.
 - ii. Liable members, along with game counts/pend-fees listed as per non-members in pend-fee table.
 - iii. Text to right of table summarises liability and links to ECF's more long winded explanation.
- e) League account page shows same 'rolling membership note below club balances and pend-fee table.

41) Slot-finder tool:- Written to help clubs identify suitable calendar slots more easily.

Although you can view both club calendars, perhaps in alongside 'webcal' windows, so match nights are shown in columns, these are easier to focus on if the other columns do not distract - hence this slot-finder-tool. Just select home and away clubs and and click 'Show slots'
The usual match night of the home team is automatically set, but can be overridden to be any alternative night, such as the away team match night or another day of the week selected.

Slot finder is in the list of admin tools under the login panel, though login is not needed to use these. Or go to necl.org.uk/slotfinder.php

Where match dates are not yet confirmed, a link to the slotfinder tool is also placed at the top of match edit pages with appropriate parameters are pre-loaded into the link (above any displayed calendar entry of a tentative date), so a handy quick-reference is always at hand.

42) Substitutes:- These can now be marked up in results by the event secretary (in same way as 'ineligible players' and 'played defaults'). Rules limit grade levels of substitutes relative to the nominal player they are substituting for, but the rules on board ordering may appear to be broken if the substitute is of significant lower grade - but should not infringe if the match had started before board ordering could take this into account. Substitutes are indicated by '(sub)' alongside player names in the team result, and also now listed/counted in the match monitor.

43) Grade Counts of defaults in Team-Restricted events:- In March 2023 participant teams agreed that defaults should assume a count towards overall grade count, based on the minimum player grade for the event (otherwise the maximum allowed total grade count could be met with a default and higher graded players on other boards, for a more likely match win).

Date: Tue 28-Feb-2023			League: Division R		
Brd	Col	CLACTON 1	Result	COLCHESTER 1	Col
1	w	John Lambert (1545)	1 0	DEFAULT (1300)	b
2	b	Michael Coughtrey (1494)	0 1	Robert Petroval (1611)	w
3	w	Vince Chung (1300)	1 0	Richard Morley (1300)	b
4	b	Aaron Smith (1300)	0 1	Played Default A.N.Other (1300)	w
Σ=5639, avg=1409			3 1	Σ=5511, avg=1377	
Result submitted by Clacton 1 on Thu 02-Mar-2023 22:38					
Confirm/Change ?					

* Played game score shown. Match score adjusted accordingly

The same minimum grade count is now also applied to the special user A.N.Other, though usually temporary, as in recent case shown. The 1300 score is set as a team parameter per season, so as to only affect the teams who play these events. As you can see this is now included in the total team grade count.

44) php8:- Dev/backup server OS upgrades (from Mint 20.3/Una to 21.1/Vera, via 21.0/Vanessa), provided php8 as part of the newer distro. This allowed testing prior to upgrading the main server to php8 (found less tolerant to passing null parameters in various string and date commands).

45) Further league tailoring:- Following on from item 3, junior 'leagues' have been about internal events, rather than clubs having scheduled matches to play fixtures, so web page references to registrations, nominations, accounts & team results can be filtered out to simplify page content. Each 'feature' is now a 'league-dependent-parameter', set 'on' or 'off' on a league basis. These could become seasonally specific if required. Also, setting extended league club names can add a 'club type' to benefit identities in many places (other than left navigation selection where horizontal space is premium) especially where another club has the same main name, e.g. Colchester

Junior (whereas non-junior clubs do not have 'adult' added, and are generally a mix of members).

Filtering all these features for Junior 'leagues' affects the following;-

Left/Navigation frame: Has no links to team scores. Club panel has no '£' or 'Teams' columns.

Club home pages: Main headings now use extended club names.

(previous 'Calendar - Fixtures and Results' section, is now just labelled 'Calendar, has no columns for Div/Teams/Score and if empty, states "no items" rather than no fixtures found.

Player pages: No reference to player registrations or team nomination records.

Playerlist: No option to include/exclude unregistered players.

Directory: No longer states where club "currently has no teams playing in the league".

Secretary Admin pages: Tool section headings and some other texts now use extended club names.

No reference to registered players not appearing in list of detachable players, or of semi-detached players not in team-picks etc.

General Admin pages: As above, plus whole sections on fixture management no longer presented.

