

GUIDELINES FOR NCC

Be aware please that the Guidelines for NCC organisers play only an inspiring role apart from the IMCC Rules&Regulations and help in keeping the continuity of the proven format. They should be like a menu in restaurant - you order what you like and ... can afford.

1. BUDGET

- always keep in mind the total cost to the organiser and the participating teams. Ideal to secure financial support apart from the entry fee, which should not be higher than 300€ per player.

Possible sources:

- a) MoD,
- b) local garrison,
- c) local civilian authorities,
- d) private sponsors and fund raiser activities.

Make sure that all financial operations are in accordance with the national law and internal solutions. For example, mixing ministerial and private money in some countries is forbidden or allowed only under strict rules.

- to help getting support, funding and interest from the chain of command other option might be taken into consideration – for example forming a Nation-2 team. However, such a proposal has to be approved by the IMCC in advance.

2. VENUE

- best travel time and costs for the majority of teams,
- good flight connections to the nearby airport; the organiser should provide pick-up service from/to the nearest airport or train/bus station,
- the best venue is a building with a big playing hall, where also the opening/closing ceremonies can take place; everything within walking distance to avoid shuttle bus system (additional costs and waste of time),
- accommodation - preferable military barracks due to lower costs and educational/cultural aspects; food on military camps is usually less expensive than elsewhere,
- military monuments or other sights in the vicinity for the culture/social day,
- your MoD may not allow civilians (guests) in military accommodation or funding of their participation at the same rate as the NCC participants. In that case, it is recommended to propose commercial accommodation at a negotiated reduced rate in the nearby area,
- option should be offered to participants to arrive earlier and leave later as required - this can involve extra cost to them,
- access to the internet/wi-fi.

3. ARBITERS

- at least two persons,
- preferably to have Luc Cornet as the main arbiter due to his experience and engagement.

4. PRIZES

- team (planned for the full team (6+2)) and individual; if the winning team is smaller the spare medals go to a military museum or chess federation).
- welcome are any other prizes, for example: the most exciting game of the round, the youngest, oldest player, etc.,
- participating nations in cooperation with the Organisational Committee (OC) are encouraged to contribute to the prize fund. The prize could be for example: a T-shirt, tie, mug, coin or a book.

6. PUBLIC AFFAIRS

- press coverage and picturesque report; with new technologies it is advisable to make video recordings of opening/closing ceremonies and tournament life; short interviews with game winners, VIPs and guests,
- VIPs might be asked to open/start rounds,
- each nation after coming back home is encouraged to write a report on the championship to the chain of command to find support for next editions. Posting the reports on national military and chess websites is highly advisable to find new players ready to represent the Armed Forces and advertise NATO Chess. Giving then a link to the NATO Chess website shows consideration to the NCC community and the OC especially,
- Military Chess Facebook page is to be considered as an excellent promotional and communication medium before, during and after the championship; access can be requested so the OC can publish on the page,
- the group and team pictures should be printed and then handed out to players,
- certificate/diploma of participation should be offered,
- certificate of IMCC longlife membership for eligible players,
- tournament coin and any other items with the NCC logo: e.g. a pen-drive, mug, T-shirt, bottle of wine, etc.; if not included into the entry fee, then an offer on commercial basis would be great,
- a name tag for all players,
- gift/souvenir exchange between players to promote own Armed Forces, region, unit, etc.,
- hospitable treatment at the Team Captains' and IMCC meetings.

8. OPENING/CLOSING CEREMONIES.

- all VIPs (local and international – e.g. military attaché of the next hosting nation to secure support), players and guests shall be invited to take part in the ceremonies; wearing best uniform is highly recommended,
- the detailed program of events and the list of speakers are to be agreed at the Team Captains' meeting,
- the playing hall should be decorated with the flags of NATO, FIDE and the participating nations,
- at some point of the ceremony, the national anthem of the host country and the NATO and FIDE anthem shall be played.

9. INVITATION

- include in the invitation that the NCC participants take care for their health insurance to avoid possible problems with health incidents,
- in the invitation teams should be asked if they have any food restrictions.

10. MISCELANOUS

- Blitz open to local players on Friday. A simul or any other chess activities (chess solving, bughouse) are also welcome,
- drinks (tee, coffee, mineral water) during the games are free of charge,
- keep in touch with the OC informing about the progress of forming a team; it is very stressful for the OC, if it doesn't receive answers to its questions,
- OC should be in close contact with the IMCC chairman to receive advice and help, make proofreading, arrange Thank-you letters, etc.

Food for thought:

IMCC is a body that practically decides about the development of NATO Chess and its members do a lot of work to keep the NCC going on. Perhaps it is worth considering to start an edition of an item that could integrate more the committee. It could be for example a plate, mug, badge, pen-drive, etc. with the logo of NATO Chess and with the acronym IMCC and date plus place to keep a series/collection, that could be shown in the office and ... advertise NCC.