46) Cross-table games to specify defaults (and other special players):- Recording of defaults was not initially provided as this could be dealt with using byes. This doesn't occur with Swiss rounds paired from players who are present on the evening of each round, but if pairings are made further in advance, or in an all-play-all, scheduled over a period, clubs may prefer to indicate default wins in preference to using byes. One such enquiry was received in May 2023, and provided, along with adding the other special players 'ineligible' and 'A.N.Other' into pick lists for internal games, to be available for similar future reasons. Also, real and special players can now be indicated either way round colour-wise (previously real player was selected as White with the special player such a bye being Black), although colours don't usually matter for non-played games, this gives more data-entry options (or if a club wishes to imply colours that would have been played??). In the cross-table player x player view, there are possible columns (but no row) for 'bye', 'default' and 'ineligible' (if each is used), whereas 'A.N.Other' only creates a row (as more likely used to be a temporary substitute for a new player who participated but whose name was uncertain - rather than the general purpose 'anybody', often used in league matches to name all players of a team where all their opponents 'default').

Additional to the above 'general labels', where a club may wish to mark identified players as defaulting or ineligible, additional fields have now been added to the internal game table in the database to deal with these in the same way that event secretaries can tag players in main league games for irregular results - by editing a previously entered game.

Defaulting player identities are not usually named in league records, but for completeness the unplayed default tag has now been added - and that same choice of 'individual tags' provided to admins for main league games are now available to club admins for internal games (though some may be less meaningful). Played scores should be entered as these are used for grading purposes. (fictitious test example shown ->)

1 Update of Game Record (xgame id = 214)

Event Name: Clacton Club Shield
Rnd/Div/Section: 1 Board: 1
Updated 22-05-2023 22:45 by John Lambert
game_id = 214
record updated:

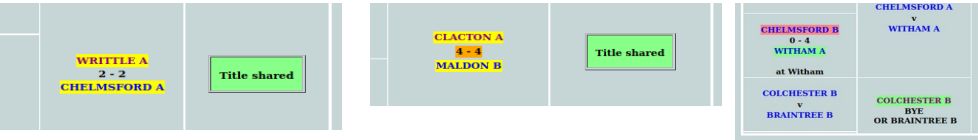
Date	Event	Rnd/Div	Rate	Brd	White	Result	Black
Tue 16-May-2023	Clacton Club Shield	1	SP	1	John Lambert (1545) (defaulted)	0 - 1	Andrew Salmon (1839)

47) Single-season team winner table:- This now heads 'Team Scores' pages. This and the 'Previous Winners' page are both generated from a winners table in the database which is updated annually. Control of displayed 'Spanning' is data-driven, by recognising common first words of adjacent cells in the database header rows, and by the first cell of an item in the content row being an integer number to generate the required span followed by the spanning content in the next cell. Team score pages now display a short table showing league/KO/plate winners for that season, automatically modified to not show column headings nor content where content is null (similar effect to item 13), and now include Less regular items (rapid-play and team restricted events).

48) Winner-box/match comment for KO/Plate Team Result Tree:- The final column of KO/Plate team trees (item 14) normally shows the winning team, based on the team scores for the final round and takes bottom-board eliminations into account in cases of drawn scores. Occasionally, the winner box in the final column may require different content to that provided by this automatic calculation. e.g. 1998/99 season would otherwise display Writtle A as the KO winners, based on the final round 5 result (and NECL rule 9b) and Clacton A as plate winners for the same season, but records show these titles were agreed to be shared.

This is now catered for (rather than a kluge in the code) by displaying text from the qualifying comment field in the supplied match data (that normally appears alongside the date in team results) in the winner box instead of a calculated winner name (only applies where both teams have

the same final round score, with or without a replay).



Display of the comment field in Team Result Tree for all rounds was later found to be useful to indicate result dependent byes or pairings, when a match is postponed and not played before the draw for a future round draw as in 2023/4 season, so was added.

49) Show team and player average ratings fielded by a specified team over a season:- This is now shown below the sets of team results in the verbose view of team pages (accessed by clicking on a match score for the team you wish to view extra data such as reporting dates/times - return to normal mode by clicking the match score again).

50) Dlists:- Further lists added under contacts section (visible only by logged in users) for main club roles of captain, secretary and treasurer, available for more targeted addressing.

51) Number of possible nominated players extended:- During 2023/4 season this needed to be increased to 6 so a total of 9 was provided (3 nominal and up to 6 extra, see also items 8 & 36).

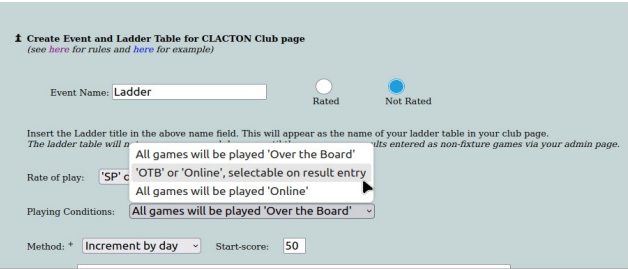
52) Temporary Player list Kluges:- Needed during 2023/4 season only, for approved discretionary breaking of rules by Maldon (sharing Witham venue as their club base during an uncertain future) so that they could borrow Witham players as the only way they could participate as a Maldon team. Consequently, player pick lists for league events, registration, nominations etc. needed to take into account a players non-primary club, but only where Witham/Maldon are the primary/non-primary. Quick fix to this end were applied in relevant coding whilst a more elegant generic solution was considered that would be in line with item 3 to tackle this through league-dependent parameters giving flexibility to cater for different rulings set by each league (plus club-level exceptions such as this to be specified if required) but was not implemented at this higher level. The relevant code modifications were undone during the season change to 2024/25.

53) Secure Shell:- This has never been an operational requirement as no personal/sensitive data is being exchanged, other than passwords which we stored encrypted. It incurs additional, albeit almost unnoticeable, overhead for each end to code/decode. Mainly though there would have been an additional charge by the hosting company. This situation changed after an outage on 17th April 2024. The cause was unclear but part of the fix by the hosting company was to switch to secure shells on all hosted domains. This means URLs can now start with https:// as well as http://

54) Registration reminder:- The landing page carries a note about this. Player lists on each club page are distinguish by being in light-italic, and each club account page has a table showing the registration status of each player in the club list and over each registration table is stated "N.B. Please be aware of rules regarding the timing for player registrations and payments". Yet, a requirement was further identified for an additional reminder when adding a new player to a club list, that an additional registration process is required if the player is to become eligible to play in league games. When a new player is added to a club list, the reminder message now appears in red, as shown.



55) Indicate 'Play Conditions' for internal club games:- The measures temporarily installed at the start of Covid (item 15) are being reinstated for internal games. Since then, ECF on-line grades have evolved and notes on some NECL internals indicate some games are now being played online, making identification of playing conditions a requirement for rating purposes. See also item 28.



When setting up ladders, cross-table events (swiss/all-play-all) and knockouts there are now choices of play-environment to be declared at the event level. Namely 'OTB' only (default selection) or 'Online' only - or to allow an OTB/Online choice when reporting each game result. The 'Play' conditions will be displayed in the 'Internal Games' page (if rated) and game results tables in club and player pages.

56) Average fielded player strength in team, over season:- Added near foot of team pages, under player P/W/D/L count table (instead of only shown in verbose mode when clicking match score).

57) Player page layout:- Rating history is now separately selectable from within the player profile (previously appeared below season game lists). This and the various game result tables are now displayed under the profile when selected (some selections previously produced a new page).

58) Display of, and comparison with, the ECF rating database:- Rating data detail can be accessed from a player card on the ECF website, by clicking on a player rating, but the views seem limited.

Rating History

Original Ratings

Revised Ratings

Over the Board			List	Online		
Standard	Rapid	Blitz		Standard	Rapid	Blitz
1545K	1594K		Sep 2024			
1545K	1594K		Aug 2024			
1545K	1594K		Jul 2024			
1545K	1594K		Jun 2024			
1545K	1586K		May 2024			
1545K	1600K		Apr 2024			
1545K	1600K		Mar 2024			
1545K	1600K		Feb 2024			
1545K	1600K		Jan 2024			
1545K	1600K		Dec 2023			
1545K	1600K		Nov 2023			

src.uk/v2/new/robo_audit.php?player_no=170345&year=2023&month=12

Rating Audit

Note: Ratings Audit is for revised Over The Board ratings only. Audit of Online ratings is not available.

Player No

170345

Year

2023

Month

12

Standard

Rapid

Blitz

Submit Query

Lambert, John E

Apr 2023 games

Pass 3. K Rating : Old Rating : 1555

No.	Opponent No.	Opponent Rating	Player Rating	D	D	Offset	Score	Score	Offset	Player K	Game Increment
1.	140706	1381	1555	-174	-4.6	1	+10	20	-5.4		
2.	307510	1332	1555	-223	-5.6	0	-10	20	-15.6		
						1			-10.2		

New rating : 1545 = Old Rating : 1555 + Total Game Increments : -10

- a) only shows the standard or rapid data of a single month;
- b) may not see the expected month (Jan is 'month 12' and if month has no games it may go to the month of most recent games instead);
- c) no game dates given;
- d) event not named;
- e) players listed only by number;

So generally not easy to see which game is which! Yet, fuller data is available via the API (item 17), though constructing calls to this and extracting your data from the json output is not very user friendly, so this is now made available from the profile area of each NECL player page.

Game & Rating History

Season

2024/2025 (8)

All seasons:

All games (721)

OTB rated:

NECL database

Standard (329)

Rapid (350)

ECF database

Standard

Rapid

Compare

Standard

Rapid

Opponent search

Find

Rating History

OTB Standard Play OTB games - from ECF rating database

Date	Event	Col	Result	Opponent	Opp Rating	Δ	Player rating
Thu 03-Oct-2024	Suffolk County Chess Association U1650 Cup	w	draw	Starodubcevs, Sergejs (357225)	1639	2.6	1548
Wed 12-Apr-2023	North Essex Chess League Division 2	b	loss	Kukiewicz, Peter (307510)	1332	-15.6	1545
Tue 04-Apr-2023	Suffolk County Chess Association U1650 Cup	w	win	Robertson, David (140706)	1381	5.4	1560
Mon 20-Mar-2023	North Essex Chess League Division 2	b	win	Oakden, Mark (220485)	1533	9.6	1555
Tue 31-Jan-2023	North Essex Chess League Division 2	w	draw	Harrison, Michael (327413)	1333	-5.4	1545
Tue 24-Jan-2023	Suffolk County Chess Association U1650 Cup	w	draw	Myhill, Richard (227473)	1550	0	1550
Tue 03-Jan-2023	North Essex Chess League Division R	b	draw	Roberts, Richard (350659)	1662	3.2	1550
Tue 15-Nov-2022	Suffolk County Chess Association U1650 Cup	w	draw	Harvey, Jonathan (127949)	1538	-0.2	1547
Wed 12-Oct-2022	North Essex Chess League Division 2	b	loss	Smith, Peter (213710)	1451	-13	1547

OTB Ratings are the revised figures (not original ratings). Data is cached for a set period, currently 3 days, to reduce ECF server loading in case of multiple requests. Δ shows as 'P' for players with partial ratings. The ECF API shows no rating data for 'old games' (< Oct 2020).

Nov 2024 note: ECF now provide a link, above the rating summary, in the title "View OTB Results and Latest Unofficial Rating Progress" which overcomes the earlier limitations. The link url takes the form https://rating.englishchess.org.uk/v2/new/list_games_player.php?ECF_code=170345G&domain=S (using the above example). An 'all season' version of the above link is https://rating.englishchess.org.uk/v2/new/list_games_player.php?domain=S&year=ALL&show_games=on&show_ratings=on&ECF_code=170345G

OTB Standard Play Rated Games

498 Games found in ECF database, from Sat 14-Sep-2002 to Tue 14-Jan-2025 (datefile imported 26-Jan-2025)

331 Games found in NECL database, from Wed 14-Oct-1998 to Wed 11-Dec-2024

302 Matching Game Pairs identified (local and national game records match on date, players, colour and result) - hide matching pairs

225 Games are part of unmatched pairs or single entry

	Date	Source	Event	Col	Result	Opponent
	Tue 14-Jan-2025	ECF	Suffolk County Chess Association U1650 Cup	w	win	Rohlman, Austin (368392)
(1)	Wed 11-Dec-2024	NECL	Plate Round 2: COLCHESTER B v CLACTON B	b	win	Matt Bennett (362853)
		ECF	North Essex Chess League Plate	b	win	Bennett, Matt (362853)
(2)	Wed 27-Nov-2024	NECL	U1650: SCCA, Ipswich v Clacton	w	loss	Conor Hickey (361987)
		ECF	Suffolk County Chess Association U1650 Cup	w	loss	Hickey, Conor (361987)
(3)	Thu 03-Oct-2024	NECL	U1650: SCCA, Bury v Clacton	w	draw	Sergejs Starodubcevs (357225)
		ECF	Suffolk County Chess Association U1650 Cup	w	draw	Starodubcevs, Sergejs (357225)
(4)	Wed 12-Apr-2023	NECL	Div. 2: BRAINTREE B v CLACTON A	b	loss	Peter Kukiewicz (307510)
		ECF	North Essex Chess League Division 2	b	loss	Kukiewicz, Peter (307510)

The new compare buttons show date ordered OTB SP or RP rated games from the local database adjacent to the same games from the ECF Grading database, with the same opponent (identified by ECF number).

Matching pairs, have light background, where opponent, game date, colour and result agree in both databases, which usually forms the majority of data. It is easier to spot irregularities if these are removed from the table by clicking 'hide matched pairs', so you see only unmatched pairs and single entries.

Fri 28-Apr-2006	NECL	Div. 1: MALDON A v CLACTON A	w	draw	Ian MacLachlan (133403)
Fri 28-Apr-2006	ECF	North Essex League 2005-2006	b	draw	MacLachlan, Ian R (133403)
Tue 11-Apr-2006	ECF	Suffolk League	b	loss	Elliott, F Richard E (110190)
Tue 04-Apr-2006	ECF	Suffolk League	b	loss	Buis, Jim (221240)
Tue 21-Mar-2006	ECF	Suffolk League	w	win	Abbott, Kevin (149203)
Mon 20-Mar-2006	NECL	Div. 1: BADDOW A v CLACTON A	b	draw	Graham Brearley (107218)
Mon 20-Mar-2006	ECF	North Essex League 2005-2006	w	draw	Brearley, J Graham (107218)
Tue 14-Mar-2006	ECF	Suffolk League	w	loss	Lunn, Ken (114676)
Wed 08-Mar-2006	NECL	Div. 1: COLCHESTER A v CLACTON A	b	loss	Roger Sharman (118765)
Wed 08-Mar-2006	ECF	North Essex League 2005-2006	w	loss	Sharman, Roger D (118765)
Tue 07-Mar-2006	ECF	Suffolk League	b	loss	Clapham, Michael JW (108376)
Tue 28-Feb-2006	ECF	Suffolk League	w	win	Brown, Hugo E (140756)
Tue 21-Feb-2006	NECL	Div. 1: CLACTON A v CHELMSFORD A	b	draw	Peter Brander (165133)
Tue 21-Feb-2006	ECF	North Essex League 2005-2006	w	draw	Brander, Peter A (165133)

Unmatching pairs have same date and opponent in each database but different colours or results (marked red), usually transcription errors.

Single (unpaired) ECF sourced entries are expected for games played in other leagues and events.

Single NECL sourced entries imply omissions, or date transcription errors (not marked), in the ECF database.

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Wed 31-Mar-2010	NECL	Div. 2: BRAINTREE C v CLACTON B	w	win	Thomas Delieu (109574)
Tue 30-Mar-2010	ECF	North Essex Chess League Championship 2009/2010	w	win	Delieu, Thomas W (109574)

12 colour differences and 0 result differences found in 12 unmatched pairs
29 rated games in NECL database not paired with a record in ECF database
183 rated games in ECF database not paired with a record in NECL database

These counts are listed under the table.
The typical example shows 2 single entries, one from each database, would be a matched pair - but for a wrongly transcribing date in the ECF database.

In general, colour and date transcription errors outnumber result errors, but do not affect rating calculations.

59) Opponent search on player pages:- input string can be part of player name, ECF reference or club name, though some older records do not all have all opponent club names completed where the opponent name was selected from a national list. The search is now extended to include event name as it can improve the match because this often includes the opponent's club name.

60) Historic grading files (See also item 28):- The production of grading files was previously only applied to a current season. It is now extended to cover earlier years. Checking data (ref. Item 57) has shown a wider extent of transcription errors than expected (mainly in some internal game events), grading files could be produced to help apply corrections, though there are limits to how far back ECF results can be updated.

61) Following the introduction of bank charges by Lloyds, treasurer requested provisions to show this, the new savings account with it's interest and to itemise aggregated charges under Funds. The table defining extra sub-accounts previously only dealt with those under the main Assets & Liabilities (such as the grading fee reserve fund), so a new field was now required and provided in the table to define which main account (A&L or Funds) each is a sub-account of, making provision of any future required sub-accounts more generalised.

62) Main/club accounts being generally visible to all users was a treasurer design decision taken some years ago during early development, but after looking into the range of IP addresses visiting the site (robot/crawlers/others) and due to recent surges in data-mining/AI activities it became preferable to reverse that decision and limit financial data access to be via club/league officer logins. Former links on club pages that targeted account pages, and '£' links in club navigation are removed in favour of links in officer admin pages. General visibility of indirect items such as nomination and registration lists however is retained by reverting to access via club-pages (instead of club-account-pages) where they used to be. As these items would increase the size of club pages, this seemed an appropriate time to split club content into 6 sub-pages, selected from a 'tab-effect' option list, with 'Club Profile' as the default.

Club Profile	Club Calendar Fixtures & Results	Club Players	Nominations & Registrations	Internal Events	Non-fixtured Games
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63) Local player ratings (category 'L'):- Can now be specified by clubs via 'Edit-Player' in admin pages. Single standard play and/or rapid play values are applied to all internal club games throughout the current season. This mainly affects cross-tables or events where performance calculations or seeding may be involved and not usually needed where sufficient games have been graded. The request arose due to instances of inappropriate ECF ratings displayed in club event tables that could not otherwise be changed by club admin and would skew club performance awards. For example a fast rising junior, previously gained a club performance award and similarly strong in SP and RP games with an up to date ECF SP rating but has a much lower ECF RP rating due to current season RP club games specified to be graded not submitted (re item 28).

Standard Play OTB Rating		1574K
Rapid Play OTB Rating		1317K
Optional Local Ratings:		
Standard Play OTB	<input type="text"/>	L
Rapid Play OTB	<input type="text" value="1525"/>	L
Local ratings (category 'L') replace ECF values for games in internal club events. Always editable. Specified value is applied throughout the season. Make blank to unset.		

64) Alternative performance ratings:- Deciding a additional prize for internal club events, that all players can qualify for with realistic chance to win is less simple than identifying the outright winner(s) based on highest points scored. One possibility is 'performance relative to grade', which can be calculated differently in different pairing programs and online rating tools. Pre July 2020, the performance column we showed in cross tables was based on the simple ECF method used to calculate a new ECF rating after taking the event games into account - the difference between this and the grade at the start of a competition (then published twice a year) being the improvement. Since then Elo type grades have been used, and a more complex calculation is applied to find player A's new rating as, $R'_A = R_A + K(S_A - E_A)$ where S_A and E_A is are actual and expected

scores. The K factor can be vary according to type of player, but for simplicity we use 20 for everyone. The expected score is calculated as

$$E_A = \frac{1}{1 + 10^{(R_B - R_A)/400}}$$

where R_B is the rating of opponent player B. In some pairing programs (e.g. Vega that Clacton use) this calculation is available but not so visible depending on which output table is selected and is known as rating variation (var). The term 'performance ' is not well defined.

e.g. Vega produces a very different set of numbers for what it terms to be 'performance rating' which is more volatile, particularly during early rounds. Data comparisons soon show this to agree exactly with what fide also call 'performance' and is based the average rating of opponents in an event, to which is added a factor (dp) depending on the players percentage score, where dp is defined in a lookup table and can vary from +800 (for 100% score) to -800 (for 0% score). Some sites/programs replace the above dp with $8 \times (\text{percentage score} - 50)$, for less extreme linear interpolation (from +400 to -400, hence aka 'algorithm of 400'), or variations on these.

Manually going through calculations to see the effects of different methods is tedious, so a switch was provided for a temporary override to immediately see the impact of using alternative methods on existing game data. To access this switch facility just use a flag for 'perftype' in the 'Internal Events' url. e.g. 2024/25 Clacton Shield under the 'fide' method can be seen from necl.org.uk/summarybyclub.php?club=CLACTON&year=2024&opt=internal&xtorder=pmg&perftype=fide and under the 'linear' performance type of calculation necl.org.uk/summarybyclub.php?club=CLACTON&year=2024&opt=internal&xtorder=pmg&perftype=linear

The original specified 'perftype' is confirmed in the event profile above the table.
The applied 'perftype' (default or override) is stated in parenthesis in the Perf column heading.

Type of Performance Calculation:

Equivalent new Elo

None

Equivalent new Elo

Linear (aka 'algorithm of 400')

FIDE

Tick (click) this box if you intend th
similar events will then be re-created for
just check and adjust dates if required -

using this detail
(at any time)

Add Crosstable Event

Cancel

As can be seen from examples, ordered by 'Perf_minus_grade', the method chosen will affect player performance ranking, so a preferred method is best agreed that can be selected when the event is initially specified (though can also be edited later). If 'performance' is not of interest, 'none' is now also an option to have a crosstable with no 'Perf' nor 'Perf_minus_grade' columns.